
Subject: You can't kill the Messiah!
Posted by [sterps](#) on Wed, 23 Aug 2006 07:48:21 GMT
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Yup thats right, Kane is back in tiberium wars, in the form of Joseph Kucan!!!

Subject: Re: You can't kill the Messiah!
Posted by [Aprime](#) on Wed, 23 Aug 2006 08:27:36 GMT
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<http://files.ea.com/downloads/eagames/cc/tiberium/nodtransmission.wmv>

Next time post the link, k?

Subject: Re: You can't kill the Messiah!
Posted by [Goztow](#) on Wed, 23 Aug 2006 09:25:28 GMT
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Pleasure overload!

Subject: Re: You can't kill the Messiah!
Posted by [light](#) on Wed, 23 Aug 2006 09:29:55 GMT
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But it's EA... please don't let them ruin it.

Subject: Re: You can't kill the Messiah!
Posted by [nopol10](#) on Wed, 23 Aug 2006 10:08:56 GMT
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Awesome.
C&C is C&C again.

Subject: Re: You can't kill the Messiah!
Posted by [Scythar](#) on Wed, 23 Aug 2006 10:12:15 GMT
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Nice find. I hope they won't go overboard with the "terrorist" phrase, it seems like the "T"'s are now the default enemy in most EA games.

Subject: Re: You can't kill the Messiah!
Posted by [Goztow](#) on Wed, 23 Aug 2006 10:15:32 GMT
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In Tiberian Dawn, GDI always referred to Nod as terrorists.

Subject: Re: You can't kill the Messiah!
Posted by [Jecht](#) on Wed, 23 Aug 2006 14:46:34 GMT
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Joe Kucan ftw!

Subject: Re: You can't kill the Messiah!
Posted by [Halo38](#) on Wed, 23 Aug 2006 14:58:40 GMT
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light wrote on Wed, 23 August 2006 05:29But it's EA... please don't let them ruin it.

I bet you they wont I'm really liking the art in this one esp. the tiberium and the gdi tanks it looks like gdi have adapted to the conditions imposed on them by tiberiums existance while TD used vehicles very similar to ours today.

I will definatly buy this game

Subject: Re: You can't kill the Messiah!
Posted by [PlastoJoe](#) on Wed, 23 Aug 2006 17:24:51 GMT
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EA's on the right track it seems. Let's hope this bodes well for the game. I'm definitely more excited about it now.

Subject: Re: You can't kill the Messiah!
Posted by [Aircraftkiller](#) on Wed, 23 Aug 2006 17:29:01 GMT
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They're fucking over everything about the series... bringing Kucan back is the only thing they've done right so far. But having him there doesn't make the game good, Renegade had him too and look how bad that game did.

Subject: Re: You can't kill the Messiah!

Posted by [jnz](#) on Wed, 23 Aug 2006 17:33:51 GMT

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renegade was only crappy because it was not finished. i love the engine though

Subject: Re: You can't kill the Messiah!

Posted by [cheesesoda](#) on Wed, 23 Aug 2006 18:11:54 GMT

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Aircraftkiller wrote on Wed, 23 August 2006 13:29They're fucking over everything about the series... bringing Kucan back is the only thing they've done right so far. But having him there doesn't make the game good, Renegade had him too and look how bad that game did. They only made a good decision because they were pretty much forced to. They'd lose support from most, if not all, of the C&C fanbase. Kucan is very important to the series and the sales for C&C3. They were more or less forced into do something right. If only that worked for more aspects of the game, we would actually have a chance of ensuring a decent game.

Subject: Re: You can't kill the Messiah!

Posted by [bigejoe14](#) on Wed, 23 Aug 2006 18:49:17 GMT

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http://media.pc.ign.com/media/823/823989/vids_1.html

Subject: Re: You can't kill the Messiah!

Posted by [Nightma12](#) on Wed, 23 Aug 2006 18:51:28 GMT

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u know what?

i think EA might just pull this one off and make a good C&C

i hope they learnt there lesson from Generals

Subject: Re: You can't kill the Messiah!

Posted by [Nukelt15](#) on Wed, 23 Aug 2006 19:27:59 GMT

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The demo will be played... but if it isn't really fucking impressive, there's no way in blue hell I'm forking over \$50. EA has already proven their inability to handle RTS properly, and demonstrated a lack of understanding for the game's backstory.

Even with Joe back, my confidence in this game is not exactly high.

Subject: Re: You can't kill the Messiah!
Posted by [icedog90](#) on Wed, 23 Aug 2006 20:10:39 GMT
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Screw IGN you guys.

<http://www.gametrailers.com/gamepage.php?id=2613>

EDIT: Except IGN does have some videos that you cannot find there. Well, I watched the interview and that just brought my hopes up so much. It definitely looks a lot like C&C, and even the way units move and attack each other is quite similar. I hope they have some kind of demo soon...

and just so you know, EA does write Nod correctly.

Subject: Re: You can't kill the Messiah!
Posted by [IronWarrior](#) on Wed, 23 Aug 2006 22:03:17 GMT
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Goztow wrote on Wed, 23 August 2006 10:25Pleasure overload!

Indeed!!!!

Subject: Re: You can't kill the Messiah!
Posted by [icedog90](#) on Wed, 23 Aug 2006 22:48:28 GMT
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I think all of us have been very disconnected from what's been going on with C&C 3 lately. There is a crapload of good news about it, and EA is ACTUALLY listening to what people are saying in their forums and have already made changes because of that. I'm freaking serious. Go to this fan site to check up on this constant string of news that's been coming just recently:

<http://www.cnc3forums.com/index.htm>

I suggest listening to both of the podcasts, because they are really showing how C&C 3 is in better hands than we all think.

Subject: Re: You can't kill the Messiah!
Posted by [z310](#) on Wed, 23 Aug 2006 23:11:10 GMT
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Bow to the Messiah.

Subject: Re: You can't kill the Messiah!
Posted by [Zion](#) on Wed, 23 Aug 2006 23:16:33 GMT
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Presses "2" on numberpad
Bowing action apperes on screen

Woo, Joe Kucan's back!

Subject: Re: You can't kill the Messiah!
Posted by [futura83](#) on Wed, 23 Aug 2006 23:18:26 GMT
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Nightma12 wrote on Wed, 23 August 2006 13:51u know what?

i think EA might just pull this one off and make a good C&C

i hope they learnt there lesson from Generals

what was so bad about generals?

Subject: Re: You can't kill the Messiah!
Posted by [z310](#) on Wed, 23 Aug 2006 23:26:17 GMT
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the17doctor wrote on Wed, 23 August 2006 19:18Nightma12 wrote on Wed, 23 August 2006 13:51u know what?

i think EA might just pull this one off and make a good C&C

i hope they learnt there lesson from Generals

what was so bad about generals?
I hated the game.

Subject: Re: You can't kill the Messiah!
Posted by [Zion](#) on Wed, 23 Aug 2006 23:32:36 GMT
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It's just not C&C. No trace of the old ones in there at all.

Subject: Re: You can't kill the Messiah!
Posted by [icedog90](#) on Wed, 23 Aug 2006 23:33:13 GMT
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I hope you're talking about Generals and not C&C 3.

Subject: Re: You can't kill the Messiah!
Posted by [m1a1_abrams](#) on Thu, 24 Aug 2006 02:22:23 GMT
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Yo Sterps, I don't know whether you've seen this yet, but check out this screen.

http://www.cncden.com/cnc3_hi-res_screens/cc3_nodflamers.jpg

Check out the half-obscured Mammoth... do you see what I see?

Subject: Re: You can't kill the Messiah!
Posted by [icedog90](#) on Thu, 24 Aug 2006 04:27:07 GMT
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Those were already talked about in the podcast. I swear guys, please listen to them and you'll get a lot out of them.

Subject: Re: You can't kill the Messiah!
Posted by [sterps](#) on Thu, 24 Aug 2006 04:38:31 GMT
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OMG MAMMOTH TUSKS FOR TEH WIN!!!!

Subject: Re: You can't kill the Messiah!
Posted by [Goztow](#) on Thu, 24 Aug 2006 07:47:39 GMT
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<http://www.ea.com/cc/tiberium/>

Official website up.

Subject: Re: You can't kill the Messiah!
Posted by [IronWarrior](#) on Thu, 24 Aug 2006 11:20:15 GMT
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MMMM can you feel the Nod Pornwage xD

Subject: Re: You can't kill the Messiah!

Posted by [SCOTT10](#) on Thu, 24 Aug 2006 14:31:27 GMT

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If you people think this is gonna be a good C&C then you are a load of idiots The real C&C is long gone it isnt C&C without westwood and I thought the first decade taught you that as far as I am concerned TS marked the end of C&C not because it was a crap game (it was a brilliant one actually) its because TS was the last true command and conquer

Subject: Re: You can't kill the Messiah!

Posted by [Dover](#) on Thu, 24 Aug 2006 15:31:14 GMT

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You'd be a lot more credible if you learned to use punctuation.

I'm reserving judgement until I play the game. If it is good, the EA will have redeemed itself in my eyes. At least partly.

Subject: Re: You can't kill the Messiah!

Posted by [JohnDoe](#) on Thu, 24 Aug 2006 15:38:29 GMT

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Is it just me or does this look like it's set between Tiberian Dawn and Sun? I haven't followed much at all concerning CNC3 so far, so correct me if there's evidence suggesting otherwise or if that's already old news.

Subject: Re: You can't kill the Messiah!

Posted by [warranto](#) on Thu, 24 Aug 2006 15:45:34 GMT

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After Tiberium Sun. Quotes from the website:

Quote:The Mammoth has gone through a number of engineering redesigns in the decades after its development, but in 2047, GDI has returned to the tried-and-true "supertank" style chassis. The treads and low center of gravity allow the Mammoth to carry extremely heavy weaponry while keeping the basic speed up and vulnerability down. The rocket pods have been retained to support the many different tactics that have arisen over nearly 30 years of combat experience.

So basically (just to establish the timeline) they went from the tank, to the walker, back to the tank.

Quote:In 2047, the Orca has retained the rockets while gaining enhanced scouting capabilities. The air frame is heavier than that of the first generation Orca, granting increased survivability and the ability to carry a more powerful sensor suite. In response to Nod's penchant for fielding stealth technology, the Orca can activate its radar to scan the immediate area for stealthed units. This allows groups of Orcas to secure flanks and seek out Stealth Tanks and other hidden enemies. Upgraded Orcas carry a sensor probe that fires into the ground to provide detection in a fixed area. Although the technology is new to the field, some pilots have already been reported firing these probes into enemy armored vehicle hulls. This allowed GDI to track the movements of those Nod vehicles until the sensors were disabled by Nod technicians.

Subject: Re: You can't kill the Messiah!
Posted by [PlastoJoe](#) on Thu, 24 Aug 2006 16:36:22 GMT
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They still have the Juggernaut which is a little different-looking now, so they'll probably bring back the Titan and Wolverine for excursions into Red Zones.

http://www.ppmsite.com/forum/files/unbenannt_4_389.jpg

Subject: Re: You can't kill the Messiah!
Posted by [warranto](#) on Thu, 24 Aug 2006 17:02:07 GMT
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Heh, what would be a great idea is to have a mission where Nod has infiltrated a gaming studio in order to help that form of media spread propoganda, and you have to protect the attempt not only from GDI, but also a renegade faction lead by unique unit "Jake Sompson". The game studio, of course, would be named "Rockwood Weststar".

(Joking, of course)

Subject: Re: You can't kill the Messiah!
Posted by [icedog90](#) on Thu, 24 Aug 2006 18:37:54 GMT
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Juggernaut:

http://cncden.com/cnc3_hi-res_screens/CC3_screen14.jpg

In one of the podcasts they said that mechs will be back, and that Nod is going to have a huge mech that you can only get once just like GDI's Mammoth MKII in Tiberian Sun. They said that it can rip weapons right off of vehicles or infantry and integrate them into itself to use them. Even

the flame tank's gun.

Subject: Re: You can't kill the Messiah!

Posted by [Nukelt15](#) on Thu, 24 Aug 2006 20:59:05 GMT

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Since when does Nod go for huge units?

Subject: Re: You can't kill the Messiah!

Posted by [GoArmy44](#) on Thu, 24 Aug 2006 23:11:35 GMT

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steps wrote on Wed, 23 August 2006 02:48Yup thats right, Kane is back in tiberium wars, in the form of Joseph Kucan!!!

Admit it steps...you love Nod

Subject: Re: You can't kill the Messiah!

Posted by [z310](#) on Thu, 24 Aug 2006 23:12:58 GMT

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Nod is teh shit.

Subject: Re: You can't kill the Messiah!

Posted by [Kanezor](#) on Thu, 24 Aug 2006 23:14:30 GMT

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Nukelt15 wrote on Thu, 24 August 2006 15:59Since when does Nod go for huge units?
Since I told them to.

Subject: Re: You can't kill the Messiah!

Posted by [Kamuix](#) on Thu, 24 Aug 2006 23:34:44 GMT

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C&C 3's had better not have the stupid dozer idea that Generals did, where you use the construction yard to make construction vehicles that go around and build things.

Subject: Re: You can't kill the Messiah!
Posted by [icedog90](#) on Thu, 24 Aug 2006 23:36:23 GMT
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There is information all over the place that says that the whole concept of the construction yard is back, and that you build buildings the same exact way. The harvester is also back too and works the same way. I don't understand why nobody is bothering to go to my links.

Subject: Re: You can't kill the Messiah!
Posted by [Kamuix](#) on Thu, 24 Aug 2006 23:36:44 GMT
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Kanezor wrote on Thu, 24 August 2006 19:14Nukelt15 wrote on Thu, 24 August 2006 15:59Since when does Nod go for huge units?
Since I told them to.

What else have you told them

Subject: Re: You can't kill the Messiah!
Posted by [Kamuix](#) on Thu, 24 Aug 2006 23:38:28 GMT
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icedog90 wrote on Thu, 24 August 2006 19:36There is information all over the place that says that the whole concept of the construction yard is back, and that you build buildings the same exact way. The harvester is also back too and works the same way. I don't understand why nobody is bothering to go to my links.

Well i read alot of things C&C 3 will be including, but i never seen that one

Good to hear though, that was one of the things i hated most about Generals, that and the sidebar(Or as I should say down bar) GET IT!!!! hahahahhahah

Subject: Re: You can't kill the Messiah!
Posted by [Kanezor](#) on Fri, 25 Aug 2006 00:07:27 GMT
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Kamuix wrote on Thu, 24 August 2006 19:36Kanezor wrote on Thu, 24 August 2006 19:14Nukelt15 wrote on Thu, 24 August 2006 15:59Since when does Nod go for huge units?
Since I told them to.

What else have you told them

Just that you like to give out my MSN address to random people, and for that, you're ineligible to be a member of the Brotherhood of Nod because you're a major security risk.
Also, the secret levels will be of giant cookies trying to take over the oceans. Damn it, those were

my best cookies, too!

Subject: Re: You can't kill the Messiah!
Posted by [Zion](#) on Fri, 25 Aug 2006 00:13:21 GMT
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Kamuix wrote on Thu, 24 August 2006 18:38
Good to hear though, that was one of the things i hated most about Generals, that and the sidebar(Or as I should say down bar) GET IT!!!! hahahahhahahah

Subject: Re: You can't kill the Messiah!
Posted by [Kamuix](#) on Fri, 25 Aug 2006 00:22:06 GMT
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Kanezor wrote on Thu, 24 August 2006 20:07Kamuix wrote on Thu, 24 August 2006 19:36Kanezor wrote on Thu, 24 August 2006 19:14Nukelt15 wrote on Thu, 24 August 2006 15:59Since when does Nod go for huge units?
Since I told them to.

What else have you told them
Just that you like to give out my MSN address to random people, and for that, you're ineligible to be a member of the Brotherhood of Nod because you're a major security risk.
Also, the secret levels will be of giant cookies trying to take over the oceans. Damn it, those were my best cookies, too!

They were just girls who were bored and needed someone cool to talk to, and we all know who is, Kanezor! was the first to mind

Merovingian wrote on Thu, 24 August 2006 20:13Kamuix wrote on Thu, 24 August 2006 18:38
Good to hear though, that was one of the things i hated most about Generals, that and the sidebar(Or as I should say down bar) GET IT!!!! hahahahhahahah

You forgot to lauph!!!!!!

Subject: Re: You can't kill the Messiah!
Posted by [Zion](#) on Fri, 25 Aug 2006 00:26:05 GMT
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laugh*

Subject: Re: You can't kill the Messiah!
Posted by [sterps](#) on Fri, 25 Aug 2006 02:59:58 GMT
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GDI for teh Winzzorr!!!!!!

Subject: Re: You can't kill the Messiah!
Posted by [Mad Ivan](#) on Fri, 25 Aug 2006 17:39:06 GMT
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"And Put a Terran Marine in my place"

Subject: Re: You can't kill the Messiah!
Posted by [PlastoJoe](#) on Fri, 25 Aug 2006 22:10:45 GMT
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Which is ironic, because I'm sure the military would kill to have one of those in Iraq right now.

Subject: Re: You can't kill the Messiah!
Posted by [Mad Ivan](#) on Sat, 26 Aug 2006 19:26:13 GMT
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kind of sad too

Subject: Re: You can't kill the Messiah!
Posted by [aaaalex06](#) on Sun, 27 Aug 2006 01:00:36 GMT
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gbull wrote on Wed, 23 August 2006 09:46Joe Kucan ftw!
