

SEGA®



# Initial D: Street Stage English Manual

Scans by di3s3l

Edition by CDRomance

藤原とうふ店 (自家用)

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Actual contents of this game may not be consistent with information in printings at the point of your purchase.

Safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP™ (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

**Health precautions**

●When operating the system, play in a well-lit room and keep a safe distance from the screen. ●Avoid prolonged use of the system. Take a break about 15 minutes during every hour of play. ●Do not use the system when you are tired or short of sleep. ●When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended period of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. ●Lightheadedness, nausea, or a sensation similar to motion sickness. ●Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

**關於健康的注意事項**

●在遊玩時，請讓房間內隨時保持明亮，並請別讓眼睛過度靠近螢幕。●每遊玩1小時，請休息15分鐘左右。●當您感覺疲勞或睡眠不足時，請盡量減少遊玩。●若您使用了耳機，請勿在開始遊玩時，過度調高音量。同時，也請勿長時間聆聽大音量，以避免傷害您的耳朵。

**光線刺激導致的發作**

有極少部分的人，可能會於受到強烈的光線刺激或觀看閃爍畫面時，突然引起癲癇或昏迷等症狀的發生。曾經有類似發作經驗的人，請務必於使用前，先接受醫生的診察。若您於遊玩途中，出現類似的不適情形，請立刻中止遊玩並接受醫生的診察。

**此時要立即中止遊玩**

當出現以下症狀時，請立即中止遊玩。若在中止遊玩後，症狀仍未有減退時，請接受醫生的診察。●感覺眼花暈亂、噁心嘔吐、疲勞或其他類似暈車症狀時。●當眼睛、耳朵、手腳、手腕等，身體一部分感覺不舒服或疼痛時。

**Use and handling precautions**

●This disc is intended for use with the PSP™ system only. If the disc is used with other devices, damage to the disc or to the device may result. ●Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. ●Do not use in airplanes or medical facilities where use is prohibited or restricted. ●Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's network feature could interfere with the proper operation of the pacemaker. ●If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. ●Store the UMD™ in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. Do not leave the UMD™ in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. ●Do not touch the opening on the rear of the UMD™ (recording surface of the UMD™; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. ●Do not block the opening with paper or tape. Also, do not write on the UMD™. ●If the opening area does get dirty, wipe gently with a soft cloth. ●To clean the UMD™, wipe the exterior surface gently with a soft cloth. ●Do not use solvents such as benzene, commercially available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the UMD™. ●Do not use cracked or deformed UMD™ or UMD™ that have been repaired with adhesives as these may cause system damage or malfunction. ●There will be no compensation for damages or destroyed discs resulting from the misuses of UMD™.

**注意事項**

●本軟件乃PSP™專用。在任何其他機器使用，可能會導致機器或UMD™故障。●部分軟件可能會需要準備Memory Stick™ Duo記憶卡或Memory Stick™ PRO Duo記憶卡等周邊後才能遊玩，詳細請參閱各軟件附帶的「遊戲說明書」。●請勿於飛機或行進途中使用。同時，也請勿於飛機與醫療設施等，禁止或限制使用的場所使用。●當您在擁擠的電車等場所使用時，請將PSP™主機的無線通訊功能調整為關閉狀態。機器釋放的電波可能會影響周圍的人身上的心律調節器。●遊玩結束後，請將UMD™放回盒內，並放在兒童拿不到的地方保管。若不放回盒內保管，可能會導致光碟的損壞。●請勿將光碟放在日光直射或極度接近、車內等高溫地方保管。同時亦請避免置於濕氣極重的場所。●請勿用手觸摸光碟表面的開口部分(UMD™的記錄面。參考右圖)，並請注意不要讓灰塵、沙粒等異物進入或弄髒光碟。●當光碟記錄面不小心出現污漬時，請使用擦拭眼鏡的乾淨軟布輕柔擦拭。●平時請使用濕紙巾或乾淨軟布輕柔擦拭。●使用酒精及LP唱片清潔劑、乾洗劑等清潔劑可能會損壞UMD™，因此請絕對不要使用。●因為顧客錯誤的使用方法而導致的損傷或破壞等，本公司不負責任何賠償責任。敬請見諒。



**Ejecting the UMD™**  
Press the right side of the UMD™ unit which is in the position shown in the drawing and then remove it. If excess force is applied, this may result in damage to the UMD™.

**如何取出UMD™**  
請壓住UMD™的右側，以如圖般取出。若不依說明而企圖強硬取出光碟，可能會導致光碟的割裂或毀損，甚至弄傷您的手指。



**Storing the UMD™**  
Insert the bottom side of the UMD™ and then press on the top side of the unit which clicks into place. If the UMD™ is not stored properly, this may result in damage to the UMD™.

**如何放入UMD™**  
請先讓UMD™的下側插入盒內，再壓動光碟，直到上側出現「卡嗶」聲。若不確實放入光碟，可能會造成光碟的割裂或毀損。

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Thank you for purchasing PSP™ (PlayStation® Portable) [INITIAL D STREET STAGE]. Please read the attached instruction thoroughly before starting the game. Please keep this instruction manual for future reference.



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**About PSP™ (PlayStation®Portable) Updates**

**Notification from Sony Computer Entertainment Inc.**  
This UMD™ includes PSP™ (PlayStation®Portable) update data. When a screen prompting you to update is displayed at game start-up, an update is needed.

**Executing a PSP™ update**  
The update data is displayed on the PSP™ system's home menu with the icon shown below. If you follow the on-screen instructions you can update the PSP™ system software. Before executing the update, check the version number of the update data.

**Before starting the update, you must do the following:**

- Check that the battery is fully charged.
- Connect the AC adaptor to the PSP™ system and plug it into an electrical outlet.

**During the update, do not turn off the power or remove the UMD™.**  
If the update is canceled before completion, it may result in damage to the system.

**Checking that the update was successful**  
Select "Settings" from the home menu, and then under "System Settings" select and display "System Information". If "System Software" shows the same version number as the update data, the update was successful.

**PSP™ (PlayStation®Portable) 系統更新**

**Sony Computer Entertainment Inc. 的告知事項**  
本UMD™內含PSP™(PlayStation®Portable)主機的更新資料。當您開啟電源且出現請求執行更新的畫面時，即代表必須執行更新。

**執行PSP™的更新**  
PSP™主機的自家選單將會以下面的圖示顯示更新資料。只要遵照畫面上的指示，正確操作，即可更新PSP™的系統軟件。在您開始更新前，請先確認更新資料的版本。

**更新前，請先確認以下事項。**

- 確認電池是否已經充滿電。
- 是否已連接交流電轉換器。

**請勿於更新時，關閉主機電源或強硬取出UMD™。**  
若更新遭到強制中斷，可能會導致主機故障。

**如何確認更新是否成功**  
選擇自家選單的「Settings(設定)」，並進入「System Setting(系統設定)」的「System Information(系統資訊)」。若「System Information(系統資訊)」的項目已可顯示更新資料的版本序號，即代表更新已經正確完成。

For more information about the PSP™ system's update feature, refer to the following Web site  
若您欲了解更多的更新機能相關情報，請瀏覽以下網站：  
<http://www.sceh.com.hk> [Hong Kong, Southeast Asia (香港、東南亞)]  
<http://www.sceh.com.tw> [Taiwan (台灣)]

[[[ 繁體中文 (台灣) ]]]  
[[[ 繁體中文 (香港、東南亞) ]]]

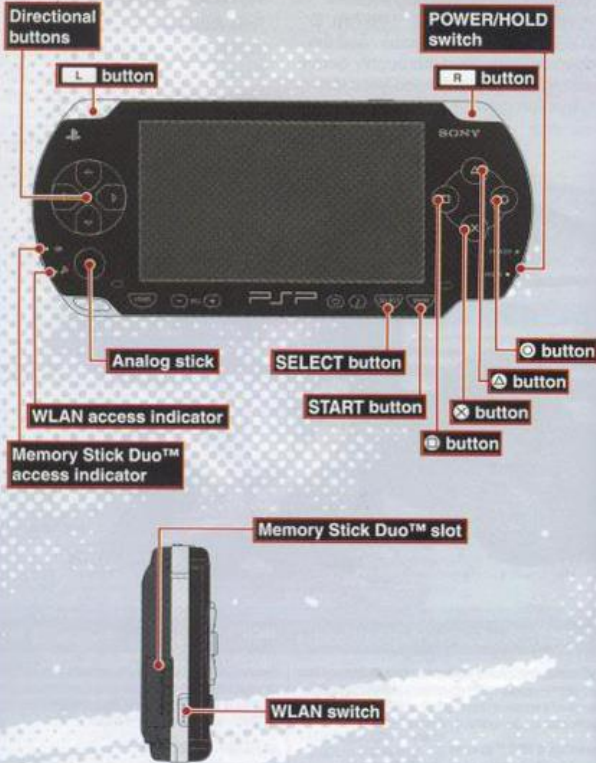
欲知更多關於更新機能相關情報，請瀏覽以下網站：  
[[[ 香港、東南亞 ]]]  
[[[ 台灣 ]]]

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[[[ 香港、東南亞 ]]]  
[[[ 台灣 ]]]

## 基本操作方法

Basic Controls

### PSP™ (PlayStation® Portable) system configuration



### About Saving

To save or load the game, a Memory Stick Duo™ (or Memory Stick PRO Duo™) (sold separately) is required. Insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP™ handheld.

### Caution on Memory Stick Duo™ Usage

Never remove or insert the Memory Stick Duo™, or slide the POWER/HOLD switch while the game is being saved or loaded.

## 基本操作方法

### MENU SCREEN CONTROLS

The following controls are used during each Menu Screen.

CONTROL	ACTION
directional buttons	Move Cursor
○ button	Enter Selection/Advance to Next Screen
× button	Cancel/Return to Previous Screen

### RACE CONTROLS

The following controls are used during the race.

CONTROL	ACTION
directional buttons/analog stick	Steer
○ button	Turn ON/OFF Headlight
× button	Accelerate
△ button	Change Viewpoint
⊖ button	Brake
L button	Change Gear (Shift Down)
R button	Change Gear (Shift Up)
START button	Open Pause Menu



## PLAYING THE GAME FOR THE FIRST TIME

During the Title Screen, press the START button to enter the Driver File Select Screen. If you are playing the game for the first time, follow the directions below to create a Driver File.



### Creating System Data

To create a Driver File, you must first create a System Data (a minimum of 512KB is required). If you do not have a System Data, you will be prompted to create one at the Driver File Select Screen, so follow the on-screen directions to create the data. If you do not create one, the game will not be saved automatically until you create a Driver File from the Options (p.30).

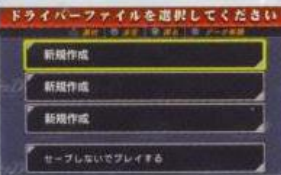
### Driver File

The Driver File contains the game progress, collected Cards, and your race records. Up to three Driver Files can be created.

### How to Create a Driver File

#### 1 Select Driver File

First, select the Driver File to use. If you wish to play without creating one, select 「セーブしないでプレイする (play without saving)」.



#### 2 Player Name

Next, enter a Player Name for the selected Driver File. Use the directional buttons to select a letter, and the **Enter** button to enter (**Back** button to delete a letter). To change the type of letters, select either 「かな」, 「カナ」, or 「英」. When done, select 「終」 and press the **Enter** button.



#### 3 Select Car Manufacturer

Next, use the directional buttons **Left/Right** to select the manufacturer of the car. Press the **Enter** button to enter.



#### 4 Select Car

Next, use the directional buttons **Left/Right** to select the car you are going to ride. You can also change the colour of your car, using the directional buttons **Up/Down**.



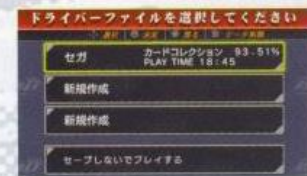
#### 5 Select Tuning Course

Finally, select the Tuning Course (p.23) for your car. Available types of course vary according to the car you selected.



## CONTINUE THE GAME

If you wish to continue a previously saved game, select the Driver File to load at the Driver File Select Screen to resume the game from where you made your last save.



## ゲームモードの紹介

Introduction to the Modes

### MAIN MENU

After you selected the Driver File (or created one), the Main Menu Screen will be displayed. Select from the 7 modes available.



### Seven Game Modes

<b>公道最速伝説</b> The Fastest Street Racer Legend P. 07	The main mode (Story Mode) of the game. Race and win against the rivals who await in the mountains of different areas.
<b>タイムアタック</b> Time Attack P. 11	Race against the clock in various situations.
<b>通信</b> Multiplayer P. 15	Using Ad Hoc Mode, race against other players. You can even trade cards and replay data.
<b>ガレージ</b> Garage P. 22	Tune your car here. You can also change the car you are driving.
<b>カードコレクション</b> Card Collection P. 25	View and/or manage Cards you have collected.
<b>プロジェクトDホームページ</b> Project D Home Page P. 27	You can view illustrations of the Loading Screen, movie scenes, advice on attacking courses, and listen to BGM.
<b>オプション</b> Options P. 30	Change various game settings. You can also save/load the Driver File.

### DRIVER GUIDE

#### CHALLENGE TAKUMI'S FATHER IN 「文太に挑戦!!」 MODE

During the game, if a certain condition is met, 「文太に挑戦!!」 (Challenge Bunta!!) Mode becomes available, allowing you to race against Takumi's father Bunta. Experience the driving of the legendary street racer.



## 公道最速伝説

The Fastest Street Racer Legend

### WIN RACES TO BECOME THE FASTEST ON THE STREETS

Visit various mountains and race against the rivals who appear in the comics. Tune your car and aim to become the fastest street racer.

※ From here on, this mode will be referred to as the Story Mode.



### Flow of the Story Mode

- STEP 1 Select Transmission** P. 08  
Select either automatic or manual transmission.
- STEP 2 Select Course** P. 08  
Select the Course (mountain) to race in.
- STEP 3 Select Rival/BGM** P. 08  
Select the rival to race against, and BGM.
- STEP 4 Begin the Race** P. 08  
After the conversations with your rival, the race begins. Finish ahead of the rival to win.
- STEP 5 Replay** P. 09  
View replay of the race. You can also save the replay data.
- STEP 6 Results Screen** P. 09  
Result of the race, such as Total Time and time differential, will be displayed.
- STEP 7 Select Card** P. 10  
If you finish the race (complete the course), you gain a Card.
- STEP 8 Continue Menu** P. 10  
Accept challenge from the next rival, or race against the rival you just lost to.

STEP 8 Continue Menu P. 10

STEP 3 Select Card P. 10

### STEP 1 Select Transmission

Select the transmission for your car to either Automatic (AT) or Manual (MT).

### STEP 2 Select Course

Select the course (mountain) to race, all featured in the comics. Play from 初級 (Novice), 中級 (Intermediate), 上級 (Expert) and 超上級 (Professional).



### STEP 3 Select Rival/BGM

Select a rival to race against. The more ★ displayed, the more challenging the rival is. Also, use the directional buttons ↑↓ to change the BGM played during the race.



### STEP 4 Begin the Race

After the conversational dialogue, the race begins. Finish ahead of the rival to win. If you quit in the middle of the race, the game moves on to the Results Screen (P.09).

#### Race Screen



- 1 Rearview Mirror (only with Driver's Viewpoint)
- 2 Time Remaining
- 3 Total (Elapsed) Time
- 4 Section Time/Lap Time (only in 妙義 (Myogi) and 碓氷 (Usui))
- 5 Course Navigator (or Paper Cup of Water) is displayed here.
- 6 Distance from Rival +: You're Ahead of Rival -: You're Behind the Rival
- 7 Rival's Face
- 8 Rival's Name and Car
- 9 Player's Name and Car
- 10 Tachometer
- 11 Speedometer
- 12 Transmission (AT=Automatic/MT=Manual) and Current Gear

### STEP 5 Replay

When you finish the race, the Replay Menu will be displayed. Select the Menu Item to execute.

#### Replay Menu

リプレイ (Replay)

View replay of the concluded battle. When the replay ends, the game returns to the Replay Menu Screen.

リプレイセーブ (Save Replay)

You can save or delete the replay data. Select either 「リプレイセーブ (Save Replay)」 or 「リプレイ削除 (Delete Replay)」 to display the Replay Save Screen. Select the location of file to save (delete). Required memory space varies with total time of the race. Also, it is possible that replay cannot be saved if the total time exceeds 10 minutes. You can save up to 99 replay data. If you select the previously occupied data, it will be overwritten.

次へ (Next)

Advance to the Results Screen.

#### Replay Screen



- 1 Total Time
  - 2 Section Time/Lap Time (only in 妙義 (Myogi) and 碓氷 (Usui))
  - 3 Replay Display
  - 4 Tachometer
  - 5 Speedometer
  - 6 Transmission (AT=Automatic/MT=Manual) and Current Gear
- ※ A button: Change Camera Angle; B button: Change Display

### STEP 6 Results Screen

BATTLE RESULT (WIN/LOSE), TOTAL TIME, SECTION TIME/LAP TIME, and ADVANTAGE (time differential) of the race will be displayed.



BATTLE RESULT (WIN/LOSE), TOTAL TIME, SECTION TIME/LAP TIME, and ADVANTAGE (time differential) of the race will be displayed.

#### STEP 6 Results Screen

- B button: Change Camera Angle ● B button: Change Display
- 1: Select the location of file to save (delete)
- 2: Select the location of file to save (delete)

**STEP 7 Select Card**

Whether you win or lose, if you finish the race, you will select a card after the Results Screen. Pick one from three displayed on the screen.



**STEP 8 Continue Menu**

Finally, when the Continue Menu is displayed, select the Menu Item to execute. Note that if you win the race, the next rival will appear to challenge you.

**Continue Menu Items**

受ける/再戦 (Accept / Retry)	If you won the race, you will accept challenge from the next rival. Otherwise, you will race again with same rival.
遠征 (Visit)	Switches to Course (Mountain) Select Screen to race on different course.
終了 (Quit)	Quit the Story Mode and return to the Main Menu Screen.

**Pause Menu**

During the race or the replay, press the START button to open the Pause Menu. The Menu Items for both the Story Mode and the Time Attack are the same.

<b>Continue</b>	Resume the race.
<b>Retry</b>	Restart the race from the beginning. Not available during the Replay.
<b>Exit</b>	Quit the race/replay. In Story Mode, if you quit during the race, it is counted as your defeat.

**DRIVER'S GUIDE**

**What If You Beat All the Rivals?**

If you defeat all rivals in the course (mountain), you conquer the course. You will be awarded a Course Card, allowing you to view 「コース攻略 (Course Tips)」 in the Project D Home Page (p.28).



**ATTACK MOUNTAINS WITH VARIOUS SITUATIONS**

Select course, weather and time, and aim for the fastest time. You can check your records in the Project D Home Page (see Record, p.29).



**Flow of Time Attack Mode**

- STEP 1 Select Transmission** P. 12  
Select either automatic or manual transmission.
- STEP 2 Select Course** P. 12  
Select the Course (mountain) to attack.
- STEP 3 Select Route/Weather/Time** P. 12  
In order, select the situation for your Time Attack.
- STEP 4 Load Ghost Car Data** P. 12  
Select whether to load the replay data to be used as "Ghost Car."
- STEP 5 Begin Time Attack** P. 13  
Begin your Time Attack.
- STEP 6 Replay** P. 13  
View replay of Time Attack.
- STEP 7 Theory on Street's Fastest** P. 13  
Ryosuke Takahashi will give you a tip on this course.
- STEP 8 Results Screen** P. 14  
The result of Time Attack will be displayed.
- STEP 9 Select Card** P. 14  
Select a Card for your collection.
- STEP 10 Continue Menu** P. 14  
You can retry the Time Attack, or change course.

- STEP 10 Continue Menu** P. 14  
Select a Card for your collection.
- STEP 9 Select Card** P. 14  
The result of Time Attack will be displayed.
- STEP 8 Results Screen** P. 14

STEP 1 Select Transmission

Select the transmission for your car to either Automatic (AT) or Manual (MT).



STEP 2 Select Course

Select the course (mountain) for the Time Attack. Note that, while selecting course, route, weather or time, you can change the BGM with the directional buttons ↑↓.



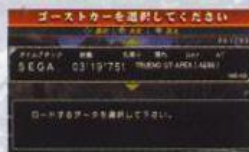
STEP 3 Select Route/Weather/Time

Select various situations for the Time Attack. **Route:** 下り (Downhill) / 上り (Uphill) / 左周り (Lap Left) / 右周り (Lap Right). **Weather:** DRY [晴れ] / WET [雨]. **Time:** DAY [昼] / NIGHT [夜].



STEP 4 Load Ghost Car Data

In Time Attack, you can load the replay data and display as "Ghost Car." If you select [YES], the Replay Data Select Screen will be displayed. Select the data to load. Note, however, that only the data with exactly the same situation (course, route, and time) can be displayed as "Ghost Car." You can also load the replay data from the Story Mode, if the situation is the same.



STEP 5 Begin Time Attack

When all settings are complete, the Time Attack begins. Unlike the Story Mode, there is no time limit for each section in Time Attack. Practice thoroughly to break the record.

Race Screen



- 1 Total Time
- 2 Section Time/Lap Time (only in 妙義 (Myogi) and 碓氷 (Usui))
- 3 Course Navigator
- 4 Record (総合 (Overall)/車種別 (Categorywise))
- 5 Time Differential from the Record (from Overall only)
- 6 Tachometer
- 7 Speedometer
- 8 Transmission (AT=Automatic/MT=Manual) and Current Gear

STEP 6 Replay

When you finish, the Replay Menu will be displayed. The Replay Menu Items are the same as in Story Mode (see p.09).

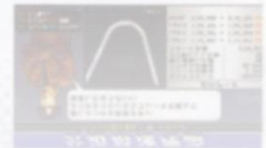


STEP 7 公道最速理論 (Theory on Street's Fastest)

Analysis of the completed Time Attack, along with advice from Ryoosuke Takahashi for the course is given. Keep this advice in mind when you challenge the record.



the record  
the advice is what when you challenge  
Takahashi for the course is given. Keep  
this advice in mind when you challenge  
the record.



STEP 7 公道最速理論 (Theory on Street's Fastest)



**STEP 8 Results Screen**

TOTAL TIME and SECTION TIME/LAP TIME will be displayed.



**STEP 9 Select Card**

By completing the course, you gain a card. Pick one from three displayed on the screen.



**STEP 10 Continue Menu**

When the Continue Menu is displayed, select from the following menu items to execute.



**Continue Menu Items**

- リトライ (Retry)** Try again with same conditions.
- 峠選択 (Select Mountain)** The game switches to the Course Select screen, allowing you to change the course (mountain) to attack.
- 終了 (Quit)** Quit Time Attack Mode and return to the Main Menu Screen.

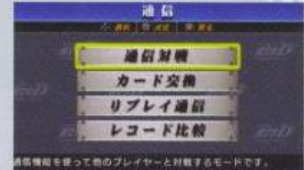


**Before Attempting a Connection**

Before beginning a multiplayer game, switch the WLAN switch on each player's PSP to ON, and ensure all players are within a suitable range. Up to 4 players can enter the lobby. 2 players can connect in 「通信対戦 (Battle Mode)」, 「カード交換 (Exchange Cards)」 and 「リプレイ通信 (Exchange Replay)」 modes. Up to 4 players can connect in 「レコード比較 (Compare Records)」. Each player must have their own copy of the game.

**CONNECTING VIA AD HOC MODE**

Enjoy a variety of multiplayer modes with other players connected via an Ad Hoc Mode network.

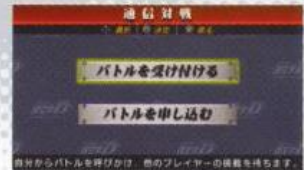


**「通信 (Multiplayer)」 Game Modes**

- 通信対戦 (Battle Mode)** P. 15 Race against another player. There are 3 sets of Battle Mode rules.
- カード交換 (Exchange Cards)** P. 19 Swap Cards you have acquired during the game.
- リプレイ通信 (Exchange Replay)** P. 20 Exchange replay data with another player.
- レコード比較 (Compare Records)** P. 21 Compare Time Attack records with other players.

**通信対戦 (BATTLE MODE)**

Race against another player. Battle Mode setup will vary depending on whether you select 「バトルを受け付ける (Host)」 or 「バトルを申し込む (Join)」. Please read the instructions from p.16 carefully.



**通信対戦 (BATTLE MODE)**

**バトルを受け付ける (Host)**

Select 「バトルを受け付ける (Host)」 to become the host player of a Battle Mode race.

**Setting Up for Battle Mode (Host)****1 Confirm Opponent**

The name and race history of the joining player will be displayed. Press the **○** button to progress to vehicle selection.

**2 Select Vehicle**

Choose the vehicle to race in. Two kinds of car can be selected as follows:

**Select Vehicle Menu**

**ガレージ登録車**  
(Car in Your Garage) Use a car registered to the garage.

**ライバル**  
(Rival) Use the same cars as the rival characters' from the Story Mode. You must be in possession of a Card allowing you to use the rival car, and unlock New Contents.

**3 Wait for Completion of Battle Settings**

Wait while the joining player completes the settings.

**4 Confirm Settings**

View the settings for Rule, Course and Situations set by the joining player. Select 「YES」 to begin the race with those conditions.

**5 Begin Race**

The game screen is mostly the same as for the Story Mode (p.08), except no Time Limit is displayed. When 「ハンディキャップ (Handicap)」 is set in Normal Battle, or 「スタートウェイト (Start Delay)」 is set for Sudden Death, a countdown time will be displayed on the trailing player's screen at the beginning of the race. In Time Count Battle, the countdown time will be displayed once triggered, and in Sudden Death, the distance will be displayed as you approach the 「負ける距離 (Losing Distance)」.

Note that the Pause Menu cannot be accessed during Battle Mode play.

**6 End Race**

When either player fulfills the rule requirements, the RESULTS Screen will display the TOTAL TIME and SECTION TIME. Replays cannot be viewed or saved.

**7 Retry Menu**

At the Retry Menu, if both players choose a different menu item, they will be executed with the following priority: 「終了 (Quit)」 → 「バトル内容変更 (Change Race Settings)」 → 「リトライ (Retry)」.

**Retry Menu**

**リトライ (Retry)** Play again with the same race settings.

**バトル内容変更 (Change Race Settings)** Return to the Vehicle Select Screen, set new game parameters, and begin a new game.

**終了 (Quit)** End the game and return to the 「通信 (Multiplayer)」 menu.

**バトルを申し込む (Join)**

Select 「バトルを申し込む (Join)」 to join a game hosted by another player. As a guest, you can select the game rule and the players.

**Setting Up for Battle Mode (Guest)****1 Choose Opponent**

The names of players in your network hosting game will be displayed. Choose your opponent using the directional buttons, and press the **○** button to select.

**2 Select Vehicle**

Choose the vehicle to race in. This is the same as for 「バトルを受け付ける (Host)」 (p.16).

**3 Select Vehicle**

Press the **○** button to select.

### 3 Select Rule

Choose the Battle Mode rule. When you have chosen and confirmed a rule, you will be required to set the details. Select a menu item and use the directional buttons ←→ to change each setting. Press the Ⓞ button to confirm.

#### Battle Rules

#### ノーマルバトル (Normal Battle)

The first player to reach the goal wins. If 「ハンディキャップ (Handicap)」 is set, then you must wait at the start line for the set number of seconds (-60-60). If 「ルーザーブースト (Loser Boost)」 is set to 「あり (ON)」, the trailing player's vehicle will increase slightly in spec.

#### タイムカウント バトル (Time Count Battle)

When the leading player crosses a checkpoint, the trailing player will lose the race if he/she doesn't cross the checkpoint within a set amount of time (0-30 sec.). As with Normal Battle, the first player to reach the goal wins.

#### サドンデス (Sudden Death)

Start times for each player are staggered. The leading player loses the race if overtaken, and the trailing player loses if he/she falls a certain distance behind. If both players reach the goal without forfeiting the game, then the leading and trailing players positions will be swapped. The trailing player's 「スタートウェイト (Start Delay)」 time can be set from 1 to 5 seconds, and 「アドバンテージ (Advantage)」 can be set from a distance of 100 to 600 metres, which the trailing car must not exceed.

### 4 Select Course

Choose the race conditions from コース (Course), ルート (Route: 下り (Downhill)/上り (Uphill)/左周り (Lap Left)/右周り (Lap Right)), 天候 (Weather: DRY [晴れ]/WET [雨]), and 時間帯 (Time of Day: DAY [昼]/NIGHT [夜]). Selection is the same as for Time Attack (p.12).

### 5 Wait for Host Confirmation

The race settings will be displayed while you wait for the Host player to confirm.

### 6 Confirm Settings

The race begins. The procedure from here is the same as for 「バトルを受け付ける (Host)」 (p.17).

## カード交換 (EXCHANGE CARDS)

Swap Cards with your friends via an Ad Hoc Mode network.

### Procedure for Exchanging Cards

#### 1 Host Exchange/Search for Host

To host an exchange, select 「カード交換を受け付ける」. To search for an exchange host, select 「カード交換を申し込む」.

#### 2 Select Exchange Partner

The player hosting the exchange must wait for a second player to connect. The player searching a host must select a host from the menu.

#### 3 Confirm Exchange Partner

The exchange partner's 「名前 (Name)」, 「カードコレクション (Percentage of Cards Held)」 and 「カード所持枚数 (Number of Cards Held)」 will be displayed. Press the Ⓞ button to proceed.

#### 4 Select Card and Quantity

Use the directional buttons to select the Card you wish to exchange, and press the Ⓞ button to proceed. Use the directional buttons ↑↓ to set the number of Cards to exchange. Press the Ⓞ button to proceed to the Exchange Confirmation Screen.

#### 5 Confirm Cards and Exchange

First, the Cards you wish to exchange will be displayed. Press the Ⓞ button to confirm. Next, the Cards the other player wishes to exchange will be displayed. Press the Ⓞ button again to display the Confirmation Screen. Finally, select 「YES」 to complete the exchange.

#### 6 Confirm Received Cards

The Cards you received will be displayed for viewing. Press the Ⓞ button to return to the 「通信 (Multiplayer)」 Menu.

## リプレイ通信 (EXCHANGE REPLAY)

Send and receive replay data with other players via an Ad Hoc Mode network.

### Procedure for Sending and Receiving Replay Data


#### 1 Host Exchange/Search for Host

To host an exchange, select 「リプレイ送信 (Send Replay)」. To search for an exchange host, select 「リプレイ受信 (Receive Replay)」.



#### 2 Select Exchange Partner

The player hosting the exchange must wait for a second player to connect. The player searching for a host must select a host from the menu.

#### 3 Confirm Exchange Partner

The exchange partner's information will be displayed the same way as for Card Exchange. Press the  button to proceed.

#### 4 Select Replay Data to Send

Use the directional buttons  to select the replay data you wish to send, and press the  button to proceed. Select 「YES」 to confirm the exchange.

#### 5 Receiving Player's Confirmation

The receiving player will be prompted to save the received replay data on a Memory Stick Duo™. Select 「YES」 to save.

#### 6 Confirm Received Replay Data

Finally, the replay data you received will be displayed for confirmation.

## レコード比較 (COMPARE RECORDS)

Here you can compare records from Time Attack Mode with other players.

### Procedure for Hosting/Joining a Compare Records Session


#### 1 Hosting/Joining

Select 「レコード比較を開催する」 to host a session, or to 「レコード比較を申し込む」 join a session.

#### 2 Select Member

The player hosting the session must wait for other players to connect. Players searching for a host must select a host from the menu.

#### 3 Confirm Member

When a player wishes to join, his/her details will be displayed. Press the  button to begin the session.

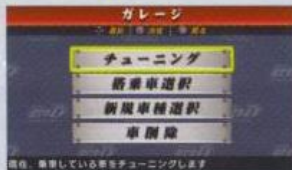
#### 4 Check Rankings

The Ranking Screen will be displayed. The contents are the same as for the 「Record」 on the Project D Home Page (p.29).



## CHANGE CARS AND TUNE THEM UP

In Garage, you can change the car to be used in the Story or Time Attack Modes, or tune the car you are riding.



### チューニング (Tuning)

Using the Tuning Cards (see p.26) you obtained, you can tune your car up. There are two types of tuning (see below).



### Types of Tuning

- チューンアップ (Tune Up)**  
By executing 「チューンアップ (Tune Up)」 Card, you can improve on your car's running performances. Note that the outer appearance will not change.
- 外装系チューン (Outer Modifications)**  
By executing 「外装系チューン (Outer Modifications)」, you can attach Outer Parts to your car. Note, however, that some parts may not improve your car's performance at all.

### How to Tune Your Car

If you select either 「チューンアップ (Tune Up)」 or 「外装系チューン (Outer Modification)」, the Tuning Screen will be displayed. The Tuning Card that can be used will be displayed brightly. Use the directional buttons  $\leftarrow \rightarrow$  to select the Tuning Card to use, and press the  $\odot$  button to execute. If you press the **R** button, you can verify the content of current tuning.



### Differences in Tuning

There are two types of tuning: the normal 「チューンアップ (Tune Up)」 and 「外装系チューン (Outer Modification)」, and the method of tuning varies between the two.

#### ■ チューンアップ (Tune Up)

By using the Tune Up Card, the tune up will be performed by one step, and powered up from STEP 1 to STEP 5, regardless of the type of car or Tuning Course.

#### ■ 外装系チューン (Outer Modification)

If you have Tune Up Cards of car parts that can be attached, such as Rear Bumper, Wheels, or Spoiler, you can tune your car from wherever you wish to do so first. Depending on the type of car or Tuning Course, the number of parts that can be attached varies.

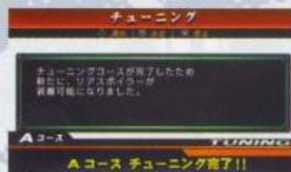
### About Tuning Course

Tuning Course is the direction on how the car is tuned. The tuneable contents vary with cars. You cannot change the course, or redo the contents that you have already tuned.



### When the Tuning Course is Completed

After the Tuning Course is completed, you can only perform additional Tuning Course from the following six areas: Wheels, Muffler, Rear Spoiler, Front Hood, Mirrors, and Stickers.



## DRIVER GUIDE

### Tune the Car and Increase Performance

Tuning your car increases its performance. This is important for winning races against the rivals in expert level. If you acquire a Tuning Card, be sure to use it.



**搭乗車選択 (Select Car)**

You can change the car to ride. You must have at least two cars in your garage in order to make this selection. Add a new car to your garage first with 「新規車種選択 (Add New Car)」.



**新規車種選択 (Add New Car)**

You can add a new car to your garage, then switch it as your main car. The method of selecting the car is the same as for creating the Driver File (P.05).



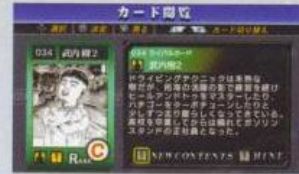
**車削除 (Delete a Car)**

You can delete a car from your garage. Please take caution as once the car is deleted, all information relating to that car (win/loss data, etc.) will also be deleted.



**VIEW CARDS IN YOUR POSSESSION**

You can view and manage Cards obtained in each mode. You can also add contents for 「プロジェクトDホームページ (Project D Home Page)」.



**Card Collection Screen**



- 1 Control Descriptions
- 2 Number of Same Cards in Your Possession
- 3 Current Page
- 4 Newly Obtained Card
- 5 Card Number, Icon, and Name of Currently Selected Card

**Viewing Cards**

Use the directional buttons to select a Card, and press the **○** button to display details. You can also switch pages using **L** and **R** buttons.

**Card Display**



- 1 Card Number
- 2 Card Name
- 3 Illustration for the Card
- 4 Icon Indicating the Type of Card
- 5 Indicates there is either (or both) 「NEW CONTENTS」 or 「HINT」.
- 6 Rarity of the Card, in five ranks (S, A~D)
- 7 Description of the Card
- 8 Select 「NEW CONTENTS」 and/or 「HINT」 (see p.26).



- 1 Select 「NEW CONTENTS」 and/or 「HINT」 (see p.26)
- 2 Description of the Card
- 3 Rarity of the Card, in five ranks (S, A~D)
- 4 Indicates there is either (or both) 「NEW CONTENTS」 or 「HINT」.
- 5 Icon indicating the Type of Card
- 6 Illustration for the Card
- 7 Card name
- 8 Card number

Card Types

By completing the race or fulfilling certain conditions, you gain Card(s). There are two types of Cards in this game.



Two Types of Cards

コレクション  
カード  
(Collection Cards)

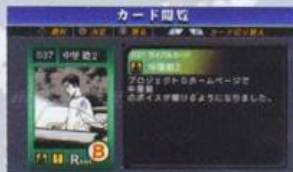
These Cards describe the rivals, cars, or courses featured in this game. Some Cards may allow you to open new contents in the game, just by obtaining them.

チューニング  
カード  
(Tuning Cards)

By using these Cards, you can tune your car (see p.22).

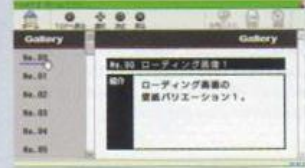
[NEW CONTENTS] and [HINT]

Some Cards may contain either or both of the following displayed on the Card description: [NEW CONTENTS] or [HINT]. Selecting [NEW CONTENTS] may add new features to expand the game's playability, such as opening new contents for Project D Home Page or allowing you to use the Rival's cars in WLAN battle. Selecting [HINT] will give you hint on specific conditions for obtaining some Cards.



VIEW VARIOUS CONTENTS

You can enjoy various contents, such as viewing illustrations used in Loading Screen and listening to BGM used in the game.



Project D Home Page Screen



- 1 Home (Return to Main Menu Screen)
- 2 Control Descriptions inside Project D Home Page
- 3 Project-D Home Page Menu
- 4 Currently Selected Contents

Gallery

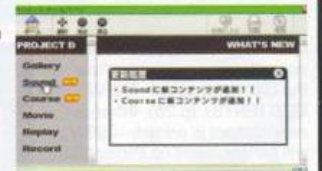
View illustrations used in the game. Select the illustration and press the [ENTER] button to enlarge. Use the directional buttons to scroll the screen.



DRIVER GUIDE

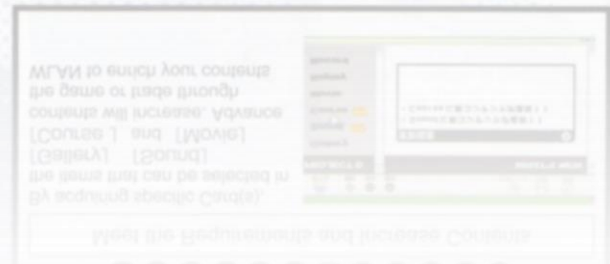
Meet the Requirements and Increase Contents

By acquiring specific Card(s), the items that can be selected in [Gallery], [Sound], [Course], and [Movie] contents will increase. Advance the game or trade through WLAN to enrich your contents



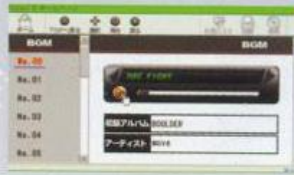
※Although this mode imitates the design of the Web site, the game does not actually connect to the internet.

each image will allow you to view the contents of the game.



### Sound

You can listen to the BGM and character voices featured in this game. When you select the BGM/character voice, the cursor will automatically move over the on-screen PLAY button. Press the **○** button to play the content.



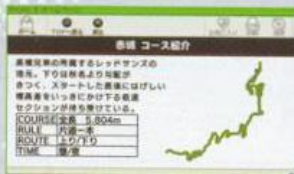
### Sound Menu Items

**BGM** Listen to the background music (BGM) used in the game.

**VOICE** By obtaining specific Cards, you can listen to the character voices used in the game.

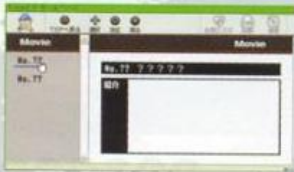
### Course

You can view 「コースの紹介 (Course Description)」 and 「コース攻略 (Course Tips)」. The Course Tips gives you 「全体攻略 (Overall Tips)」 and 「ポイント攻略 (Point Tips)」 which is the most vital point of the course.



### Movie

View the movie scenes featured in this game. Select the movie scene to view.



## DRIVER GUIDE

### Always Check the Cards You Obtained

Obtaining the Card alone will not open new contents. View the Card and select 「NEW CONTENTS」 (p.26). When a new content is added, 「NEW」 will be displayed on Project D Home Page Menu.



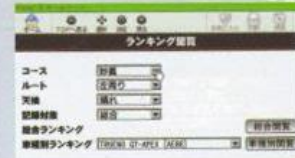
### Replay

View Replay Data. First, select the Replay Data to view. You will be asked whether to load the data. Select 「YES」 to load and play the replay data.



### Record

You can view various records for the Time Attack Mode and multiplayer play.



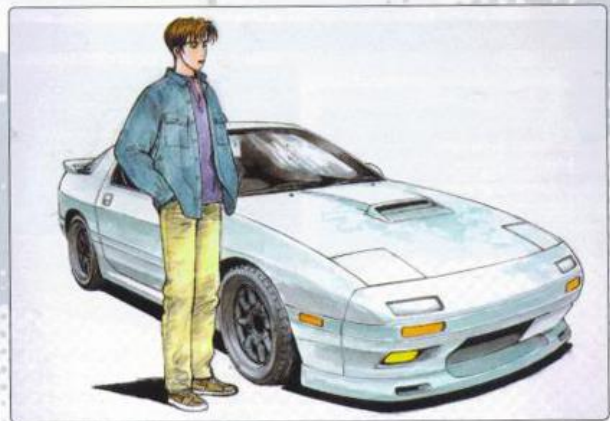
### Record Menu Items

#### タイムアタック (Time Attack)

Place a check mark on Driver Files (multiple selections can be made) and select 「選択終了 (Done)」 to display 「ランキング閲覧 (View Ranking)」 Screen. Select a setting item (コース (Course), ルート (Route), 天候 (Weather) and 記録対象 (Record Target)) and press the **○** button to display the list of each setting. Use the directional buttons **↓↑** to select setting item. When done, select either 「総合閲覧 (Overall Rankings)」 or 「車種別閲覧 (Categorized Rankings)」 to display Rankings.

#### 通信対戦 (Battle Mode)

Your Win/Loss Record, Winning Percentage, and Battle Level in multiplayer (Ad Hoc Mode) play will be displayed.



Howe Page view  
will be displayed on Project D  
new content is added. 「NEW」  
CONTENTS」 (p.26) when a  
the card and select 「NEW」  
not open new contents. How  
Obtaining the Card alone will



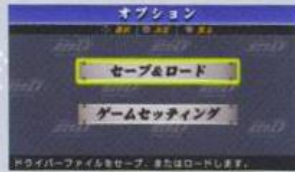
### Always Check the Cards You Obtained





## CHANGE VARIOUS GAME SETTINGS

In Options, you can save or load the Driver File, or change Button Assignments and game settings.



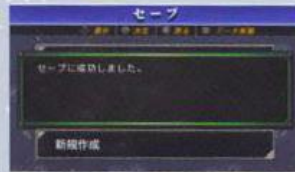
## セーブ&ロード (Save & Load)

You can save or load the Driver File, which contains the progress of the game.



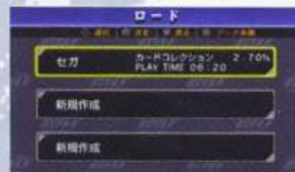
## セーブ (Save)

If you select 「セーブ (Save)」, the Driver File Select Screen will be displayed. Select the Driver File to save to (Memory Stick Duo with at least 512KB of free space is required). If you select a Driver File with existing save data, you will be prompted to overwrite. Select 「YES」 to overwrite. Note also that you can delete the data inside the selected Driver File by pressing the **A** button.



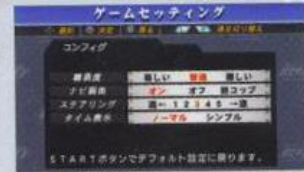
## ロード (Load)

As with Save, if you select 「ロード (Load)」, the Driver File Select Screen will be displayed. Select the Driver File to load. Your action will be confirmed. Select 「YES」 to load data. Also, as with Save, you can delete the data inside the selected Driver File by pressing the **A** button.



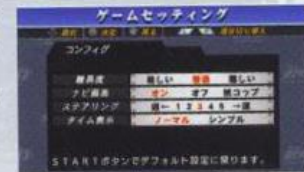
## ゲームセッティング (Game Settings)

Change various settings. You can change the lists of settings (「コンフィグ (Game Configurations)」 「キー操作 (Button Assignments)」 「サウンド (Sound Settings)」) using the **L** **R** buttons.



## コンフィグ (Game Configurations)

Change game settings. First, select and enter the menu item to change, then use the directional buttons **←→** to change setting. Press the START button to revert to its default value.

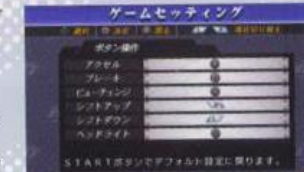


## Game Configurations Menu Items

- 難易度 (Game Difficulty)** Change the difficulty setting for the Story Mode (易しい (Easy)/普通 (Normal)/難しい (Hard))
- ナビ画面 (Navigation Display)** Change the setting for the Navigation Display (オン (On)/オフ (Off)/紙コップ (Paper Cup)).
- ステアリング (Steering)** Change the responsiveness of steering during the race from 5 levels. The greater the number, the quicker the response.
- タイム表示 (Time Display)** Change the style of time (Time Limit and Total Time) displayed during the race (ノーマル (Normal)/シンプル (Simple)).

## キー操作 (Button Assignments)

Change the Button Assignments for the game controls. First, select the control to change, then press the button to use for the selected control. The functions of the previously assigned button and the newly assigned one will switch places. When completed, press the SELECT button. Press the START button to revert to the default assignments.



- アクセル Accelerator
- ブレーキ Brake
- ビューチェンジ Change Viewpoint
- シフトアップ Change Gear (Shift Up)
- シフトダウン Change Gear (Shift Down)
- ヘッドライト Headlight

- ヘッドライト Headlight
- シフトダウン Change Gear (Shift Down)
- シフトアップ Change Gear (Shift Up)
- ブレーキ Brake
- アクセル Accelerator

Return to menu by the default assignments.

SELECT button Press the START button. When completed, press the SELECT button. Press the START button to revert to the default assignments.



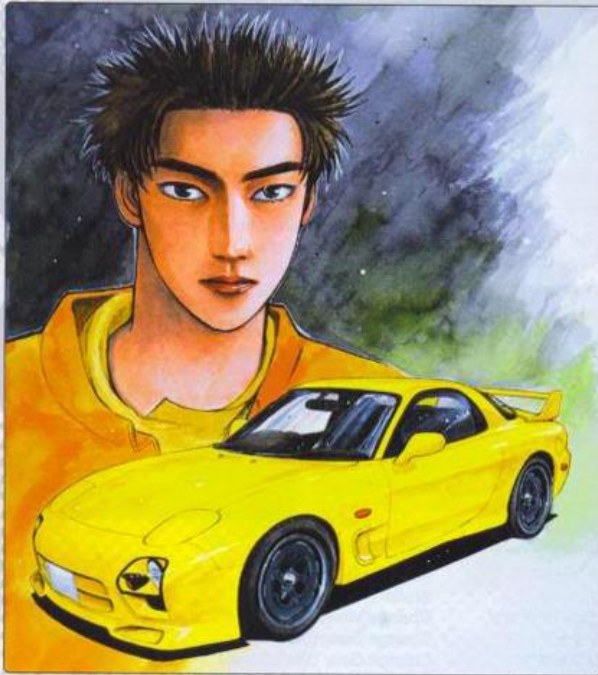
サウンド (Sound Settings)

Change various settings relating to the sound output. Select the Sound Setting Item you'd like to adjust, and use the directional buttons ←→ to change. Press the START button to revert to the default setting.



Sound Menu Items

- BGM SELECT** Choose how the BGM is selected. 「自動 (Auto)」 plays the fixed selection of music for each race. 「手動 (Manual)」 plays manual selection.
- BGM VOLUME** Change the volume level of background music, from 0-6. (0=No Sound/6=Max).
- SE VOLUME** Change the volume level of sound effects, from 0-6. (0=No Sound/6=Max).
- VOICE VOLUME** Change the volume level of rivals' voices, from 0-6. (0=No Sound/6=Max).



RIVALS AND CARS FEATURED IN THIS GAME

Here are the rivals and cars that appear in the game. Differences in drive method of each car are described below.



About Drive Methods

Front Engine/Front Wheel Drive  
前輪駆動



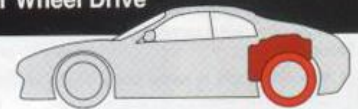
The car tends to understeer during acceleration. Upon entering corners, the tuck-in from cutting acceleration becomes stronger. It's a good idea to use this tendency to your advantage.

Front Engine/Rear Wheel Drive  
後輪駆動



Although it tends to be heavier on the front, this type of car has gentle controllability. With your control on acceleration, it is fairly easy to drift.

Midship Engine/Rear Wheel Drive  
後輪駆動

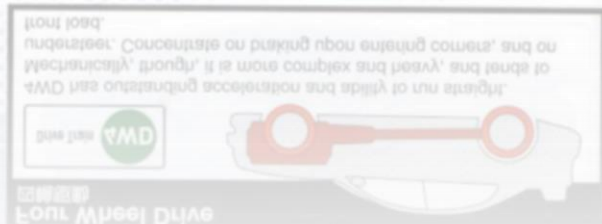


With ideal weight balance, this type can achieve high mobility, but strong oversteering near the cornering limit can trigger spinning of the car. But if you can take advantage of this tendency, the car will easily drift.

Four Wheel Drive  
四輪駆動



4WD has outstanding acceleration and ability to run straight. Mechanically, though, it is more complex and heavy, and tends to understeer. Concentrate on braking upon entering corners, and on front load.



四輪駆動  
Four Wheel Drive

## 藤原拓海

Takumi Fujiwara

### The Young Master of Downhill Racing

The central character of Initial D. Acquired his driving technique from years of assisting his family's tofu shop as the delivery boy, and better known as the fastest driver going down the Akina hills. Takumi is improving his driving on a daily basis through countless competitions with his rivals.



TOYOTA

### TRUENO GT-APEX [AE86]

DATA

Drive Train  
**FR**

Transmission  
**5 SPEED**



## 藤原文太

Bunta Fujiwara

### The Legendary Street Racer

Father of Takumi who manages his own tofu shop — Fujiwara Tofu Store. A legendary street racer who was referred to as the fastest in Akina when he was younger. He now drives an Impreza, after giving up his Trueno Eight-Six to Takumi.

※ You will be able to select him & his car as the game progresses.



SUBARU

### IMPREZA WRX type R STi Version V [GC8]

DATA

Drive Train  
**4WD**

Transmission  
**5 SPEED**



## 武内 樹

Itsuki Takeuchi

### Dreaming to Pair with Takumi as the Fastest Eight-Six Duo

Best friend with Takumi since high school years. Very sociable with others, but this leads to occasional mishaps here and there. Dreaming of becoming a street racer, always tweaking his car, but accidentally bought an Eight-Five, thinking that the vehicle was an Eight-Six.



AKINA SPEED STARS

TOYOTA

### LEVIN SR [AE85]

DATA

Drive Train  
**FR**

Transmission  
**5 SPEED**



## 池谷浩一郎

Kouichirou Iketani

### The Friendly Leader of Takumi

Leader of the Akina Speed Stars, a street racing team who represents Akina as their home course. He is also in a position above Takumi and Itsuki at the gas station where they are employed. A very supportive guy with an easygoing personality who acts as a great advisor.



AKINA SPEED STARS

NISSAN

### SILVIA K's [S13]

DATA

Drive Train  
**FR**

Transmission  
**5 SPEED**



健二

Akina Speed Stars

Kenji

One of the Stars of Speed Stars

Close friend of Kouichirou, and a member of the Akina Speed Stars. According to him, he ranks among the top three racers of the Speed Stars. Frequently visits the gas station Takumi is working at.



NISSAN

180SX TYPE X [RPS13]

DATA

Drive Train

FR

Transmission

5 SPEED



高橋涼介

Akagi Red Suns

Ryosuke Takahashi

The White Shooting Star of Akagi

The leader of the Akagi Red Suns, who are regarded as the best in the Gumma area. A theoretical driver who seeks for extreme speed on the streets. Composed his own street racing theory, and has initiated "Project D" to complete his theory.



MAZDA

RX-7 ∞ III [FC3S]

DATA

Drive Train

FR

Transmission

5 SPEED



高橋啓介

Akagi Red Suns

Keisuke Takahashi

Masterful Driving Skills Can Stand Against his Brother's. The second best among the Akagi Red Suns, and Ryosuke's younger brother. He is just as fast as his brother, proving his excellence based on his instinct and quick decision making. Potentially a champion driver if he adopts a solid strategy to his race.



MAZDA

RX-7 Type R [FD3S]

DATA

Drive Train

FR

Transmission

5 SPEED



岩瀬恭子

Kyoko Iwase

Lady Driver who Accelerates her Passion to Keisuke. Driver from the Saitama Northwest Area. Although she races based on her emotions and personal motives, she is head of the class among her mates when it comes to an uphill race. Since her fateful(?) encounter with Keisuke, she calls him "darling" to her heart, longing for romance.



中村賢太

Akagi Red Suns

Kenta Nakamura

Member of the Red Suns who respects the Takahashi Brothers. Member of the Akagi Red Suns. He's gaining skills by following Keisuke and Ryoosuke who he respects and strives to become. But being so devoted to the brothers, he occasionally does something unexpected. He excels in rain battle, and has challenged Takumi for a race.



RedSuns

NISSAN

SILVIA Q's [S14]

DATA  
Drive Train  
**FR**  
Transmission  
**5**  
SPEED



佐藤真子 & 沙雪

Impact Blue

Mako Sato & Sayuki

Lady Duo of Mt. Usui

The fastest women drivers of Usui. Their Sileighty's performance is maximised with the combination of Mako's excellent driving technique and Sayuki's pin-point direction.



SILEIGHTY

DATA  
Drive Train  
**FR**  
Transmission  
**5**  
SPEED



中里 毅

Myogi Night Kids

Takeshi Nakazato

Myogi's Fastest Street Racer

Leader of the Myogi Night Kids, a street racing team who represents Myogi as their home course. He is intense at first glance, but has a compassionate personality. His race is dynamic, relying fundamentally on the grip technique, while stepping forcefully on the accelerator.



NightKids

NISSAN

SKYLINE GT-R V-spec II [BNR32]

DATA  
Drive Train  
**4WD**  
Transmission  
**5**  
SPEED



庄司慎吾

Myogi Night Kids

Shingo Shoji

Number Two Man of the Night Kids

Member of the Myogi Night Kids. Second best on the team, ranking just under Nakazato, but when it comes to downhill, he is capable of exceeding the leader. Effectively utilises the left leg braking technique, and will use any method possible to become victorious.



NightKids

HONDA

CIVIC SiR II [E66]

DATA  
Drive Train  
**FF**  
Transmission  
**5**  
SPEED



## 須藤京一

Emperor

Kyeichi Sudo

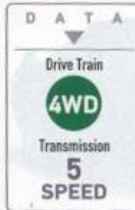
**Masterful Gymkhana Trained Techniques**  
Leader of the Emperor, a street racing team who represents the Iroha Hills as their home course. His speed comes from his uncompromising personality which compulsively enforces rationality. Because he previously lost the battle against Ryosuke Takahashi, he will be heading off to Gumma for a rematch.



Emperor

MITSUBISHI MOTORS

LANCER GSR EVOLUTION III [CE9A]



## 秋山 渉

Saitama Northwest Area Alliance

Wataru Akiyama

**Saitama Northwest's Best Downhiller on the Eight-Six**  
Street racer who sets Shoumaru as his home course. Takes good care of others, especially his younger sister. Although he is a gentleman, his sharp driving is daring and bold. After his race against Takumi, he has decided to change his car from a Turbo Tuned to a Super Charger Tuned.



TOYOTA

LEVIN GT-APEX [AE86]



## 岩城清次

Emperor

Seiji Iwaki

**Technically Advanced, but Poor with Strategies**  
Member of the Emperor, and is the number two man under Kyoichi. He has the amazing ability of driving the vehicle beyond its standard performance level. But on the other side, he focuses too much on the car, occasionally leading him to make a hasty decision.



Emperor

MITSUBISHI MOTORS

LANCER RS EVOLUTION IV [CN9A]



## 小柏カイ

Kai Kogashiwa

**Top-notch Skills Passed on from his Father**  
Street racer who represents the Iroha Hills as his home course. His father Ken Kogashiwa was the biggest rival of Bunta during their prime. From his father's special training, Kai has been long perfecting his driving skills on the go-cart and motorbike, and now is a street racer.



TOYOTA

MR2 G-Limited [SW20]



LANCER RS EVOLUTION III [CE9A]



MR2 G-LIMITED [SW20]

## 末次トオル

Seven Star Reef

Toru Suetsugu

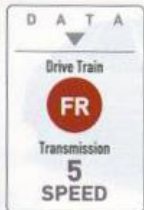
## Tochigi Area's Kamikaze Downhiller

The number one downhiller of the Tochigi area team — Seven Star Reef. He is crazy on the turns and wild with his drifts, pursuing the "pleasure of driving as a street racer."



MAZDA

## ROADSTER S Special [NA6CE]



## 川井淳郎

Seven Star Reef

Atsuo Kawai

## The Flawless Hill Climber

Like Toru, he too is a member of the Seven Star Reef. Taking advantage of his experience on the race circuit, he is a methodological racer who accurately attacks the course using the grip technique.



NISSAN

## SKYLINE 25GT TURBO [ER34]



## 二宮大輝

Todojuku

Daiki Ninomiya

## Ace of Tochigi's Todojuku

A member of Todojuku who emphasises speed over drifting. Daiki is looked upon as one of the fastest drivers of the school.



HONDA

## CIVIC TYPE R [EK9]



## 館 智幸

Ex-Todojuku

Tomoyuki Tachi

## An Active Pro Racer from Todojuku

Graduate of Todojuku who is now a professional racer. Extremely skillful driver who annihilated the competition since his Todojuku years, and is still capable of breaking the record of his home course. Also a school mate of Kyoichi Sudo during Todojuku's student years.



## SKYLINE 25GT TURBO [ER34]

NISSAN

## スマイリー酒井

Todojuku

Smiley Sakai

### Hill Climb Specialist of Todojuku

Street racer who is a member of Todojuku. In the heat of the battle, he makes a face that appears to be smiling, hence the nickname "Smiley Sakai." The eerie expression of his face gives an idea of how fast he really is. He is also a great tactician with his trick moves.



HONDA

### INTEGRA TYPE R [DC2]

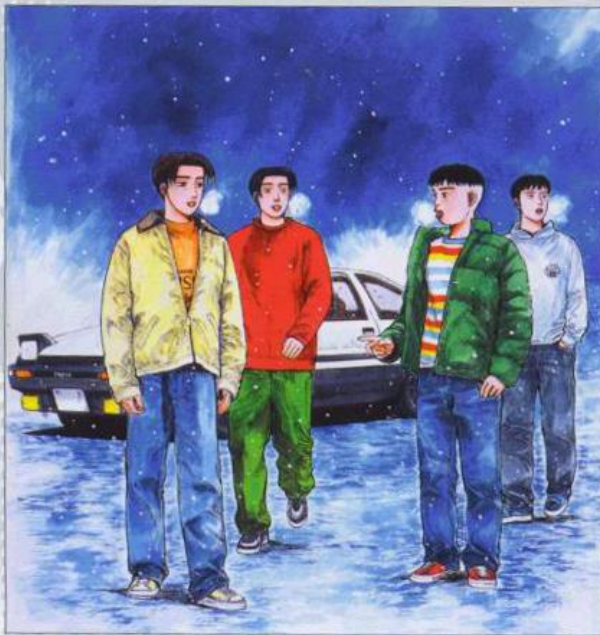
DATA

Drive Train

FF

Transmission

5 SPEED



## 坂本

Saitama Northwest Area Alliance

Sakamoto

### The Expert Rally Driver

He battles against Project D team with Akiyama's Saitama Northwest Area Alliance. As a rally racer, he has the uncanny ability to run fast on a rough terrain or handle an unstable car using his four-wheel drifting.



SUZUKI

### CAPPUCCINO [EA11R]

DATA

Drive Train

FR

Transmission

5 SPEED



## 秋山延彦

Saitama Northwest Area Alliance

Nobuhiko Akiyama

### The Intellectual Type from Saitama Northwest Area Alliance

Cousin of Wataru Akiyama, and also a street racer of Saitama Northwest Area. Being extremely intelligent, he is the brains of the team with his analysis and decision.



TOYOTA

### ALTEZZA RS-200 [SXE10]

DATA

Drive Train

FR

Transmission

6 SPEED



26EED

Drive Train

FR

Transmission

6 SPEED



### ALTEZZA RS-200 [SXE10]



### 東京から来た二人

Two Guys from Tokyo

**Knowledge of Cars Are Second to None**  
Two guys whose ages are unknown have come to Gumma Area from Tokyo. Car Otakus who ostentatiously talk about their superior knowledge about the automobile and the circuit scenes.



NISSAN

SILVIA spec-R [S15]

DATA

Drive Train  
**FR**

Transmission  
**6 SPEED**



### ランエボVの男

The Man of LANCER EVOLUTION V

**The Man Who Will Do Anything to Win**  
Drives Tsuchisaka ridge as his home course. In the battle against "Project D," he was responsible for Keisuke's crash by cunningly spilling oil on the course during practice. He is very keen when it comes to scheming for his ill-intended tricks.



MITSUBISHI MOTORS

LANCER RS EVOLUTION V [CP9A]

DATA

Drive Train  
**4WD**

Transmission  
**5 SPEED**



### ランエボVIの男

The Man of LANCER EVOLUTION VI

**An Evolution Owner Who Partners with the Man of Evolution V**  
Drives the Tsuchisaka ridge as his home course along with the Man on Evolution V. His specialty is in the high-tech electronic device which is setup to optimise his speed, however, his breaking technique is somewhat flawed.



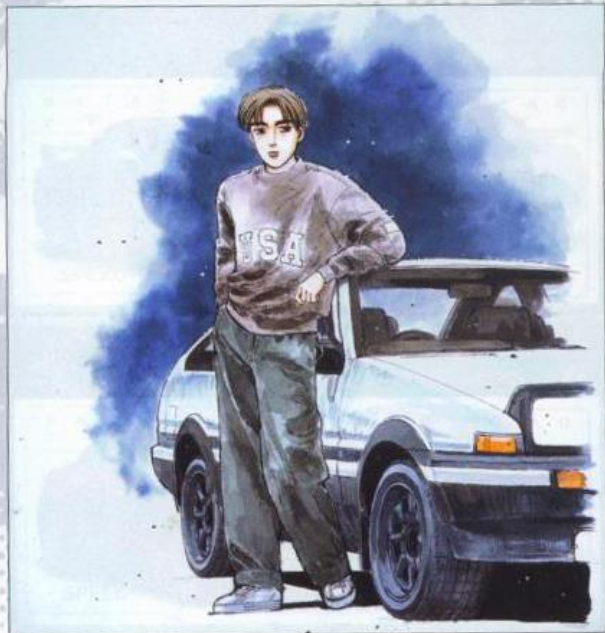
MITSUBISHI MOTORS

LANCER GSR EVOLUTION VI T.M. EDITION [CP9A]

DATA

Drive Train  
**4WD**

Transmission  
**5 SPEED**



26EED  
**2**

Transmission  
**VMD**



LANCER RS EVOLUTION A [CB9A]

MITSUBISHI MOTORS



HONDA

S2000 [AP1]

DATA

Drive Train  
**FR**

Transmission  
**6 SPEED**



MAZDA

ROADSTER RS [NB8C]

DATA

Drive Train  
**FR**

Transmission  
**6 SPEED**



MAZDA

RX-7 SPIRIT R Type A [FD3S]

DATA

Drive Train  
**FR**

Transmission  
**5 SPEED**



MAZDA

RX-8 Type S [SE3P]

DATA

Drive Train  
**FR**

Transmission  
**6 SPEED**



MITSUBISHI MOTORS

LANCER EVOLUTION VIII GSR [CT9A]

DATA

Drive Train  
**4WD**

Transmission  
**5 SPEED**



NISSAN

SILVIA K's AERO [S14]

DATA

Drive Train  
**FR**

Transmission  
**5 SPEED**



NISSAN

SKYLINE GT-R V-spec II [BNR34]

DATA

Drive Train  
**4WD**

Transmission  
**6 SPEED**



SUBARU

IMPREZA WRX STI [GDB]

DATA

Drive Train  
**4WD**

Transmission  
**6 SPEED**



DATA

Drive Train  
**FR**

Transmission  
**6 SPEED**



RX-8 Type S [SE3P]

DATA

Drive Train  
**4WD**

Transmission  
**6 SPEED**



IMPREZA WRX STI [GDB]

登場人物 & 車紹介

SUBARU

IMPREZA WRX STI Version VI [GC8]

DATA	
Drive Train	
4WD	
Transmission 5 SPEED	

TOYOTA

CELICA GT-FOUR [ST205]

DATA	
Drive Train	
4WD	
Transmission 5 SPEED	

TOYOTA

MR-S S EDITION [ZZW30]

DATA	
Drive Train	
MR	
Transmission 5 SPEED	

▶ 楽曲紹介  
BGM

Title	Catalog No.	Artist/Album
DOG FIGHT	AVCT-10152/B	move/BOULDER
SPEEDY SPEED BOY	AVCD-10124	MARKO POLO/SUPER EUROBEAT vol.124
REMEMBER ME	AVCD-10095	LESLIE PARRISH/SUPER EUROBEAT vol.85
SAVE ME	AVCD-10077	LESLIE PARRISH/SUPER EUROBEAT vol.77
OVER THE RAINBOW	AVCD-10125	POWERFUL T./SUPER EUROBEAT vol.125
STOP YOUR SELF CONTROL	AVCD-10139	MARKO POLO/SUPER EUROBEAT vol.139
CRAZY FOR LOVE	AVCA-14097	DUSTY/INITIAL D THE MOVIE OF SUPER EUROBEAT
EXPRESS LOVE	AVCD-10121	MEGA NRG MAN/SUPER EUROBEAT vol.121
POWER OF SOUND	AVCD-10158	ACE/SUPER EUROBEAT vol.158
FALL IN THE WEB OF DESIRE	AVCD-10138	POWERFUL T./SUPER EUROBEAT vol.138
PAMELA	AVCD-10136	MATT LAND/SUPER EUROBEAT vol.136
FIGHT FOR LOVE TONIGHT	AVCD-10136	ACE WARRIOR/SUPER EUROBEAT vol.136
DANCIN' IN MY DREAMS	AVCD-10122	J.STORM/SUPER EUROBEAT vol.122
GET ANOTHER CHANCE	AVCD-10142	MEGA NRG MAN/SUPER EUROBEAT vol.142
FIRE ON THE BEAT	AVCD-10156	ACE WARRIOR/SUPER EUROBEAT vol.156
READY TO GO	AVCD-10129	MEGA NRG MAN/SUPER EUROBEAT vol.129
CHANGES	AVCD-10159	BETTY BLUES/SUPER EUROBEAT vol.159
DEMOLITION	AVCD-10135	J.STORM/SUPER EUROBEAT vol.135
MAD ABOUT YOU	AVCD-10142	ACE WARRIOR/SUPER EUROBEAT vol.142
OVERLOAD	AVCD-10129	MATT LAND/SUPER EUROBEAT vol.129
FEVERNOVA	AVCD-10129	DAVE RODGERS AND KIKO LOUREIRO/SUPER EUROBEAT vol.129



## 声優紹介

Voice actors

Takumi Fujiwara	Shinichiro Miki	Kai Kogashiwa	Nobutoshi Kanna
Bunta Fujiwara	Unsho Ishizuka	Kenta Nakamura	Kosuke Okano
Itsuki Takeuchi	Mitsuo Iwata	Toru Suetsugu	Daiki Nakamura
Kouchirou Iketani	Kazuki Yao	Atsuo Kawai	Seiji Sasaki
Kenji	Wataru Takagi	Daiki Ninomiya	Toshiyuki Morikawa
Ryosuke Takahashi	Takehito Koyasu	Smiley Sakai	Akimitsu Takase
Keisuke Takahashi	Tomokazu Seki	Tomoyuki Tachi	Kazuhiro Nakata
Takeshi Nakazato	Nobuyuki Hiyama	Kyoko Iwase	Megumi Toyoguchi
Shingo Shoji	Keiji Fujiwara	Nobuhiko Akiyama	Jin Horikawa
Mako Sato	Michiko Neya	Sakamoto	Hiroyuki Yoshino
Sayuki	Yumi Kakazu	Two Guys	Koji Ishii
Kyoichi Sudo	Masahiko Tanaka	from Tokyo	Makoto Higo
Seiji Iwaki	Kazuhiro Kawahara	Man of Lancer Evolution IV	Masuo Amada
Wataru Akiyama	Yasunori Matsumoto	Man of Lancer Evolution V	Mitsuaki Madono

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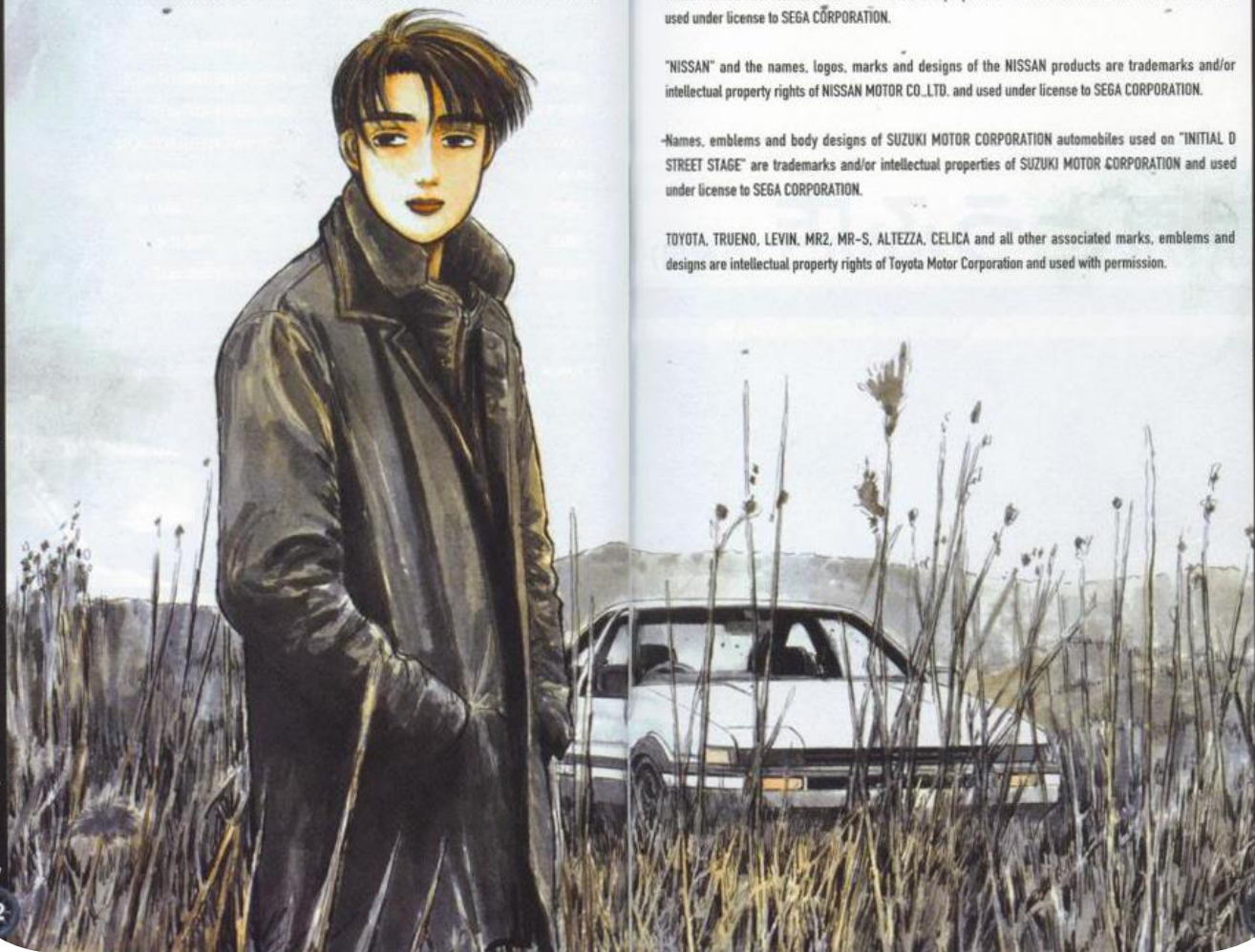
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