



007

nightfire

TEEN
T
CONTENT RATED BY
ESRB



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

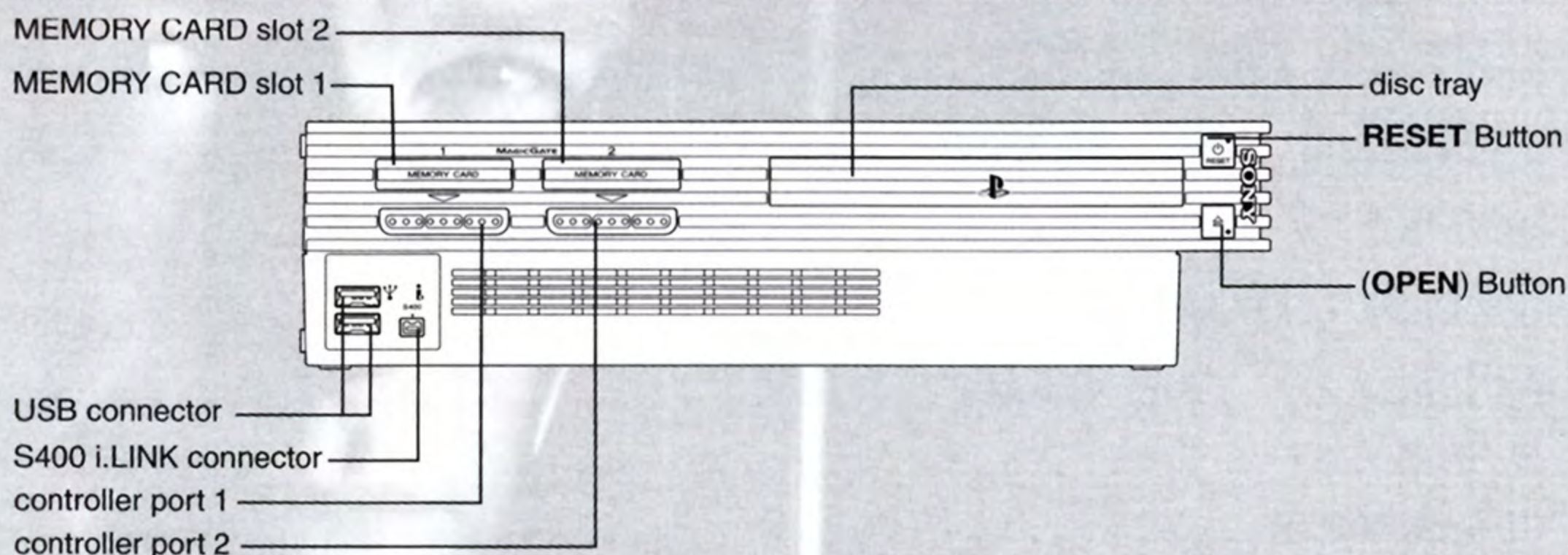
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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

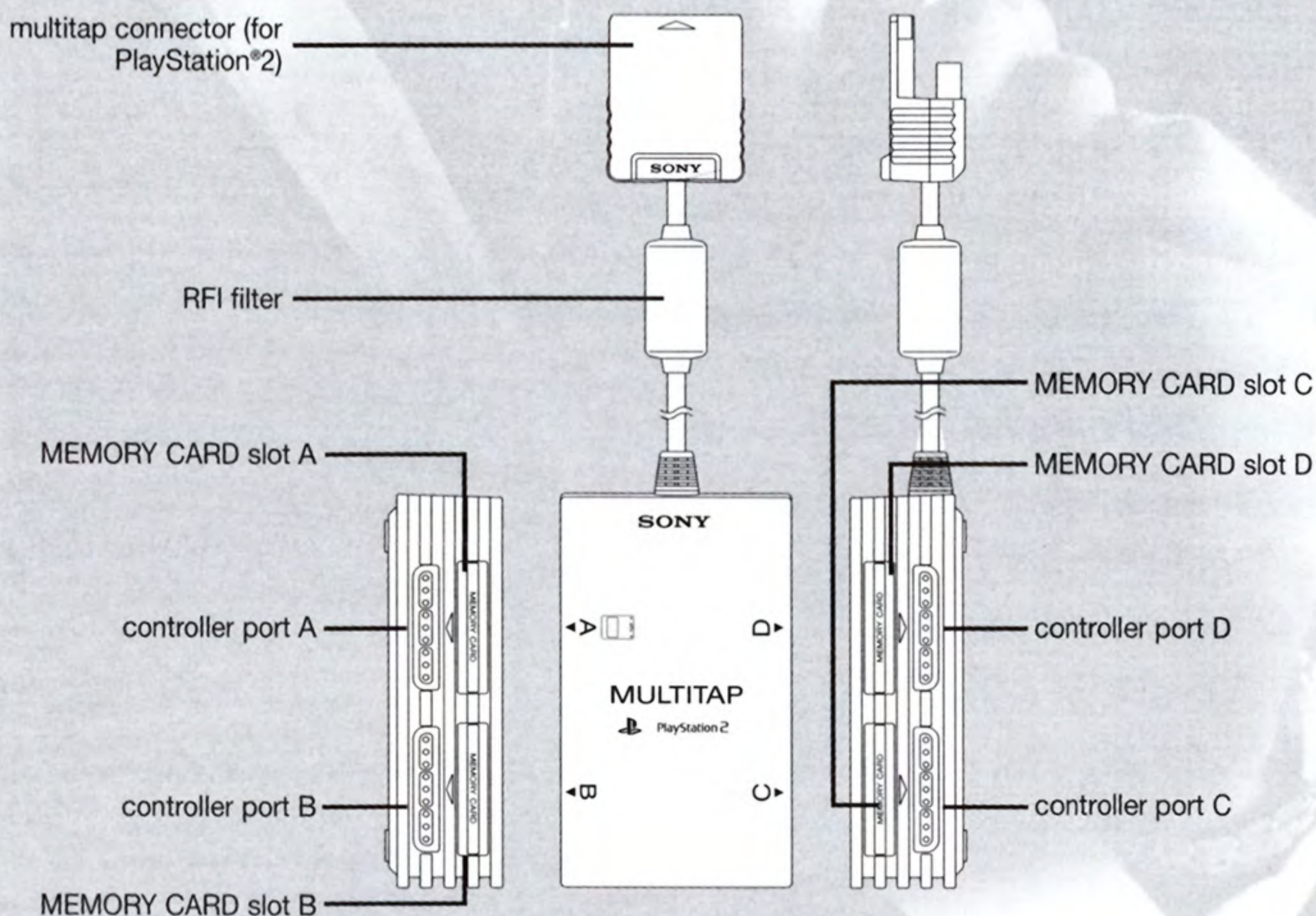
STARTING THE GAME	2
COMMAND REFERENCE	3
COMPLETE CONTROLS	4
INTRODUCTION	5
SETTING UP THE GAME	6
MAIN MENU	6
CODENAMES	7
CODENAME OPTIONS	7
BOND IN ACTION	9
GAME SCREEN	9
GRAPPLE/ACTION MOVES	10
PAUSE MENU	11
RESULTS SCREENS	11
CHARACTERS	13
MISSIONS	14
PARIS PRELUDE WALKTHROUGH	16
BOND EQUIPPED	17
BODY ARMOR	17
WEAPONS	17
EXPLOSIVES	19
GADGETS	20
BOND BEHIND THE WHEEL	21
ASTON MARTIN V12 VANQUISH	21
VANQUISH DRIVING BASICS	21
MULTIPLAYER	22
SCENARIOS	22
SCENARIO OPTIONS	23
SAVING AND LOADING	25
LIMITED 90-DAY WARRANTY	26

STARTING THE GAME



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *James Bond 007™: NightFire™* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.

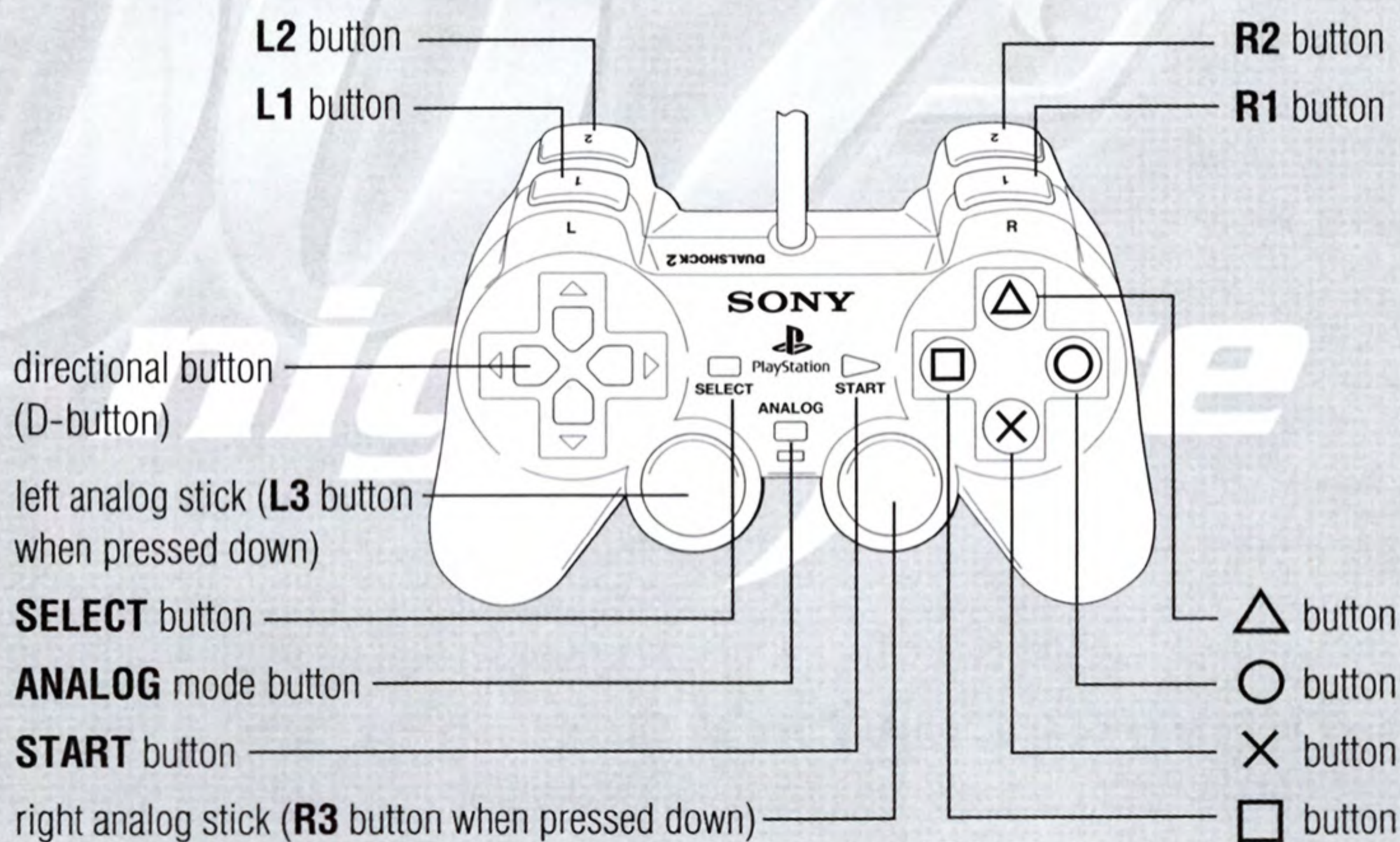


GAME TIP

Use the scope on the sniper rifle to survey unfamiliar environments.

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu items D-button ↑

Cycle choices/Move sliders D-button ↔

Select/Go to next screen × button

Return to previous screen ▲ button

GAME TIP

Use your environment to your advantage—for instance, a group of soldiers near a gas drum can be eliminated with one well-placed shot.

COMPLETE CONTROLS

Get to know these controls intimately, 007.

DEFAULT BOND CONTROLS

Move	left analog stick ↑
Strafe	right analog stick ↔
Turn	left analog stick ↔
Look	right analog stick ↑
Crouch	L2 button
Reload/Action	✕ button
Jump	▲ button
Manual Aim	L1 button (hold)
Fire Weapon/Use Gadget	R1 button
Cycle Gadgets	D-button ↔
Cycle Weapons	D-button ↑
Alternate Fire	■ button
Vision Mode	SELECT button
Pause	START button

DRIVING CONTROLS

Steer Left/Right	left analog stick ↔
Gas	✕ button
Brake/Reverse	■ button
Look Back	L2 button
Fire Weapon	R1 button
Handbrake	● button
Use Gadget	L1 button
Next Weapon	R2 button
Camera View	▲ button

RAIL SHOOTER CONTROLS

Rotate/Tilt	right analog stick/left analog stick
Fire Weapon	R1 button
Change to Alternate Fire	R2 button/D-button ↑
180° Pivot (Snowmobile Only)	▲ button

GAME TIP

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

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

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

Engage in a Single Player game.

MULTIPLAYER

Start a multiplayer game.

CODENAMES

Create and edit your own 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 **X** button. 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. The Select Codename screen appears.
6. Highlight your codename and press the **X** button. The Select Difficulty screen appears.
7. Choose your level of difficulty—**OPERATIVE**, AGENT, or 00 AGENT—and press the **X** button. The Select Mission screen appears.
8. Select a mission and press the **X** button. 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 the **X** button to join the game. The Choose Codename option appears.
3. Select a codename and press the **X** button. The Select Scenario option appears.
4. Select a scenario (➤ *Scenarios* on p. 22) and press the **X** button. The Select Map screen appears.
5. Select a map and press the **X** button. The Choose Character option appears.
6. Select a character and press the **X** button. The Health Handicaps option appears.
7. Set the amount of health you have relative to the other players and press the **X** button. 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 the **X** 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 **X** button. The Enter New Codename screen appears.
3. Enter a new codename, highlight the checkmark icon and press the **X** button. The Edit Codename screen appears.
4. Highlight SAVE CODENAME and press the **X** button. 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.

GAME TIP

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

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.

CROSSHAIRS

Enable onscreen crosshairs 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 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** for 2-player games.

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.

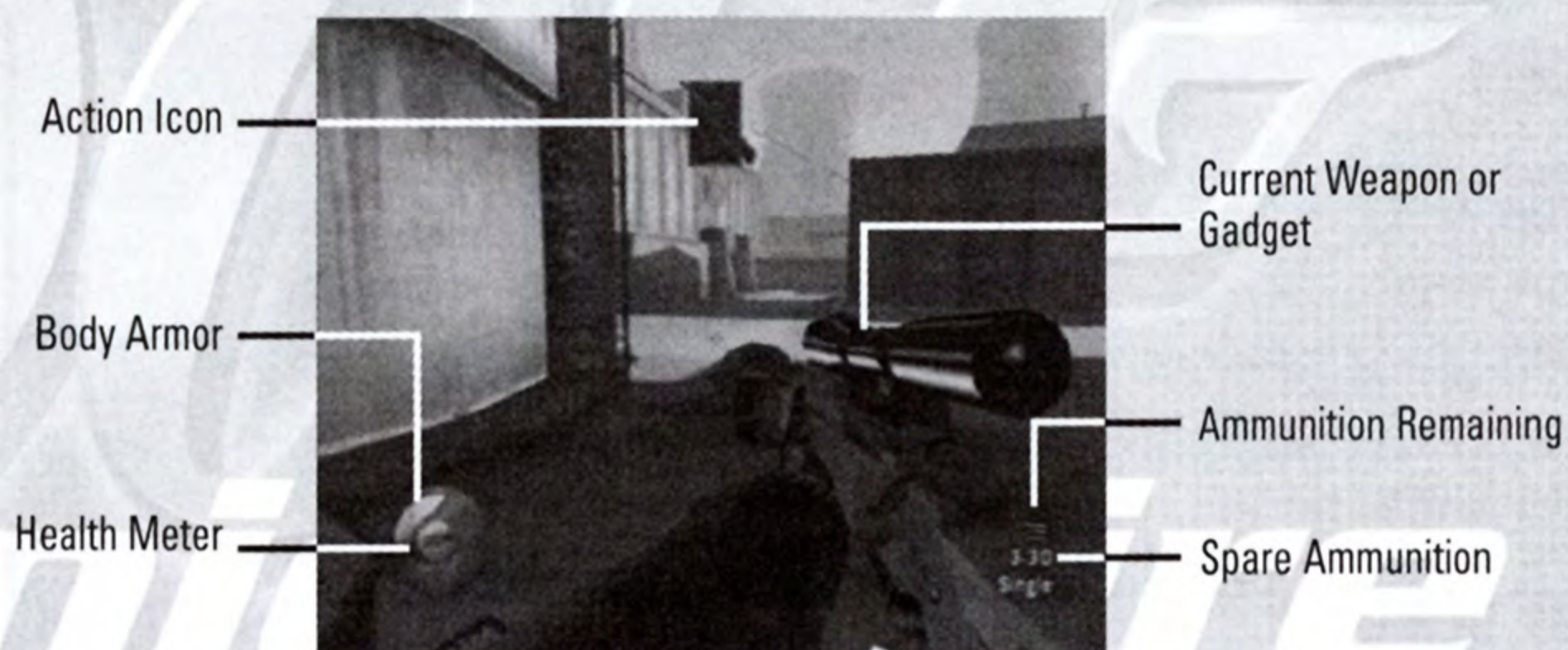
GAME TIP

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

BOND IN ACTION

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

GAME SCREEN



HEALTH METER

When you are at full health, the meter is a full green circle. As you become injured, the circle disappears and the meter shifts color from green to yellow to red.

BODY ARMOR

Body armor temporarily protects 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.

GAME TIP

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

GRAPPLE/ACTION MOVES

When you need to grapple, perform a hand-over-hand move, or zipline across a gap, a rectangular icon appears on 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 **R1** 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 **▲** button. After grabbing the cord, the camera view switches to third-person.
2. Press the right analog stick **↔** to move across the cord.
3. When you're finished, press the **▲** button again to jump back to the ground.

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



- ◎ To perform a zipline move, press the **▲** button to jump onto the cord and slide down the line.

GAME TIP

If you are a proficient marksman, you can conserve ammo, boost your point total, and avoid dangerous firefights.

PAUSE MENU

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

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

MISSION

CONTINUE, RESTART, or QUIT your current mission.

OBJECTIVES

View your completed objectives and obtain hints.

CONTROLS

Change or review your controller configuration.

SCORE

Evaluate your current performance.

RESULTS SCREENS

View your stats and dossier from the Results screen.



⊙ Press the ● button to view your Stats.

⊙ Press the ■ 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

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.

GAME TIP

Don't try to barrel through groups of enemies; take cover and pick them off one at a time.



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 them—and your score is high enough—you may earn a Platinum Medal and a special reward.

NOTE: You receive a further bonus for playing the game with the Agent or 00 Agent difficulty level.

⊙ Subdue Bonus, Surrender Bonus, and Stealth do not apply to vehicle-based missions.

DOSSIER SCREEN

Review your records, rewards, gadgets, and weapons.

RECORDS

View your high scores.

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.

GAME TIP

Listen to M's advice; she won't mislead you.

CHARACTERS

A whole new class of allies and enemies awaits you.

ALLIES

DOMINIQUE PARADIS

This stunning French beauty is 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.

GAME TIP

If you kill civilians, your mission is over.

MISSIONS

Outsmart and maneuver 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 been captured 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. 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 Drake's employees remain unharmed, then secure the files and escape with Mayhew.

NIGHT SHIFT

Infiltrate the headquarters of Mayhew's Japanese operations in Tokyo. Use your Q-gadgets to locate and unlock encrypted files on 'Operation NightFire', 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.

GAME TIP

Reload whenever you have a chance, even if you have half a clip remaining.

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 cohorts from following him into space. And, 007, 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.

GAME TIP

If your health is low, take the time to backtrack and search for body armor.



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 pressing the **R1** button 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. 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 van through the streets of Paris.

Driving the Vanquish:

1. Press the **L1** button to activate the Q-Smoke. Press the **X** button to accelerate. Keep right.
2. Jump off the café patio and barrel through the restaurant fronts.
3. Press the **L1** button to activate the Q-Wedge and slide through the road block. Make a hard left.
4. Press the **R1** button to fire your rockets. Keep to the right.
5. The bridge is out up ahead! Press the **L1** button to fire the Q-Boost!
6. There's the van again! Press the **L1** button to fire the EMP projectile to disable it.

GAME TIP

When you require stealth, attach the silencer to your Wolfram PP7.

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 a 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 lends them more accuracy.

GOLDEN GUN (MULTIPLAYER ONLY)

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

GAME TIP

Keep an eye out for snipers in high places.

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.

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 rate of fire make it an 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 RIFLE

Designed for special operations, this variant on the Winter Sniper 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.

AT-600 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.

GAME TIP

When outnumbered and outgunned, a flash bang grenade can temporarily immobilize your enemies.

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 (STUN GRENADE)

This grenade temporarily blinds and stuns opponents.

SATCHEL CHARGE

This plastic explosive can be placed on an object and detonates on a timer, which can be set to five second increments.

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.

GAME TIP

**Peek into rooms and corridors before entering.
You never know what or who could be waiting
for you.**



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 with 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 bang grenade.

GAME TIP

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 vehicle also happens to be the most sophisticated and technologically superior weapons system on the road.



Readied Weapon

Readied Gadget

Rounds Remaining

VANQUISH DRIVING BASICS

- ⊙ Press the left analog stick \leftrightarrow to steer.
- ⊙ Press the \times button to accelerate.
- ⊙ Press the \blacksquare button to brake and to reverse.
- ⊙ Press the \blacktriangle button to change camera angles.
- ⊙ Press the **L1** button to use the currently selected gadget.
- ⊙ Press the **R1** button to use the currently selected weapon.
- ⊙ Press the \bullet button to use the handbrake.
- ❖ For a complete list of driving controls, ➤ *Driving Controls* on p. 4.

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.

GAME TIP

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 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 attackers from destroying the site by eliminating them. Satchel charges 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.

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.

GAME TIP

Use the scope on the sniper rifle to survey unfamiliar environments.

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 **X** button. The Multiplayer Bots screen appears.
2. Highlight a Bot and press the **X** button. The Multiplayer Bot Setup screen appears.
3. Choose your Bot's appearance and press the **X** button. The Bot's trait options appear.
4. Select your Bot's traits and press the **X** button. 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 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. 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.

GAME TIP

Many situations are better handled by stealth than strength.

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 When **ON**, gas barrels explode when shot.

GRAPPLE Enables the use of grapple gadgets when **ON**.

MINI-VEHICLES Find remote controlled miniature vehicles in some levels when **ON**.

GAME TIP

Use your environment to your advantage—for instance, a group of soldiers near a gas drum can be eradicated with one well-placed shot.

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 **X** button. The Select Difficulty screen appears.
3. Select the difficulty level and press the **X** button. The Single Player screen appears.
4. Select which mission you would like to load and press the **X** button. Gameplay resumes.

NOTE: Never insert or remove a memory card (8MB) (for PlayStation®2) 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.

GAME TIP

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



LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1900

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

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.

NEED A HINT? Call the EA HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the **US**, dial 900-288-HINT (4468). 95c per minute.

In **CANADA**, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. No hints or codes are available from (650) 628-4322. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.

TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 0YL, UK

Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

NIGHTFIRE Interactive Game (all object code, all other software components and certain audio visual components only) © 2002 Electronic Arts Inc. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. NIGHTFIRE Interactive Game (certain audiovisual components) © 2002 Danjaq, LLC, and United Artists Corporation. JAMES BOND, 007, James Bond Gun and Iris Logos and all other James Bond related trademarks TM Danjaq, LLC. James Bond, 007, James Bond Gun and Iris Logos and all other James Bond related properties © 1962-2002 Danjaq, LLC, and United Artists Corporation. NIGHTFIRE is a trademark of Danjaq, LLC, and United Artists Corporation. Aston Martin V12 Vanquish used under license from Aston Martin Lagonda Limited, Ford Motor Company. Eurocom name and logo are trademarks of Eurocom Developments Ltd. Savage Entertainment is a trademark of Savage Entertainment, LLC. All other trademarks are the property of their respective owners.

EA GAMES™ is an Electronic Arts™ brand.

"Nearly Civilized"

Performed by Esthero

Written by Esthero, Paul Alexander Campbell and Henry Priestman

© 2002 EMI April Music (Canada) Ltd./Stinkyminky Music (SOCAN)/EMI Blackwood Music Inc./Broughton Park Music.

All Rights for Stinkyminky Music controlled and administered by EMI April Music Inc. All Right for Broughton Park Music controlled and administered by EMI Blackwood Music Inc. (BMI)

All Rights Reserved. International Copyright Secured. Used by Permission.

Recording courtesy of Reprise Records

Under license from Warner Special Products

"James Bond Theme"

Written by Monty Norman

© 1962 Renewed 1990 UNITED ARTISTS LTD.

All Rights Controlled and Administered by EMI UNART CATALOG, INC.

All Rights Reserved. International Copyright Secured. Used by Permission.

"Pierce Brosnan name and likeness used under license from Kilkenny Productions Inc."

GAME TIP

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



EUROCOM
ENTERTAINMENT
SOFTWARE™



GET IN THE GAME

WANT TO JOIN THE #1 INTERACTIVE
ENTERTAINMENT COMPANY?

VISIT EA RECRUITER AT [HTTP://JOBS.EA.COM](http://JOBS.EA.COM).

STILL A STUDENT?

CHECK OUT EA ACADEMY AT [HTTP://EAACADEMY.EA.COM](http://EAACADEMY.EA.COM).

PROOF OF PURCHASE
JAMES BOND 007™: NIGHTFIRE™



1459205

GAME TIP

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

**OWN IT.
LIVE IT.**

007[™]
SPECIAL EDITION
DVD

**THE
JAMES BOND
COLLECTION**

EXPERIENCE JAMES BOND ON SPECIAL EDITION DVD!



PG



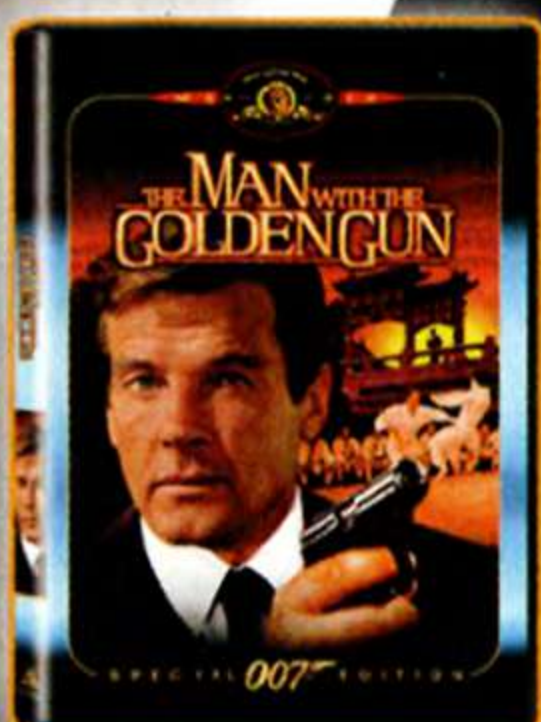
PG-13



PG



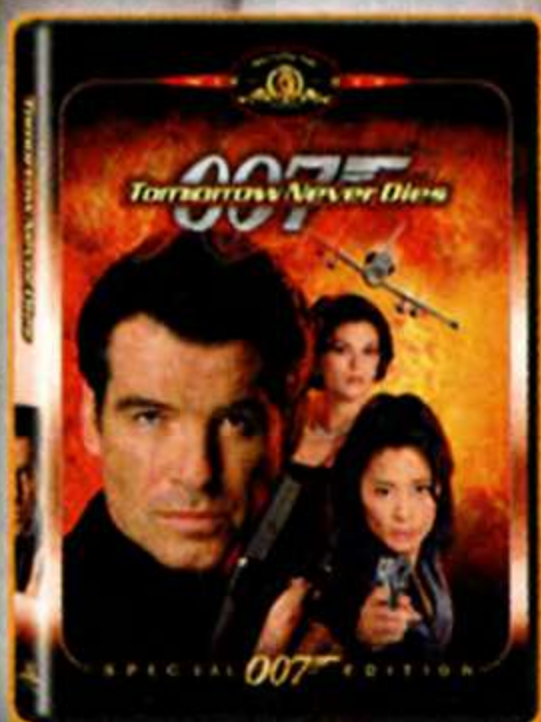
PG-13



PG



PG



PG-13



**"THE
SPECIAL
EDITIONS ARE
INCREDIBLE!"**

-Total Movie

**"COOL!
VERY COOL!"**

-Entertainment Weekly



HOME ENTERTAINMENT

www.mgm.com

www.jamesbond.com

Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.

James Bond Films © 1962-2002 Danjaq, LLC and United Artists Corporation. 007 Gun Symbol Logo © 1962 Danjaq, LLC and United Artists Corporation. James Bond, 007, Gun Logo, Iris Logo and all other Bond related trademarks TM Danjaq, LLC. Artwork & Design © 2002 MGM Home Entertainment Inc. All Rights Reserved. Distributed by MGM Home Entertainment.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. 1459205