

# 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

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### 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

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### 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

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### 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:** reach the goal in first place

**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

## Tuning mode

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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.

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):** this is probably the hardest mission of the bunch, since crashing onto anything (that includes traffic) will stop the race and you will receive an E. A lap time of 1 minute and 10 seconds around the northeast part of the C1 loop will net you the coveted S rating for this race.



- **Aero tune (Gen Sasaki):** now you simply have to make a lap around the southeast part of the C1 loop as fast as possible. The catch here is that getting an S requires you to complete the lap in less than 1 minutes and 40 seconds without crashing onto any wall.
- **Engine tune (Jun Kitami/Rikako Ohta):** well, this specific mission alongside the next one have two different scenarios (you can't decide which one you get, it's completely random, unless you trigger a specific cheat). If Kitami is the one who will tune the engine for your car, make sure to leave Tatsuya's stamina bar empty before the time runs out for a S rating. Otherwise, Akio's stamina bar must be empty before the time runs out if you want to get a S rating.
- **Suspension tune (Kazuhiko Yamamoto/Kazuo Ohta):** the same deal as before, two different scenarios for the same mission. A S rating requires you to complete the race in less than 2 minutes and 25 seconds in both cases.
- **Muffler tune (Shige):** like before, the hardest part of these races are simply catching up with the opponent, so make sure to keep your crashes score to a 0 if you want to get an S rating, which requires you emptying Eiji's stamina bar before time runs out.
- **CP tune (Ko Tominaga):** the last challenge of the bunch, and is largest one by quite a bit. Do a lap on the C1 loop in less than 3 minutes and 30 seconds to snack the last S rating.

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:

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

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.

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