T&C Surf Designs: Wood & Water Rage FAQ

by chessjerk

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T&C Surf Designs: Wood & Water Rage FAQ
Version 1.1

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Questions?  Comments?  Contact me: chessjerk@msn.com

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Welcome to my T&C Surf Designs: Wood & Water Rage FAQ. Ever felt the desire to
ride around town on a skateboard and then hit the waves?  Now it is possible!

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Table of Contents:
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I. The Object of the Game
II. Controls
III. Street Skate Session
   i. Introduction
   ii. Scoring
   iii. Lives
IV. Big Wave Encounter
   i. Introduction
   ii. Scoring
   iii. Lives
V. Wood and Water Rage
VI. Strategies
VII. Credits/Disclaimer
VIII. Version History


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I. The Object of the Game
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Street Skate Session:

The object of the game is to maneuver the skateboarder through an obstacle
course in the time permitted. Colliding with obstacles or falling into openings
in the road can be very costly (in both time and lives). If either time or
lives runs out, the game is over. As the rounds progress, the course becomes
longer and the starting lives are fewer, thus adding to the challenge of
survival.

Big Wave Encounter:

The object of the game is to ride the wave as long as possible, collecting
points and performing tricks until either the pier is reached or a wipe-out
occurs. There is no time limit, but there are lives (similar to the Skate
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Session), and they can lost after a crash into the wave or a collision with any
other floating object.

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II. Controls
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Street Skate Session:

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Up        - Move to the far side of the road
Down      - Move to the near side of the road
Left      - Grab the skateboard and slow down
Right     - Place both feet on the skateboard and increase/maintain speed
B         - Kick the ground to gain speed
A         - Jump off the skateboard, the skateboard remains on the ground
Left + A  - Jump with the skateboard
Select    - Select game mode
Start     - Pause the game
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Big Wave Encounter:

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Up        - Move to the top of the wave
Down      - Move to the bottom of the wave
Left      - Move toward the wave
Right     - Move away from the wave
B         - Use to jump at the top of a wave
A         - No known use (?)
Select    - Select game mode
Start     - Pause the game
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III. Street Skate Session
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================================================================================
i. Introduction
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Choose between the masked skateboarder (1P, select with B button) or the
shades-wearing skateboarder (2P, select with A button). Once the game begins,
attempt to maneuver the skateboarder through an obstacle course by dodging
projectiles (such as baseballs and Frisbees) and hopping over boxes and other
obstacles in the road. Reach the finish line within one minute.

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ii. Scoring
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Here are the various methods to earn points:

Collect coins: There are spinning coins of various colors on the ground. Pick
them up to gain points. Collecting the same color of coins in succession (i.e.
pick up a blue coin and then pick up another blue coin without picking up other
color coins in between) doubles the points awarded. The doubling continues
until four same-color coins in a row are collected (reaching an 8x multiplier),
a different color coin is collected, the skateboarder crashes, or the course is
completed. The points by color are as follows (the points by color are
different depending on which skateboarder is chosen, the first color is for the
masked skateboarder, the second is for the shades-wearer):

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Pink/Blue:   50 / 100 / 200 / 400
Blue/Green: 100 / 200 / 400 / 800
Red/Pink:   200 / 400 / 800 /1600
Green/Red:  300 / 600 /1200 /2400
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Perform tricks: Various tricks can be performed to earn points. These include:

When approaching an obstacle that looks like a closed gate with space underneath of it, jump over it, letting the skateboard go under it, and gain 500 points.

There are certain moving objects that, by jumping with the skateboard and, when on the way back to the ground, the skateboard hits them, 1000 points are awarded. These objects include: remote control cars, turtles, and oil drums.

In front of some of the openings in the ground on the course, there is a launch ramp. Perform a jump with the skateboard when directly positioned on top of the ramp. The skateboarder flies high in the air, crosses the pit, and gains 1000 points.

Upon successfully reaching the end of the course, 100 points are awarded for each life remaining. An additional 10 points are awarded for each tenth of a second remaining on the clock.

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iii. Lives
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The course starts out as a very short course and the player begins with four lives. Additional lives are awarded for approximately every six seconds safely navigating the course without crashing. When eight lives have been accumulated, the timer freezes and play continues without the clock running. However, a crash causes a loss of lives and the timer resumes after restarting.

As the rounds progress, the course gets longer and the number of lives issued at the beginning begin to decrease. At round 12, the course reaches maximum length and the player starts with only one life. Every round after that is the same.

Ways to crash include the following:

Falling into an opening in the ground or off the far side of the course where no railing exists costs three lives (this is the most costly penalty for crashing).

Colliding with stationary objects (such as boxes on the road) costs two lives.

Colliding with moving objects (such as baseballs, frisbees, volleyballs, life preservers, remote control cars, turtles, and oil drums) costs one or two lives, depending on the object. For the cars, turtles, and oil drums, a crash occurs when hitting them while on the ground and not while jumping on them (see Scoring section).

Other obstacles on the track to avoid:

Sandy areas slow down the skateboard dramatically. Jump to avoid them and keep the skateboard's speed up.

Oil slicks cause a loss of control for a few seconds, often causing a crash into an object. Dodge or jump over them.

Sometimes the course shrinks from four lanes to three or even two lanes. Be ready to move up or down quickly to stay on the course.

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IV. Big Wave Encounter
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i. Introduction
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Choose between a cat wearing a suit (1P, select with B button) or a monkey wearing shorts (2P, select with A button). This game mode is much less controlled than the street skateboarders. These surfer dudes can hang ten as long as they stay on the wave since there is no time limit. Given the nature of the waves, they probably can't keep going forever, but the longer they stay up, more points are scored. After enough tricks are performed, surf all the way to the right and get to the pier to finish that wave and move on to the next wave.

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ii. Scoring
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Jump off the wave by holding up and B at the top of the wave. Land somewhere near the bottom of the wave to earn 300 points.

Ride the wave by holding position directly underneath the wave to gain 100 points (500 points are awarded if this is performed near the top of the wave).

Occasionally, a banana floats in the water. Grab it for 100 points.

Upon reaching the pier, 100 points are awarded per life remaining as well as a 1000 point bonus for reaching the pier.

(Note: I haven't found any other tricks, if there are more, please let me know. The fact that I can't find anything for the A button to do leaves me curious.)

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iii. Lives
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As in Street Skate Session, the player starts with four lives. Additional lives are awarded by staying on the wave without crashing. Lives are lost by crashing into the wave (either by moving too far left, down, or up), or by colliding with other creatures while on the wave (including birds, flying fish, or guys in inner tubes).

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V. Wood and Water Rage
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This mode allows the experience of the best of both worlds. The odd rounds are Street Skate Session stages, the even rounds are Big Wave Encounter stages. The rules are the same as if each mode was being played individually. Have fun!

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VI. Strategies
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Street Skate Session:

There are two different ways to approach the skateboarding: survival or point-
gathering. With a focus on survival, the game can likely be played forever. The
pattern of the course is easily recognizable, the only things that change are
how high or low the coins and moving obstacles are, and once the patterns are
committed to memory, the game becomes very easy.

However, even deciding to gather as many points as possible in addition to
surviving doesn't cause the game to become very difficult. Problems can arise
when trying to catch that elusive coin or by missing a jump and landing in a
hole in the road. As long as crashes are kept to a minimum (especially later on
when starting lives are very low), the game continues.

Big Wave Encounter:

Well, there's not much I can say about this mode, given my lack of mastery of
the waves. The only advice I can offer is to stay on the wave as long as
possible on the first go, then crash into the wave. On the second go, just move
to the right to hopefully reach the pier before hitting the beach.

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VII. Credits and Disclaimer
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This FAQ is copyright 2006/2012 by John Kearsley IV.  This FAQ may be
distributed freely as long as it is not altered and I am credited for its
existence.

Thanks go to everyone else involved with the NES FAQ Completion Project, of
which I am proud to be a part.  Also, thanks go to GameFAQs.com and SBAllen for
hosting a great site.  Keep up the good work!

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VIII. Version History
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Version 1.0 - Original FAQ submitted
Version 1.1 - Minor spelling/formatting changes
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