Wangan Midnight (2002)

The first console game based on the Wangan Midnight manga, being a port of the arcade game Wangan Midnight.

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AC Scenario mode

If you want an arcade experience of Tokyo Xtreme Racer Zero, this is the closest you'll ever get. This mode works as you'd expect, pick an entry point for the Wangan network of highways, a car, and of you go!

The structure of this mode is pretty simple, win 8 stages and you'll successfully complete it. If you do that under some circumstances, you'll get a reward. Here are the requirements necessary to fullfill in order to get them:

- **Use a stock car or Tatsuya's Porsche RUF 911 (964) RCT:** unlocks the Nissan Fairlady Z (S30) (type A) from Akio Asakura
- **Use Akio's Nissan Fairlady Z (S30) (type A):** unlocks the Porsche RUF 911 (964) RCT (type A) from Tatsuya Shima

Something else worth noting, is that like with the mission mode, some characters break their engines at certain points and have to quit the races. Surprisingly, this mode also includes some of those accidents, and while confirming their existence and finding more is almost impossible due to the nature of this mode, don't take for granted that these special triggers may happen to you. So without further ado, here's said list:

- **Yamanaka:** spins out on the S turn at C1 before the entry point to Yaesu (anti-clockwise side)
- **Keiichiro Aizawa:** breaks the engine on the S turn at C1 before the entry point to Yaesu (clockwise side)
- **Eiji Kamiya and Koichi Hiramoto:** they break the engine on the exit that bring you from Shinkanjo to Wangan, and after crossing Haneda's tunnel
- **Takayuki Kuroki:** breaks the engine at the entrance of Haneda's tunnel
- **Masaki:** breaks the engine on Akasaka's straight (anti-clockwise side)

Acknowledgements

Just because this site has a ton of information doesn't mean that everything that comes from this site originated from our incredible minds! Here we make sure that every piece of information that has been taken from somewhere else it is being credited properly.

- Genki: sharing with the world the cheats and some of the secrets that are in-game
- Hamsuko: for documenting all of the banned license plate names
- JDR99: for giving the list of special triggers that can happen in the *AC scenario* mode
- The Cutting Room Floor: for discovering the debug menu

Cheats, Modifications & Secrets

Like always, sometimes it is good or at least fun to modify the games in a lot of ways in order to improve the experience or to experiment with them, so here's a list of things that you can/discover with Wangan ~~Xtreme Racer~~ Midnight.

Cheats

Disable all mid-race dialog

AC Scenario mode

Steps to activate the cheat:

1. Choose any starting point and wait for the tollbooth cutscene to end (you can skip it too)
2. Press the following button combination: **L2 + R2 + Select**

Notes:

If the command was done correctly, you'll hear the jingle for selecting a character for the car's license plate and you'll proceed as normal.

Mission and Tuning modes

Steps to activate the cheat:

1. Choose any mission and proceed as usual
2. Before the screen goes black after the pre-race cutscene ends (the one that goes before the mission briefing screen that also acts as a loading screen), press the

following button combination: **L2 + R2 + Select**

Notes:

If the command was done correctly, you'll hear the jingle for selecting a character for the car's license plate and you'll proceed as normal.

Disable the HUD

At the race pause menu

Steps to activate the cheat:

1. Press □ + △ at the same time

Notes:

To deactivate the cheat and be able to go back to the pause menu, just repeat the same combination of buttons again. Sometimes the game may not register the button presses correctly and won't react at all, just do it again until it works.

During a replay

Steps to activate the cheat:

1. Press the **L3** button

Notes:

To deactivate the cheat and be able to see everything, just repeat the same button again. Keep in mind that if the race shows any label regarding distance remaining, it won't be hidden away.

Disable the aura from any driver

AC Scenario mode

Steps to activate the cheat:

1. Choose any starting point and wait for the tollbooth cutscene to end (you can skip it too)
2. Press the following button combination: **L1 + R1 + Select**

Notes:

If the command was done correctly, you'll hear the jingle for selecting a character for the car's license plate and you'll proceed as normal.

Mission and Tuning modes

Steps to activate the cheat:

1. Choose any mission and proceed as usual
2. Before the screen goes black after the pre-race cutscene ends (the one that goes before the mission briefing screen that also acts as a loading screen), press the following button combination: **L1 + R1 + Select**

Notes:

If the command was done correctly, you'll hear the jingle for selecting a character for the car's license plate and you'll proceed as normal.

Early access to the mission mode credits

Steps to activate the cheat:

1. Get into the *Press Start to continue* menu
2. Enter the following command: **Right, Right, Right, Right, Down, Left, Up, ○**

Notes:

If the command was done correctly, you'll hear the defeat jingle and you'll be redirected to the main menu. The mission mode variant of the game credits can be located at the mission mode menu, in the "Ending movie" option.

Enter the debug menu

Code:

```
patch=1,EE,D02FCFC2,extended,0000FFF7
patch=1,EE,2014D85C,extended,24040000
patch=1,EE,D02FCFC2,extended,0000FFFF
patch=1,EE,2014D85C,extended,8F848540
```

Steps to activate the cheat:

1. Get into the intro cutscene of the game
2. Keep the **Start** button pressed until the menu appears

Notes:

The controls for the debug menu are as follows:

- **Up/Down D-Pad**: select a different type of event/option.
- **Right D-Pad**: select a different entry point for the start of the event.
- **Left D-Pad**: select a different time of the start of the event.
- **X/L1**: select a different car (forward).
- **L2**: select a different car (backwards).
- △: choose between automatic and manual transmission.
- □: activate/deactivate the option to play the chosen mission.
- **R1/R2**: select a different mission (forward/backwards).
- **R3**: select a different movie and replay to be played.
- ○: confirm the type of event/option that you want to select.
- **Select**: it will play a sound test for the voice that tells you to get into the Shutokou highway in AC Scenario mode.

Each option does the following things, and these are the configurations that work for each of them:

- **Free run**: race around the entire place without any time limits/rivals to beat.
  - **Car**: -
  - **Entry point**: -
  - **Transmission**: -
  - **Notes**: there's no visible HUD during the mode, and pausing the game softlocks the game.

- **Quick**: if the *Scenario* (Cutscene) option is deactivated, you will get the AC Scenario mode, but if not, you will instead do the mission from Mission mode that you have selected.
  - If ***AC Scenario mode*** is selected:
    - **Car**: -
    - **Entry point**: -
    - **Time of day:** -
    - **Transmission**: -
    - **Notes**: all of the cars are selectable, even the ones disabled specifically for this mode.
  - If ***Mission mode*** is selected:
    - **Mission**: only the missions that are accessible under normal circumstances.
    - **Notes**: each win/lose will count towards your stats.

- **Time trial**: it is just the Time Trial mode if the Scenario (Mission mode) option is deactivated, but if it is activated, you will get the mission selected but you won't have any rival to race against nor any objective to fulfill altogether
  - If the ***scenario* option** is deactivated:
    - **Car**: -
    - **Entry point**: -
    - **Transmission**: -
    - **Notes**: -
  - If the ***scenario* option** is activated:
    - **Mission**: -
    - **Transmission**: -
    - **Notes**: -

- **i.Link**: it just boots the game to the title screen, presumably it would start a standard i.Link multiplayer race, but that's not possible to know since PCSX2 does not support such feature at the moment.

- **Replay**: if *Scenario* (Mission mode) option is deactivated, you will play the selected replay file, but if said option is activated, you will get the **cutscene for AC Scenario mode** corresponding to the chosen car, but then you will play the **mission selected**.
  - If the ***scenario* option** is deactivated:
    - **Replay file**: only the replay files that are accessible under normal circumstances.
    - **Notes**: selecting a non-existent replay file will crash the game.
  - If ***Mission mode*** is selected:
    - **Mission**: only the missions that are accessible under normal circumstances.

    - **Notes**: each win/lose will count towards your stats.

- **Movie**: it reproduces the credits mission mode sequence or the intro movie.
    - **Movie**: if set to 0, it will reproduce the intro movie, but if set to 1 or 2, it will play the ending movie.

- **Intro movie**: it will play the AC scenario cutscene for the car chosen (even if the car is **not** available for that mode). Then, if the *Scenario* (Cutscene) option is deactivated, you will get the AC Scenario mode, but if not, you will instead do the mission from Mission mode that you have selected.
    - If ***AC Scenario mode*** is selected:
        - **Car**: -
        - **Entry point**: -
        - **Time of day:** -
        - **Transmission**: -
        - **Notes**: all of the cars are selectable, even the ones disabled specifically for this mode.
    - If ***Mission mode*** is selected:
        - **Mission**: only the missions that are accessible under normal circumstances.
        - **Notes**: each win/lose will count towards your stats.

- **Staff movie**: it will play the credits staff of the AC scenario mode with the car selected.
    - **Car**: -

- **Select**: it boots the game into the title screen

- **Test mode:** it loads the configuration menu for the arcade game *Wangan Midnight R*, and when exited, it tries to load the selected replay file.

- **MCDTest**: it plays the selected mission after the cutscene that preceeds it.
    - **Mission**: only the missions that are accessible under normal circumstances.
    - **Notes**: each win/lose will count towards your stats.

- **Mission**: it reboots the game

- **Intro**: it boots the game into the title screen

- **Error**: it goes to a black screen

Make your car emit some specific effects

Broken engine smoke

Steps to activate the cheat:

1. Hold the **Start** button before selecting your car of choice

Notes:

If the command was done correctly, you'll hear the jingle of low time remaining. To make use of the cheat, hold the **R3** button at any point during the event and it'll emit smoke from the back.

Sparks effects exaggerated

Steps to activate the cheat:

1. Hold the **Select** button before selecting your car of choice

Notes:

If the command was done correctly, you'll hear the jingle of low time remaining. To see the cheat in action, make sure to pick up some proper speed and then break, you'll see the car's emitting way more sparks than what should produce.

Skip the tollbooth cutscene in AC Scenario mode

Steps to activate the cheat:

1. Choose any starting route and time
2. Before the screen goes to black, hold the **R2** button

Notes:

While you can already skip the tollbooth cutscene by just pressing the △ button, this cheat allows you to avoid loading it completely, even the text that shows the time when you enter the highway.

Show the replay's telemetry

Steps to activate the cheat:

1. Press the **Select** button at any point during a replay

Notes:

To deactivate the cheat and be able to see everything, just repeat the same button again. Keep in mind that the telemetry HUD won't be disabled if you disable the replay HUD.

Unlock the Jukebox without unlocking all of the cars

Steps to activate the cheat:

1. Get into the *Press Start to continue* menu
2. Enter the following command: **Left, Down, Down, Right, Up, Right, Right, Right, Right, Up,** ○

Notes:

If the command was done correctly, you'll hear the victory jingle and you'll be redirected to the main menu. The Jukebox menu resides at the far-right of the main menu.

Modifications

Widescreen aspect ratio (16:9)

Code:

```
patch=1,EE,0017be24,word,3c073f40
patch=1,EE,001e2aac,word,3c033f40
```

Notes:

Only the in-game parts of the game (including the car models when picking them) are in proper widescreen, the rest is still in 4:3.

Secrets

Censored license plate names

Steps to activate the secret:

1. Pick any car and transmission
2. Select any of the following names for the license plate of your car:

Controversial organizations

Name	Reason
AUM	*Aum Shinrikyo*, a Japanese doomsday cult
ETA	*Euskadi Ta Askatasuna*, separatist Basque group
GIA	If translated to French, it would be the acronym for *Groupe Islamique Armé*, an isurgent Islamic group from Algeria
IRA	Acronym to *Irish Republican Army*, a name used by various resistance groups in Ireland
KKK	Acronym for *Ku Klux Klan*, an USA reactionary group

PKK	In Kurdish, it refers to *Partiya Karkerên Kurdistanê*, which translates to Kurdistan Workers' Party, an armed guerrilla movement
PLO	If translated to English, it would be the acronym for *Palestine Liberation Organization*
RAF	*Red Army Faction*, a West German communist guerrilla group

Profanity/Slurs/Sexual references

Name	Reason
ANO	Spanish colloquial way of saying *penis*
ARS	Hebrew slang term for *pimp*
ASS	English synonym for *butt*
AZZ	The word looks and sounds very similar to *ass*, an already censored word
BIT	A shortened version of the word *bitch* in English
CAZ	First three letters to *cazzo*, which in Italian means *dick*, *cock* or *prick*
CUL	French vulgar way of saying *butt*
CUM	In English, a colloquial way of saying *semen*
DIC	The first three letters to the English word *dick*
DIK	The word is just the English word *dick*, but taking out the letter C from it
DOO	In English, is a slang term often used to refer to the word *excrement*
FCK	Said out loud, it sounds exactly like the English word *fuck*
FU	Acronym for the English phrase *fuck you*

JAP	Shortened version of the word *Japanese*, considered an offensive term in some countries
MRD	*Merde* without the vowels, which means *shit* in French
NIG	First three letters of the word *nigger*, a racial slur often used in English-speaking languages
NIP	Shortened version of *Nippon*, the Japanese way of saying the country of Japan. It is considered an offensive term in some countries.
PEO	Vulgar acronym for the English phrase *peice of shit*, which is a variant of the (also vulgar) phrase *piece of shit*
PIP	Acronym for the sexual term *penis in pussy*
PIS	First three letters of the English word *piss*
PNV	Acronym for the English phrase *penis in vagina*
POO	In English, it is a colloquial way of referencing someone's *feces*
PSS	In English, it can refer to the word *piss* without the vowels
SEX	Another way of saying *sexual intercourse* in English
SHT	Taking out the vowels of the English word *shit*
SOB	An acronym for the English phrase *son of a bitch*
SUC	Almost sounding like the verb *suck* in English, a verb often used in the context of sex.
TIT	Colloquial way of saying *breasts* in English
UTA	Acronym for the English phrase *up the ass*, a term that is used to describe certain sexual acts
WNK	Phonetically speaking, it almost sounds like the English verb *to wank*, a informal variant of the verb *to masturbate*

Other reasons

Name	Reason
666	The number of the beast, at least according to most manuscripts of the New Testament
LSD	When translated to German, it is the acronym for *Lysergsäure-diethylamid*, a very popular psychedelic drug
PCE	A drug called *Eticyclidine*, it is drug with relative similar characteristics to PCP (the latter being commonly known as "*angel dust*"), but more obscure due to its unpleasant taste and tendency to cause nausea

Notes:

While not necessarily a secret by the usual definition, it's interesting to see how Genki decided to apply such censorship, specially if we take into consideration that the game was released only in Japan.

Change the song of a replay file for the opening song for the AC scenario mode

Steps to activate the secret:

1. Before entering a replay file, hold the **R2** button.

Notes:

Restarting the replay file (by pressing the **Start** button) without pressing the button will deactivate the cheat, although doing it while pressing the **R2** button will keep the song.

Also keep in mind that the replay file must be longer than 2 minutes in order to the cheat be triggerable.

Choose what tuner to get in the 3rd and/or 4th missions of Tuning mode

Steps to activate the secret:

1. Before pressing X or ○ to select the third and last character for your vehicle, hold **Select**, press one or two of the following buttons followed and then confirm the last character without letting go none of the buttons pressed.

    - **L1**: Jun Kitami
    - **L2**: Rikako Ohta
    - **R1**: Kazuhiko Yamamoto
    - **R2**: Kazuo Ohta

Notes:

If the command was done correctly, you'll hear the game over jingle and you'll proceed as normal. Also, if you press L1 and L2 at the same time, L1 will be the button taken into consideration (the same applies for R1 and R2).

Play Mission mode in a harder difficulty

Steps to activate the secret:

1. Unlock Tuning mode
2. Select any mission to play
3. Press the **Start** and **Select** buttons at the same time before the VS screen shows up

Notes:

If the command was done correctly, you'll hear the jingle of going backwards and you'll see the VS text (in the mission briefing scene that acts as a loading screen) and the replay name file in red. This mode only adds one lose condition: crashing onto anything will be an instant loss.

Mission mode

A japanese exclusive game, based on a sports manga that involves illegal street racing? No, Initial D Special Stage it is not, this is Wangan Midnight for the PS2!

Like the other game just mentioned, this game lets you replay the races done in the manga the game is based of in all of its glory, even though its replay value is inferior to the SEGA's game.

Regardless of that, it's still a mode that you wanna play, considering that most of the vehicles that you can unlock in this game can ONLY be obtained by playing through this mode.

Series 1: Reina

1-1

Objective: reduce the stamina points of Reina Akikawa to 0 before the time runs out

Rewards:

- **First victory:** access to stage 2-1

Car and character used: Nissan Fairlady Z (S30) - Akio Asakura

1-2

Objective: have stamina left when the time runs out

Rewards:

- **First victory:** unlocks Reina's Nissan Skyline GT-R BNR32 (type A)

Car and character used: Nissan Skyline GT-R (BNR32) - Reina Akikawa

Series 2: FLAT OUT

2-1

Objective: be in first place when the time runs out

Rewards:

- **First victory:** Access to stage 3-1

Car and character used: Nissan Fairlady Z (S30) - Akio Asakura

2-2

Objective: be ahead of Akio when the time runs out

Rewards:

- **First victory (if 2-3 has already been beaten):** unlocks Koichi's Nissan Skyline GT-R (BNR32)

Car and character used: Porsche RUF 911 (964) RCT - Tatsuya Shima

2-3

Objective: reach a speed of 300km/h during the last kilometer of the race

Rewards:

- **First victory (if 2-2 has already been beaten):** unlocks Koichi's Nissan Skyline GT-R (BNR32)

Car and character used: Nissan Skyline GT-R (BNR32) - Koichi Hiramoto

Series 3: Akasaka straight

3-1

Objective: cross the finish line at a speed of 300 km/h (or more)

Rewards:

- **First victory:** Access to stage 4-1

Car and character used: Nissan Fairlady Z (S30) - Akio Asakura

3-2

Objective: cross the finish line at a speed of 300 km/h (or more)

Rewards:

- **First victory (if 3-3 has already been beaten):** unlocks Masaki's Mazda RX-7 Type R Bathurst R (FD3S)

Car and character used: Porsche RUF 911 (964) RCT - Tatsuya Shima

3-3

Objective: finish the race without being overtaken by Akio at any point

Rewards:

- **First victory (if 3-2 has already been beaten):** unlocks Masaki's Mazda RX-7 Type R Bathurst R (FD3S)

Car and character used: Mazda RX-7 Type R Bathurst R (FD3S) - Masaki

Series 4: SHOOT

4-1

Objective: cross the finish line in first place

Rewards:

- **First victory:** Access to stage 5-1

Car and character used: Porsche RUF 911 (964) RCT - Tatsuya Shima

4-2

Objective: reach the goal with remaining stamina points

Rewards:

- **First victory:** unlocks Yamanaka's Nissan Skyline GT-R V-Spec (BCNR33)

Car and character used: Nissan Skyline GT-R V-Spec (BCNR33) - Yamanaka

Series 5: Monster machine

5-1

Objective: reduce Keiichiro Aizawa's stamina bar to 0 before the time runs out

Rewards:

- **First victory:** Access to stage 6-1

Car and character used: Nissan Fairlady Z (S30) - Akio Asakura

5-2

Objective: reduce Keiichiro Aizawa's stamina bar to 0 before the time runs out

Rewards:

- **First victory (if 5-3 has already been beaten):** unlocks Keiichiro's Toyota Supra RZ (JZA80) (type A)

Car and character used: Porsche RUF 911 (964) RCT - Tatsuya Shima

5-3

Objective: be in first position at any point during the last 19 seconds of the race

Rewards:

- **First victory (if 5-2 has already been beaten):** unlocks Keiichiro's Toyota Supra RZ (JZA80) (type A)

Car and character used: Toyota Supra RZ (JZA80) - Keiichiro Aizawa

Series 6: THE ONLY PLACE

6-1

Objective: finish the race in 1st place or 20 meters behind Kuroki

Rewards:

- **First victory:** Access to stage 7-1

Car and character used: Nissan Fairlady Z (S30) - Akio Asakura

6-2

Objective: reach a speed of 320km/h during the last kilometer of the race

Rewards:

- **First victory:** unlocks Takayuki's Nissan Skyline GT-R V-Spec (BCNR33)

Car and character used: Nissan Skyline GT-R V-Spec (BCNR33) - Takayuki Kuroki

Series 7: STALL

7-1

Objective: be in first place when the time runs out

Rewards:

- **First victory:** access to stage 8-1

Car and character used: Porsche RUF 911 (964) RCT - Tatsuya Shima

7-2

Objective: reach the goal in first place

Rewards:

- **First victory (if 7-3 has already been beaten):** unlocks Eiji's Mitsubishi Lancer Evolution V GSR (CP9A)

Car and character used: Nissan Fairlady Z (S30) - Akio Asakura

7-3

Objective: reach a speed of 300km/h during the last kilometer of the race

Rewards:

- **First victory (if 7-2 has already been beaten):** unlocks Eiji's Mitsubishi Lancer Evolution V GSR (CP9A)

Car and character used: Mitsubishi Lancer Evolution V GSR (CP9A) - Eiji Kamiya

Series 8: BLANK

8-1

Objective: stay no more than 100 meters behind or in front of Koichi Kijima

Rewards:

- **First victory:** access to stage 9-1

Car and character used: Nissan Skyline GT-R (BNR32) - Akio Asakura

8-2

Objective: reach the goal while not crashing onto any wall at any point

Rewards:

- **First victory:** unlocks Koichi's Mazda RX-7 GT-X (FC3S)

Car and character used: Nissan Fairlady Z (S30) - Koichi Kijima

Series 9: NEW LOOP 18km

9-1

Objective: complete the race while keeping the lead all of the time

Rewards:

- **First victory:** access to stage 10-1

Car and character used: Mazda RX-7 GT-X (FC3S) - Akio Asakura

9-2

Objective: finish the race while not falling behind more than 100 meters from Akio

Rewards:

- **First victory:** unlocks Oki's Mazda RX-7 FD Spirit R Type A (FD3S)

Car and character used: Mazda RX-7 FD Spirit R Type A (FD3S) - Oki

Series 10: Settlement

10-1

Objective: empty Tatsuya's stamina bar without crashing into any wall

Rewards:

- **First victory:** access to the stats for mission mode and to all of the missions left from series 1 to 10
- **Tenth victory (if tuning mode is not unlocked, the next victory when said mode is playable):** unlocks the Porsche RUF 911 (964) RCT (type C)

Car and character used: Nissan Fairlady Z (S30) - Akio Asakura

10-2

Objective: empty Akio's stamina bar without crashing into any wall

Rewards:

- **First victory:** unlocks the Porsche RUF 911 (964) RCT (type B)

Car and character used: Porsche RUF 911 (964) RCT - Tatsuya Shima

Tuner mission

The last part of the mission mode, and probably the hardest one by far. Once you finish completing at least **once** each of the missions given before, this mode will be unlocked alongside the mission mode credits, giving you the chance of unlocking some extra cars from the manga.

Missions given

The structure of this mode is pretty simple, you do six races in a row given to you by 6 tuners of the manga, and you'll be given a rating based on your performance, being E the lowest possible and S the highest one.

Once you have chosen the stock car that you want to use for this mode, you'll be given the following challenges to complete:

- **Body tune (Yuichi Takagi)**: do a lap around the C1 loop going clockwise.

Rating	Time limit	Extra conditions
S	~ 1'10"000	0 crashes against walls and traffic vehicles
A	~ 1'15"000	0 crashes against walls and traffic vehicles
B	~ 1'20"000	0 crashes against walls and traffic vehicles
C	~ 1'30"000	0 crashes against walls and traffic vehicles
D	1'30"010 ~	0 crashes against walls and traffic vehicles
E	-	-

- **Aero tune (Gen Sasaki)**: complete a lap around the C1 loop through Daiba going clockwise.

Rating	Time limit	Extra conditions
S	~ 1'40"000	0 crashes against walls
A	~ 1'40"000	-
B	~ 2'00"000	0 crashes against walls
C	~ 2'00"000	-
D	2'00"010 ~	0 crashes against walls
E	2'00"010 ~	-

- **Engine tune**: this mission has two different scenarios (you can't decide which one you get, it's completely random, unless you trigger a specific cheat).
  - **Jun Kitami**: do a 1v1 race against Tatsuya Shima in his Porsche 964 RCT starting from the Wangan Line.
  - **Rikako Ohta**: do a 1v1 race against Akio Asakura's Nissan Fairlady Z (S30) starting from the Wangan Line.

Rating	Time limit	Extra conditions

S	-	Enemy runs out of SP
A	Time runs out	Player is in 1st place
B	Time runs out	Rival is in 1st place
C	~ 20 seconds	Player runs out of SP
D	~ 50 seconds	Player runs out of SP
E	51 seconds ~	Player runs out of SP

- **Suspension tune**: this mission has two different scenarios (you can't decide which one you get, it's completely random, unless you trigger a specific cheat).
  - **Kazuhiko Yamamoto**: do a lap through Daiba and Fukagawa going clockwise.
  - **Kazuo Ohta**: do a lap through Daiba and Fukagawa going clockwise.

Rating	Time limit	Extra conditions
S	~ 2'25"000	-
A	~ 2'30"000	-
B	~ 2'40"000	-
C	~ 2'50"000	-
D	~ 3'00"000	-
E	3'00"010 ~	-

- **Muffler tune (Shige):** do a 1v1 race against Eiji Kamiya in his Mitsubishi Lancer Evolution V GSR starting from Hamakawasaki.

Rating	Result	Extra conditions
S	Enemy runs out of SP	-
A	50% or more SP remaining	Player is in 1st place
B	Less than 50% SP remaining	Player is in 1st place
C	50% or more SP remaining	Rival is in 1st place

D	Less than 50% SP remaining	Rival is in 1st place
E	Player runs out of SP	-

- **CP tune (Ko Tominaga):** do a lap around the C1 loop going anti-clockwise.

Rating	Time limit	Extra conditions
S	~ 3'30"000	-
A	~ 3'40"000	-
B	~ 3'50"000	-
C	~ 4'00"000	-
D	4'00"000 ~	-
E	4'00"010 ~	-

Ratings and possible results

The game keeps the following rating system in order to decide how well the player has completed each mission:

Rating obtained	Points obtained
S	6
A	5
B	4
C	3
D	2
E	1

Then, once all of the missions are done, the game counts the total amount of gained points to determine the final rating:

Points obtained	Final rating

36	S
26 ~ 35	A
22 ~ 28	B
16 ~ 21	C
9 ~ 15	D
6 ~ 8	E

Finish these races, and if you manage to comply with the requirements shown below, you'll unlock some of the cars used by the characters in the manga:

- **Final rating E:** unlocks the Nissan Skyline GT-R V-Spec (BCNR33) from Ryoichi Teizuka
- **Final rating D:** unlocks the Nissan Skyline GT-R V-Spec (BCNR33) from Jun Sonoda
- **Final rating C:** unlocks the Nissan Skyline GT-R V-Spec (BCNR33) from Yasuo Motoki
- **Rating obtained A on the suspension tune with Kazuhiko Yamamoto:** unlocks the Nissan Skyline GT-R V-Spec II (BNR34) from Kazuhiko Yamamoto
- **Final rating B:** unlocks the Nissan Fairlady Z 300ZX (Z31) from Harada
- **Final rating A (with Rikako Ohta doing the engine tune):** unlocks the Nissan Fairlady Z (S30) (type B) from Akio Asakura
- **Final rating A:** unlocks the Toyota Celsior 4.0 V8 (UCF10) from Gen Sasaki
- **Rating obtained S on the suspension tune mission done by Kazuo Ohta:** unlocks the Mazda RX-7 Type R (FD3S) from Kazuo Ohta
- **Rating obtained S on the suspension tune mission done by Kazuhiko Yamamoto:** unlocks the Nissan Skyline GT-R (BNR32) (type B) from Reina Akikawa
- **Rating obtained A on the engine tune and suspension tune missions (done by Jun Kitami and Kazuhiko Yamamoto respectively):** unlocks the Nissan Skyline GT-R (BNR32) (type C) from Reina Akikawa
- **Final rating S:** unlocks the Toyota Supra RZ (JZA80) (type B) from Keiichiro Aizawa
- **Final rating S (while doing the engine tune with Jun Kitami):** unlocks the Nissan Fairlady Z (S30) (type C) from Akio Asakura

As an important note, you can only unlock ONE car per run at maximum, and the game will first prioritize the car with the lowest requirement to unlock it. For example, if you get a total rank A with the Rikako Ohta mission but you don't even have the reward for getting a total rank of A in general, you'll receive the reward for the second condition described here, as it is the more easier to get.

Also, the cars that only require you getting a specific rating in some mission, it is important to note that you cannot even get a higher grade, it has to be exactly that one.