

Legends of the Streets

Like the name suggests, this is basically the Arcade mode from Initial D: Special Stage, but without the extra courses.

If you still haven't picked any car yet for your card, you'll have to pick one, but make sure that you pick wisely, since the progress is tied to each car, so if you wanna switch to another car, you'll have to do everything from scratch.

How this mode works

Like I just stated two lines of text ago, the first thing to do is to pick your car. Refer to the ["What car to choose?"](#) page for more information and some guidance on the matter.

Once your car has been chosen, it's time to actually start the races. If you have never raced before in that mode, you'll be greeted with this screen:



As you can see, you'll only be able to race on the following courses against the following characters:

Myogi			
Driver	Car	Race conditions	Difficulty (out of 10)
Itsuki Takeuchi	Toyota Corolla Levin SR (AE85)	Day - Dry - Counterclockwise	1
Takumi Fujiwara	Toyota Corolla Levin SR (AE85)	Day - Dry - Clockwise	2
Shingo Shouji	Honda Civic SiR-II (EG6)	Night - Dry - Counterclockwise	4

Takeshi Nakazato	Nissan Skyline GT-R V-Spec II (BNR32)	Night - Dry - Clockwise	5
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Usui			
Driver	Car	Race conditions	Difficulty (out of 10)
Two Guys from Tokyo	Nissan Silvia Spec-R (S15)	Day - Dry - Counterclockwise	2
Nobuhiko Akiyama	Toyota Altezza RS200 Z Edition (SXE10)	Day - Dry - Clockwise	3
Mako Sato and Sayuki	Nissan SilEighty (RPS13)	Night - Dry - Counterclockwise	6
Sakamoto	Suzuki Cappuccino (EA11R)	Night - Wet - Clockwise	7

Akagi			
Driver	Car	Race conditions	Difficulty (out of 10)
Kyoko Iwase	Mazda ěfini RX-7 Type R (FD3S)	Day - Dry - Uphill	3
Kenta Nakamura	Nissan Silvia Q's (S14)	Day - Wet - Downhill	4
Keisuke Takahashi	Mazda ěfini RX-7 Type R (FD3S)	Night - Dry - Uphill	7
Ryosuke Takahashi	Mazda SAVANNA RX-7 ∞ III (FC3S)	Night - Dry - Downhill	8

Akina			
Driver	Car	Race conditions	Difficulty (out of 10)
Kenji	Nissan 180SX Type X (RPS13)	Day - Dry - Uphill	2
Koichiro Iketani	Nissan Silvia K's (S13)	Day - Dry - Downhill	3

Wataru Akiyama	Toyota Corolla Levin GT-APEX (AE86)	Night - Dry - Uphill	8
Takumi Fujiwara	Toyota Sprinter Trueno 3door GT-APEX (AE86)	Night - Dry - Downhill	9

Happogahara			
Driver	Car	Race conditions	Difficulty (out of 10)
Toru Suetsugu	Mazda Eunos Roadster (NA6CE)	Day - Dry - Outbound	4
Daiki Ninomiya	Honda Civic Type R (EK9)	Day - Dry - Inbound	8
Smiley Sakai	Honda Integra Type R (DC2)	Night - Dry - Outbound	8
Tomoyuki Tachi	Honda Civic Type R (EK9)	Night - Dry - Inbound	9

Irohazaka			
Driver	Car	Race conditions	Difficulty (out of 10)
Seiji Iwaki	Mitsubishi Lancer Evolution IV RS (CN9A)	Day - Dry - Downhill	6
Kyoichi Sudo	Mitsubishi Lancer Evolution III GSR (CE9A)	Day - Dry - Downhill	7
Kai Kogashiwa	Toyota MR2 G-Limited (SW20)	Night - Dry - Downhill	8
Keisuke Takahashi	Mazda ěfini RX-7 Type R (FD3S)	Night - Dry - Downhill	9

In order to progress, you simply must beat these guys, and once you do it, you'll see that their character portrait image has a single red slash above it:



What this means, is that you have beaten that character one time, but what happens if you try to beat him again? Well, check these cutscenes, now they feature rain! Yes, as you might have seen already in the rival selection screen, you are doing the exact same race but now, instead of doing them in dry conditions, now they must be done with rain (with the exceptions of Kenta and Sakamoto since those always feature wet conditions).

Beat them once again, and their portraits will now display a double slash on their portrait, indicating that you have succesfully now beaten them twice.



Walkthrough of this mode

First of all, defeat all of the characters listed above at least once in order to unlock the following secret race:

Irohazaka			
Driver	Car	Race conditions	Difficulty (out of 10)
Takumi Fujiwara	Toyota Sprinter Trueno 3door GT-APEX (AE86)	Night - Dry - Downhill	10

Beat Takumi at least **once**, and you'll finally unlock the final race, which is this one **(that must be done the moment you beat Takumi)**:

Akina

Driver	Car	Race conditions	Difficulty (out of 10)
Bunta Fujiwara	Subaru Impreza WRX STi Coupe Type R Version V (GC8F)	Night - Dry - Downhill	10

Complete the race **(you don't need to win, but it must be completed in order to see the credits)** and you'll be greeted with the credits, in which you'll see a replay of your race against Bunta.

Post-credits content

Once you have seen the credits (or not if you did not finish the race), you'll be greeted with a Game Over screen. But, this doesn't mean that the game is completed (with the car that you have chosen). Like we said before in the ["How this mode works" section](#), you can play against everybody in the wet condition, so that'll be your main objective for now.

This time, you can do every race in any order you may wish, but that doesn't mean that you can simply beat Bunta again and call it a day, no, you must win against everybody in order to actually beat this mode and be greeted again with the credits (you'll only get to see the credits after beating everybody and then racing against Bunta).

Once that you have fully completed the Legends of the Streets mode, if you try to enter again the course selection with the same car, you'll realize that your progress has been wiped entirely (except the fact that you can race Takumi in Irohazaka and Bunta from the get-go), but that's not entirely true. The game doesn't tell you about this (it only shows you an amount of stars equal to the times that you have beaten this mode), but the game has increased a notch (we'll call it **NG+1/New Game Plus 1** from now on) its difficulty (not to be confused with the difficulty setting in the options menu, since that difficulty modifier **stacks up alongside** the one you have in this mode).

SELECT COURSE



While at first glance you might not see too much of a difference, the more times you complete this game mode with the same car, the higher the difficulty will be, so as you can see, this game mode is designed to be completed multiple times instead of just one in order to enjoy it at its fullest potential. So for example, if you have managed to beat everybody seven times, you'll be playing in NG+7/New Game Plus 7, and unless your car is a meta car and your times are relatively close to the world records, just forget about giving it a chance.

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