

;GDI BRIEFINGS

[SCG01EA]

1=Use the units provided to protect the Mobile Construction Vehicle. (MCV)
2=You should then deploy the MCV by double clicking on it. Then you can
3=begin to build up a base. Start with a Power Plant. Finally, search out
4=and destroy all enemy Nod units in the surrounding area.

[SCG02EA]

1=Defend your position, deploy the MCV, then build a sizable force to search
2=out and destroy the Nod base in the area. All Nod units and structures must
3=be either destroyed or captured to complete objective.

[SCG03EA]

1=Build up forces to destroy Nod base. Once all Nod SAM sites are neutralized
2=then air support will be provided to combat obstacles such as turrets.
3=Destroy all units and structures to complete the mission objective.

[SCG03EB]

1=Build up forces to destroy Nod base. Once all Nod SAM sites are neutralized
2=then air support will be provided to combat obstacles such as turrets.
3=Destroy all units and structures to complete the mission objective.

[SCG04EA]

1=Nod has captured classified GDI property. You must find and retrieve the
2=stolen equipment. It is being transported in a shipping crate. Use the
3=new APC to strategically transport infantry through Nod forces.

[SCG04WA]

1=Nod has captured classified GDI property. You must find and retrieve the
2=stolen equipment. It is being transported in a shipping crate. Use the
3=new APC to strategically transport infantry through Nod forces.

[SCG04WB]

1=Nod is moving to capture and hold a civilian town. Your mission is to
2=reach the town first and hold off invading Nod units until GDI
3=reinforcements can arrive. All invading Nod units must be destroyed.

[SCG05EA]

1=A GDI field base is under attack. They have fended off one attack but
2=will not survive another. Move to the base, repair the structures and
3=then launch a strike force to destroy the Nod base in the area. Destroy
4=all Nod units and structures.

[SCG05EB]

1=A GDI field base is under attack. They have fended off one attack but
2=will not survive another. Move to the base, repair the structures and
3=then launch a strike force to destroy the Nod base in the area. Destroy
4=all Nod units and structures.

[SCG05WA]

1=A GDI field base is under attack. They have fended off one attack but
2=will not survive another. Move to the base, repair the structures and
3=then launch a strike force to destroy the Nod base in the area. Destroy
4=all Nod units and structures.

[SCG05WB]

1=A GDI field base is under attack. They have fended off one attack but
2=will not survive another. Move to the base, repair the structures and
3=then launch a strike force to destroy the Nod base in the area. Destroy
4=all Nod units and structures.

[SCG06EA]

1=Use a GDI Commando to infiltrate the Nod base. **** ** destroy the
2=***** so that the base is incapacitated. Get in, hit it, and get
3=the **** out.

[SCG07EA]

1=Previous mission objective not complete. Airfield was to be targeted.
2=New objective: Build up a base and Destroy remaining Nod structures
3=and units. Reinforcements will be provided.

[SCG08EA]

1=U.N. Sanction has cut funding to the Global Defense Initiative. Field
2=Units are helpless. Use the repair facility to keep your units in the
3=field long enough to destroy the Nod base in this region. All Nod units
4=and structures must be destroyed.

[SCG08EB]

1=Dr. Moebius is establishing a Hospital to treat the civilians in the
2=region who are falling ill due to exposure to Tiberium. Protect
3=Moebius and the civilians. Eliminate Nod presence in the area.

[SCG09EA]

1=Take out Nod turrets along shore so Gunboats can move in safely on the
2=Nod base. The Nod base must be destroyed. If gunboats can get in, they
3=should be able to destroy the base with no difficulty. Keep an eye out
4=for the new weapon Nod is rumored to be working on.

[SCG10EA]

1=U.N. funding has been re-established. You now have access to a new aircraft,
2=the Orca. This unit is to be used to scout out the immediate area. Destroy
3=all Nod presence in this region.

[SCG10EB]

1=U.N. funding has been re-established. You now have access to a new aircraft,
2=the Orca. This unit is to be used to scout out the immediate area. Destroy
3=all Nod presence in this region.

[SCG11EA]

1=Intelligence operative, code-name Delphi, has info on Kane and a new
2=bio-research laboratory. After landing on the beach here in Corinth
3=move north to make contact with him. Nod will attempt to stop you.
4=You must reach Delphi!

[SCG12EA]

1=A GDI base is under siege in this region. Dr. Moebius is trapped in the
2=base. Move in, grab Moebius, and then a transport helicopter will be sent
3=to you. Get Moebius into the transport. Make sure that there are no SAM
4=sites in the area or else the transports will be useless.

[SCG12EB]

1=A GDI base is under siege in this region. Dr. Moebius is trapped in the
2=base. Move in, grab Moebius, and then a transport helicopter will be sent
3=to you. Get Moebius into the transport. Make sure that there are no SAM
4=sites in the area or else the transports will be useless.

[SCG13EA]

1=The villagers have joined forces with Nod. They murdered two GDI representatives
2=execution style when they tried to allie with them once again. So, with GDI's
3=remaining forces, find the Nod and the villager base and destroy it all.

[SCG13EB]

1=The villagers have joined forces with Nod. They murdered two GDI representatives
2=execution style when they tried to allie with them once again. So, with GDI's
3=remaining forces, find the Nod and the villager base and destroy it all.

[SCG14EA]

1=The villagers now understand what they had let themselves into and allie with GDI once
2=again. Now, Nod are angry. Nod are out to get the villagers. They invaded a small teritory in
3=Europe that had a small village in it. An old GDI base was next to the village and Nod
4=captured it. Nod have both their weapons and GDI's. Watch out. This is gonna be a tough
5=one.

[SCG15EA]

1=The Temple of Nod has been located. We are sure Kane is there. Destroy him,
2=the temple, and any other remnant of Nod that exists there. Nod has been
3=rumored to have completed its own nuclear device so it's do or die time.
4=Let's do it!

[SCG15EB]

1=The Temple of Nod has been located. We are sure Kane is there. Destroy him,
2=the temple, and any other remnant of Nod that exists there. Nod has been
3=rumored to have completed its own nuclear device so it's do or die time.
4=Let's do it!

[SCG15EC]

1=The Temple of Nod has been located. We are sure Kane is there. Destroy him,
2=the temple, and any other remnant of Nod that exists there. Nod has been
3=rumored to have completed its own nuclear device so it's do or die time.
4=Let's do it!

;NOD BRIEFINGS

[SCB01EA]

1=In order for the Brotherhood to gain a foothold, we must begin by
2=eliminating certain elements. Nikoomba, the nearby village's leader,
3=is one such element. His views and ours do not coincide, and he
4=must be eliminated.

[SCB01EB]

1=In order for the Brotherhood to gain a foothold, we must begin by
2=eliminating certain elements. Nikoomba, the nearby village's leader,
3=is one such element. His views and ours do not coincide, and he
4=must be eliminated.

[SCB02EA]

1=GDI has kept a stranglehold on Egypt for many years. Set up a forward
2=attack base in your area. To do this you must double click on your Mobile
3=Construction Vehicle. (MCV) From here you can begin to build a base.
4=This area contains plenty of Tiberium, so establishing the base should be
5=easy.

[SCB02EB]

1=GDI has kept a stranglehold on Egypt for many years. Set up a forward
2=attack base in your area. To do this you must double click on your Mobile
3=Construction Vehicle. (MCV) From here you can begin to build a base.
4=This area contains plenty of Tiberium, so establishing the base should be
5=easy.

[SCB03EA]

1=GDI has established a prison camp, where they are detaining some of
2=the local political leaders. Kane wishes to liberate these victims.
3=Destroy the GDI forces and capture the prison, do not destroy it.

[SCB03EB]

1=GDI has established a prison camp, where they are detaining some of
2=the local political leaders. Kane wishes to liberate these victims.
3=Destroy the GDI forces and capture the prison, do not destroy it.

[SCB04EA]

1=GDI is attempting to relocate a village of sympathetic civilians. Intercept
2=the convoy and destroy it. It is imperative that the villagers be totally
3=destroyed, as a lesson to any other natives who may oppose us.

[SCB04EB]

1=A small village friendly to our cause has been increasingly harassed by GDI,
2=and the Brotherhood wishes you to assist them in their efforts. Seek out
3=the enemy village and destroy it. The event will be disguised as a GDI
4=attack.

[SCB05EA]

1=Our brothers within GDI tell of us of A-10 strike jets scheduled to be
2=deployed here soon. Our suppliers have delivered new Surface to Air
3=Missiles to aid you. Use the SAMs to defend your base, then seek out
4=their base and destroy it.

[SCB06EA]

1=GDI has imported a Nuclear Detonator in an attempt to sway a few local
2=political leaders. Penetrate the base and steal the detonator. A chopper
3=will be sent to meet you at a designated landing zone. Look for the
4=landing flare once you have stolen the device.

[SCB06EB]

1=GDI has imported a Nuclear Detonator in an attempt to sway a few local
2=political leaders. Penetrate the base and steal the detonator. A chopper
3=will be sent to meet you at a designated landing zone. Look for the
4=landing flare once you have stolen the device.

[SCB06EC]

1=GDI has imported a Nuclear Detonator in an attempt to sway a few local
2=political leaders. Penetrate the base and steal the detonator. A chopper
3=will be sent to meet you at a designated landing zone. Look for the

4=landing flare once you have stolen the device.

[SCB07EA]

1=The Brotherhood has located a huge field of Tiberium in the area. The
2=nearby village has laid claim to the field. Eliminate the villagers, as to
3=prevent any infection of our own workers. GDI forces are reported to
4=be minimal, so elimination of them is of secondary importance.

[SCB07EB]

1=The Brotherhood has located a huge field of Tiberium in the area. The
2=nearby village has laid claim to the field. Eliminate the villagers, as to
3=prevent any infection of our own workers. GDI forces are reported to
4=be minimal, so elimination of them is of secondary importance.

[SCB07EC]

1=GDI has left themselves open to the deadliest weapon of all, information.
2=Our spies tell us the GDI base in your area contains an advanced attack
3=helicopter, the Orca. Steal this weapon, then fly to the nearby village
4=and destroy it. The attack will be blamed on GDI.

[SCB08EA]

1=Since we are low on troops, you will have to make use of all available
2=resources. Locate the abandoned GDI base in the area and restore it to
3=operational status. Once that is done, use GDI's own weapons against
4=them. Be sure that no GDI forces remain alive.

[SCB08EB]

1=Since we are low on troops, you will have to make use of all available
2=resources. Locate the abandoned GDI base in the area and restore it to
3=operational status. Once that is done, use GDI's own weapons against
4=them. Be sure that no GDI forces remain alive.

[SCB09EA]

1=GDI is attempting to retake Egypt. Use every available resource in your
2=efforts to stop them. The populace has once again swayed in support
3=of GDI forces, so show no mercy in dealing with the villagers.

[SCB09EB]

1=GDI is attempting to retake Egypt. Use every available resource in your
2=efforts to stop them. The populace has once again swayed in support
3=of GDI forces, so show no mercy in dealing with the villagers.

[SCB10EA]

1=GDI is developing an orbital weapon. Our spies have told us of a large
2=lake near the location of the R&D center. Find the base, and use the
3=sniper to eliminate their scientist.

[SCB10EB]

1=GDI is developing a new, heavily armored tank. Our spies have located the
2=GDI R&D base. Use your small strike force to locate and penetrate the
3=center. Be sure to destroy the tanks in the base and the factory.

[SCB11EA]

1=GDI has captured one of our technology centers. You must recapture
2=the base and recover the stolen information. Our forces in the area
3=don't have time to find a way across the river, so you will have to

4=control the two forces separately.

[SCB11EB]

1=GDI has captured one of our technology centers. You must recapture
2=the base and recover the stolen information. Our forces in the area
3=don't have time to find a way across the river, so you will have to
4=control the two forces separately.

[SCB12EA]

1=Somewhere in this area there is a GDI Advanced Communications Center.
2=Inside this center are the firing codes for their orbiting Ion station.
3=The Brotherhood must have these codes. Capture the Center and retrieve
4=the codes, do not destroy the center.

[SCB12EB]

1=Somewhere in this area there is a GDI Advanced Communications Center.
2=Inside this center are the firing codes for their orbiting Ion station.
3=The Brotherhood must have these codes. Capture the Center and retrieve
4=the codes, do not destroy the center.

[SCB13EA]

1=Establish your base, then build and defend the Temple of Nod. All GDI
2=forces are to destroyed. Kane has ordered you to defend the Temple at
3=all costs, even your own life. Do not allow GDI forces to overrun you.

[SCB13EB]

1=Establish your base, then build and defend the Temple of Nod. All GDI
2=forces are to destroyed. Kane has ordered you to defend the Temple at
3=all costs, even your own life. Do not allow GDI forces to overrun you.

[SCB13EC]

1=Establish your base, then build and defend the Temple of Nod. All GDI
2=forces are to destroyed. Kane has ordered you to defend the Temple at
3=all costs, even your own life. Do not allow GDI forces to overrun you.