James Bond Always Gets What He Wants

Philishave
COOL SKIN

The new Philishave Cool Skin promises skin pleasure to shavers for the first time by combining the advantages convenience of dry shaving with the closeness and pleasure of wet. With its advanced shaving head technology and Nivea for Men emulsion, the Cool Skin shaver conditions the skin offering a totally new category of shaving that delivers on the desire for smooth skin and Philishave's closest-ever electric shave. In short, Cool Skin guarantees less skin irritation and the smoothest, most pleasurable shave you've ever had.

Philishave, JAMES BOND'S SHAPER OF CHOICE

007 Nightfire

EmuMovies

Electronic Arts, 2000 Hilarwood Drive, Cheissey, Surrey KT16 0EU, United Kingdom.
PRINTED IN GERMANY
EABX9603908M

INSTRUCTION BOOKLET

Nintendo GameCube
CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, these positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.
Starting the Game

1. Turn OFF the POWER Button on your NINTENDO GAMECUBE. WARNING: Never try to insert or remove a NINTENDO GAMECUBE DISC while the power is ON.
2. Make sure a NINTENDO GAMECUBE CONTROLLER is plugged into Controller Socket 1 on the NINTENDO GAMECUBE.
3. If you're playing against a friend, plug another NINTENDO GAMECUBE CONTROLLER into Controller Socket 2.
4. Insert the James Bond 007: NightFire™ game disc into the optical disc drive.
5. Turn ON the POWER Button and proceed to the James Bond 007: NightFire title screen. If you can't proceed to the title screen, begin again at step 1.
6. At the James Bond 007: NightFire title screen, press the START/PAUSE Button to advance to the Main menu (see Main menu on p. 5).

Command Reference
Get to know these controls intimately, 007.

NINTENDO GAMECUBE Controller Configurations

Menu Controls

<table>
<thead>
<tr>
<th>Highlight menu item</th>
<th>+ Control Pad or Control Stick</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cycle choices/Move sliders</td>
<td>+ Control Pad or Control Stick</td>
</tr>
<tr>
<td>Select/Go to next screen</td>
<td>A Button</td>
</tr>
<tr>
<td>Cancel/Return to previous screen</td>
<td>B Button</td>
</tr>
</tbody>
</table>

Default Bond Controls

<table>
<thead>
<tr>
<th>Move</th>
<th>Control Stick UP/DOWN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strafe</td>
<td>C Stick LEFT/RIGHT</td>
</tr>
<tr>
<td>Turn</td>
<td>Control Stick LEFT/RIGHT</td>
</tr>
<tr>
<td>Look</td>
<td>C Stick UP/DOWN</td>
</tr>
<tr>
<td>Crouch</td>
<td>X Button</td>
</tr>
<tr>
<td>Reload/Action</td>
<td>A Button</td>
</tr>
<tr>
<td>Jump</td>
<td>Y Button</td>
</tr>
<tr>
<td>Manual Aim</td>
<td>L Button (hold)</td>
</tr>
<tr>
<td>Fire Weapon/Gadget</td>
<td>R Button</td>
</tr>
<tr>
<td>Cycle Gadgets</td>
<td>+ Control Pad UP/DOWN</td>
</tr>
<tr>
<td>Cycle Weapons</td>
<td>+ Control Pad LEFT/RIGHT</td>
</tr>
<tr>
<td>Alternate Fire</td>
<td>B Button</td>
</tr>
<tr>
<td>Vision Mode</td>
<td>Z Button</td>
</tr>
<tr>
<td>Pause Game</td>
<td>START/PAUSE</td>
</tr>
</tbody>
</table>

Driving Controls

<table>
<thead>
<tr>
<th>Steer Left/Right</th>
<th>Control Stick LEFT/RIGHT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gas</td>
<td>R Button</td>
</tr>
<tr>
<td>Brake/Reverse</td>
<td>L Button</td>
</tr>
<tr>
<td>Hand brake</td>
<td>X Button</td>
</tr>
<tr>
<td>Look Back</td>
<td>C Stick</td>
</tr>
<tr>
<td>Fire Weapon</td>
<td>A Button</td>
</tr>
<tr>
<td>Use Gadget</td>
<td>B Button</td>
</tr>
<tr>
<td>Cycle Camera View</td>
<td>Z Button</td>
</tr>
<tr>
<td>Cycle Weapon</td>
<td>Y Button</td>
</tr>
<tr>
<td>Pause Game</td>
<td>START/PAUSE</td>
</tr>
</tbody>
</table>
Rail Shooter Controls

- Rotate/Tilt: Control Stick
- Fire Weapon: R Button
- Change to Alternate Fire: B Button/+ Control Pad
- 180° Pivot (Snowmobile Only): Y Button
- Manual Aim: L Button (hold)

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 Rafael 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 information about this and other titles, visit EA GAMES™ on the web at www.eagames.com

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: Engage in a Single Player game.
- MULTIPLAYER: Start a multiplayer game.
- CODENAMES: Create and edit a codename.

Setting Up A Single Player Game

To set up 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 A Button. The Controller Setup screen appears.
4. Select a controller configuration that best suits your gaming style. The Edit Codename screen appears.
5. Customise your game options (for more information, see Codenames on page 6), then select SAVE CODENAME.
7. Choose your level of difficulty - OPERATIVE, AGENT or 00 AGENT - and press the A Button. The Select Mission screen appears.
8. Select a game level and press the A Button. The action begins.
**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 the A Button to join the game. The Choose Codename option appears.
3. Select a codename and press the A Button. The Select Scenario option appears.
4. Select a scenario (for more information, see Scenarios on p. 19) and press the A Button. The Select Map screen appears.
5. Select a map and press the A Button. The Choose Character option appears.
7. Set the amount of health you have relative to the other players and press the A Button. The Scenario Options screen appears.
8. Select Game Rules, Player and Enviro-Mods and AI Bot options (for more information, see Scenario Options on p. 20), select START and press the A Button 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 A Button. The keyboard screen appears.
3. Enter a new codename, highlight the checkmark icon and press the A Button. The Edit Codename screen appears.
4. Select SAVE CODENAME and press the A Button. Your codename is created.

**Codename Options**

Customise your James Bond experience.

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

  - **CONTROLLER SETUP**: Choose your Controller configuration.
  - **DRIVING CONTROLLER OPTIONS**: Review your driving controls.
  - **MULTIPLAYER OPTIONS**: Adjust multiplayer options.
  - **AV OPTIONS**: Adjust audio/video options.

**Speaker Options**

- **SAVE CODENAME**: Set your Codename.

**Advanced Options**

- **RUMBLE FEATURE**: Turn the Rumble Feature ON or OFF.
- **AUTO AIM**: Turn ON or OFF the Auto Aim function.
- **CROSSHAIRS**: Enable onscreen crosshairs by selecting YES or NO.
- **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. Permanently enables your HUD by turning it ON.

**Multiplayer Options**

- **RADAR**: Turn the player radar ON or OFF.
- **HEALTH HANDICAP**: 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.
- **SPEAKER**: Choose between MONO, STEREO or SURROUND.
- **WIDESCREEN**: Turn the widescreen function ON or OFF.
- **SCREEN ADJUST**: Adjust the position of the game screen on your television.
- **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.
Bond in Action

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

Game Screen

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

Body Armour — Find armour if your health gets too low

Health Meter — Watch your damage

Ammunition Remaining in Weapon — Reload as often as possible

Spare Ammunition Action Icon — Indicates when to use a gadget or perform an action

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 colour from green to yellow to red.

BODY ARMOUR

Body armour 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

When you need to grapple to a remote location, perform a hand-over-hand move or zipline across a gap, a 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 press the R Button. You are pulled to the target.

Hand-Over-Hand & Zipline

To perform a hand-over-hand move:

1. When the icon appears, press the Y Button. You grab the rope and the camera view switches to third-person.
2. Move the Control Stick LEFT/RIGHT to move across the rope.
3. When you are finished, press the Y Button again to jump from the rope back to the ground.
   • To perform a zipline move, press the Y Button 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/PAUSE.

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

MISSION

CONTINUE, RESTART or QUIT your current mission.

OBJECTIVES

View your completed objectives and obtain hints on your incomplete objectives.

MESSAGES

Read M's updates.

CONTROLS

Change or review your Controller configuration.

SCORE

Evaluate your current performance.
Results Screen

View your stats and dossier from the Results screen.

- Press the X Button to view your Stats.
- Press the Y Button 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 Number of enemies you eliminated.

DISPATCHED

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: SUBDUED, SURRENDERED and STEALTH RATING do not apply to racing 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 organisation. 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

Rafael Drake
Rafael 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 Rafael 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 manoeuvre 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. (For more information, see Paris Prelude Walkthrough on p. 13).

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 Rafael 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 Rafael 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 Mission 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 tyre of the first car by pressing the R Button to fire.
2. Shoot subsequent cars in their hoods, tyres and petrol tanks.
3. When the helicopter positions itself at the end of the avenue, zoom in with the scope by holding the L Button and use the - Control Pad UP/DOWN. 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 the B Button to activate the Q-Smoke. Press the R Button to accelerate. Keep right.
2. Jump off the café patio and barrel through the restaurant fronts.
3. Press the B Button to activate the Q-Wedge and slide through the road block. Make a hard left out of the roadblock.
4. Press the A Button to fire your rockets. Keep to the right.
5. The bridge is out up ahead! Press the B Button to fire the Q-Boost!
6. There's the truck again! Press the B Button to fire the EMP projectile and disable it.

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

Body Armour
Body armour comes in very handy when not amongst friends.
- When you are wearing armour, a golden shell covers the health meter. When injured, the golden shell depletes in place of your health.
- A full armour jacket restores your armour to 100%.
Note: Body Armour 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 this 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.

Golden Gun (Multiplayer Only)
The ultimate handgun, the Golden Gun is powerful but requires loading after each shot.

MACHINE GUNS
Deutsche M9K
This very accurate submachine gun can be equipped with a silencer and is ideal for covert missions.

Storm M32
This reliable, lightweight machine gun has a large clip but low accuracy.

565 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 computerised 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 tranquilising an opponent. Its capacity is five rounds.

Frenesi Automatic 12
This large shotgun's high capacity and alternate rapid rate of fire make it a highly effective close combat weapon.

Winter Tactical Sniper Rifle
The standard bolt-action issue of the British Army is an extremely powerful but slow firing weapon, which possesses a small clip and a massive zoom with telescopic sight.

Winter Covert Sniper
Designed for special operations, this variant on the Winter Sniper is fitted with an integral silencer and comes equipped with a powerful telescopic sight.
**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 immobilise 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 mobile 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-bang grenade.

**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.

Driving Basics
- To steer, press the Control Stick LEFT/RIGHT.
- To accelerate, press the R Button.
- To brake and reverse, press the L Button.
- To change camera angles, press the Z Button.
- To use the currently selected gadget, press the B Button.
- To fire the currently selected weapon, press the A Button.
- For a complete list of driving controls, for more information, see Driving Controls on p. 3.

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.

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. When a team successfully activates all three dishes, they begin earning 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.
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.
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

Customise your multiplayer experience.

**Bot Traits**

**PLAYING**
Toggle between YES and NO.
Choose how fast or slow the Bot is.

**MOVE SPEED**

**PERSONALITY**

**M16 Personality**
- 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 Personality**
- 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.
- Assassin: Scores double if it kills this person.
- Agression: Targets players who are weaker than itself.
- Accuracy: Select how aggressive the Bot is.
- Health: Determine how accurate a marksman the Bot is.
- Reaction Time: Set the Bot's health.
- Recovery Rate: Choose how fast the Bot's reactions are.
- Decision Rate: Decide how quickly your Bot recovers from taking 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 GUNEMPLACEMENT**
Auto turrets appear in the map and fire at anyone within range when ON.

**EXPLOSIVE SCENERY**
Gas barrels explode when shot when ON.

**GRAPPLE**
Agents can use grapple gadgets when ON.

**MINI-VEHICLES**
You'll find remote controlled miniature vehicles in some levels when ON.

AI Bots

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

**To Create a Bot:**
4. Select your Bot's traits and press the A Button. Your Bot is created and you return to the Multiplayer Bots screen.

Saving and Loading

Save your game each time you complete a 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 A Button. The Select Difficulty screen appears.
4. Select which mission you would like to load and press the A Button. Gameplay resumes.

**Note:** Never insert or remove a NINTENDO GAMECUBE memory card when loading or saving files.

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

**Note:** If you have selected PLAY WITHOUT SAVING during setup you cannot save your game progress.

**Note:** Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.
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Music Credits
"Nearly Civilized"
"James Bond Theme"
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