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Nintendo

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Nintendo

GAME BOY

DMG-WA-USA-4

WAVE RACE®

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™

Thank you for selecting the Wave Race® Game Pak for the Nintendo® Game Boy® unit.

Please read this instruction booklet thoroughly to ensure the maximum enjoyment of your new game. Save this booklet for future reference.

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Precautions

1) If you play for long periods of time, take a 10 to 15 minute break every hour or so.
2) This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3) Do no touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or GAME BOY unit.
4) Do not clean with benzene, alcohol, or other such solvents.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Game Boy unit.
6) Store the Game Pak in its protective case when not in use.

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WAVE RACE

Hi there! I'm Slick Wilson and we're here in the Bahamas getting ready to start the Personal Water Craft (PWC) "National Series" competition. Riders from all over the U. S. are here and you are invited to compete... if you think you're good enough. Just remember that there's only room for one at the top. If you can win the "National Series", you can test your skills against the best PWC racers in the world... and you're going to need all your racing techniques just to stay in the game. Let's get started!

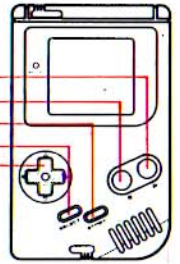
CONTROLLER FUNCTIONS

Control Pad

▲ Shifts body weight forward (for jumping)

◀▶ Moves boat to the left and right

▼ Shifts body weight backward (for jumping)



You can change how far you jump by shifting your body weight. For details, see the "Jump platforms" section.

- **A Button** — Turbo jet (Turbo Accelerate)
  The Turbo meter will build slowly if you don't use it. Your boat will stop if you try to use your Turbo Jet when the turbo meter is empty. If this happens, stop using the Turbo Jet and use the throttle.
- **B Button** — Throttle (Accelerate)
  Hold this button down to accelerate. Your boat will stop if you release the B button.
- **START Button** — Pause
- **SELECT Button** — Selects course.

Other controller functions on screen:

- ✣ **Control Pad** — Moves cursor
- **A Button** — Chooses an item
- **B Button** — Cancels your selection
- **START Button** — Advances game
- **SELECT Button** — Not used

If you press the A, B, START, and SELECT buttons all at once, it resets the game and returns you to the title screen.

NATIONAL SERIES

The "National Series" is made up of two main events and three racing classes. There are 16 courses in 8 locations around the world. When you get enough points to be promoted through all three classes, the more difficult "World Series" is waiting for you.

CLASS

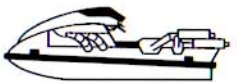
The "National Series" has three classes of PWC's divided by engine displacement: 550cc, 650cc, and 800cc. Bigger engines go a lot faster but are much more difficult to control. When you advance to a larger engine class, there are more laps to complete in each race and more courses to try. Watch out, because the competition is fast and furious!



550cc



650cc



800cc

CIRCUIT

The "CIRCUIT" is the first event. Here you race against three opponents through four, six or eight courses depending on your engine class. In each race, first place is worth 5 points, second place 3 points, third place 2 points, and fourth place 1 point. The winner is the one with the most points when all the courses have been completed. No points will be given if you have not completed the course before time runs out.

Final Ranking	1st	2nd	3rd	4th
Points	5	3	2	1

SLALOM

The "SLALOM" is the second event. The object is to be the first to pass through each set of point pylons. Only the first boat through the pylons gets the point, so be quick. The number of courses you race on are determined by the engine class of your PWC, just like in the Circuit event. The winner is the one with the most points when all the races are over.

HOW TO PLAY WAVE RACE

Correctly insert the cartridge into your GAME BOY compact video game system and turn the POWER switch to the "ON" position. "Nintendo" will appear on the screen followed by the title screen.



For how to play, see

1P ——— page 9
PRACTICE ——— page 17
MULTI ——— page 18
RECORD ——— page 19

1P

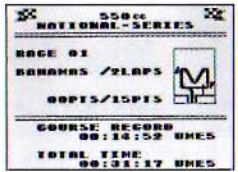
Challenge other racers to get the required points to advance to a larger engine class.



Enter your name, (up to four characters long), and press the START button to begin.



Choose either the Circuit or Slalom event. If you have already qualified for a larger PWC class, you can choose which engine size to use.

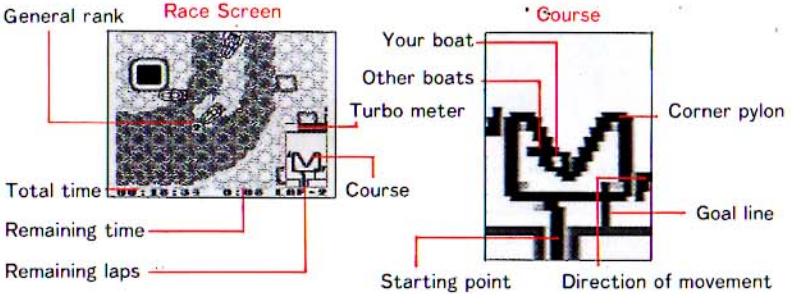




After the course is introduced, the starting positions are randomly picked and the race begins!

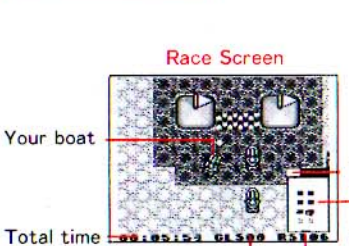
Race Screen and Event Courses

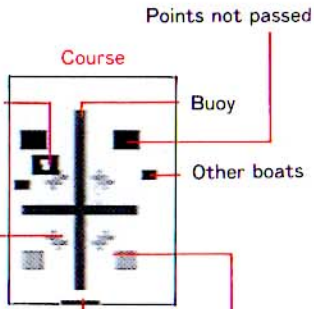
CIRCUIT



In the CIRCUIT event, if you do not complete a lap before time runs out, "TIME OVER" is displayed.

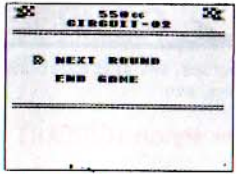
SLALOM







When the race is over, the results and point rankings are displayed.

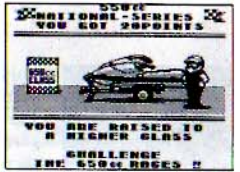


To move to the next race, select "NEXT ROUND", or quit by selecting "END GAME".

The starting positions in the later races are determined by the standings of the previous race.



The awards ceremony starts when all the races are over.

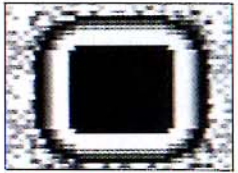


If you have scored the necessary points at this time, you are promoted to the next class.

COURSE STRUCTURE

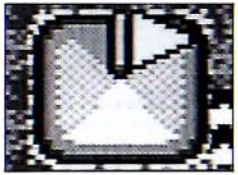
The courses, set in 8 locations around the world, have buoys, pylons, jump platforms, etc.

Corner Pylon (CIRCUIT only)



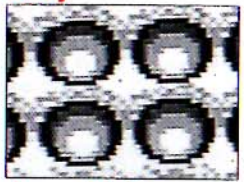
This pylon marks the path that the boats should follow. If the boat follows the course correctly, a ☺ is displayed. If not, an arrow mark is shown pointing to the pylon the boat missed, an alarm sounds, and the boat must go back and pass the pyion. If a computer player is bumped outside the course and misses a buoy, the referee may rule that the computer can proceed without being disqualified.

Point Pylon (SLALOM only)



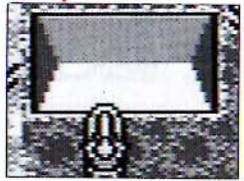
This pylon shows a checkpoint on the course. If the boat passes through the checkered pattern between the pylons first, the pattern disappears and a point is given to the player. Remember, only the first boat through the pattern gets the point.

Buoy



This is part of the course structure. If a boat hits a buoy, it bounces back and loses speed.

Jump Platform



A boat can jump over obstacles and other boats, but it can't jump a buoy or a pylon, and it can't change the direction it's jumping. (However, you can change the direction the boat is facing).

	When Jumping	When Landing
▲	Short jump	Speed decreases but boat does not slip.
▼	Long jump	Speed does not decrease but boat slips.

Course Obstacles

All course obstacles are natural.



Shallows

When a boat passes over a shallow area, the boat will drag on the bottom, which quickly slows the boat down.



Whirlpools

If a boat is caught in a whirlpool, it spins around and changes directions. Be careful!



Current

The course has areas where the current moves swiftly in different directions. A boat will be pushed in the direction of the current.

Course Help

The CIRCUIT has two items to help control the boat. Use them to make your race easier. When these items are picked up, they will reappear somewhere else on the course.



Octopus

When you pick up an octopus your boat will flash for a short time. If you hit another boat while flashing, you can take some of that boat's turbo power.





Dolphin

When you pick up a dolphin your boat will flash for a short time. The dolphin gives you excellent control, as you won't slip sideways, and you're unaffected by course obstacles.



PRACTICE

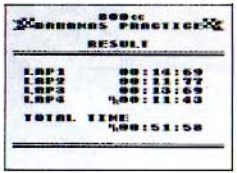
Here you can practice each course without competitors. This is where you should perfect your skills if you want to be number one in the "National Series".



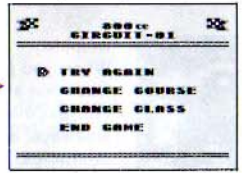
Register your name the same way you did in "1P".



Select any event, class, and course you like, then practice.



The results are displayed when you finish the course.

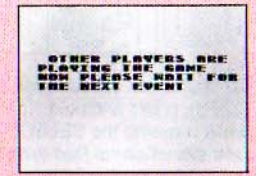


Select whether to continue or return to the main screen.

MULTI 1

Participate in the "National Series"with 2 to 4 human players, and compete for first place. The game leader assures that everyone has entered the game by looking at the "riders linked" number, and then presses the START button. Each player then registers their name. The game leader selects the event and class, and the game advances just like in "1P". For details on the cable connection, see "Multi-Player Game" on page 20.

If another player selects "MULTI 1" after a multi-player game begins, the screen to the right is displayed, and that player cannot join the game.



RECORD

You can see the best lap and course times of the top players. These records are the best for the "1P", "PRACTICE" and "MULTI" modes. New records are automatically saved to the cartridge.

Move the cursor with the top and bottom of the ✣ Control Pad, and select the class and course with the right and left arrows on the ✣ Control Pad. Press the B button to return to the title screen.



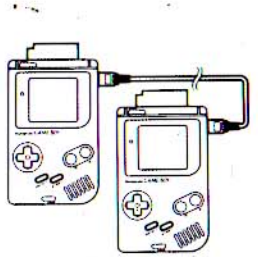
To erase your saved records, while on the title screen, press and hold ↑ on the + Control Pad while pressing the SELECT and START buttons. Use the + Control Pad to select NO or OK, then press the A button.



MULTI-PLAYER GAME

A maximum of 4 players can enter the "National Series" by connecting each Game Boy unit with Game Link™ cables and the 4 player game adaptor. If there are less than 4 players, the computer controls the other boats.

Depending on the number of players, prepare the following:



2 PLAYERS

Game Boy	2
Wave Race cartridge	2
Game Link Cable	1

(1) Connect two Game Boy units with the Game Link cable, as in the drawing above, Aftar correctly setting the cartridges, turn the power switches "ON".

(2) Check both Game Boy unit display title screens, and select "MULTI" at each unit.

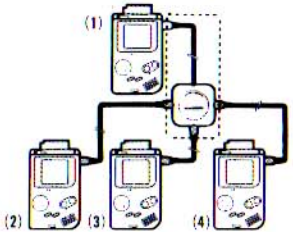
Precautions

If Game Boy (1) is not set correctly, or if the cable is disconnected and reconnected during a game, the game will not operate correctly. If this happens, shut the power of both Game Boy units "OFF", and turn them "ON" again starting with Game Boy (1).

The player who selected "MULTI" becomes the game leader who will advance, pause and reset the game.

4 PLAYERS

Game Boy	4
Wave Race Cartridge	4
Game Link Cable	3
4 Player Adapter	1



※Use the Game Link cable for players (2), (3) and (4).

(1) Connect the 4 player adapter (gray plug) to Game Boy Unit (1) as shown on page 21. Connect Game Boy units (2), (3) and (4) to the 4 player adapter with the Game Link Cables.

(2) After setting all the cartridges correctly, turn the power switches "ON".

(3) Check the displays of all the Game Boy units, and select "MULTI" on each Game Boy.

Precautions

Be certain to connect the cable of the 4 player adapter to one of the Game Boy units. If steps (1) and (2) are not done correctly, or if the cable is disconnected and reconnected during a game, the game will not operate correctly.
If this happens, shut all the power switches "OFF" and begin again from step (1).

The player connected to the grey plug on the 4 player adapter is the game leader and will advance, pause, and reset the game.

3 players can enter and play the game also.

COURSE

CIRCUIT

① BAHAMAS



② HAWAII

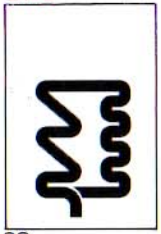


③ CORSICA

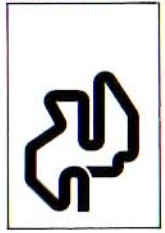




④ RIO



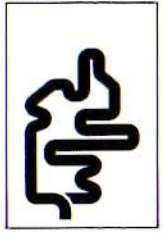
⑤ SYDNEY



⑥ MIAMI



⑦ FIJI

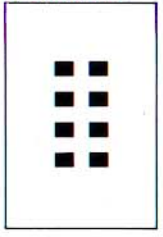


⑧ BALI

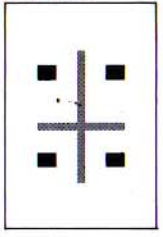


SLALOM

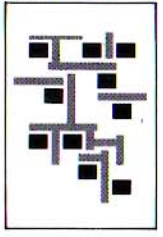
① BAHAMAS



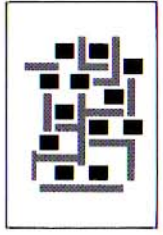
② HAWAII



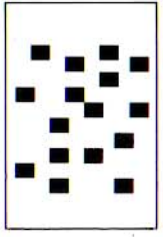
③ CORSICA



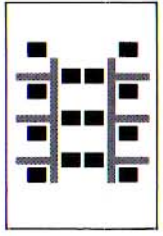
④ RIO



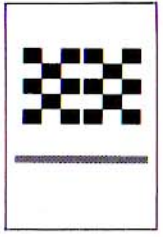
⑤ SYDNEY



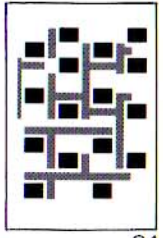
⑥ MIAMI



⑦ FIJI



⑧ BALI



CHAMPION PWC TECHNIQUES

The best racers are at the top because they took time to practice the courses with different engine classes; you should do the same.

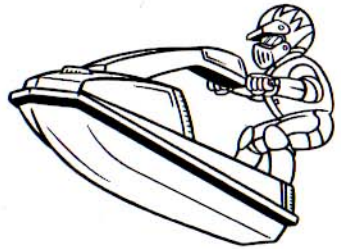
CIRCUIT

1. If your boat makes a wide turn or slides sideways, get off the throttle and turn the way you want to go. Then use the turbo jet.
2. Don't use the turbo jet all the time. Save it up while you are in the corners and use it to pull ahead in the straightaways.
3. Carefully pick a long or short jump depending on your situation.
4. Pull into the current if it is going in the same direction as you, and keep an eye out for a clear path when you are going against it.

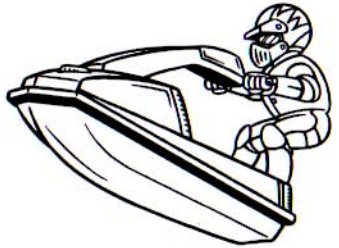
SLALOM

1. Use the jumps to go over walls that box you in.
2. Watch the path the other boats take and don't follow them. You have a better chance of getting pylons if you're the only one there.
3. Use your Turbo Jet when you hit a jump for maximum effect.

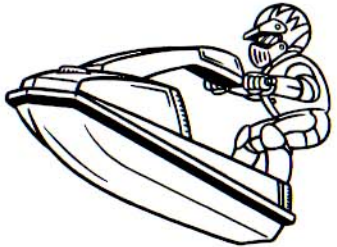
MEMO



MEMO



MEMO .....



WARRANTY AND SERVICE INFORMATION:

REV-J

You may need only simple instructions to correct a problem with our product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m. Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m. Pacific Time, on Sundays (time subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER®. Please do not send any products to Nintendo without calling us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please call the Consumer Assistance Hotline at 1-800-255-3700 for trouble shooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER®. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without calling us first.

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