Wave Race: Blue Storm Translation Guide

by Xombe   Updated to v1.0 on Sep 21, 2001

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WAVERACE: BLUE STORM MENU TRANSLATION GUIDE
Ver 1.1  09/22/01


Version History

  1.0 released 09/21/01 First version with decent info; more needed
  1.1 released 09/22/01 Second version with most info, checked; only waiting
                        for external input before finalizing


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  DESCRIPTION/DISCLAIMER:

  This guide includes a comprehensive detailing of menu translations,
functions, and navigations for Waverace: Blue Storm.  I have opted against a
literal translation (ie: word for word or etymological) in favor of listing
what would most likely appear in an English version of this game.  So please
don't go bickering with me about how 'taisen purei' should be translated
as 'fight/have a game with play', or such arguments.  My goal is to help
those who can't read Japanese navigate the menus, not to debate grammatical
and etymological differences between the two languages.

  Additions to this guide are quite welcome, and proper credit will of course
be given.  Contact:

 xombe@sta.att.ne.jp

  However, this is not a FAQ.  There is no information regarding hints,
gameplay, etc., nor do I have any plans to expand this guide to include such.
For further information, please consult the message boards.  I have been
posting there since launch day, and will only answer questions posted there.
I welcome any additional information or helpful suggestions, and any
criticism can be directed to the brick wall on my left.


  ADDITIONAL NOTE:  PLEASE DON'T EMAIL ME ASKING FOR GAMEPLAY INFORMATION.
As stated above, this is not a FAQ.  I have posted some answers to the
gameFAQs.com message boards, and will not repeat myself here.  If you find
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it easier to email me with questions rather than simply reading the boards,
I will find it equally easy to delete you email and filter your address.
Please just ask me on the boards..

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1. Pre-title Screen (if using component or D-terminal cables)

  If you are able to take advantage of the fantastic progressive scan mode,
you will be prompted to do so before you see the full title screen containing
the words, "Press Start." You can force the prompt to appear by holding the
B Button during a cold boot, but not during a soft reset. The text appears
asking if you wish to activate progressive scan mode, with two choices
available below.

    [Yes]   [No]

  For your additional reference, 'Yes' is written with two characters, and
'No' is written with three. If you choose yes, the game will kick in to
progressive scan mode, and widen to a 16:9 aspect ratio (if you have the
hardware, I have yet to play on a 4:3 set, and I don't know if a component-
ready 4:3 TV would run in letterboxed mode).

  Following that, the true title screen is displayed. If you can't figure
out what to do upon seeing the "Start" button prompt, stop reading this
right now.

2. Data Management Screen

  This is the pretty blue screen with the island in the background, and
three boxes representing the three available data slots. At the top,
across from the WR:BS logo, reads 'Memory Card.' Each box is labeled at
it's top, 'Data 1', 'Data 2' and 'Data 3' respectively. The two selectable
options for each data slot are 'Load Data' as the upper and default option,
and 'Clear [erase] Data' at the bottom. Press the A Button to confirm.

3. Main Menu Screen

  Opposite the WR:BS logo shown on the left is the list of menu options,

titled at the top as 'Main Menu.' The choices are as follows:

    [Championship]
    [Time Attack]
    [Score Attack]
    [Multiplayer]
    [Free Run]
    [Training]
    [Options]

   Throughout the game's menus, pressing the A Button will confirm your
selection and advance you one screen, while the B Button will return you
to the previous screen.

4. Championship Screen

   Selecting 'Championship' displays a sub-menu, with the following choices:

    [Exhibition]
    [Normal (Five Days)]
    [Hard (Six Days)]
    [Expert (Seven Days)]

   Harder difficulty modes have the following cumulative effects:

   *Your opponents have more skill and technique
   *The same courses have different racing routes
   *The buoy spacing is more severe, and there are more obstacles present
   *Bigger waves

   Following this is the Character Select and Course select screens. I leave
it to you to figure these out. However, if you press the Z Trigger before
selecting you character, you are taken to the Custom Menu where you can
choose a color scheme and adjust two sliders. The upper slider adjusts
acceleration vs top speed (accel towards the left, speed to the right). The
bottom slider adjusts handling/grip/friction, with 'Slip' on the left and
'Grip' on the right.

5. Time Attack & Score Attack

   The Time Attack and Score Attack menus are very similar to those of
Championship, with choices for weather and course selection. Also, Normal,
Hard and Expert modes are available in Time Attack just as in the first
Championship sub-menu, although without the option for Exhibition. Please
refer to the characters written for difficulty modes in the Championship menus
to assist you in selecting within the Time Attack and Score Attack screens.

* Note: You can only select weather options that you have unlocked in
Championship mode (by racing a given track in that weather condition).

6. A bit about Multiplayer and Free Run modes

   If you've ever played Mario Kart, Wipeout, or any racer known to man, you'll
do just fine here. Choose your character, course, and weather, then race.
If needed, contact me with suggestions as to what information to include here.
I rarely play multiplayer games anymore.

7. Training

   After choosing your character, the Training Menu is displayed. The label
atop the menu reads, oddly enough, 'Training.' Below are two sets of menus.
The upper and immediately navigatable menu is the skill level:

  [Beginner]
  [Master]
  [Try]   (at first labeled at [???]

   Followed by a submenu navigatable after selecting your skill level detailing
the kind of abilities you'll be training for:

  -Beginner-   -Master-   -Try-

   [Control]   [Jump]   A test score attack
   [Jump]   [Stunt]   run in Dolphin Park
   [Stunt]

   This is not a Training FAQ; I don't plan to list the translations for all of
the training sessions. Watch the movies, and I'm sure you'll do just fine.

8. Options

   The Options Menu choices are as follows:

     [Records]
     [Sound]
?   [Vibration]
?   [Memory Card]   (see Section 2: Data Management)
     [Credits]

   The Sound Menu:

     [Track]   (music track change)   [choose a number]
     [BGM]   (maybe you knew that)   [slider adjust]
     [SE]   [slider adjust]
     [Voice]   [slider adjust]
     [SE Mode]   [Monaural, Stereo, Surround]
     [Return to default settings]   [just click it]

   'SE Mode' choices are easily distinguished by the number of speaker icons
displayed on the screen. And if you can't tell the difference between mono
and stereo, you'd best rethink this whole digital revolution thing..

9. Miscellaneous Information

   * You can soft reset Waverace: Blue Storm by holding the B and X Buttons and
pressing Start for about two seconds.

   * If you figure out how to race on the dolphin, please let me know.

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That's all. Enjoy the game!!

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