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[Import Tuner Challenge Achievements \(Xbox 360\)](#)

A complete list of the things you can achieve while playing

Import Tuner Challenge was developed exclusively for the [Xbox 360](#) console by Genki and published by Ubisoft on the 27th of July 2006 in Japan, the 26th of September 2006 in North America, the 5th of October 2006 in Australia and the 6th of October 2006 in Europe. It was considered one of the best racing games of the time by the critics. Import Tuner Challenge is an authentic and extremely customizable [street-racing](#) game that challenges racers to immerse themselves in Tokyo's underground to take on the fastest street-racing teams. Players can modify and race licensed import sports cars using real tuner parts and tuning techniques. More than five million combinations are possible in tailoring a car's interior, exterior and engine. We know that true gamers play all these games just for fun, as they should and not in order to achieve specific point landmarks to prove their friends they are very cool, but we also know that sometimes you just can't live without achieving everything possible with a title you really enjoy. If that's the case and you want to know exactly what to look for, we have prepared a full list of achievements. Good luck!

ACHIEVEMENTS

- Beat Bloodhound (10 points) Awarded for beating rival "Bloodhound"
- Beat Midnight Cinderella (10 points) Awarded for beating rival "Midnight Cinderella"
- Beat Platinum Prince (10 points) Awarded for beating rival "Platinum Prince"
- Beat Garnet Dawn (20 points) Awarded for beating rival "Garnet Dawn"
- Beat Silent Cassiopeia (20 points) Awarded for beating rival "Silent Cassiopeia"
- Beat Azure Sniper (20 points) Awarded for beating rival "Azure Sniper"
- Inside C1 Time Attack (40 points) Achievement unlocked by racing the C1 inside within 5'00"000 in Time Attack.
- Outside C1 Time Attack (40 points) Achievement unlocked by racing the C1 outside within 5'00"000 in Time Attack.
- Left Shinkanjo Time Attack (40 points) Achievement unlocked by racing the Shinkanjo counter clockwise within 6'00"000 in Time Attack.
- Right Shinkanjo Time Attack (40 points) Achievement unlocked by racing the Shinkanjo clockwise within 6'00"000 in Time Attack.
- #3 Shibuya Time Attack (40 points) Achievement unlocked by racing the Shibuya 3 within 3'30"000 in Time Attack.
- #4 Shinjuku Time Attack (40 points) Achievement unlocked by racing the Shinjuku 4 within 6'00"000 in Time Attack.
- All left Time Attacks (40 points) Achievement unlocked by racing the All counter clockwise within 16'30"000 in Time Attack.
- All right Time Attacks (40 points) Achievement unlocked by racing the All clockwise within 16'30"000 in Time Attack.
- First Xbox Live Race (10 points) Achievement unlocked by winning an Xbox Live Race.
- Win 10 Xbox Live Races (20 points) Achievement unlocked by winning 10 Xbox Live Races.
- Win 50 Xbox Live Races (50 points) Achievement unlocked by winning 50 Xbox Live Races.
- Win 100 Xbox Live Races (100 points) Achievement unlocked by winning 100 Xbox Live Races.
- Skull Bullet (30 points) Defeat Skull Bullet.
- Phantom 9 (50 points) Defeat a Phantom9 member.
- Snake Eyes (50 points) Defeat Snake Eyes.
- White Charisma (30 points) Defeat White Charisma.
- Crimson Devil (30 points) Defeat Crimson Devil.
- Melancholy Angel (30 points) Defeat Melancholy Angel.
- D3 (30 points) Defeat D3.
- King Speed (60 points) Defeat King Speed.

There is also a secret achievement worth 100 points. Here is a gameplay video: