Wave Race 64 FAQ/Walkthrough

by Andrew Testa   Updated to v1.0 on Mar 9, 2005

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                          Wave Race 64
                        for the Nintendo 64

                          FAQ/Walkthrough
                           Version 1.0
                        Last updated 03/09/05


                    Written & Compiled by TestaALT
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                          1. Author's Forward


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1.1 - Version History

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Version 1.0 (03/09/05): Completed version of guide.

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1.2 - Introduction

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Wave Race 64 is one of those unique and awesome games that you don't want to
end. Though it is a racing game, Wave Race 64 brings another dimension in
racing with arduous waters. It's not just about making perfect turns, but
rather how you can react to the water moving you into a wall, or a big wave
coming right for you. It's only eight courses, but those eight courses are
all beautifully designed. From astounding sunsets to the clear blue water
full of dolphins, you'll find this game is graphically amazing. It gets a big
fat "don't get it" because it has almost no replay value. And no, the racers
aren't sexy in Wave Race - told you it didn't have any replay!

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2. Basics

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Basics, as in stuff you should know before racing.

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2.1 - Controls

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A: Accelerate.

B: Brake.

Z: Accelerate.

C-Buttons: Change views.

Joystick: Turn.

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                        2.2  -  Stunts

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Backflip: Up-down while in air.

Double Backflip: Two up-downs in succession - you need a ton of air.

Sideflip: Left-right while in air.

Underwater: Hold down while in air.

Handstand: Circle the joystick from up to up while on water.

Stand on Engine: Circle up while on water.

Ride Backwards: Circle joystick clockwise from up to down while on water.

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                      3. Championship Mode

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The main mode in Wave Race 64. You get points for placing and those points
all add up in the end to determine the winner. The difficulties make the
course tougher with more obstacles, such as spikes or planks.

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                       3.1 - Sunny Beach

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Basics: Obviously, Sunny Beach is the easiest course in the game. It's your
        basic nascar track, with a strategy of "turn left." The buoys tend to
        make things interesting, however, as they are placed in a way where
        you will have to go in and out. For the two turns, try to lean into
        them as best you can, since the buoys are pointing to the inside. For
        the last stretch of the track, bullet through since the buoys are
        lined up so you can go through in a diagonal line. In the harder
        modes, you'll find spikes on the second straight stretch of the
        course. However, waves will jump you over them.

Time Trials: Blast through the first straight and lean into the corners. It
             is a hairpin turn so you'll have to brake. Don't go in too much
             or you'll hit the sand, which will slow you down substantially.
             Go down the next stretch, weaving in and out of the buoys, and
             do a major slide on the last hairpin turn. Race diagonally
             through the buoys to the finish line.

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                       3.2 - Sunset Bay

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Basics: This is a beautiful course that takes place during a sunset, making
        the sky a pretty orange. Don't be distracted by the graphics, though,
        because this track will take everything out of you on the harder
        difficulties. From the start, race passed the buoys and make the turn
        so you don't hit the wall. To do this, weave into the buoy. Launch
        off the ramp on the western side (for the easiest difficulty) or the
        east side (for the harder difficulty). Go through the buoys and slide
        in to the last stretch of the race. Here, the buoys are set up so
        you're going to have to do some major weaving! In the harder
        difficulties, a spike minefield will be laid here.

Time Trials: From the start, accelerate passed the buoys and be sure not to
        hit the sand - it will kill your time. Put yourself into the
        first turn by holding the joystick left. While jumping the ramp,
        hold down to make your hangtime shorter. Just go into turns and
        go through the buoys expertly, so you don't hit them but don't
        waste time, and you'll get a good time on this race.

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                         3.3 - Drake Lake

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Basics: This track is basically a big, long square. The buoys get tougher as
        difficulties progress. Anyway, from the start weave through the buoys
        until you get to the little island. Take the inside path and dodge
        the weeds. The outside path is a tad bit more time consuming. Weave
        through the next line of buoys and you'll be at the last stretch of
        the race. Here, posts are set up through the water, making racing
        through tough, especially with the buoy placement. For the easy
        difficulty, stay on the outside and go through diagonally - so you
        don't hit any posts. The harder difficulties have the buoys set up
        inside the posts, making it complete luck getting through. Take the
        last turn and you'll be at the finish line. The harder difficulties
        boast more weeds, but they are good for braking.

Time Trials: Run through the buoys until you get to the island. If you hit
        any buoys, the racers, or the wall, start over. ;) At the
        island, take the inside path and go around the weeds, but be
        sure not to drive on the island itself, because it will destroy
        your time. Weave through until you get to the posts. Here, try
        going through the middle - it will definitely be tough, but if
        you weave correctly in the inner part, you shouldn't hit a post.
        Turn sharply and the finish line will be a couple meters ahead.

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                        3.4 - Marine Fortress

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Basics: This race is pretty tough because it's always done during a big
        storm. So, the sky is grey, the water is tough, and there will be
        crates at one point of the race. From the start, accelerate and try
        to ram into the stone wall ahead of you. Instead, a wave will hit the
        racer and throw him over the wall. Sharply turn and follow the buoys
        through another turn to the wreckage. It's hard to get passed the
        wreckage successfully on the harder modes because it covers most of
        the water, but if you weave into already covered positions you should
        be able to get passed it. The easiest difficulty is just a couple
        crates, so just stay in the middle. Turn swiftly after the wreckage
        and follow the buoys to the green arches overhead. There's no buoys
        here, but you'll want to hug pretty close to the wall. Turn into the
        last leg and cross the finish line - there isn't a ton of buoys
        before the finish line.

Time Trials: Again, use the waves to get over the walls. For the turn, put
        your whole racer into it and brake to make things go faster. At
        the wreckage, stay in the middle or on one side (preferably the
        inner side) to get passed it. While under the green arches, stay
        on the right side and try not to hit the wall. Sharply turn into
        the last stretch, it's a straight ninety degree angle so you'll
        going to have to brake.

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                         3.5 - Port Blue

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Basics: The wreckage in the water outlines the track on the perimeter, so yo
        don't have to worry about that. From the start, accelerate passed the
        buoys and turn into the tunnel. A wave will sometimes hit you before
        you turn, but it's easy enough to straighten out. Down the tunnel,
        hug the right side of this area and take the tunnel on the opposite
        side. After going down the tunnel, take a sharp left turn and try not
        to hit the wall at high speeds because it will make things a lot
        harder. After the three buoys, ditch the ramps and go through the
        little opening on the far eastern ramp. Take a sharp turn and drive
        to the finish line.

Time Trials: More of the same thing, however, you should be an expert on the
        alternate tunnel. It's a lot smaller and really curvy, but also
        saves a ton of time. If you hit a wall in the tunnel it's game
        over, so try to stay on the middle. Out of the tunnel, stay
        close to the three same direction buoys and angle yourself so
        you are at the opening on the most eastern ramp. After driving
        through the opening, swiftly turn, almost hugging the wall, and
        accelerate to the finish line.

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                         3.6 - Twilight City

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#~#

Basics: Definitely one of the more enjoyable course in the game, Twilight

City is also pretty tough. You'll find yourself in a ton of "sticky" situations throughout the track. At the start, accelerate to the ramp ahead of you and jump off of it, going over a wall. At the end of the tunnel, hang a left and follow the buoys until the narrow ramp. Here, launch off the ramp on the western side so you don't hit the wall ahead. Ride passed the buoys and head left at the second red buoy. Go up and launch off of both ramps and turn into the finish line.

Time Trials: Speed out from the start and hit the ramp on the left side. Hold down while in the air to make the hangtime shorter. Stay on the left side of the tunnel and turn into the outside. Go passed the buoy and turn as you hit the sand. Accelerate up the ramp on the left side so when you jump down you don't hit a wall. Continue and on the second red buoy turn right after it into the ramps. After the two ramps, hand a hard left and go passed the finish line. The best way to get a better time is to slide into the last left turn.

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                        3.7 - Glacier Coast

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Basics: This course is bad, I'll admit. There's tons of different obstacles, narrow paths, and the ramps aren't all that fun either. Try to dodge everything and take every ramp - not much else to say.

Time Trials: Try and try until you don't hit anything. ;)

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                        3.8 - Southern Island

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Basics: The last course is actually one of the easier ones. It has a ton of obstacles, but they're all easy to get around. From the start, turn and launch off the ramp and over (or on) the boat. After the boat, take the buoys until you reach the post-field. Go into the field from the left side and weave your way to the ramp ahead. When you launch off the ramp, hold down to go underwater. This will allow you to go under the pier. After the first lap, it's more of the same thing. However, maneuver around the boat because you won't be able to jump over it at low tide. In addition, at low tide you don't need to go underwater to get under the pier, but it's recommended anyway.

Time Trials: Try to do things as clean as possible. This includes the sand on the course - nothing kills time like a water object trying to get through the sand. Again, only jump over the ship for the first lap as you won't be able to for all the others, and even if you can, it will take a long time to get up the ramp. In the post-field, go through on the left side and take the ramp - just remember to hold down to save time. The last leg of the race has some tricky buoys, but you should be okay with some decent weaving.

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5. Footer

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Beware: boring end stuff.

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4.1 - Credits

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   * CJayC for creating GameFAQs.

   * IGN for posting this guide.

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4.2 - Legal Disclaimer

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4.3 - Contact Me

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    Contact me via email (TestaALT@aol.com) or AIM (TestaALT) if you have any
    questions, comments, or suggestions about this guide. Just make sure that you
    put the game name in the subject line. If you don't, I'll probably delete
    you're email thinking it's spam. Also, make sure that the question isn't
    answered in the latest version of the document, which can be found at
    GameFAQs. Try to ask me legibly, as I can't decipher chickenscratch. For AIM,
    just beep me whenever you like. Thanks for reading, and check some of my
    other work at:

            -> http://gamefaqs.com/features/recognition/23249.html <-

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