

1 GAME DESCRIPTION

1-1 GAME OVERVIEW

The game is a car racing game with three different game modes: “Legend of the Streets”, “Time Attack” and “In-store Battle”.

The card system allows players to store information such as the cars, wins/loss records and car tune-up status on an Initial D License (IC card).

NOTE: Credits (money) are required to purchase a License.



1-1 FIG. 01

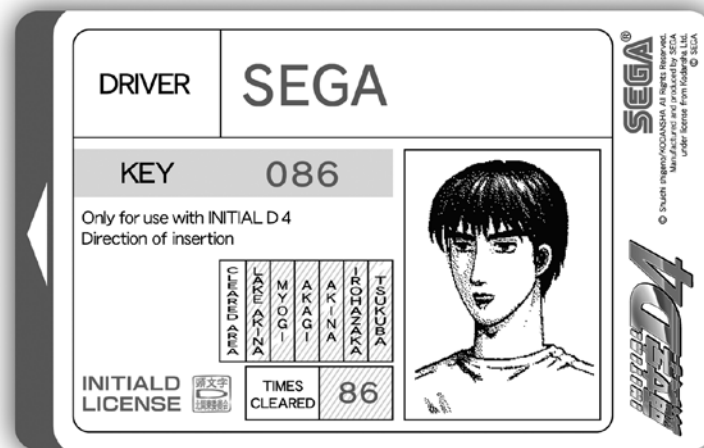
Initial D License (IC Card)

Purchasing an Initial D License when you start the game creates your car. Each Initial D License can store data for 3 cars.

The Initial D License stores your name, Character (portrait), cars (up to 3), customizations, rivals defeated, Time Attack records, and battle results.

Your name, Character (photo-style portrait), areas cleared, and Key are printed on the face of your Initial D License.

NOTE: The Key is necessary when recording results on the Net-Rankings.



1-1 FIG. 02

Car Selections

TOYOTA

TRUENO GT-APEX [AE86]
 LEVIN GT-APEX [AE86]
 LEVIN SR [AE85]
 MR2 G-Limited [SW20]
 ALTEZZA RS200 [SXE10]

NISSAN

SKYLINE GT-R V·spec II [BNR32]
 SKYLINE GT-R V·spec II Nur [BNR34]
 SILVIA K's [S13]
 SILVIA Q's [S14]
 SILVIA spec-R [S15]
 180SX TYPE II [RPS13]

HONDA

CIVIC SiR-II [EG6]
 CIVIC TYPE R [EK9]
 INTEGRA TYPE R [DC2]
 S2000 [AP1]

MAZDA

RX-7 Type R [FD3S]
 RX-7 ∞ III [FC3S]
 RX-8 Type S [SE3P]
 ROADSTER [NA6CE]

SUBARU

IMPREZA WRX type R STi Version V [GC8]
 IMPREZA WRX STI [GDBF]

MITSUBISHI

LANCER GSR Evolution III [CE9A]
 LANCER RS EVOLUTION IV [CN9A]
 LANCER Evolution IX GSR [CT9A]

SUZUKI

CAPPUCCINO [EA11R]

INITIAL D

SILEIGHTY

Race Course

Class	Area	Course	Time of day, weather
Easy	Lake Akina	Circular Course/3 laps, Clockwise & Counterclockwise	Day/Night, Clear/Rain
Normal	Myogi	One Way, Uphill/Downhill	Day/Night, Clear/Rain
Hard	Akagi	One Way, Uphill/Downhill	Day/Night, Clear/Rain
Hard	Akina	One Way, Uphill/Downhill	Day/Night, Clear/Rain
Hard	Irohazaka	One Way, Downhill/Reverse	Day/Night, Clear/Rain
Expert	Tsukuba	One Way, Outbound/Inbound	Day/Night, Clear/Rain

Race Screen



1-1 FIG. 03

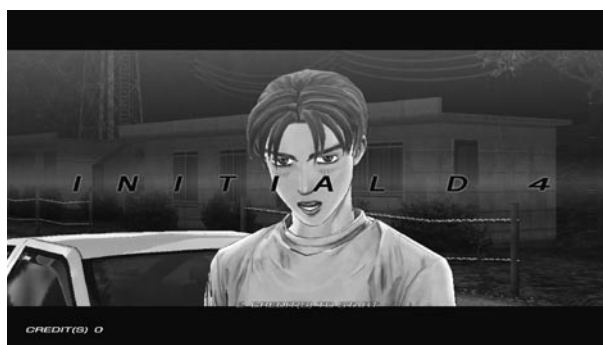
1-2 GAME FLOW

1 Advertise (Stand-by), Movie Screens

Insert coins until you have enough credits. The game will then start automatically.



1-2 FIG. 01



1-2 FIG. 02

2 Card Entry Screen

If you already have an Initial D License, insert it. If you don't have an Initial D License, you may play without one (your data will not be saved). You may also purchase an Initial D License.



1-2 FIG. 03

3 My Character Selection Screen

If you're purchasing an Initial D License, you must first select a Character. As you play the game, you will collect Character Parts that you can use to customize your selected Character.



1-2 FIG. 04

4 Name Entry Screen

If you're purchasing an Initial D License, enter your name (driver's name) at the player name input screen.

NOTE: Your name can be up to 6 characters long,

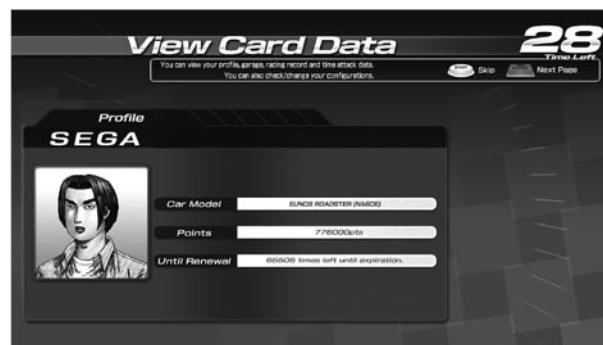


1-2 FIG. 05

5 Card Data Check Screen

You can check the recorded data on this screen.

NOTE: After your first play, you can view your battle results, Time Attack records, and other data.

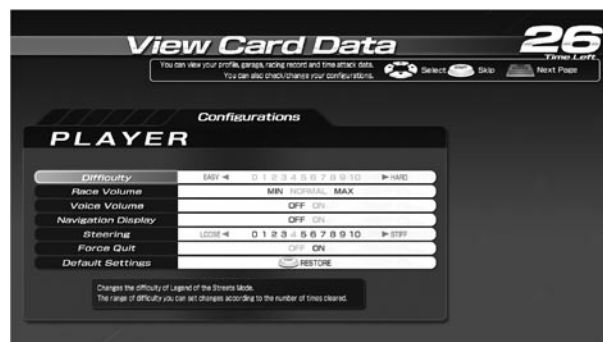


1-2 FIG. 06

6 Configurations

When a card is inserted, a number of options may be set.

Press the View Change Button at the Card Data Check Screen to go to the Configuration Screen. Use the Up and Down Buttons on the Configuration Screen to choose menu items and the Left and Right Buttons to change settings.



1-2 FIG. 07

Difficulty:	Change the difficulty level of “Legend of the Streets” mode. Different difficulty levels become available as you clear more races.
Race Volume:	Adjust the sound volume during races.
Voice Volume:	Turn rivals’ voices during races on and off.
Navigation Display:	Turn the in-race navigation screen display on and off.
Steering:	Set steering wheel stiffness.
Force Quit:	Turn the Force Quit function on and off. This function allows you to forcibly end a race by pressing the Start and View Change Buttons at the same time. <i>NOTE: Only possible in “Legend of the Streets” and “Time Attack” modes.</i>
Default Settings:	Return all settings on the page to their default values.

7 Car Selection Screen when playing without an Initial D License, adding a new car, or adding additional car data

Select your car's maker, model, body color, and transmission.

Press Up and Down to make your selection and press the Start Button to confirm.



1-2 FIG. 08

8 Garage Screen

When playing with an Initial D License, you can have up to 3 cars by choosing “Add Car Data” and inserting the required number of credits.

NOTE: Credits (money) are required for “Add Car Data”.



1-2 FIG. 09



1-2 FIG. 10

9 Mode Select Screen

Choose from 3 different modes of play.

Legend of the Streets:	Engage in a Battle (race) against rival characters from Initial D.
Time Attack:	Race alone and try to beat the best time.
In-store Battle:	Play a Battle against other game machines in-store.



1-2 FIG. 11

10 Continue Screen

The Continue Screen appears after 1 Battle (race) in “Legend of the Streets” and “Time Attack” modes, and after the match (or at the end of the alternate mode if no opponent is found) in “In-store Battle” mode.

Choose YES and insert the required number of coins to continue playing in the selected mode.



1-2 FIG. 12

NOTES:

- If the Consecutive Wins setting for “In-store Battle” mode (found under IN-SHOP VS LIMIT OF WIN on the GAME ASSIGNMENTS screen) is set to “3” or “5,” you earn a Consecutive Win point bonus after defeating 3 or 5 opponents in a row and the game ends without the option of continuing. If the Consecutive Wins setting is set to “INFINITY,” you can continue the game as long as you can find new opponents and beat them.
- The game ends without the option of continuing in all modes 20 minutes before the store closing time set under CLOSE SETTING, or if the CONTINUE setting on the GAME ASSIGNMENTS screen is set to “OFF.”

11 Customizing Shop

When you play “Legend of the Streets,” “Time Attack,” or “In-store Battle” mode using an Initial D License, points are added to your card based on your race results. Once every few plays, the Customizing shop appears, allowing you to use your points to customize your cars.



1-2 FIG. 13 Shop Screen



1-2 FIG. 14

12 My Character Screen

When you play “Legend of the Streets,” “Time Attack,” or “In-store Battle” mode using an Initial D License, once every few plays the Character Parts Screen appears and you get a Character Part.



1-2 FIG. 15 My Character Screen

13 Game Over

In “Legend of the Streets,” “Time Attack,” and “In-store Battle” modes, the game is over at the end of the mode.

If you’re playing with an Initial D License, don’t forget to take it with you when you go.



1-2 FIG. 16

1-3 MODE OVERVIEW

1-3-1 Legend of the Streets

Game Content & Rules

Battle head-to-head against rival characters on 6 different courses. Each checkpoint you pass adds time to the overall time limit. The first one across the finish line with the allotted time wins. If you run out of time or cross the finish line second, you lose.

Beat all 23 initially selectable rival characters and Secret Rival I will appear. Beat Secret Rival I and Secret Rival II will appear for the Final Race. Beat Secret Rival II and a third hidden character, Secret Rival III, will appear for a Special Race.

Finish the Special Race to view the game ending.

Select Rivals

For Easy, Normal, Hard, and Expert Courses, select rival characters to race against. Before and after each Battle, you can view a “Rival Cut Scene” starring the selected rival character(s).



1-3-1 FIG. 01



1-3-1 FIG. 02

Rival Characters

Easy	Lake Akina	Iggy / Tak / Two Guys from Tokyo
Normal	Myogi	Kenji / Shingo / Maya & Simone / Zack
Hard	Akagi	Kent / Kyle / K.T. / Ry
Hard	Akina	Cole / Kylie / Aki / Ry / Tak
Hard	Irohazaka	Hawk / Kyle / Kai
Expert	Tsukuba	Dice / Smiley / Toshiya Joshima / Kozo Hoshino

1-3-2 Time Attack

Game Content & Rules

This is a race against time. The goal is to cross the finish line as quickly as you can. Route, Time of Day and Weather can be selected for each of the 6 courses. Each checkpoint you pass adds time to the overall time limit. If you're using an Initial D License, points are added to it.

Internet Rankings



1-3-2 FIG. 01

When you set a new personal best in Time Attack mode using an Initial D License, an Internet Rankings password is displayed on the screen.

Visit the Initial D Internet Rankings webpage (<http://initiald.sega.com>) and enter this password on to add your best time to the Internet Rankings.



1-3-2 FIG. 02

Passwords are stored on your Initial D License for you to view again later.

You can see a list of password for Time Attack courses you've previously raced on the "View Card Data" screen, which appears after you insert your Initial D License.

1-3-3 In-store Battle

Game Content & Rules

Engage in battle against other game machines in the same store.

Whoever passes each checkpoint first gets time added to their overall time limit.

The first player to cross the finish line or the player in first place when time is up wins.

If no opponents can be found, the game switches modes and you will play in “Legend of the Streets” or “Time Attack” modes while waiting for an opponent.

1-4 INITIAL D LICENSE

1-4-1 Limit on Card Use

You can play up to 150 times using the same Initial D License. After that, you must create a new license through the “Initial D License Renewal” process. When you renew, the data from your old license will be transferred to your new one. You keep all the points you’ve collected. You cannot play using data on an expired Initial D License until you renew the license.

NOTE: Credits (money) are required to renew a license.



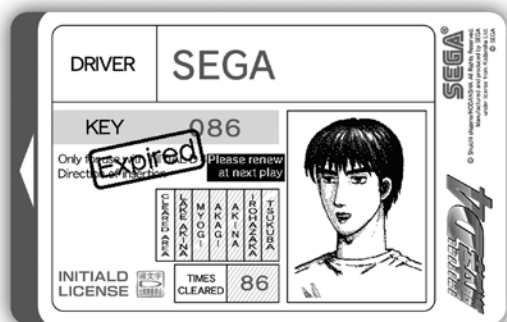
1-4-1 FIG. 01
Initial D License Renewal Instructions Screen



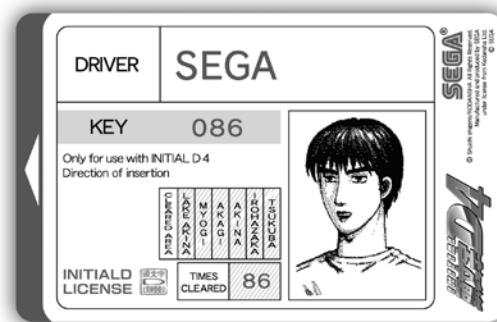
1-4-1 FIG. 02
Initial D License Renewal Screen

INITIAL D License

A new Initial D License is issued, allowing you to play using the new license. You will no longer be able to play using the previous (old) license.



1-4-1 FIG. 03
Initial D License (old)



1-4-1 FIG. 04
Initial D License (new)

1-4-2 Recovery Procedures When an Initial D License Renewal Fails

If an error occurs during renewal, follow the procedures listed below the corresponding error message to restore. Should you be unable to restore even after following these steps, try restoring using the IC CARD RESTORATION option in GAME TEST mode.

Failed to eject the old Initial D License

The following message is displayed.

<License Ejection Error>
Failed to eject old Initial D license.
Please press the Start and View Change buttons.
If you cannot eject your license, please call an attendant. /403 or 404

Press the Start and View Change Buttons. If the license is successfully ejected, the renewal process will continue.

If the old Initial D License is not ejected after performing the above operation, hold down the Up and Start buttons and press the TEST Button.

The following message will be displayed:

<Resume Process>
Please remove the stuck Initial D license.
The removed license is expired. Please give it to the customer.
When finished, please close the lid and press the Start button.

Remove the stuck (old) Initial D License and make sure the lid is fully closed, then press the Start Button. The renewal process will continue.

The removed (old) Initial D License is expired. Return it to the customer.

The new license is stuck

The following message is displayed:

<License Dispensing Error>
Stocker failed to dispense new Initial D license.
Please call an attendant for assistance. /403

Hold down the Up and Start buttons and press the TEST Button.

The following message will be displayed:

<Resume Process #1>
Please remove the stuck Initial D license.
When finished, please close the lid and press the Start button.

Remove the stuck (new) license and make sure the lid is fully closed, then press the Start Button.

The following message will be displayed.

<Resume Process #2>
Please insert the removed Initial D license.

Insert the removed (new) license into the insertion slot.

The license renewal process will continue. When the process is complete, the player will be able to play the game.

An error occurs when inserting the new license

One of the following error messages is displayed.

- The inserted card is stuck

<Card Error>
An error occurred when authenticating an Initial D license.
The card is stuck. /403

If the cabinet fails in ejecting the card automatically, the normal stuck card error message is displayed and the restoration process is aborted. (See Chapter 3.)

- A problem occurs with the shutter when inserting a card

<A shutter error has occurred.>
If your license is in the slot, please remove it and press the start button. / 404

Displayed when the card gets stuck in the shutter, etc.
Remove the card and press the Start Button to retry the renewal process.

- The inserted license is not a new license

<Card Error>
An error occurred when authenticating an Initial D license.
This is not a new card. /407

Check the license and insert it again.
If the license fails to renew after 3 tries, the screen switches to the normal authentication failure error message and the restoration process is aborted. (See Chapter 3.)

- A read error occurs

<Card Error>
An error occurred when authenticating an Initial D license. /401 or 406 or 408 or 409 or 413

The license is ejected. Re-insert it and try the renewal process again.
If the license fails to renew after 3 tries, the screen switches to the normal read error message and the restoration process is aborted. (See Chapter 3.)

- A data write error occurs

<Renewal Error>
An error occurred when renewing an Initial D license.
Please redo by pressing the Start and View Change buttons. /402 or 405

Press the Start and View Change Buttons to try writing to the card again.
If the license fails to renew after 3 tries, the screen switches to the normal read error message and the restoration process is aborted. (See Chapter 3.)