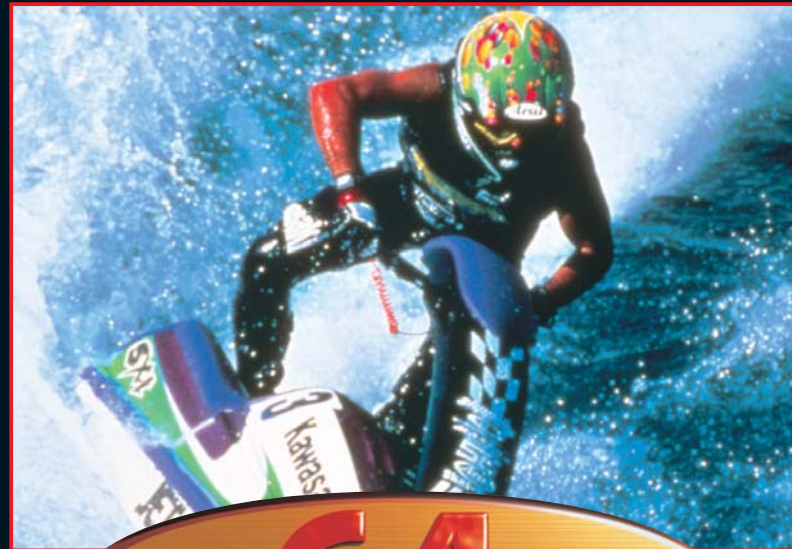


**INSTRUCTION BOOKLET
SPIELANLEITUNG
MODE D'EMPLOI
HANDLEIDING
MANUAL DE INSTRUCCIONES
LIBRETTO DI ISTRUZIONI**



WAVE RACE 64

TM



Thank you for selecting the WAVE RACE 64™ Game Pak for the Nintendo⁶⁴ System.

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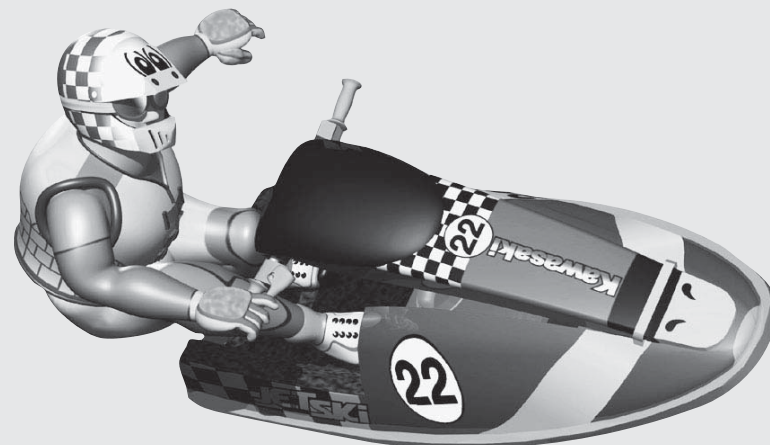
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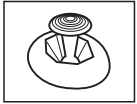
THE NINTENDO⁶⁴ CONTROLLER

The Nintendo⁶⁴ Control Stick uses an analogue system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left), then press START while holding the L- and R-Buttons.

The Control Stick is a precision instrument; do not spill liquids or place any foreign objects into it.

While playing this game, we recommend you use the hand positions shown below.



By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A-, B- or C-Buttons.

Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z-Button on the back of the controller.

To play this game, connect a controller to socket one located on the front panel of the Control Deck.

If you change the connection during the game, you may need to either press RESET or turn the power OFF to make the new connection active.



You must use two controllers to play the 2 Player VS. Mode.

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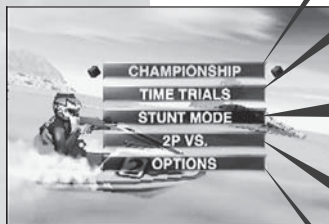


Correctly insert the Game Pak into the Nintendo⁶⁴ Control Deck and move the Power switch to the ON position. Make sure not to touch the Control Stick at this time. When the demo begins, press START to display the title screen. Press START again to display the Game Mode menu.

● Language Select

Press **▲** or **▼** on the Control Stick to select your favourite language and press Start to begin the game.

● Main Menu



Championship
You will race your JET SKI watercraft against three computer controlled opponents in a series of races in different locales.

Time Trials
In the Time Trials mode, you will race a course solo in an attempt to get the best time.

Stunt Mode
Your goal is to earn as many points as possible in one lap. This mode is run solo as well.

2P VS.
Raced on a split screen, this mode is a head-to-head match for two players.

OPTIONS
You can change settings or see the records for each game mode.

● Watercraft Select

On the Watercraft Select screen, a player can choose a JET SKI watercraft that matches his technique or preference from the four available. Select by pressing **➤** or **➤** with the Control Stick and confirm with the A Button.

● JET SKI watercraft Selection

Each biker has special skills. For further information see the following tables.

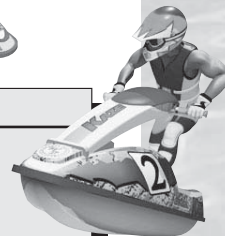
Ayumi Stewart

Handling ★★★★★
Acceleration ★★★★★
Grip ★★★
Collision Stability ★★
Maximum Speed ★★
Skill Level: *Beginners*



Ryota Hayami

Handling ★★★
Acceleration ★★★
Grip ★★★★★
Collision Stability ★★★
Maximum Speed ★★★★★
Skill Level: *Beginners ~ Advanced*



Miles Jeter

Handling ★★★★★
Acceleration ★★★
Grip ★
Collision Stability ★★★
Maximum Speed ★★★
Skill Level: *Intermediate ~ Advanced*



Dave Mariner

Handling ★
Acceleration ★★
Grip ★★★
Collision Stability ★★★★★
Maximum Speed ★★★★★
Skill Level: *Advanced*



• **Watercraft Setting**

Normal

Settings of the bikes are standard.

Custom

Make your own adjustments.

Handling

This controls how the JET SKI watercraft will turn and is dependent upon how far off center the Control Stick is pressed.

Light

Turn easily by pushing the Control Stick a small amount.

Heavy

Turning will require you to press the Control Stick far off center.

Engine

This determines how fast the engine comes up to its maximum speed.

Dash

Accelerate quickly – enables quick starts.

Top End

Accelerate slowly – enables a higher maximum speed.

Grip

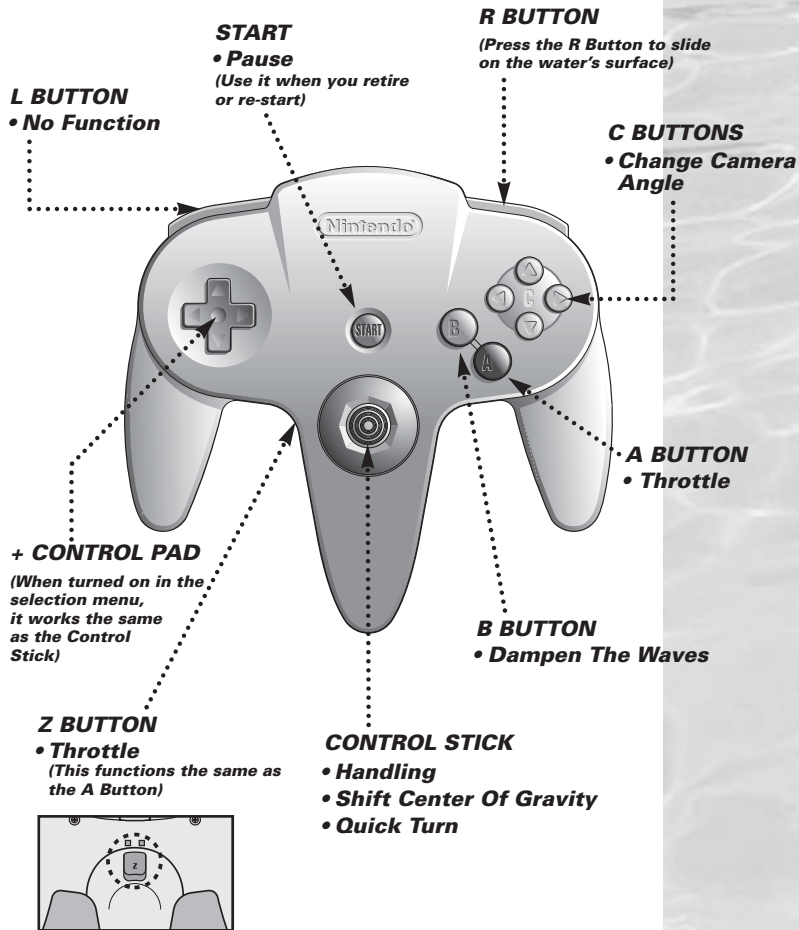
Water resistance.

Loose

Overall speed will be increased, but you are more likely to slip when turning.

Tight

Overall speed will decrease, but you are less likely to slip.



Championship

The Championship is a multi-race circuit between four fierce competitors, each one trying to earn the most points. After completing the entire circuit, the overall winner will be determined by totaling all of the points earned. Whenever a record time occurs, it will be recorded into Game Pak memory.

Difficulty Level

There are three levels of difficulty. At first, you can only select NORMAL. If you clear the Final Course, you will be able to select the next difficulty level. As the difficulty level increases, your opponent's speed will increase as will the number of obstacles on the course.

- Normal A 6-course circuit
- Hard A 7-course circuit
- Expert An 8-course circuit



Warming Up

When you select the NORMAL level, you can warm up on the practice course, Dolphin Park, before you begin the circuit. After you become accustomed to operating your JET SKI watercraft, press START to pause the game. When the menu appears, select START THE RACE to go to the first race.



Course Introduction screen

You need to finish with at least the rank displayed to advance to the next round. If you have acquired enough points to go on, even if you receive a disqualification (0 Points), the display will be blanked.

Rules

Start Position

This will change depending on the finishing order of the previous race. The character that came in first place will start from the pole position. In the first race, the player always starts last.

The Number Of Laps

Each race is three laps in length. Using the Option mode, you can change this to four or more laps.

Route Buoy

Red and yellow buoys mark the race course. Make sure to pass to the right of a red buoy, and left of a yellow buoy.

Engine Power

If you pass a buoy correctly, your engine's power will increase by one level, and your JET SKI watercraft's speed will increase. Your engine power can increase to a maximum level of five.

Miss

If you do not pass a buoy correctly, it counts as a Miss. When you Miss, your engine power will return to level zero. Should you Miss five times in a race, you will be disqualified from that race.

Course Out

If you go outside the pink buoys that surround the course perimeter, the Course Out counter will begin. Unless you return to the course within five counts, you will be retired.

Screen Display

Elapsed Time: The time taken to complete the current lap.

Rank: The player's current position in the race.

Lap Number: The current lap out of the total laps.

Speed: The current speed of the watercraft.

Order: The finishing order of the player in the previous race.

Lap Time: The best lap time will be displayed in red.

Number Of Misses: Each time you Miss, an X mark will be made on the markers.

Power Meter: This is the engine power level. When you reach level five, MAX POWER will be displayed.

Opponent Indicator: This indicates the position of the opponent closest behind you.

Time Trials

Race your JET SKI watercraft against the best time and the best lap records. You race the same courses as in Championship mode. Try different settings to improve your best record, even if it is only 1/1,000 second faster.

• Course Select and Difficulty Level

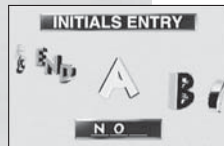
You can select any course that you have reached in the Championship mode. (Dolphin Park is not available in this mode.) There are three different difficulty levels. Until you advance to the HARD and EXPERT levels in the Championship mode, you cannot select those levels.



• Rules and Screen Display

The basic rules are the same as in the Championship mode. When you pass the Start/Finish gate, the time difference between the current lap and your best time will be displayed. When you pause the game in Time Trials, five menu choices will appear on the screen:

- Continue** – Restart the current game
- Restart** – Restart from the beginning
- Watercraft Select** – Restart from the Watercraft Selection and Setting screen
- Course Select** – Change a course
- Quit The Game** – Quit this mode and return to the title screen

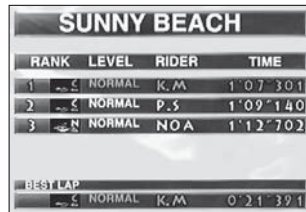


• Initials Entry

Should you make a record, you can enter your initials. Select each letter using the Control Stick. Enter up to three letters with the A Button. Use the B Button to cancel an entry.

• Results Screen

After you reach the Start/Finish gate, the top three times and best lap are displayed on screen. (The best times from the Championship mode are included in this list.)



When a record is made with the Normal setting, an "N" will be displayed next to the picture of the JET SKI watercraft. With custom settings, a "C" will appear. If you want to continue to challenge Time Trials, select RETRY when the menu appears.

Stunt Mode

In this mode, instead of competing for speed, you are competing for points. Steady control and acrobatic techniques are required to excel. In Stunt Mode, the key to the highest scores also lies in choreographing your stunt routine. By determining in advance which acrobatic technique to use and when, you will be more successful than if you just ride around doing a few tricks.

• Course Select

You can select from the nine courses, including Dolphin Park. Like Time Trials, you cannot select a course that you have not reached in the Championship mode. The courses are the same as Championship mode, but the types and locations of obstacles differ.

• Check Point and Time Limit

Check Points separate each course into four sections. You have to pass each Check Point within the time limit, scoring as many points as possible. You must pass through the gate to clear the Check Point, otherwise your time will not be extended. You will be disqualified for exceeding the time limit and your game will be over.



• Scoring System

Time Score

The time remaining when you pass each Check Point is calculated into your score. Each tenth of a second equals five points.

In this example, 6.5 seconds remain. (65 x 5 = 325 Points!)



Ring Score

When you go through a ring on the course, you receive 50 points. Each ring that you pass through consecutively following that will increase the points you receive by an additional 50 points. If you miss a ring, scoring begins at 50 points again.

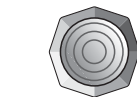
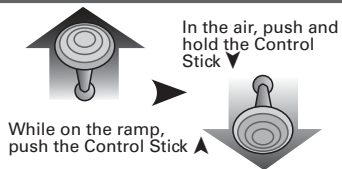


Stunt Score

If you input a key command (special controls using the Control Stick) while racing, the rider will do acrobatic moves. You earn different scores with different acrobatic stunts and the accuracy of your performance.

Flip

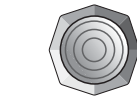
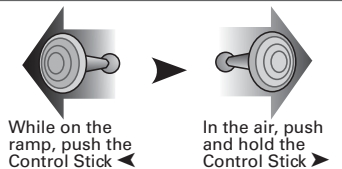
(Vertical spin in the air)



When you are in landing position, release the Control Stick

Clockwise Barrel Roll

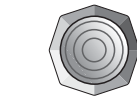
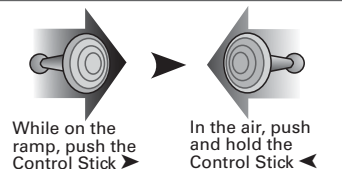
(Horizontal spin in the air)



When you are in landing position, release the Control Stick

Counter-Clockwise Barrel Roll

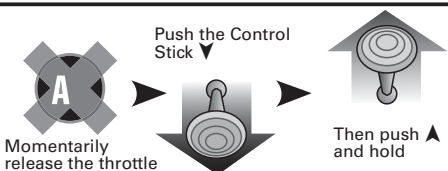
(Horizontal spin in the air)



When you are in landing position, release the Control Stick

Handstand

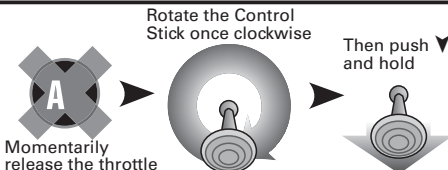
(Handstand Ride)



Continue to hold the Control Stick up while you steer and press the A Button to accelerate

Backward

(Ride Backwards)



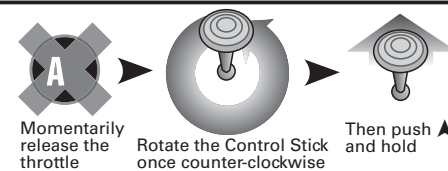
Continue to hold the Control Stick down while you steer and press the A Button to accelerate

Stand

(Ride standing up)

Somersault

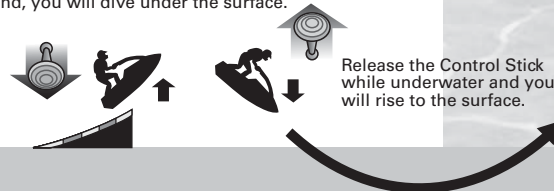
(Do a Somersault)



Use the Control Stick to steer. From the standing position (as shown left), quickly press down for a somersault.

Submarine (Dive Underwater)

When you jump, quickly shift the center of gravity from back to front. When you land, you will dive under the surface.



Use the Submarine technique to short cut the course in Time Trials mode, or go through a submerged ring in Stunt Mode.

Jump High

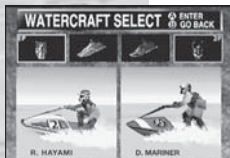


Jump Low



2P VS.

Using two controllers, two players can challenge each other in a match race. Course selection and the basic rules are the same as the Time Trials mode.

**• Watercraft Select**

Each player can select the JET SKI watercraft that they like. To begin with, the Player 1 side will feature the original colors, and Player 2 side will have alternate colors. Pressing **▲** on the Control Stick will change the color pattern. (You cannot change patterns if you select the same watercraft.)

• Setting The Handicap

After you select the course, you can set the handicap ON/OFF. If you turn the handicap ON, the trailing JET SKI watercraft will have a slightly faster speed.

**• Rule**

The top half of the screen is for Player 1, the bottom half for Player 2.

**Setting the Options****Name Change**

You can change the name of a rider. Changed names are saved, as well as the JET SKI watercraft settings.

See Records

You can view the time and score Rankings of each course. On the ranking display screen, you can switch between time and score using **◀** or **▶** on the Control Stick. Use **▲** and **▼** to switch the course being displayed.

Wave Conditions

For each difficulty level (with the exception of Stunt Mode), you can change several of the conditions in each game mode. However, if you change the Water Conditions to something other than the default, your time will not be ranked.

Sound

You can switch between Stereo, Mono, and Headphones, as well as toggle the background music (BGM) during the game ON/OFF. You can even listen to the BGM in this mode.

Erase Course Records

Erase course times or scores from saved data.

Save And Load

See Controller Pak (next page).

Return

Return to the Main Menu.

CONTROLLER PAK™

Using an N64 Controller Pak (sold separately), you can copy the Game Pak's saved data and take it with you.

Why use an N64 Controller Pak?

By copying the data saved in an N64 Controller Pak to a Game Pak, you can compare the times and scores, and create a new ranking that unifies the records of both the N64 Controller Pak and Game Pak. If you load the saved data from your N64 Controller Pak to someone else's Game Pak, you can easily compete for the best times and scores. (Be careful, since doing this can overwrite the data in another person's Game Pak.)



Because you can carry a your watercraft Custom Settings in an N64 Controller Pak's memory, you can easily play with the Watercraft Settings that you are accustomed to when you play at a friend's house.

Since you can duplicate and save the data of a Game Pak's memory you can restore the copied data from the N64 Controller Pak, even if you accidentally erase the records in your Game Pak.

• *Because the data that can be saved in an N64 Controller Pak is identical to the data being saved in the Game Pak memory, you need not have an N64 Controller Pak to play the game normally. Note: The course clear data from the Championship mode cannot be transferred to the N64 Controller Pak.*

HOW TO USE THE N64 CONTROLLER PAK™

- Do Not remove or insert an N64 Controller Pak when the system power is on. The data saved for this game will require two pages of the N64 Controller Pak's memory.

Correctly install the N64 Controller Pak in Controller 1, then select **SAVE AND LOAD** from the **OPTION** menu.

COPYING DATA

Select **COPY**, and use **◀** or **▶** on the Control Stick to aim the arrow on the screen in the direction you want to transfer the data, press the A Button to begin.

ERASING THE DATA

All the data saved in the Wave Race 64 Game Pak or N64 Controller Pak will be erased. Select Erase, and aim the arrow at the data you want to erase.

Caution: Once deleted, saved data cannot be restored.



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