XBOX

007
nightfire

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CONTENT RATED BY
ESRB

EA
GAMES

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms–children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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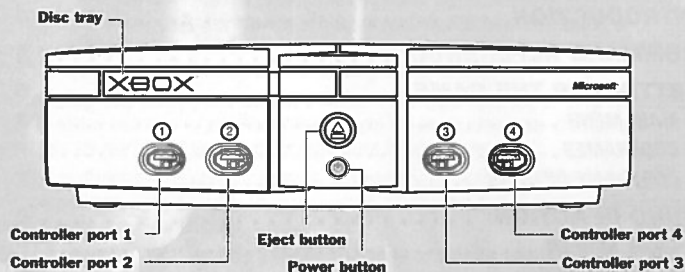
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

USING THE XBOX VIDEO GAME SYSTEM

Disc tray

XBOX   Microsoft

① ② △ ⊙ ③ ④

Controller port 1
Controller port 2
Eject button
Power button
Controller port 4
Controller port 3

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *James Bond 007™: NightFire™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *James Bond 007: NightFire.*

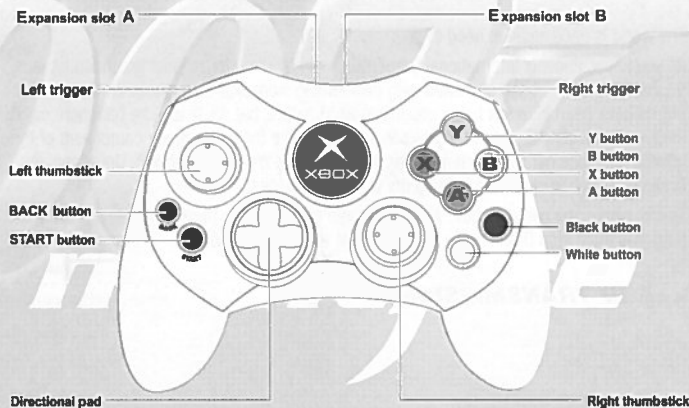## AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

⊙ Insert only Xbox-compatible discs into the disc drive.
⊙ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
⊙ Do not leave a disc in the Xbox console for extended periods when not in use.
⊙ Do not move the Xbox console while the power is on and a disc is inserted.
⊙ Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER

Expansion slot A   Expansion slot B
Left trigger   Right trigger
Left thumbstick
Y button
B button
X button
A button
BACK button
START button
Black button
White button
Directional pad   Right thumbstick

1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *James Bond 007: NightFire.*

MENU CONTROLS

Highlight menu items	⊙/⊙
Cycle choices/Move sliders	⊙/⊙
Select/Go to next screen	Ⓐ
Return to previous screen	Ⓑ

INTRODUCTION

<< INCOMING TRANSMISSION FROM M >>

The world is once again in need of your talents, 007.

As you know, Phoenix International Corporation, run by the international green industrialist Raphael Drake, has been entrusted with dismantling warheads throughout the world. These efforts have been billed as being philanthropic in nature, but we realize he has more sinister motives. Intelligence implicates Drake in organizing the theft of a secret component of the missile guidance hardware intended for the U.S. Space Weapons Platform. Unfortunately, Drake has been very careful to keep his plans well hidden.

This is where you come in, 007. With some help from Q, and a number of key agents in the field, you must stop Drake in his plans for total world domination.

<< END TRANSMISSION >>

FOR MORE INFO about this and other titles, visit EA GAMES™ on the web at www.eagames.com.

GAME TIP

Search all areas thoroughly for well-kept information or hidden supplies.

COMMAND REFERENCE

Get to know these controls intimately, 007.

DEFAULT BOND CONTROLS

Move	🕹️/🕹️
Strafe	◄🕹️/🕹️►
Turn	◄🕹️/🕹️►
Look	🕹️/🕹️
Crouch	Ⓧ
Cycle Weapons	Ⓑ or 🕹️/🕹️
Reload/Action	Ⓐ
Jump	Ⓨ
Manual Aim	🄻 (hold)
Fire Weapon/Use Gadget	🅡
Cycle Gadgets	◄🕹️/🕹️►
Alternate Fire	●
Vision Mode	○
Pause	START

DRIVING CONTROLS

Steer Left/Right	◄🕹️/🕹️►
Gas	🅡
Brake/Reverse	🄻
Look Back	🕹️
Fire Weapon	Ⓐ
Handbrake	Ⓑ
Gadget	Ⓧ
Change Camera	Ⓨ
Cycle Weapon Forward	●
Cycle Weapon Back	○

RAIL SHOOTER CONTROLS

Rotate/Tilt	🕹️/🕹️
Fire Weapon	🅡
Change to Alternate Fire	◄Ⓧ/Ⓧ►
180° Pivot (Snowmobile Only)	Ⓨ
Cycle Weapons	Ⓑ

GAME TIP

Try activating anything that looks like a knob or switch or secret passageway—anything that may be opened, turned on/off, destroyed, etc.

SETTING UP THE GAME

Let's go over the basics, 007.

NOTE: Default options are listed in bold in this manual.

MAIN MENU

Play solo, start a multiplayer match, or create a game profile.

NightFire
Codenames
Multiplayer

NIGHTFIRE	Engage in a Single Player game.
MULTIPLAYER	Start a multiplayer game.
CODENAMES	Create and edit a game profile.

SETTING UP A SINGLE PLAYER GAME

To begin a Single Player game:

1. Select NIGHTFIRE from the Main menu. The Select Codename screen appears.
2. Choose to either PLAY WITHOUT SAVING or create a NEW CODENAME.
   - ⊙ Select PLAY WITHOUT SAVING to enter gameplay immediately with the default game settings and control configuration. You are not able to save your game progress using this default profile.
   - ⊙ Select NEW CODENAME for optimal *James Bond 007: NightFire* gameplay. Choose your controller configuration and save your game progress.
3. Enter a new codename, highlight the checkmark icon, and press Ⓐ. The Controller Setup screen appears.
4. Select a controller configuration that best suits your gaming style. The Edit Codename screen appears.
5. Customize your game options (➤ *Codenames* on p. 7), then select SAVE CODENAME.
6. The Select Codename screen appears with your codename listed.
7. Highlight your codename and press Ⓐ. The Select Difficulty screen appears.
8. Choose your level of difficulty–**OPERATIVE**, AGENT, or 00 AGENT–and press Ⓐ. The Select Mission screen appears.
9. Select a mission and press Ⓐ. The action begins.

GAME TIP

Don't forget to use your gadgets; they are vital to your success.

SETTING UP A MULTIPLAYER GAME

To set up a Multiplayer game:

1. Select MULTIPLAYER from the Main menu. The Join Game screen appears.
2. Press Ⓐ to join the game. The Choose Codename option appears.
3. Select a codename and press Ⓐ. The Select Scenario option appears.
4. Select a scenario (➤ *Scenarios* on p. 22) and press Ⓐ. The Select Map screen appears.
5. Select a map and press Ⓐ. The Choose Character option appears.
6. Select a character and press Ⓐ. The Health Handicap option appears.
7. Set the amount of health you have relative to the other players and press Ⓐ. The Scenario Options screen appears.
8. Select Game Rules, Player and Enviro-Mods, and AI Bot options (➤ *Scenario Options* on p. 23), highlight CONTINUE, and press Ⓐ to begin.

CODENAMES

Access your game settings and mission progress under your codename.

To create a Codename:

1. Select CODENAMES from the Main menu. The Select Codename to Edit screen appears.
2. Select NEW CODENAME and press Ⓐ. The Enter New Codename screen appears.
3. Enter a new codename, highlight the checkmark icon, and press Ⓐ. The Edit Codename screen appears.
4. Highlight SAVE CODENAME and press Ⓐ. Your codename is created.

CODENAME OPTIONS

Customize your James Bond experience.

⊙ To access codename options, select a codename in the Select Codename screen.

CONTROLLER SETUP	Choose your controller configuration.
DRIVING CONTROLLER	Review your driving controls.
ADVANCED OPTIONS	Adjust gameplay options.
MULTIPLAYER OPTIONS	Adjust multiplayer options.
AV OPTIONS	Adjust audio/video options.
SAVE CODENAME	Save your Codename.

ADVANCED OPTIONS

VIBRATION	Turn controller vibration **ON** or OFF.
AUTO AIM	Turn **ON** or OFF the Auto Aim function.

NOTE: The default degree of Auto Aim varies across Difficulty levels.

GAME TIP

When you see an enemy in the distance, stay out of sight, take your time, and drop him with a clean shot.

CROSSHAIRS	Enable onscreen cross hairs by selecting **ON** or **OFF**.
CROUCH	Choose to either **TOGGLE** crouching on and off or to HOLD the crouch button.
MANUAL AIM	Choose to either TOGGLE manual aim crosshairs on or off or **HOLD** crosshairs on-screen.
WEAPON AUTO SWITCH	Automatically switch your equipped weapon with a better weapon by selecting **ON** or **OFF**.
FLASHING OBJECTS	Items that can be used will flash when **ON**.
HUD ALWAYS ON	Permanently enables your HUD by turning it **ON**.

MULTIPLAYER OPTIONS

RADAR	Turn the player radar **ON** or **OFF**.
HEALTH	Skew player health positively or negatively.
AUTO AIM	Turn ON or **OFF** the Auto Aim function for multiplayer battles.

AV OPTIONS

MUSIC VOLUME	Adjust music volume.
EFFECTS VOLUME	Adjust effects volume.
SUBTITLES	Turn subtitles ON or **OFF**.
MULTIPLAYER SPLIT SCREEN	Split the screen **HORIZONTAL** or VERTICAL during 2-player gameplay.
RESTORE DEFAULTS	Return all options to their default values.
CREDITS	View credits.
DIE ANOTHER DAY TRAILER	View the trailer of the James Bond film *Die Another Day*.

GAME TIP

If you sneak up on an enemy from behind, put your gun to his back and he'll surrender.

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BOND IN ACTION

Saving the world means knowing what's going on around you, 007.

GAME SCREEN

Action Icon–Indicates when to use a gadget or perform an action

Body Armor–Find armor if your health gets too low

Health Meter–Watch your damage

Current Weapon or Gadget–Whatever is in your hand, 007

Ammunition Remaining in Weapon–Reload as often as possible

Spare Ammunition
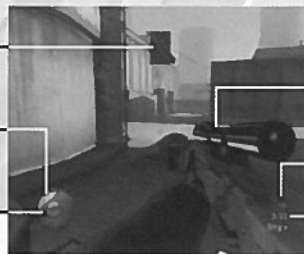
HEALTH METER	When you are at full health, the meter is a full green circle. As you become injured, wedges of the circle disappear and the meter shifts color from green to yellow to red.
BODY ARMOR	Body armor can temporarily protect you from being injured.
CURRENT WEAPON OR GADGET	Your current available weapon or gadget.
AMMO REMAINING	Indicates how much ammunition you have and the total number of rounds you're carrying.
ACTION ICON	When the icon appears, perform the conveyed action or use the proper gadget (➤ *Action Moves* on p. 10).

GAME TIP

Look for glowing objects; they provide clues as to what action you should perform.

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ACTION MOVES

When you need to grapple to a remote location, perform a hand-over-hand move, or zipline across a gap, a green rectangular icon appears at the top of the screen. This tells you that you can perform an action move.

GRAPPLE

To grapple:
1. When the grapple icon appears, equip your grapple and look for a green target.
2. Align your grapple's crosshairs with the target and pull **R**. You are pulled to the target.

HAND-OVER-HAND & ZIPLINE

To perform a hand-over-hand move:
1. When the icon appears, press **Y**. You grab the rope and the camera view switches to third-person.
2. Move ← ◉ → to move across the rope.
3. When you are finished, press **Y** again to jump from the rope back to the ground.

Grip Meter–When this is drained completely, you lose your grip and fall.

⊙ To perform a zipline move, press **Y** to jump. You grab the rope and slide down the line.

PAUSE MENU

Quit your current mission, review objectives, change controls, or see your score.

⊙ To access the Pause menu, press **START**.

MISSION	CONTINUE, RESTART, or QUIT your current mission.
OBJECTIVES	View your completed objectives and obtain hints on your incomplete objectives.
CONTROLS	Change or review your controller configuration.
SCORE	Evaluate your current performance.

RESULTS SCREEN

View your stats and dossier from the Results screen.

⊙ Press **X** to view your Stats.
⊙ Press **Y** to view your Dossier.

STATS SCREEN

Overcoming adversity, using stealth, possessing accuracy, and inventing solutions in the face of overwhelming force are all traits that make you the world's best secret agent.

BOND MOVES	Each mission has a certain number of Bond-like actions you can perform. Your score increases for each action.
OPPONENTS	
DISPATCHED	Number of enemies you eliminated.
SUBDUED	Bonus for subduing opponents with your stunner.
SURRENDERED	Bonus for making opponents surrender to you.
STEALTH RATING	Bonus for remaining undetected.
ACCURACY RATING	Aim well and get a higher score.
HEALTH REMAINING	The best agents never sustain injury.

| TIME | A quick mission is the hallmark of a good spy. |
| 007 BONUS | Once you attain a Gold Medal for a mission, you can replay the mission in order to pick up 007 Bonus Tokens. If you pick up all of the tokens–and your score is high enough–you may earn a Platinum Medal and a special reward. |

NOTE: Subdue Bonus, Surrender Bonus, and Stealth do not apply to Rail and Driving missions.

DOSSIER SCREEN

Review your records, rewards, gadgets, and weapons.

RECORDS	View your high scores for each mission.
REWARDS	Review rewards and medals earned.
GADGETS	Review gadgets and their functions, including gadget upgrades you've unlocked.
WEAPONS	Review weapons and their strengths, including weapon upgrades you've unlocked.

CHARACTERS

A whole new class of allies and enemies await you at every turn.

ALLIES

DOMINIQUE PARADIS

This stunning French beauty is ideally suited for deep undercover operations. She's also a small arms and explosives expert. Enlisted to track down a missing nuclear warhead, Dominique has infiltrated Drake's organization. Make close contact with her, 007. You will need all of her considerable skills to gain access to Drake's plans.

ZOE NIGHTSHADE

You will be paired again with an old ally, Zoe Nightshade. Agent Nightshade, as you know, is a rising CIA field agent. Her driving skills are world-class.

ALURA MCCALL

An operative on loan to MI6 based in Tokyo, Alura McCall is extremely adept with a variety of firearms. You'll find her services very useful, I'm sure.

ENEMIES

RAPHAEL DRAKE

Raphael Drake is a brilliant and charismatic businessman. In his effort to eradicate post-industrial waste, Drake transformed the Phoenix International Corporation from an ecology-ravaging behemoth into the world's leading "regeneration" company.

ARMITAGE ROOK

As Raphael Drake's head of security, Armitage Rook is a formidable adversary. With his massive physique and determined will, Rook has an incredible ability to survive anything. He'll be difficult to get rid of.

ALEXANDER MAYHEW

Mayhew oversees Phoenix International Corporation's Japanese holdings and has full knowledge of Drake's dealings. It's highly likely that Mayhew has key information at his country estate outside Tokyo.

MAKIKO HAYASHI

Makiko Hayashi is the bodyguard for Alexander Mayhew. Her diminutive appearance belies a body lethally honed in the martial arts. Her loyalty to Mayhew is unquestioned.

MISSIONS

Outsmart and manuever your way through these missions. Remember, the most important thing is to complete your mission objectives.

PARIS PRELUDE

Agent Dominique Paradis has gotten herself into a bit of a jam. It seems that she's being pursued by the organization who stole a warhead from the Phoenix International Corporation. Take a helicopter to Paris and rescue her. Then use your Aston Martin V12 Vanquish to finish the job. (➤ *Paris Prelude Walkthrough* on p. 16)

THE EXCHANGE

A vital piece of missile guidance hardware has been stolen from a secret U.S. government lab in Japan. MI6 has received information that Raphael Drake is connected. We'd like you to attend a VIP party Drake is hosting at his castle in the French Alps–enter the grounds and see if you can find the missing links.

ALPINE ESCAPE

Use one of Drake's modified snowmobiles to escape his Castle. The mounted machine gun/rocket launcher may be useful in fending off any unwanted pursuers.

ENEMIES VANQUISHED

Continue your mission in Q's specially modified Aston-Martin V12 Vanquish. This beauty comes fully-loaded with an arsenal of high-tech weapons and gadgets. Remember not to harm the local Austrian police, though – they're on the side of good.

DOUBLE CROSS

Alexander Mayhew, Drake's trusted partner turned informant, has requested your protection at his Tokyo estate. Mayhew possesses extremely sensitive files that cannot fall into the hands of Drake's Yakuza thugs. Escort Mayhew to the safety of his underground bunker and locate the files. Bond: the Yakuza are notorious for taking hostages. Be sure that Mayhew's employees remain unharmed, then secure the files and escape with Mayhew.

NIGHT SHIFT

Make a covert infiltration into the headquarters of Mayhew's Japanese operations in Tokyo. Use your various Q-gadgets to locate and unlock encrypted files on Operation NightFire, and then make your escape from the building rooftop. ⬎

CHAIN REACTION

Mayhew's "Operation NightFire" file has led us to a decommissioned nuclear power plant on the Honshu coast. Enter and explore the power plant while avoiding detection by the armed guards. Penetrate the most secret areas of the plant and discover what's really happening in the decommissioning process.

PHOENIX FIRE

Through an unexpected turn of events, you've been delivered into the hands of Raphael Drake. Stay sharp to exploit every little advantage that presents itself and battle your way out of this situation. Be on the lookout for Drake's Black Ops team – their tenacity is well-honed.

DEEP DESCENT

Infiltrate Drake's remote island base. This will be a good opportunity for you to test out Q's latest innovation with the Aston Martin. Watch out for Drake's submerged patrols.

ISLAND INFILTRATION

Destroy the air defense system that protects the island from attack. Take advantage of any of Drake's vehicles on the island.

COUNTDOWN

Advance through Drake's fortified base to reach the shuttle launch area. Prevent Drake's henchmen from following him into space. And do be cautious of the space shuttle's main engines–they tend to get a bit warm.

EQUINOX

The fate of the world is once again in your hands, 007. It seems that Drake has converted the International Missile Defense Platform into his own weapon to dominate the world. It's time to put an end to Drake's evil schemes.

PARIS PRELUDE WALKTHROUGH

In case you're feeling a little rusty, 007, let me assist you with your first mission.

Using your sniper rifle:

1. Shoot out the tire of the first car by pulling **R** to fire.
2. Shoot subsequent cars in their hoods, tires, and gas tanks.
3. When the helicopter positions itself at the end of the avenue, zoom in with the scope by pulling and holding **L** and pressing **↑/↓**. Eliminate the sniper on the sunroof and blow it up with a shot to the grill!
4. Agent Paradis enters a construction yard; shoot the chain to destroy the make-shift ramp, and send the enemy car plummeting!

Pull Dominique into the helicopter and call the Vanquish. Now, pursue the truck through the streets of Paris.

Driving the Vanquish:

1. Press **X** to activate the Q-Smoke. Pull **R** to accelerate. Keep right.
2. Jump off the café patio and barrel through the restaurant fronts.
3. Press **X** to activate the Q Wedge and slide through the road block. Make a hard left out of the roadblock.
4. Press **A** to fire your rockets. Keep to the right.
5. The bridge is out up ahead! Press **X** to fire the Q-Boost!
6. There's the truck again! Press **X** to fire the EMP projectile to disable it.

BOND EQUIPPED

A key to all successful agents, besides their abilities, is their equipment. Get to know yours, 007.

BODY ARMOR

Body armor comes in very handy when not amongst friends.

❖ When you are wearing armor, a golden shell covers the health meter. When injured, the golden shell depletes in place of your health.

❖ A full armor jacket restores your armor to 100%.

NOTE: Body Armor cannot protect you from injury caused by falling from heights.

WEAPONS

You'll need to become familiar with the weapons at your disposal to complete each mission successfully.

PISTOLS

WOLFRAM PP7

This small, semi-automatic handgun is supremely accurate and can be fitted with a silencer for the utmost stealth.

GOLDEN PP7

The Golden PP7 provides all the amenities of its predecessor with twice the power.

WOLFRAM P2K

The Wolfram P2K, is a very accurate weapon that can be equipped with a laser sight and removable silencer.

GOLDEN P2K

Just as reliable as the Wolfram P2K, the Golden P2K offers twice the firepower.

KOWLOON TYPE 40

This reliable handgun can be set to fire three rounds with every pull of the trigger.

RAPTOR MAGNUM

This heavy caliber handgun is a powerful ally. The clip size is low but some models come with a laser sight which makes them more accurate but takes a little longer to aim.

MACHINE GUNS

DEUTSCHE M9K

This very accurate submachine gun can be equipped with a silencer and is ideal for covert missions.

STORM M9-32

This reliable, lightweight machine gun has a large clip but low accuracy.

SUISSE SG5 COMMANDO

This compact assault rifle has a high rate of fire, but can be switched to a more accurate 3-round burst. It also comes equipped with a telescopic sight.

ADVANCED INDIVIDUAL MUNITIONS SYSTEM-20 (AIMS-20)

The AIMS-20 is an advanced military weapons system. It is fitted with a computerized telescopic sight and can be switched between a powerful rifle firing 3-round bursts or a fast-firing grenade launcher.

OTHER

KORSAKOV K5 DART GUN

This weapon fires a dart capable of temporarily tranquilizing an opponent. Its capacity is five rounds.

FRINESI AUTOMATIC 12

This shotgun's larger capacity and higher rate of fire make it an effective combat weapon.

WINTER TACTICAL SNIPER RIFLE

This extremely powerful but slow firing weapon possesses a small clip and a massive zoom with telescopic sight.

WINTER COVERT SNIPER

The standard bolt-action issue of the British Army is fitted with an integral silencer and comes equipped with a powerful telescopic sight.

MILITEK MARK 6 MULTI GRENADE LAUNCHER

This semi-automatic grenade launcher fires explosive projectiles which can be set to explode on contact or after a time delay.

AT-420 SENTINEL

The warheads on this portable missile launcher can breach tank armor. It can be fired either camera-guided (you won't be able to move until the missile has detonated) or unguided (fires all four tubes at once).

AT400 SCORPION

This missile launcher can eject rapid-fire missiles without any guidance or fire single heat-seeking missiles which track their target automatically. Use these against large slow-moving targets like vehicles.

DELTA REPEATER CROSSBOW

A magazine-fed, pump action crossbow with a telescopic sight, the Delta Repeater Crossbow is totally silent and highly damaging, but takes some skill to use at range.

PHOENIX SAMURAI LASER RIFLE

Each shot from this experimental weapon generates a great amount of heat and requires a cooling time. Alternate fire mode is a single shot which takes time to charge up and instantly overheats the weapon but does massive damage.

EXPLOSIVES

FRAGMENTATION GRENADE

This explosive grenade injures anyone within its blast radius.

SMOKE GRENADE

The smoke grenade produces a cloud of smoke that upsets enemy aim and cloaks movement.

FLASH BANG GRENADE

This grenade temporarily blinds and stuns opponents.

SATCHEL CHARGE

This plastic explosive can be placed on an object and detonates on a timer.

REMOTE MINE

The remote mine sticks to any surface and can be detonated from a safe distance.

LASER TRIP BOMB

This laser-activated bomb explodes when someone crosses its beam. Shooting these bombs causes them to explode.

GADGETS

Q has fashioned some rather nice items for your mission, 007. Do try to return everything in one piece.

KEY FOB STUNNER

Your car keys have been altered into an electric stunner. This device holds a small charge that can temporarily immobilize an enemy at close range. Use it wisely—it must recharge after each use.

WRISTWATCH LASER

Your watch has been fitted with a small focused laser. It's not very effective against enemies, but it'll do the trick on locks and wires.

GRAPPLE
Q has converted your cell phone into a personal grappling hook. Aim it at a suitable surface and fire–it should carry you right to your target.

MICRO CAMERA
Compact and discreetly disguised as a lighter, the Micro Camera takes pictures very quickly. You can also use it as a telescopic device for pure surveillance.

VISION ENHANCEMENT GLASSES
These glasses enhance ambient light and have thermal-imaging capabilities for viewing in near-infrared light or through thin surfaces.

Q-WORM
Uploading this program into a computer allows Q-Branch to remotely access encrypted data on a target system.

DECRYPTOR
Disguised as a common palmtop computer, this sophisticated micro-computer allows you to bypass electronic locks.

PHOENIX RONIN
Created by Phoenix, the Ronin is a rapid-fire auto cannon disguised as a suitcase. Once deployed, it automatically detects and fires at any movement in front of it. Pressing Fire again will allow you to remotely control the gun yourself.

SHAVER GRENADE
This shaver can be used as a remote-detonated flash bag grenade.

When in a moving vehicle, listen to your co-pilot. They'll often call enemies out to you.

BOND BEHIND THE WHEEL
Do try to bring the car back in one piece, will you, 007?

ASTON MARTIN V12 VANQUISH
The Vanquish is quite a formidable piece of machinery. Fitted with an impressive 6.0-liter, 450 hp V12 engine, the Vanquish accelerates from 0 to 60 in 4.5 seconds and can hit top speeds in excess of 190 mph. In addition, this super-elite also happens to be the most sophisticated and technologically superior weapons system on the road.

Readied Weapon
Readied Gadget
Rounds Remaining

DRIVING BASICS
- To steer, move ←◎/◎→.
- To accelerate, pull R.
- To brake and reverse, pull L.
- To change camera angles, press Y.
- To use the currently selected gadget, press X.
- To use the currently selected weapon, press A.
- To use the handbrake, press B.
- ❖ For a complete list of driving controls, ➤ Driving Controls on p. 5.

DRIVING WEAPONS
MACHINE GUNS	Rapid-fire high-power machine guns.
MISSILES	Infrared-guided missile system.
TORPEDOES	Self-guided or remote-controlled torpedoes for use against underwater targets.

DRIVING GADGETS
Q-SMOKE	Rear-deployed smoke emission to evade enemies.
Q-BOOST	High-performance dual turbocharger adds acceleration when you need it most.
Q-WEDGE	Hydraulic lift system raises the car onto two wheels.
Q-CHARGE	A compact limpet mine that can be used to destroy underwater structures.
Q-PULSE	Produces an electro-magnetic pulse that stops enemy vehicles cold.

When driving, always keep an eye out for alternate routes.

MULTIPLAYER

These scenarios pit MI6 agents and others against skilled enemy opponents.

SCENARIOS

Choose a multiplayer scenario and begin gameplay.

ARENA	Free-for-all combat. A point is earned for each agent eliminated.
TEAM ARENA	Arena gameplay with players grouped into either Phoenix or MI6.
CAPTURE THE FLAG	Each team has a base with a flag. Points are obtained by stealing the enemy flag and returning it to your own base.
UPLINK	Three satellite dishes are situated around a level. Touch the dish to activate the uplink. The more Uplinks your team controls, the faster you gain points.
TOP AGENT	Each player has a set number of lives. When you exhaust your lives, you're out of the game. The last agent standing is the winner.
DEMOLITION	The MI6 team must destroy a designated target within the set time limit. The Phoenix team must prevent the attackers from destroying the site by eliminating the attackers. Satchel charges and other explosives are the most effective means of destroying the target.
PROTECTION	The MI6 team must defend a designated target while the Phoenix team tries to destroy it.
INDUSTRIAL ESPIONAGE	Each team sets out to find the data disk and bring it to their base.
GOLDENEYE STRIKE	Obtain the two halves of the GoldenEye key to trigger an orbital satellite strike on the enemy team. Only GoldenEye Strikes count toward your team score.
ASSASSINATION	A single assassin comprises one team. The remaining players comprise the target team who must stop him. One player on the target team is designated as the assassin's target. When the target is assassinated, another player is randomly selected as the next target. The assassin receives five points for eliminating the target. If the target takes out the assassin, he receives three points.
KING OF THE HILL	Move into the special power vortex to begin earning points. The player with the most points wins.
TEAM KING OF THE HILL	Divide into teams and get at least one agent into the power vortex to begin earning points.

NOTE: Some scenarios need to be unlocked to gain access to them.

SCENARIO OPTIONS

Customize your multiplayer experience.

AI BOTS

Create Bots to add to your team and/or your opponents' team.

To Create a Bot:

1. Select AI BOTS from the Multiplayer Options screen and press Ⓐ. The Multiplayer Bots screen appears.
2. Highlight a Bot and press Ⓐ. The Multiplayer Bot Setup screen appears.
3. Choose your Bot's appearance and press Ⓐ. Bot trait options appear.
4. Select your Bot's traits and press Ⓐ. Your Bot is created and you return to the Multiplayer Bots screen.

BOT TRAITS

PLAYING	Toggle between YES and NO.
MOVE SPEED	Choose how fast or slow the Bot moves.

PERSONALITY

MI6 PERSONALITIES

COLLECTOR	Collects pickups whenever possible.
GUARDIAN	Protects members of the same team.
TEAM PLAYER	Works cooperatively to win the game.
JUDGE	Targets the player with the highest score.

PHOENIX PERSONALITIES

BERSERKER	Seeks out and attacks the nearest player–no concern for winning or pickups.
GREEDY	Collects pickups regardless if convenient.
VENGEFUL	Targets the player who last killed the Bot. Scores double if it kills this person.
ASSASSIN	Targets players who are weaker than itself.
AGGRESSION	Select how aggressive the Bot is.
ACCURACY	Determine how accurate a marksman the Bot is.
HEALTH	Set the Bot's health.
REACTION TIME	Choose how fast the Bot's reactions are.
RECOVERY RATE	Decide how quickly your Bot recovers from taking stun damage.

GAME RULES

Set your scenario's gameplay rules.

DURATION	Set the duration of the match.
POINTS	Set the amount of points that, when acquired, ends the game.

PLAYER MODS

Change the options that affect players.

FRIENDLY FIRE	Players can injure their teammates when ON.
WEAPON SET	Choose which weapon set is available.
PROFESSIONAL MODE	Dispense more damage when ON.
HIT LOCATION DAMAGE	Hits are body location sensitive when ON.
TEAM ID	Players wear team identification when ON.

ENVIRO-MODS

Adjust the map's environment to suit your playing style.

RESPAWN	Choose to reinsert players NEAR or FAR from enemy players or at a RANDOM location.
FIXED GUN EMPLACEMENTS	Mounted weapon turrets firing various projectiles will appear at strategic locations when ON.
EXPLOSIVE SCENERY	The level features gas barrels which explode if shot when ON.
GRAPPLE	Agents Can use grapple gadgets when ON.
MINI-VEHICLES	You'll find remote controlled miniature vehicles in same levels when ON.

SAVING AND LOADING

Your game is automatically saved as you complete each level.

To load a mission:

1. Select NIGHTFIRE from the Main menu. The Select Codename screen appears.
2. Choose the Codename that your progress is saved under and press Ⓐ. The Select Difficulty screen appears.
3. Select your difficulty level and press Ⓐ. The Single Player screen appears.
4. Select which mission you would like to load and press Ⓐ. Gameplay resumes.

NOTE: You must have completed every subsequent mission to load a particular mission.

nightfire

LIMITED 90-DAY WARRANTY

GAME TIP

Try activating anything that looks like a knob or switch or secret passageway—anything that may be opened, turned on/off, destroyed, etc.

GAME TIP

Don't forget to use your gadgets; they are vital to your success.

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GAME TIP

When you see an enemy in the distance, stay
out of sight, take your time, and drop him with
a clean shot.

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