

Frequently Asked Questions

Q: Can I use more than one mod with the same name?

A: No. A car may only have one copy of a certain mod. Even if the mod doesn't have a bold trait (like **Turbo**), you may only use one copy of that mod.

Q: Can I use more than one race card with the same name?

A: No. You must choose three different race cards to be your "home" tracks.

Q: When I discard cards to meet the power or traction requirement for a maneuver, how long does the power or traction increase last?

A: The bonus to your power or traction only applies to meeting the requirement for playing that maneuver. It does not carry over to any other effects printed on the maneuver.

Q: What happens if I win a stage with more than seven cards in my hand?

A: You may keep as many cards as you want. In the next stage, only draw if you have fewer cards than you would have drawn with an empty hand. So if you won the last stage and you have more Style (a normal draw of 9 cards) but you have 10 cards in hand, you do not have to discard any but you don't draw any either.

Tournament Questions

Q: What is the official tournament format?

A: Currently there is no official format for Initial D tournaments. Swiss format (round-robin) seems to be the most popular, with players competing in single races or best-of-three matches. When time limits are used, 45 minutes is typical for a best-of-three match.

Q: What happens when time is called before a match is finished?

A: First, compare complete race wins. If players are in the middle of race 2, the winner of race 1 wins the match. Second, if players are in the middle of race 1 or race 3, the player with the most stage wins in the current race wins the match. Third, if both players have the same number of stage wins, the player with a higher Style bonus **from maneuvers only** wins the match. Fourth, if both players are tied for wins, stages, and Style, flip a coin.

Specific Card Rulings

Clutch Kick

Lucky Recovery may be used to counter Clutch Kick. Per the wording on Clutch Kick, the Lucky Recovery player must discard two cards to increase the counter value. After discarding two cards, Lucky Recovery gains 4 counter instead of just 1.

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Mistake In Preparations

Mistake In Preparations can force a car to have more mods than its printed maximum (for example, when the Impact Blue mod is discarded). That car is **not** required to discard any more mods, but also can not add any more mods (for example, with Secret Preparations).

"Simone" Sayuki

Simone's card draw ability can be used in the middle of discarding to meet a maneuver's requirement. If, for example, you want to play No Matter What ("You must discard 2 cards to play No Matter What") but you have only one other card in hand, you may discard that card, use Simone to draw another card, and immediately discard the new card to meet the No Matter What requirement.

Official Errata

Underestimated

The non-foil version of this card has the wrong image. Underestimated is a Tactics Maneuver as it says in the text box.

One Final Race

One Final Race is discarded at the end of the stage.

Infinite Potential

The preview version of Infinite Potential had a traction requirement. The base set version is correct – Infinite Potential has a Power Requirement.

Mistake in Preparations

Now reads: "Tactics Maneuver. Choose one of your opponent's mods. That mod is discarded and has no effect on play. Mistake in Preparations remains in play. If Mistake in Preparations is discarded, the target mod returns to play."

Racing Slicks

"Tires. Once per stage, after playing the 2nd maneuver in the stage with a Traction requirement over 5, you lose 1 Traction permanently."

Evo III SE

Cost is 16.

Skyline GT-R SE:

Cost is 10, Traction is 5.