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.

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