

# James Bond 007: NightFire Mission Briefing FAQ

by Andrew Testa

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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.

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007 Nightfire Mission Briefing FAQ  
for the Nintendo Gamecube  
Last Updated 03/11/03 (Version 1.00)  
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## Mission 1 "Paris Prelude"

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It's a few minutes before midnight on New Year's Eve and 007 is on the case. French intelligence Officer Dominique Paradis is being chased through the streets of Paris as she pursues evil-doers who are trying to deliver a bomb to the Eiffel Tower. M16 has sent its number-one agent, James Bond, to help Dominique and prevent the bomb from going off.

This mission serves as a quick primer to some of the controls and introduces you to some of the game's basic strategies and tactics. Get ready Bond, the fate of the world is once again in your hands.

## Mission 2 "The Exchange"

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Good evening, 007. A redesigned piece of missiles guidance hardware intended for the orbiting US space weapons platform has been stolen. NATO has advised that recovery is critical - should an unfriendly power "reverse engineer" this device, the platform's global defense capabilities would be comprised. Recent intelligence Rafael Drake in the theft. It's hard to believe, as Drake is respected 'green' industrialist, whose company, Phoenix International, dismantles obsolete atomic reactors and decommissions nuclear arsenals. An allies agent planted in Drake's organization reports that Alexander Mayhew, a British expatriate who heads Phoenix's Japanese branch, is en route to Drake's castle in Austria. The stolen guidance device will change hands tonight, during a formal gathering at the castle. Drake's security team are hardened men-as a 00 agent, you may have to answer aggression with aggression. Good luck, Bond.

### Mission 3 "Alpine Escape"

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No lengthy mission briefing is needed for this adventure. You are on the run as you escape the castle where you stole the secret guidance chip. As Bond and Agent Nightshade flee the compound, they come across the guards' motor pool. Several armored snowmobiles here are the perfect way for Bond to escape. In this mission, Agent Nightshade drives while Bond shoots. Listen to Agent Nightshade as she calls out where the enemy attackers are coming from.

### Mission 4 "Enemy Vanquished"

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After a long night of rest and relaxation, Bond and Agent Nightshade are ready to leave, but Drake's men have other ideas. It's up to Bond and his trusty Aston Martin V-12 Vanquish to save the day. You have limited time to get to the rendezvous with Q. The local authorities don't take kindly to a high-speed chase running through their town, so watch out for the police. Because you are one of the good guys, you can't shoot at the police. Use your non-lethal weapons to take care of your pursuers and earn some Bond moves.

### Mission 5 "Double Cross"

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Bond, M16 has been contacted by Alexander Mayhew, Rafael Drake's chief of Asian operations. Mayhew fears that Drake intends to kill him, holding him responsible for their little "setback" in Austria. In exchange for our protection, Mayhew will deliver evidence exposing Drake's master plan, code-name "Nightfire" -a scheme that Mayhew insists threatens global security.

### Mission 6 "Night Shift"

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Alex's code key and password should get you into the Phoenix mainframe... but they'll have everything locked down by the time you get there. You've got three new items from Q Branch to aid in your entry to the building: a dart gun to tranquilize the guards; a decryptor to defeat any code-locked doors you encounter; and a Q-Worm; a virus that will help M16 infiltrate their computer network.

### Mission 7 "Chain Reaction"

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M16 has decrypted the Nightfire files and they don't look good. Bond's job is to sneak into the facility and find out even more evidence of what is going on.

### Mission 8 "Phoenix Fire"

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Kiko brings the subdued Bond back to the headquarters building of Phoenix International. Drake means to kill both Bond and Dominique Paradise. Hidden security cameras caught her helping Bond during the Night Shift mission. Dominique and Bond struggle to break free of their captors and Bond is able to jump free-down to the glass elevator you used to reach the top of the tower in the last mission. Bond must escape the tower to complete the mission, and the task won't be easy. The guards are on high alert, and it will be a shootout all the way.

### Mission 9 "Deep Descent"

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Bond and Agent McCall need to infiltrate Drake's island facility. Phoenix International disarms nuclear weapons at this base, and UN weapons inspectors have cleared the facility, but M16 doesn't believe so. Your trusty V-12 Vanquish doubles as a submarine, and you will use this special feature to get into the base undetected. You must evade all of Drake's island defenses: laser trip wires, magnetic mines, and submarines. This is a difficult mission. One misstep, and it's over. There are no save points long the way. Get used to starting this mission over and over; it takes a lot of skill to complete this mission.

#### Mission 10 "Island Infiltration"

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Bond and Agent McCall have made it safely through the underwater caverns and onto the beach. Now the two secret agents must discover the location of Drake's command center. Lucky for Bond and McCall, an armored SUV is waiting for their use. Drive the SUV around the island and disable the island's defenses.

Bond and Agent McCall have brought down some of Drake's defenses, but there are still more out there. McCall will fly the plane while Bond mans the controls of the plane's weapons. You have a pulse cannon and missiles to take out the enemy targets. You need to bring down all of the Sentinel guns and other island defenses, like other enemy plans, guard towers, and riverboats.

#### Mission 11 "Countdown"

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Bond and McCall have made it deep into the island case of Phoenix International. It is up to Bond to find out exactly what is up and to stop it if possible. This mission has you sneaking around the compound and chasing Kiko Hayashi. Bond owes her one for throwing Dominique off the top of Phoenix International headquarters building. This mission also has Bond in a final confrontation with Armitage Rook. This is a difficult mission to complete. Good luck, Bond. You'll need it.

#### Mission 12 "Equinox"

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This is it: the final battle. Drake's forces have taken over the US Space Weapons Platform. Drake wants to take out the remaining nuclear arsenals that threaten his island. With his island arsenal and the US Space Platform under control, Drake would be unstoppable. Bond will have to be on top of his game in order to defeat this evil plan. You must take out the missiles' guidance system before they launch. You have the laser weapon you stole from Armitage Rook at the end of the last mission. Get ready Bond; this is the final test.

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