

# Cheats & Modifications

Sometimes in life you wanna feel good about yourself without putting in too much effort, and this page will help you a bit on achieving that. Or maybe you simply want to mod your game or don't want to grind again just to practice time trials with another car (which let's be honest, it's something quite understandable, since that takes A LOT of time),

So without further ado, here is a compilation of some cheats and modifications that you can do with Initial D: Arcade Stage Ver. 2.

## Cheats

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Set the total amount of points of your car to 999.999.999

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### For Japanese version (Original revision and revision A)

#### Prerequisites:

- A car of your choice that has between 1000 and 2000 points
- Beating Bunta in the *Bunta Challenge!* mode in one course between 10 and 20 times

#### Steps to follow:

1. Challenge Bunta in the *Bunta Challenge!* mode in the same course where you have beaten him at least 10 times and don't finish the race

#### Notes:

- It will be required to do one race per each upgrade remaining to unlock on your car.
- Remember that cards between revisions can be used, but a card from the Export version **cannot** be used in the Japanese version and viceversa.
- Once the glitch has been performed, the card can be used in the revision B of the game without any issue whatsoever.

## For Japanese and Export version

### Prerequisites:

- A hex editor program of your choice

### Steps to follow:

1. Open your card in your hex editor program
2. Edit the values set in the 1st row and 6th and 7th columns (2 values in total) to anything and save the edited card

### Notes:

- It will be required to do one race per each upgrade remaining to unlock on your car.
- Remember that cards between revisions can be used, but a card from the Export version **cannot** be used in the Japanese version and viceversa.

## Turn your lights off

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## For Japanese and Export version

### Prerequisites:

- Entering a race at night time

### Steps to follow:

1. Press the Start button for a couple of seconds

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