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.

Z Button
Throttle
This functions the same as the A Button

START

Pause
Use it when you retire or re-start

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

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

**Flip**
(Vertical 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

**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

**Handstand**
(Handstand Ride)
- Push the Control Stick ▼
- Momentarily release the throttle
- Then push ▲ and hold
- Continue to hold the Control Stick ▲ while you steer and press the A Button to accelerate

**Backward**
(Ride Backwards)
- Rotate the Control Stick once clockwise
- Then push ◀ and hold
- Momentarily release the throttle
- Continue to hold the Control Stick ◀ while you steer and press the A Button to accelerate

**Stand**
(Ride standing up)
- Rotating the Control Stick once counterclockwise
- Then push ▲ and hold
- From the standing position (as shown at left), quickly press ◀

**Somersault**
(Do a Somersault)
- Momentarily release the throttle
- Rotate the Control Stick once counterclockwise

**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.

**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

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