
Subject: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [Spoony](#) on Sat, 26 Aug 2006 14:21:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

...I'm confused tbh. Has Kane been captured by CABAL, or cloned, or kept alive? Is CABAL Kane?

Furthermore, which C&C storyline will C&C3 follow? Tiberian Sun or Firestorm?

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [Ma1kel](#) on Sat, 26 Aug 2006 14:58:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Another question about TS endings; why does Kane have a metal plate covering a half of his head and why is the other half damaged?

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [m1a1_abrams](#) on Sat, 26 Aug 2006 15:15:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think all of the guys in the tubes are the CABAL core, i.e. CABAL is a computer attached to a whole load of human brains. That's what "Computer Assisted Biologically Augmented Lifeform" seems to suggest. Apparently Kane's brain has been added to CABAL at some point, possibly after McNeil "kills" him? Other than that, the shifting back and forth between CABAL and Kane's voice seems to suggest that CABAL has become one with Kane, rather than just using his brain for extra processing power.

But who knows what they were thinking. Hopefully they'll tie up all the loose ends in the new game, rather than just ignore Firestorm completely.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [PlastoJoe](#) on Sat, 26 Aug 2006 16:44:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you'll notice, Kane in the whatever-chamber no longer has the metal on his face. So the cloning theory seems to have more plausibility there.

BUT this could mean that there's more to the phrase "Kane lives in death" than what first appears. Has he been hooked up to CABAL every time he died? It might not have been used as a tactical AI during Tiberian Dawn, but its link to Kane and possibly more people while repairing/cloning them could have made it the sentient being that it is.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [icedog90](#) on Sat, 26 Aug 2006 18:34:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ma1kel wrote on Sat, 26 August 2006 07:58Another question about TS endings; why does Kane have a metal plate covering a half of his head and why is the other half damaged?

Probably because in the last cut scene where you beat the GDI missions, they show Kane walking in the Temple of Nod and being crushed by falling debris.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [havoc9826](#) on Sat, 26 Aug 2006 19:36:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

icedog90 wrote on Sat, 26 August 2006 11:34Ma1kel wrote on Sat, 26 August 2006 07:58Another question about TS endings; why does Kane have a metal plate covering a half of his head and why is the other half damaged?

Probably because in the last cut scene where you beat the GDI missions, they show Kane walking in the Temple of Nod and being crushed by falling debris.

Actually, in the original C&C (Tiberian Dawn, which is the game icedog90 was actually referring to), if you destroy the Temple of Nod with an Ion Cannon instead of just regular attacks, the end of that video changes. Does anyone know which ending is supposed to be the one that actually happened in the C&C Canon? Take a look at the difference:

Regular Temple Destruction

Ion Cannon Temple Destruction

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [icedog90](#) on Sat, 26 Aug 2006 19:40:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

oh, oops, I meant to say Tiberian Dawn but I spaced out. sorry. I've never actually seen the ion cannon ending before.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [Mad Ivan](#) on Sat, 26 Aug 2006 21:14:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

MaidenTy1 wrote on Sat, 26 August 2006 17:21Furthermore, which C&C storyline will C&C3 follow? Tiberian Sun or Firestorm?

None so far. EA is being a bitch:

- ignoring the Firestorm storyline (except for the inclusion of the Juggernaut).

- ignoring 90% of the Tiberian Sun storyline:

- Earth is seperated in blue, red and yellow zones, while it should actualy be yellow and red only
- The unit and building design is Rather Tiberium Dawn-ish than post-Tiberian Sun.
- No mechs for GDI () while Nod gets some bigass Avatar Robot which is a direct rip-off of Westwood's original Tiberian Sun Nod Scavanger Tank Idea. They probably used some of TJFrame's concepts as well...
- No trace of Cyborgs (probably sparing them for the expansion pack).
- No trace of Stealth Generators.
- Overall Bright Environment
- Tiberium's possibilities confilict with themself (if you need explenation on this one, just ask).
- No trace of earlier Tiberium Mutations.

And the list goes on. So to put it in simple terms: Currently C&C3 is not true to Westwood C&C Canon.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [Ma1kel](#) on Sat, 26 Aug 2006 21:18:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

In the C&C canon, atleast according to heXetic, Kane gets killed by the Ion Cannon. But that still doesnt answer why Kane's face is damaged in the last cutscene, but not in other cutscenes.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [cmatt42](#) on Sat, 26 Aug 2006 21:30:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Also, Kane doesn't get his metal mask thing until around the middle/end of Tiberian Sun.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [Nukelt15](#) on Sat, 26 Aug 2006 21:38:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Look in the TS manual- in the section that references Kane's "return from the dead" it mentions that there was evidence of digital alteration in his transmission to the Philadelphia. The only possible explanation is that Kane had his transmissions edited on-the-fly to hide his injury and make it appear as if he had never been wounded in the first place. It is even possible that the metal plate conceals some sort of holographic projector that would make his face appear normal (so that he could appear in front of Nod troops and still appear unharmed), but that's just speculation. He did, at least, screw with his appearance in video transmissions (the bulk of his appearances in TS are in such transmissions rather than face-to-face with another character).

Remember, Kane is a master of trickery and propaganda; he knows well the value of a leader that appears to be invinceable. If he allowed anyone but his inner circle to know how badly he'd been hurt in the final GDI assault in TD, that would be proof that he was only human and could, in fact, be hurt and killed. By hiding that injury, however, he looks like a demigod to his followers and delivers a double blow to GDI morale- the rank and file see that not only did their greatest enemy

get away, he got away unharmed. We all know he came very close to being killed- more times than one- but Kane doesn't want anybody to know just how close he came to death.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [Jaspah](#) on Sun, 27 Aug 2006 03:54:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah, but what about the ending videos for Tiberian Sun aswell? When GDI wins (which the storyline should be going by, seeing as the Nod ending doesn't happen as far as C&C 3 goes) then Kane is impaled by some spear thing by McNeil, which kills him. See for yourself:

<http://youtube.com/watch?v=1Lr3zMeRjN4>

Here's the Nod ending too, as a bonus:

<http://youtube.com/watch?v=r93c6qN9XyY>

What interests me most about the Nod ending, is that Kane seems to have supernatural powers. He disappears as the missile is launched. Hmm...

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [havoc9826](#) on Sun, 27 Aug 2006 04:46:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Jaspah wrote on Sat, 26 August 2006 20:54 What interests me most about the Nod ending, is that Kane seems to have supernatural powers. He disappears as the missile is launched. Hmm... My guess is that he tapped into one of the mysterious powers of the Tacitus.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [PlastoJoe](#) on Sun, 27 Aug 2006 05:22:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Mad Ivan wrote on Sat, 26 August 2006 16:14

None so far. EA is being a bitch:

A few of these are explainable.

Quote:-ignoring the Firestorm storyline (except for the inclusion of the Juggernaut).

-ignoring 90% of the Tiberian Sun storyline:

We really don't know much about the storyline yet. As far as I've seen, what is verified is that 1) GDI has been able to relax and clean up the planet a little, 2) Nod has become the dominant world power in its dormancy, 3) the Philadelphia is nuked, and 4) Kane is back somehow.

Quote:--Earth is seperated in blue, red and yellow zones, while it should actualy be yellow and red only

If, as they say, GDI has been able to develop effective ways to fight tiberium (with the help of the Tacitus?), then the existence of blue zones is reasonable to believe.

Quote:--No mechs for GDI () while Nod gets some bigass Avatar Robot

--No trace of Cyborgs (probably sparing them for the expansion pack).

--No trace of Stealth Generators.

--No trace of earlier Tiberium Mutations.

So far. I'm sure the game's not even close to fully developed yet. Remember how they did Renegade? Push back, push back...

speculation Maybe they've given Nod the power advantage and GDI the stealth advantage...

Quote:--Overall Bright Environment

Why not?

Quote:--Tiberium's possibilities conflict with themselves (if you need explanation on this one, just ask).

Would like explanation, if for no other reason than edification. But of course the theories on tiberium could've been completely wrong before the Tacitus was read.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [icedog90](#) on Sun, 27 Aug 2006 06:49:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

directed toward Mad Ivan.

I feel like you just nitpicked C&C 3 because EA is making it. Everything you listed there has nothing to do with the storyline, and most of what you said is unnecessary because the game isn't even close to being finished. There WILL BE MORE MECHS, stop making yourself believe that what you see now is it and there will be no more. They've barely showed anything yet. The "bright environment" is just one type of environment out of many others you'll see when they are able to show them.

Also, you just contradicted yourself. You said that there will be juggernauts, and yet you made up the fact that GDI doesn't have and will not have mechs.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [nopol10](#) on Sun, 27 Aug 2006 11:52:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Notice that in the latest video showing Kane in C&C 3 that Kane does not have the half cyborg thing on his head. All evidence points to the fact that Kane is probably a clone.

How?

The cloning vats of RA2:YR.

Many do not consider it canon but the last mission of Renegade obviously says differently.

Apocalypse Tank Photo that is.

So EA said that Nod has a message that will "chill the spines" of everyone. And that is probably that they have millions of Kanes in dormancy.

And blue zones can exist. GDI is said to use sonic disruption technology to retard growth of Tiberium so its more than possible.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [Ma1kel](#) on Sun, 27 Aug 2006 13:33:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Imfao

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [Dover](#) on Sun, 27 Aug 2006 14:46:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's the stupidest map I've ever seen. Since when does Tiberium infestation follow political boundries? And there seems to be no logical pattern in placing the blue zones.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [Ma1kel](#) on Sun, 27 Aug 2006 14:55:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yup, how the fuck can Antartica, the North and South Pole be infected with Tiberium, have you ever seen a plant there?

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [Dover](#) on Sun, 27 Aug 2006 15:24:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

And the great sheep-grazing land of England gets off without anything? BS.

I can understand Scandonavia being a Blue Zone. Those Vikings probably scared all the tiberium away.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [Ma1kel](#) on Sun, 27 Aug 2006 15:31:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dover wrote on Sun, 27 August 2006 16:24 And the great sheep-grazing land of England gets off without anything? BS.

I can understand Scandonavia being a Blue Zone. Those Vikings probably scared all the tiberium away.

Yup, and Australia, also an island is a freaking red zone. lol

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [icedog90](#) on Sun, 27 Aug 2006 15:52:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Shut up guys. I really fail to see what's wrong here. You just have to keep beating it and beating it, and you've only been beating things that don't even matter or don't affect the game most of the time.

This isn't even about bashing C&C 3. If you want to bash it at least start your own thread.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [Dover](#) on Sun, 27 Aug 2006 16:08:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

C&C 3 will be a fine game. C&C Generals was a fine game too. It was entertaining and added several strategic elements that were absent in previous Command & Conquer games. The problem with Generals was that, despite it's name, it was not a C&C.

That's the main concern with C&C 3. I have no doubt that it will be a fun, entertaining, strategically minded game. The qualls with it are over the storyline. EA has already released that they've invented some new theory to how Tiberium works, instead of following proven formula in the previous two. They've all but ignored FireStorm, and are shitting all over the Tiberian Sun storyline. What the fuck?

EA needs to understand that they are creating a sequel, and need to keep it in line with the previous games created in the series.

Then again, the game is in it's embryotic stages. For all I know, EA could be doing everything fine and just not releasing the info.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [Mad Ivan](#) on Sun, 27 Aug 2006 21:04:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

I understand where this argument could go, so i'll just go to my corner, compile my list of things that i don't like about C&C3 and release it when the game has hit the stores.

In general terms, it would be too late, but it doesn't really matter to EA .

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [Spoony](#) on Sun, 27 Aug 2006 21:56:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ma1kel wrote on Sun, 27 August 2006 09:55Yup, how the fuck can Antartica, the North and South Pole be infected with Tiberium, have you ever seen a plant there?

According to the previous C&C games, Tiberium can flourish in frozen regions but does so at a slower pace than in warmer climates... hence why it isn't a red zone. On the flipside nobody's trying to halt Tiberium's infestation at the poles, for the simple reason that it doesn't really matter to anybody.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [Dover](#) on Sun, 27 Aug 2006 22:08:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

MaidenTy1 wrote on Sun, 27 August 2006 14:56Ma1kel wrote on Sun, 27 August 2006 09:55Yup, how the fuck can Antartica, the North and South Pole be infected with Tiberium, have you ever seen a plant there?

According to the previous C&C games, Tiberium can flourish in frozen regions but does so at a slower pace than in warmer climates... hence why it isn't a red zone. On the flipside nobody's trying to halt Tiberium's infestation at the poles, for the simple reason that it doesn't really matter to anybody.

I believe the American term for such obvious pulled-out-of-my-assery is "Fuck That Shit".

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [Spoony](#) on Sun, 27 Aug 2006 22:31:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Excuse me? The Tiberium-not-flourishing-so-well-in-cold-regions is stated by Westwood, not myself. The nobody-caring-about-the-polar-regions-enough-to-do-anything-about-the-Tiberium-flourishing is, admittedly, an educated guess...

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [Dover](#) on Sun, 27 Aug 2006 22:54:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

MaidenTy1 wrote on Sun, 27 August 2006 15:31The nobody-caring-about-the-polar-regions-enough-to-do-anything- about-the-Tiberium-flourishing is, admittedly, an educated guess...

That's what I was refering to. Needless to remind you that one of GDI's biggest and most important bases is pretty close to the North Pole?

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [m1a1_abrams](#) on Sun, 27 Aug 2006 23:46:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

The Hammerfest base is in Norway, which you'll notice is a blue zone. Obviously they care enough about that area to clean it up. I don't think there's ever been any suggestion that there is a major GDI base in Antarctica though, so Spoony's point stands.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [Jecht](#) on Mon, 28 Aug 2006 19:46:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dover wrote on Sun, 27 August 2006 09:46 That's the stupidest map I've ever seen. Since when does Tiberium infestation follow political boundries? And there seems to be no logical pattern in placing the blue zones.

That map doesn't in anyway show that tiberium follows country borders. It mearly says that the region is a Red Zone, not that there is gigantic mounds of tiberium in Colombia that all of the sudden shelf off and turn into a more mild tiberium atmosphere in Brazil.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [aaaalex06](#) on Mon, 28 Aug 2006 22:06:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

nopol10 wrote on Sun, 27 August 2006 06:52 Notice that in the latest video showing Kane in C&C 3 that Kane does not have the half cyborg thing on his head. All evidence points to the fact that Kane is probably a clone.

How?

The cloning vats of RA2:YR.

Many do not consider it canon but the last mission of Renegade obviously says differently.

Apocalypse Tank Photo that is.

So EA said that Nod has a message that will "chill the spines" of everyone. And that is probably that they have millions of Kanes in dormancy.

And blue zones can exist. GDI is said to use sonic disruption technology to retard growth of Tiberium so its more than possible.

LMFAO!

When was Nod or Kane in RA2 or YR? ROFLZ!!!!

Your thinking of the Soviet Union "D

EDIT: I remember seeing a Video of cloneing tubes with "what to look like" mini Kane's , I belive he was cloned.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [snip1er](#) on Mon, 28 Aug 2006 22:32:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok you n00bs, heres how it goes:

I think you're referring to this?

He has metal plates because he died in C&C1. But since he got the chronosphere from the Soviets he was able to spend time making a backup of himself (CABAL).

What you see at the end of Firestorm is one of Kane's Cabal backups. The bodies are Kane clones ready to be dispatched at his pleasing. So indeed, Cabal is advanced AI that Kane obtained from the Skrin using the Chronosphere, he used what he had learned to make a clone factory and a mind/soul backup for himself.

As for Kane being in RA2, it is apparent by viewing the inside of the Temple of Nod in Renegade, that RA1 and RA2 are pre-Renegade and C&C. And by seeing Seth floating around in a cryogenic tube in the temple, we can say that C&C occoured a short time before Renegade in the timeline.

File Attachments

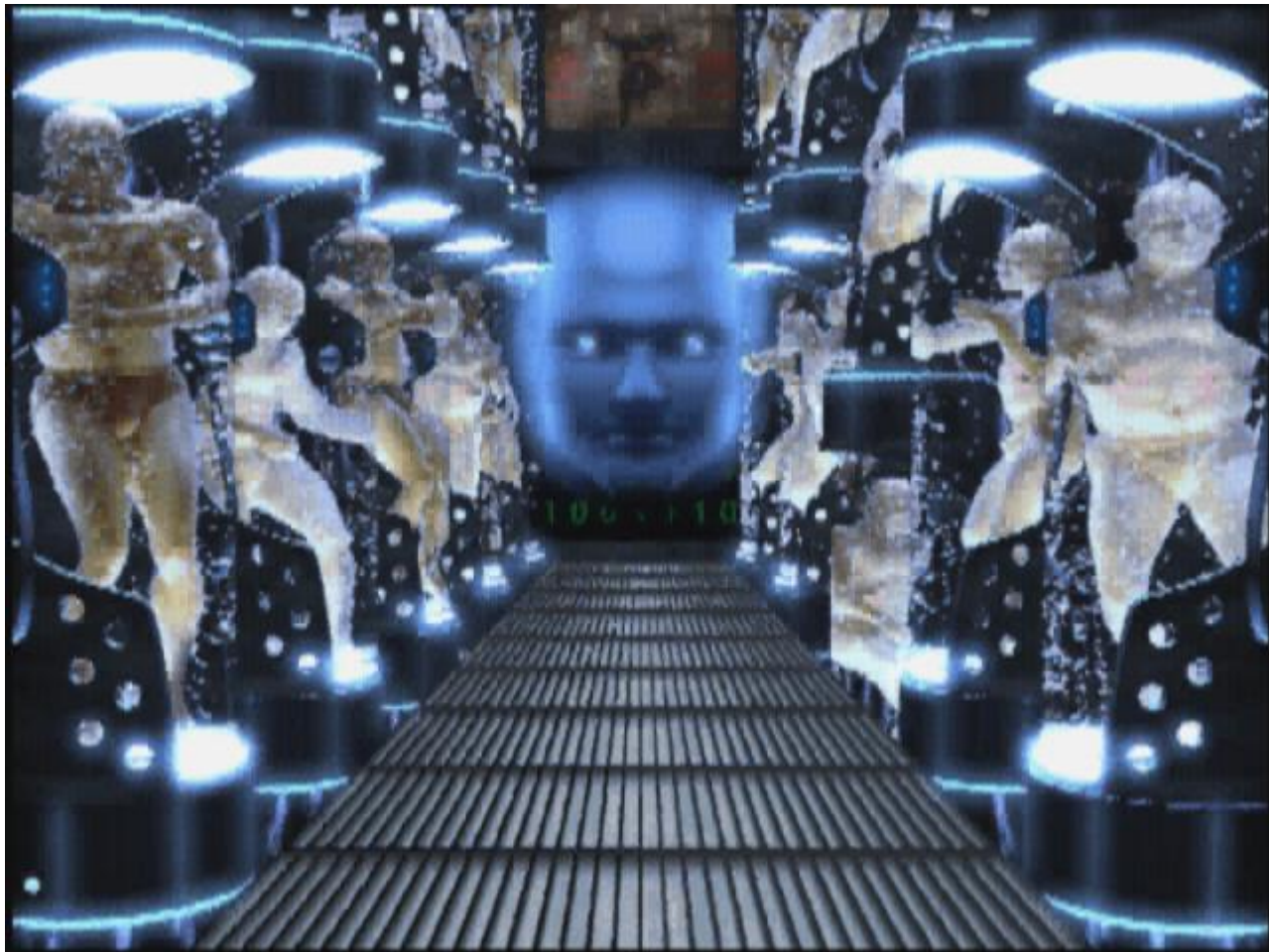
1) [PLOT.JPG](#), downloaded 675 times



2) [kane.PNG](#), downloaded 525 times



3) [core.JPG](#), downloaded 1246 times



Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [futura83](#) on Mon, 28 Aug 2006 22:41:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

nice!

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [PlastoJoe](#) on Tue, 29 Aug 2006 02:16:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

I don't subscribe completely to your theory, but it's interesting anyway.

What I wonder is, if CABAL is Kane's mind as AI, why would he suddenly turn on his own Inner Circle and try to kill his most successful commander(s)? I could probably answer my own question, but I'm too lazy right now.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [snipler](#) on Tue, 29 Aug 2006 02:18:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Because Slavik and the inner circle was turning away from what Kane's vision was for Nod.
That's why he went "rouge".

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [aaaalex06](#) on Tue, 29 Aug 2006 02:57:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

aaaalex06 wrote on Mon, 28 August 2006 18:06nop010 wrote on Sun, 27 August 2006

06:52Notice that in the latest video showing Kane in C&C 3 that Kane does not have the half cyborg thing on his head. All evidence points to the fact that Kane is probably a clone.

How?

The cloning vats of RA2:YR.

Many do not consider it canon but the last mission of Renegade obviously says differently.

Apocalypse Tank Photo that is.

So EA said that Nod has a message that will "chill the spines" of everyone. And that is probably that they have millions of Kanes in dormancy.

And blue zones can exist. GDI is said to use sonic disruption technology to retard growth of Tiberium so it's more than possible.

LMFAO!

When was Nod or Kane in RA2 or YR? ROFLZ!!!!

Your thinking of the Soviet Union "D

EDIT: I remember seeing a Video of cloning tubes with "what to look like" mini Kane's , I believe he was cloned.

!noob myself what a jackass, i should have played RA1

Ok i was totally wrong, Kane was in RA 1 , I only played RA 2, Give me the benefit of the doubt, lol.

So do crazy Aliens from Tiberian come into C&C or Nod?

EDIT: I love that feeling when you're always right

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [snipler](#) on Tue, 29 Aug 2006 03:03:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Its cool

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [PlastoJoe](#) on Tue, 29 Aug 2006 06:09:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

In what way were they turning away from Kane's vision? Clearly they had all, in the past, supported the "tiberian future" Kane wanted to bring about.

If CABAL had simply decided to kill the Inner Circle and let Slavik inherit Nod, that would have made more sense. Slavik was the only one with an idea of unification that Kane would have endorsed. Or so it seemed anyway.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [snipler](#) on Tue, 29 Aug 2006 06:11:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

SpyGuy246 wrote on Tue, 29 August 2006 01:09In what way were they turning away from Kane's vision? Clearly they had all, in the past, supported the "tiberian future" Kane wanted to bring about.

If CABAL had simply decided to kill the Inner Circle and let Slavik inherit Nod, that would have made more sense. Slavik was the only one with an idea of unification that Kane would have endorsed. Or so it seemed anyway.

Kane clearly didnt think so. He probably foresaw the unification of GDI and Nod anyways and knew Slavik would become a GDI patsy like Hassan.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [icedog90](#) on Tue, 29 Aug 2006 06:31:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Allies had the chronosphere, not the Soviets.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm
Posted by [aaaalex06](#) on Wed, 30 Aug 2006 02:37:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

--Mistake--

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [sterps](#) on Thu, 31 Aug 2006 13:15:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

At the end of the tiberian sun Nod ending, he teleports away. If you watch the alternate GDI ending for Tiberian dawn, you will see that as the ion cannon closes in on top of him, he does the same 'teleporting stance'. This is why i think the alternate clip is more significant than the rubble ending.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [Canadacdn](#) on Thu, 31 Aug 2006 23:46:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sorry if this is off topic, but is it me, or does that tiberium look like marijuana?

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [Kamuix](#) on Thu, 31 Aug 2006 23:50:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

I remember somewhere in the TS campaign when Kane said he was growing hemp to fool people into thinking it was Tiberium.

Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [aaaalex06](#) on Fri, 01 Sep 2006 00:12:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Canadacdn wrote on Thu, 31 August 2006 19:46 Sorry if this is off topic, but is it me, or does that tiberium look like marijuana?

ROFL!!!!!! HAHHAHAHAHAHAHAHAHAH

Thats funny as hell.
