# WAVE RACE 64 Operation Card

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

## 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.
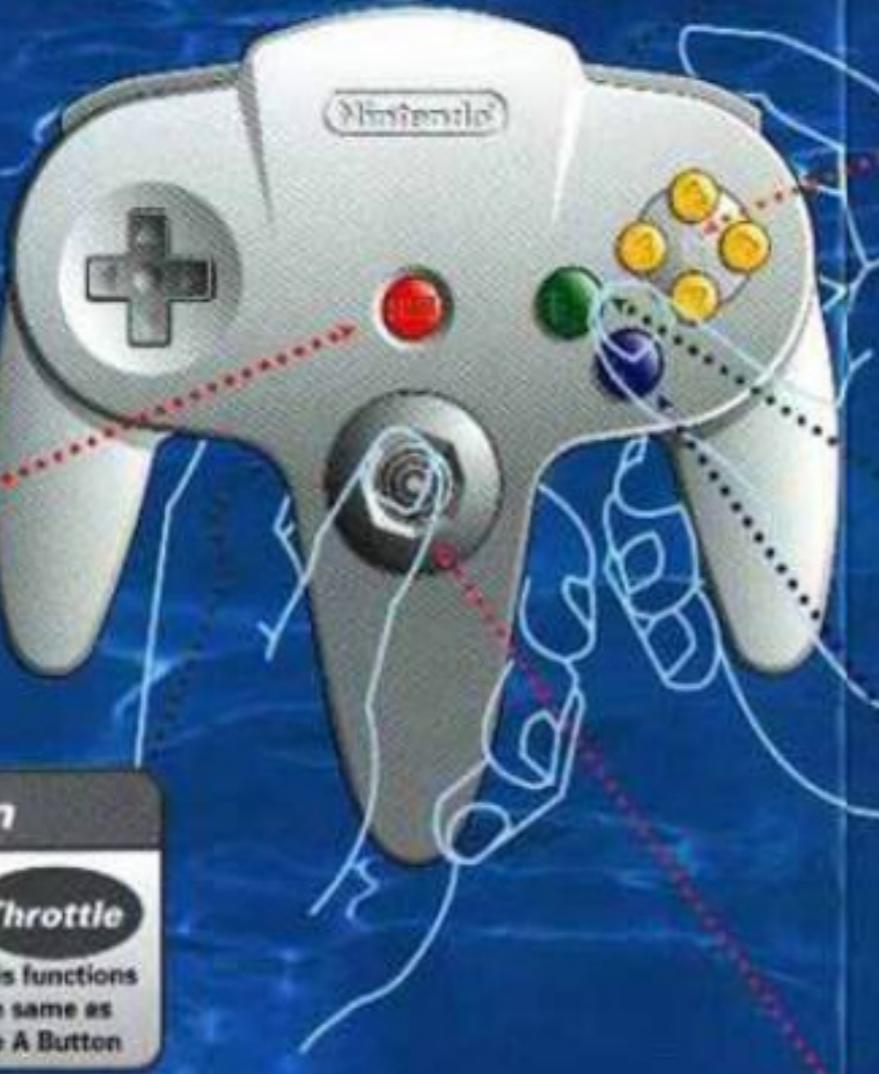
## START

**Pause** — Use it when you retire or re-start

## Z Button

**Throttle** — This functions the same as the A Button

## 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)

In the air, push the Control Stick ▲

While on the ramp, push the Control Stick ▼

When you are in landing position, release the Control Stick

### Clockwise Barrel Roll
(Horizontal spin in the air)

While on the ramp, push the Control Stick ◄

In the air, push the Control Stick ►

When you are in landing position, release the Control Stick

### Counter-Clockwise Barrel Roll
(Horizontal spin in the air)

While on the ramp, push the Control Stick ►

In the air, push the Control Stick ◄

When you are in landing position, release the Control Stick
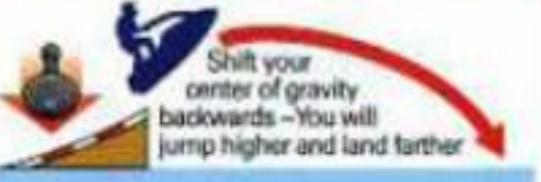
### Hand-stand
(Handstand Ride)

Push the Control Stick ▼

Momentarily release the throttle

Then push ▲ and hold

A + A

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

### Back-ward
(Ride Backwards)

Rotate the Control Stick once clockwise

Then push ▼ and hold

Momentarily release the throttle

A + A

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

### Stand
(Ride standing up)

### Somersault
(Do a Somersault)

Rotate the Control Stick once counter-clockwise

Then push ▲ and hold

Momentarily release the throttle

A + A

Use the Control Stick to steer. From the standing position(as shown at left), quickly press ▼

## 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.

Release the Control Stick while underwater and you will rise to 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

Shift your center of gravity backwards –You will jump higher and land farther

### Jump Low

Shift your center of gravity forward —You will jump lower and land closer

NINTENDO 64