
Subject: Re: URGENT Kane's Wrath question PLEASE
Posted by [Starbuzz](#) on Tue, 02 Sep 2008 13:51:56 GMT
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SAVES IMAGE TO HDD AND SETS AS WALLPAPER

Thanks so much for such a beautiful screenshot, Crimson. The soldiers look very nice in-game. They really can't be called "militants" anymore but I must admit I am very satisfied.

R315r4z0r wrote on Mon, 01 September 2008 23:13: Actually, this is the only change I can think of that has no reason or backup story. They are like that throughout the entire game and no reference is given to them at all...

Yeah R3, I am VERY surprised at this secret change. I know EA took a very strong stance on the militants as they had a really good reason to use militants in the first place. I was very disappointed because the militants seemed to be part of the storyline of Nod.

This was what an EA artist said to justify the use of the militant:

Quote: More than anything, I wanted to contemporize Nod in this game. They've had a cartoonish villain quality in the past which I felt needed to be refreshed this time around. I really saw Nod as a quasi-religious organization, preying upon alienated urban youth as a source of recruits. Toward that end, the Nod sets for our cinematics are filled with religious overtones, and these Nod Militants are designed to look like young graffiti punks, Morlocks from the abandoned tunnels beneath Manhattan and other underground worlds across the globe, brought forth to the surface to do Kane's bidding... Art Direction
<http://pc.ign.com/articles/772/772511p1.html>

Though no doubt Nod was more of a terrorist organization in TD, they evolved into a organized well-equipped military in TS. And what didn't make sense (though good reasons were provided) in TW, the basic footsoldier was a militant. C'mon... a organization that is capable of making advanced stealth technology, rockets, warmachines, and weapons suddenly stops giving out free basic armor suits to it's frontline soldiers!

So you can just imagine my surprise when I learned yesterday that they decide to change it. I for sure know I was not the only one that complained about this. Anyway, Nod looks more attractive now for sure.

+1 for EA tbh. Happy about this!
