Foshko, Adam

From:	Downing, Dave
Sent:	Saturday, June 07, 1997 1:28 AM
To:	Foshko, Adam
Subject:	FW: Nephilim

Adam can you handle this for me. Thanks,

-=dave=-

From:	Bradshaw, Patrick
Sent:	Thursday, June 05, 1997 9:36 AM
To:	Downing, Dave
Cc:	Nakamoto, Rod
Subject:	FW: Nephilim

Dave,

Can you please respond to the team's feeling on the use of the name "Nephilim" in the documentation? The below message came from Chris McCubbin. Thanks.

Patrick

Re. Nephilim.

We probably need to think a little bit about the origins and function of the word Nephilim in WC: P.

I have been sorta assuming that the word is a more-or-less arbitrary Confed codeword for the mysterious invaders. Like, "Hey, these guys are blowing up our planets and I have to write a report about it, what should we call 'em?" "I dunno, Nephillim?"

If this is the answer then there is no reason not to use the word in both documentation and marketing materials (thereby making my job much easier).

However, if you don't want the word used in docs or marketing, I need to know why not, so I can think about suitable alternatives.

Checking the script I can see that there's a mention of some kind of anthropological correlation between the Kilrathi word kn'thrak and the concept of the Nephilim. This suggests that the word Nephilim doesn't come up until the invaders are associated with the Prophecy of Sivar.

However this leaves open the problem of exactly what I'm going to call the silly things in my docs. Nephilim is a very cool word, it has punch, the manual would be better if I could use it. Also, (I think Patrick will back me up on this) there's a certain PR value in firmly associating the term with the critters in the fans' minds. The script doesn't do this, but docs and marketing materials could.

In short, I don't see any real dramatic upside from keeping the term out of the docs and marketing. I do see a potential upside from associating the name with the creatures early on.

What am I missing here?