

James Bond 007: NightFire Weapons FAQ

by namod65

Updated to v2.8 on Feb 23, 2005

This walkthrough was originally written for James Bond 007: NightFire on the GC, but the walkthrough is still applicable to the PC version of the game.

```
...#####.....#####.....#####
..##...##...##...##...##...##
.##.....##.##.....##.....##..
.##.....##.##.....##.....##...
.##.....##.##.....##.....##....
..##...##...##...##...##...##...
...#####.....#####.....##....
.##.....##.#####.....##.....##.#####.#####.#####.#####
.###...##...##...##...##...##...##...##...##...##...##...##...##...
.###...##...##...##...##...##...##...##...##...##...##...##...##...
.##.##.##...##...##...##...##...##...##...##...##...##...##...##...
.##...####.##...##...##...##...##...##...##...##...##...##...##...
.##...###...##...##...##...##...##...##...##...##...##...##...##...
.##...##...####.#####.....##...##...##...##...##...##...##...##...
```

=====
007 Nightfire
=====

Game cube version

made by EA Games

Guide made by Namod65 a.k.a. Nathaniel Modlich

Email: namod65[at]yahoo[dot]com

=====
Copyright 2005 ♪ Nathaniel Modlich
=====

You can not take this guide and alter it or put it on your site without first emailing me.

=====
Table of Contents
=====

1. Vesion history
2. Intro
3. weapons
 - a) Pistols
 - b) Sniper Rifles
 - c) Automatics
 - d) Hand held grenades and explosvies
 - e) Grenade and rocketlaunchers
 - f) Advanced Technology Weapons
 - g) Miscellaneous
 - h) Ground Mounted Weapons
4. Gagets

5. Hosting Log

6. Credits and Contact info

=====

1.Version History

=====

version 1.0 10/19/03

Finished weapons section

-----~

version 1.3 10/22/03

Added a hosting Log for the sites that this guide may be on.

-----~

version 2.4 10/22/03

Finished the Gagetts section, I think this guide is now done.

Also fixed some spelling errors

-----~

-----~

version 2.5 10/29/03

Add another site to the hosting log

www.neoseeker.com

-----~

version 2.7 10/31/03

I added a ASCII title

version 2.8 11/30/03

Fixed some spelling errors

=====

2. Intro

=====

I bought James Bond: 007 Nightfire over the summer and played it a lot and enjoyed it very much. It is a great game and probably the best Bond game for Nintendo yet.

This guide will cover all the weapons and gagetts.

I wrote this guide because I was bored and didn't know what to write a guide for.

=====

3.Weapons

=====
There are a lot of weapons in this game. Though I think 007: Agent under fire had cooler weapons.

Here is a key of how each weapon description will look.

Weapon: What it is called

Primary Fire:

Secondary Fire:

Clip size: size of clip

Description:Info about the gun

-----Now here are the weapons you will find in the game-----

```
/=====\  
\=====\  
3a. Pistols  
      \=====\  
      \=====/
```

Weapon: Wolfram PP7

Primary Fire: Semi automatic fire

Secondary Fire: Silenced Shots

Clip size: 7

Description: This is a famous gun in most of the bond games. It has a good fire rate for taking out gaurds very quickly before they can get you. And it's silencer makes it a very useful gun for stealth missions. It has great accuracy but it's small clip size and small bullets make this gun a weaker weapon. It is great for a small number of enemies but you better pull out a different gun for taking out large groups of guys.

Weapon: Gold PP7

Primary Fire: Semi Automatic Fire

Secondary Fire: Silenced Shots

Clip size: 7

Description: This gun is almost the same as the normal PP7 except it is gold. You have to get a gold in The Exchange to get this gun which will replace your old PP7. This gun takes out enemies twice as fast as the normal PP7 because it

is twice as powerful. Having the same small clipsize as the normal PP7 is this gun's downfall.

Weapon: Wolfram P2K

Primary Fire: Semi Automatic Fire

Secondary Fire: Silenced Shots

Clip size: 16

Description: Almost the same as the PP7 except a larger clip size which makes this gun better for taking out large groups of men. It has a silencer for stealth missions and has good accuracy similar to the PP7. It also has a built in laser-aim system.

Weapon: Gold P2K

Primary Fire: Semi Automatic Fire

Secondary Fire: Silenced Shots

Clip size: 16

Description: A gold version of the P2K. Twice the amount of firepower. Great for all purposes. Good for taking out many guards with large clip size. It has a built in laser-aim system.

Weapon: Kowloon type 40

Primary Fire: Semi Automatic Mode

Secondary Fire: 3 round burst fire

Clip size: 18

Description: This weapon is mainly used by Pheniox. There are two versions of this gun. The Semi-automatic version is mainly used in multiplayer. It has a slower fire rate and should be used on single guards. When you switch it to burst mode you can use it on large groups of guards and it's larger lip size will help when you face large numbers of men.

Other: You can also get double of this gun and hold them both at once. This only happens in multiplayer and you can not use burst mode.

Weapon: Kowloon type 80

Primary Fire: Full Automatic mode

Secondary Fire: n/a

Clip size: 18

Description: I like to call this gun the Xmini machine-gun. This gun is the exact same as the type 40 except it is full automatic mode and fires very fast. Use this gun as a backup on a large group of guys. Although it does not have as good accuracy as other pistols.

Weapon: Raptor Magnum .357

Primary Fire: Semi-automatic shots

Secondary Fire: laser-aiming

Clip size: 9

Description: This is the first version of this gun and only is on Double Cross, so it is a rare weapon. It has better accuracy than the other version and has built in laser-aim. Looking at the clip size this gun is not the ideal gun for taking out large groups. Though this gun is more powerful than most pistols.

Weapon: Raptor Magnum .50

Primary Fire: Semi-automatic shots

Secondary Fire: n/a

Clip size: 7

Description: The other version of the Raptor. This version has a smaller clip size and no laser-aiming. This gun is more common than the other version because you will find it in multiplayer. It also fires slightly faster than the .357.

Weapon: Golden Gun

Primary Fire: Single Shot

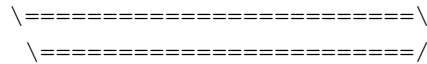
Secondary Fire: n/a

Clip size: 1

Description: This is probably the most famous gun as it is in almost all of the bond games. It is extremely powerful because it is a one-shot-kill no matter what. Though it has a very slow fire rate because you have to load after every shot. It is only found in multiplayer.

/=====
\=====

3b. Sniper Rifles



Weapon: Sniper Rifle

Primary Fire: Single Shot

Secondary Fire: n/a

Clip size: 1

Description: This is a regular sniper rifle. It is only found on the first level. There is not much else to say about it because you only get it for a short time on the first level. Though it does have a really cool scope.

Weapon: Winter Convert Sniper

Primary Fire: Single Shot

Secondary Fire: n/a

Clip size: 5 (10 when upgraded)

Description: This is just the same as the tactical sniper except it is different color and has a silencer. This is excellent for stealth. Like all snipers, this gun has a low fire rate. Its magnification can be increased with an upgrade.

Weapon: Winter Tactical Sniper

Primary Fire: Single Shot

Secondary Fire: Armor piercing bullets.

Clip size: 5 (10 when upgraded)

Description: This version of the Winter Sniper is the same except it does not have a silencer. It has the same accuracy and fire rate as the Winter Sniper. You can increase its magnification with an upgrade.

Weapon: Delta Repeater Crossbow

Primary Fire: Single Shot

Secondary Fire: n/a

Clip size: 3

Description: This looks like a cross bow except it fires toxic darts that instantly kill a enemy. This is the most silent of the snipers but it does not have the power to fire the darts fast. Because of this you have to aim above your target at long range. This makes the accuracy not as good.

```
/=====\  
\=====\  
3c. Automatics  
      \=====\  
      \=====/  
*****
```

Weapon: SG5 Commando Assault rifle version 1

Primary Fire: Burst Fire

Secondary Fire: Semi-Automatic Fire with laser-aim

Clip size: 30

Description: There are two versions of this gun. This is the white one that you get on The Exchange. This gun has medium fire power but is very stealthy. This gun is probably the better version of the two because of its stealth and accuracy. There is no scope which is a downside but this is still a very good gun.

Weapon: SG5 Commando Assault Rifle version 2

Primary Fire: Automatic Fire

Secondary Fire: Burst Fire with laser-aiming

Clip size: 30

Description: This is the other version of the Commando. This one is louder and is automatic. There is also a scope shown on the gun, but you can not use it. This gun is very powerful and can be used to take out large numbers of men. This is not very stealthy weapon which is the downside.

Weapon: Storm M32

Primary Fire: Automatic Fire

Secondary Fire: Semi-Automatic fire

Clip size: 32

Description: This gun has some of the worst firepower and accuracy. It has a average clip size but it is still not a very good gun. Do not use this gun unless you are forced to.

Weapon: Deutsche M9K

Primary Fire: Silenced Burst Fire

Secondary Fire: Burst fire

Clip size: 21

Description: This gun is very accurate for a automatic and is a very good stealth weapon if you have the silencer on. Great for taking out large groups of guys on stealth missions. But it is not that powerful so it will use up a lot of bullets on on guy.

/=====\
\=====\
3d. Hand Held Grenades and Explosives

\=====\
\=====/

Weapon: AN M9 Flash Bang/Stun Grenade

Primary Fire: Throw Grenade

Secondary Fire: n/a

Clip size: 1

Description: This grenade will flash and blind or stun enemies. You can use it on large groups of enemies. Just make sure not to be facing it when it explodes or you will get blinded also. It will be even worse if you are wearing night vision goggles.

Weapon: Fragmentation Grenade

Primary Fire: Throw Grenade

Secondary Fire: n/a

Clip size: 1

Description: This will not stun but kill enemies who get in the way of it. It is very powerful but does not have a wide explosive range

Weapon: Smoke Grenade

Primary Fire: Throw Grenade

Secondary Fire: n/a

Clip size: 1

Description: This grenade will produce a huge cloud of smoke. It is great for creating a diversion while you get away from tough areas.

Weapon: Satchel Charge

Primary Fire: Throw Satchel Charge

Secondary Fire: Set timer

Clip size: 1

Description: This a explosive bomb that will go off by a timmer that you can set up to 30 seconds by 5 second intervals. It is very powerful and has a very long explosive range.

Weapon: Remote Mine

Primary Fire: Remote Expositive

Secondary Fire: Detonate

Clip size: 1

Description: This mine has the same expositive power as the grenade. You can throw it, then go away and detonate it.

Weapon: Laser trip bomb

Primary Fire: Throw laser trip baomb

Secondary Fire: n/a

Clip size: 1

Description: This is a cool weapon that is very useful for protecting a area. It has a beam that can travel forever but it will not hurt the person who tripped it if they are too far away from the bomb. It is very powerful and has a large explosive range.

/=====\
\=====\
3e. Grenade and Rocketlaunchers

\=====\
\=====/

Weapon: Militek Mark 6 Grenade Launcher

Primary Fire: Impact detonation

Secondary Fire: Timed delay grenades

Clip size: 6

Description: This is a regular grenade launcher with a good sized clip for a explosive weapon. It is not as powerfull as the one on the AIMS-20 but is still fun to use in multiplayer.

Weapon: AT-420 Sentinal Guided Missile Launcher

Primary Fire: Guided Missiles

Secondary Fire: unguided missiles

Clip size: 4

Description: This is a big rocketlauncher that you can fire guided missles from You can guide the missile for about 20 seconds then it will detonate. You can detonate them sooner by pressing the fire button will you are guiding it. The missiles are really easy to guide though you should watch out because you are extremly vulnerable while guiding a missle.

Weapon: AT-600 Scorpion Heetseeker Missile Launcher

Primary Fire: Heetseeking missiles

Secondary Fire: unguided missiles

Clip size: 4

Description: This weapon is just like the sentinal except the missiles are heetseeking instead of being guided. You have to watch out in multiplayer with this because the missiles will go for your teammates as well.

/=====\
\=====\
 3f. Advanced technology Weapons

 \=====\
 \=====/
 /

Weapon: Advanced Individual Munitions Systems (AIMS-20)

Primary Fire: Bust shots

Secondary Fire: Grenade fire

Clip size: 6 for Grenade, 30 for burst

Description: This is one of the best guns in the game. It is the ultimate

killing machine. It has awesome power with its burst fire and its grenade launcher is about 3 times as powerful as the Militek. Which means it can shoot twice as far. It has a great scope with heat vision and great magnification. You can use this weapon to get out of any situation.

Weapon: Phoenix Samurai Laser Rifle

Primary Fire: Beam/Pulse fire

Secondary Fire: Overcharge Beam

Clip size: Unlimited

Description: This is a state of the art weapon. Instead of bullets this thing shoots beams of energy. It does not need bullets so you can never run out of ammo. But you have to wait for it to cool down after firing it some. Its secondary fire is really powerful. It will charge up, then fire a huge amount of energy and it will take out any living creature near the beam. But you have to wait a long time for it to cool down after the overcharge.

/=====\
\=====\
3g. Miscellaneous weapons

\=====\
\=====/

Weapon: Unarmed

Primary Fire: Fists

Secondary Fire: n/a

Clip size: unlimited

Description: You use your fists to punch enemies. Only good when the enemy doesn't know you are there.

Weapon: Korsak K5 Dart Gun

Primary Fire: Darts

Secondary Fire: n/a

Clip size: 5

Description: A stealth weapon for knocking out guards for a short period of time. Be careful because the guards will wake up after a few minutes. This is not a very common weapon.

Weapon: Frinesi Auto 12 Shotgun

Primary Fire: Pump Action

Secondary Fire: Automatic shots

Clip size: 8

Description: This is a powerfull weapon that has a very slow fire rate, but what do you expect with a shotgun. It is very inaccurate. Ammo runs out very quickly when you have it on auto mode.

```
/=====\  
\=====\  
3h. Ground Mounted Weapons
```

```
\=====\  
\=====/  
most of these weapons are found in multiplayer mode
```

Weapon: Gattling Gun Emplacement

Primary Fire: n/a

Secondary Fire: n/a

Clip size: unlimittd

Description: This is a machine gun that is found when weapons are \pistolst

Weapon: Machine gun emplacement

Primary Fire: n/a

Secondary Fire: n/a

Clip size: unlimittd

Description: This weapon has a fast firing rate and has average accuracy. It can be found when the weapons are set to \Automaticst

Weapon: Sniper Gun Emplacement

Primary Fire: n/a

Secondary Fire: n/a

Clip size: unlimittd

Description: This is a accurate weapon that is found when the weapons are set

to \sniperst. It fires sniper missiles that are pretty cool.

Weapon: Pulse Laser gun emplacement

Primary Fire: n/a

Secondary Fire: n/a

Clip size: unlimited

Description: This gun can be found when the weapons are set to \cloak and dagger. It has powerfull damage and slow firing rate.

Weapon: Stream Laser Gun Emplacement

Primary Fire: n/a

Secondary Fire: n/a

Clip size: unlimited

Description: This is like the laser gun you find on Chain Reaction except it is not as powerfull. This gun can be found when the guns are set as \Phenix Weapons.

Weapon: Grenade Launcher Emplacement

Primary Fire: n/a

Secondary Fire: n/a

Clip size: unlimited

Description: This gun can be found when the weapons are \MI6 weapons and \Explosives 2. This is pretty much the same as the Militek.

Weapon: Rocketlauncher Gun Emplacement

Primary Fire: n/a

Secondary Fire: n/a

Clip size: unlimited

Description: This is found when the weapons are set to \Explosives 1. It is the same as the scorpion with it's heatseeking missiles.

Weapon: Phoenix SNT Laser defense platform

Primary Fire: Pulse

Secondary Fire: Main

Clip size: 500 and 20

Description: The only place this weapon is found is on Island Infiltration. It is designed to take down armored targets. It is extremely powerful and has a fast fire rate with its primary.

=====

4. Gajets

=====

Key Fob Stunner

Charge: 100

This stunner looks like your car key and is on the same key ring. It has enough charge for one guard to be stunned. It will make the guard lose grip of his weapon and fall over. Make sure you kill him soon because he will quickly recover and alert others.

Wristwatch laser

Charge: 100

You have a low power laser which is built in to your watch for most of the missions. It can not harm anybody, but is useful for destroying locks or circuit boards. It has a lot of charge, so you can use it for a while before it needs to charge. It has a short range so make sure you are close to the object that you are aiming for.

Grapplehook

This is a grapplehook that looks like a cell phone. You can use it to swing up or in the direction that you need to. It can only hook on to special hooks. A little picture at the top of the screen will indicate when you are close to one. When you aim the grapple at a hook it will have either a green cross-chair or a white cross-chair. If you are close enough to swing then the cross-chair will be green. If it is white, then you are too far away and need to get closer

Micro-Camera

This is a super small camera disguised as a zipo lighter that actutly works if you press R. It has really good magnification and you can upgrade the magnification even further. It will highlight any enemies in a green target.

Vision Enhancement googles

Settings: nightvision and heat senstive

These can help you see in the dark or see heated objects like laser trip wires. You have a time limit to wear these before they have to charge. So you can't wear them forever. They are great for spotting enemies in the dark. Though if you have these on when a stun grenade goes off, you will be blinded even more.

Hand Held Decryptor

This device also looks like a cell phone. It can open keypad locks without a code. The only downside is that it takes kind of long to crack the code. You do not get this gaget very often.

Q-Worm Credit Card

This is a credit card that contains a disc that has a virus that allows for MI6 to access that info on the computer.

Electric Shaver Grenade

This is a stun grenade that is disguised as a electric shaver. You operate it by dropping it, then use the detonater you have when you are far enough away. It is just like the regular stun grenade.

Pheonix Ronin Suitcase

This is a powerful machine gun that is hidden inside a suitcase. It can only turn 180 degrees around. To deploy it simply press the fire button and then press the fire button again when you are holding the little remote thingy to view from the barrel of the gun. Then press the fire button to fire. You can also just leave it and it will automaticly fire at enemies.

Body Armor

Not really a gaget, but it is not a weapon either. You will find this on the levels. When you get it it will fill up over your health providing a extra

layer. So enemies have to get through this to get to your health.

=====

5. Hosting Log

=====

So far, these are the only sites that have my permission for this guide to be on. If you want this guide on your site, you must email me. If you are reading this guide from a site that is not listed below, please contact me and tell me.

- www.gamefaqs.com
- http://faqs.ign.com
- www.neoseeker.com

=====

6. Credits and Contact info

=====

I have only EA Games to give credit to for making the Game

If you want to contact me with questions about the game or this FAQ my email is Namod65(at)yahoo(dot)com. You are also welcome to send any info about the weapons or gadgets that is not on this FAQ to me and I will put it on this guide.

This document is copyright namod65 and hosted by VGM with permission.