

WAVE RACE 64 Operation Card

For detailed information on game operation, please read the accompanying Instruction Booklet.

Nintendo



START

Pause

Use it when you retire or re-start

Z Button

Throttle

This functions the same as the A Button

R Button

Press the R Button, to slide on the water's surface

C Buttons

Change Camera Angle

Change the position of the camera photographing the game scene



Zoom in and out



Change the camera angle to the left or right as the rider turns -- Press again to return to the original position.

B Button

Dampen The Waves

Press the B Button as you ski over a wave and you can soften the bouncing of your JET SKI watercraft.

A Button

Throttle

To do a *Rocket Start*, press the A Button as the start signal light turns green. Time it correctly and the engine's power level will increase (Level Up) to Max Power.

Control Stick

Handling

When turning, you will turn sharper if you do not release the accelerator.

The farther off center that you tilt the Control Stick, the sharper your turn will be.




Shift Center Of Gravity

Lean forward or backward in order to balance your JET SKI watercraft



Quick Turn

Tilt the Control Stick , as you turn to do a tight, quick turn -- perfecting this technique is very important



Acrobatic maneuvers will earn points in the Stunt Mode.
(Make the Control Stick movements quickly.)

Flip

(Vertical spin in the air)



Clockwise Barrel Roll

(Horizontal spin in the air)



Counter-Clockwise Barrel Roll

(Horizontal spin in the air)



Hand-stand

(Handstand Ride)



Backward

(Ride Backwards)



Stand

(Ride standing up)



Somersault

(Do a Somersault)

Acrobatic Operation

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

