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: Special Stage.

Cheats

Completed savegame

Download: Link

Features:

The entire story mode has been completed with an S rating in every race.

Set the total amount of points of your car to 99.999.999 with one race

For version 1.01

Code:

```
patch=1,EE,203278B4,extended,05F5E0FF
```

Steps to activate the cheat:

1. Start a race with the car of your choice (it must be a Time Trial or an Arcade mode event)
2. Finish the race (it can be after quitting prematurely or just by reaching the goal)

Notes:

Even though that you cannot get more points, you will still be able to get new random parts by completing races.

It's also important to note that if your car is not on Step-5, it will be required to complete two races in order to unlock every performance upgrade for your car (Full Tune).

Set the rival car's speed to 0 km/h

For version 1.01

Code:

```
patch=1,EE,D152EC9C,extended,00001040
patch=1,EE,201599E4,extended,10000006
patch=1,EE,D152EC9C,extended,00004040
patch=1,EE,201599E4,extended,14400006
```

Steps to activate the cheat:

1. Start a race that has a rival
2. Let the race start
3. Press Down + X on your controller

Notes:

If you want to deactivate the cheat, you simply press Up + X during the race, and the rival will start moving again as usual.

For version 2.0

Code:

```
patch=1,EE,202ED9E4,extended,00000000
```

Notes:

The code also works for rolling start races, but the camera sometimes may be inside the map's geometry due to the car's positioning.

Set the rival car's speed to 95 km/h

For version 2.0

Code:

```
patch=1,EE,202ED9E4,extended,42BE0000
```

Notes:

The code also works for rolling start races, but the camera sometimes may be inside the map's geometry due to the car's positioning.

Remaining time left never goes down

For version 1.01

Code:

```
patch=1,EE,20167C34,extended,24420000
```

Timer does not work

For version 1.01

Code:

```
patch=1,EE,20167C54,extended,24420000
```

Notes:

The "GO!" message won't go away during any race and the rivals will never say nor react to anything.

Permanent rear view mirror

For version 2.0

Code:

```
patch=1,EE,21694C73,extended,00000001
```

Notes:

You will see a black bar in every menu where the rear mirror is supposed to go during gameplay, and every race with a rolling start will showcase already the rear mirror.

Modifications

Change the in-game BGM

Are you tired of hearing the same songs over and over? Wanna change the vanilla songs to something that suits your tastes a bit better? Well, follow along and you'll see how it's done.

Prerequisites:

- A program that is capable of modifying .iso files and extracting files from them
- AFSPacker
- ADX Encoder

Steps to follow:

1. Extract the file *RACEBGM.AFS* from the game, which is located on the following path: *CDVD\DATA\SOUND*
2. Using a Command Prompt instance, extract the files from the *RACEBGM.AFS* file with AFSPacker
3. Change the frequency of the new song you want to use to **48 kHz**
4. Open DkZ Studio, and open the *Multi ADX <-> WAV Converter* from the *Tools* section
5. Leave every option intact minus the *Destination folder* one in case that you want to save the song onto a new folder and **tick** the option called *Save ADX With Complete Loop From Start to End*
6. Convert the .wav file onto .adx by pressing the *Start* button
7. Now rename the newly obtained .adx file to the EXACT same filename to the file of the song you want to replace
8. Replace the old .adx file with the new one
9. Repackage all of the .adx files onto a new *RACEGBM.AFS* file with the use of AFSPacker
10. Replace the old *RACEBGM.AFS* file from the game with the new one with a program that is capable of editing .iso files

Notes:

- Under the circumstances that the frequency of the new songs must be modified, in order to make the song listenable, you gotta make sure also that the speed gets also modified correctly, otherwise you will get a distorted song. In case that the audio software you are using doesn't let you resample the songs to 48 kHz, you're doubting about what's the correct percentage of change to the speed that you must apply to the new song, here's the equation that you must use:

$$\frac{f_0}{f_1} \cdot 100 = Percentage\ of\ change\ ,\ f_0 \Rightarrow Initial\ frequency\ ,\ f_1 \Rightarrow Final\ frequency$$

English translation

Are your skills of japanese not good? Is this the eleventh time that you've said that you're going to learn japanese but you never actually do so? Well no worries, since thanks to the amazing job of a modder we can now enjoy the game partially translated (enough to be understandable with the exception of the story beats).

Prerequisites:

- xdeltaUI

- The .xdelta file that corresponds to your game version

Steps to follow:

1. Open xdeltaUI and press the buttons called *Open...* while selecting on each case the corresponding file you're being asked to select
2. Designate the output path for the game with the translation patch applied
3. Press the *Patch* button

Revision #31
Created 2022-06-27 15:52:24 UTC by R21
Updated 2024-06-13 10:05:18 UTC by R21