The Bunta Challenge

The real challenge from the game. Did you think that beating him once in Legends of the Streets was not hard enough for your skills? Well here comes the real *challenge* of the game, beating Bunta in every course of the game! *(well, with the obvious exceptions because those tracks are completely uninteresting).*

How this mode works

When you enter this mode, you'll be granted a course selection menu, with 4 options: Akagi, Akina, Happogahara and Irohazaka.



The objective of this mode is pretty simple: beat Bunta in all of these courses 30 times. While at first it may sound daunting, it is not. Why? Because it's a nightmarish experience that only the

most dedicated players will be able to complete without going nuts.

Every time you beat him, the difficulty will increase slowly, very slowly. Even though the game starts easy with the first 10 stars (which those are done with the AE86 prior to the engine swap), the game ramps up its difficulty every 10 victories, so take that into consideration.

Once that you have beaten Bunta ten times in one of the courses, the next ten races will feature the AE86 with the new engine alongside the new hood, so expect to suffer quite a lot more than before.

Finally, once you have managed to defeat the Michael Shumacher of Akina, he'll change his car of choice. Like the story mandates, his final car will be the Impreza GC8F, and this last phase will be downright impossible depending on your car of choice. If you happen to pick a car that is not the Integra DC2, these last couple races will be simply not feasible, just forget about it.

When you complete the last race you'll be rewarded with [insert prize that doesn't exist here], so enjoy it!

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