



COASTER WORKS™

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**The Ultimate Roller Coaster Simulation
is coming to your Sega Dreamcast™!**

-  **Construct and ride your very own Coasters.**
-  **Create insane G-forces with killer loops, corkscrews, and death drops**

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SEGA®

Dreamcast™



IRON AGES™

High Speed WWII Aerial Combat



T-15129N

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure the room you are playing in has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperatures and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

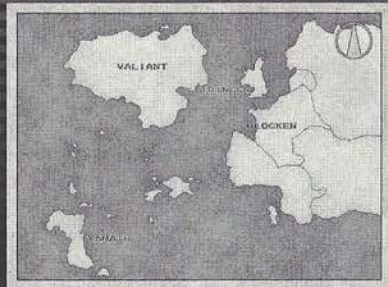
SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play the GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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Prelude to War



It was a time when countries were expanding their territories, and conflicting principles and ideals would inevitably lead to ruthless bloodshed.

Four major military powers fought for supremacy on four neighboring islands. The island of Blokken belonged to the Germans, Yamato to the Japanese, Trincer to the British, and Valiant to the Americans.

The Germans, obsessed with the thought of global domination, made many attempts to expand into British territory on the island of Trincer.

The British enlisted the aid of the Americans, who held similar beliefs of peace and harmony. When the two powers discovered war was inevitable, they formed the Allied coalition.

The Germans, however, were not without allies of their own: the Japanese. Together they formed the Axis of power.

The fighting escalated into larger battles as the Germans continued to press into British territory. Realizing the threat the Germans represented, the American army selected the best fighter pilot from each of its units and sent them to aid the British on the front line. As the Americans arrive in Trincer they discover the battle has just begun...

Setting Up

Iron Aces is a two-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. Purchase additional controllers (sold separately) to play with two people. Proper game functioning cannot be guaranteed if you use incompatible controllers.

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

Visual Memory Unit

With **Iron Aces**, 5 blocks are required to save game files and 5 blocks are required to save the options settings. The options settings will be automatically saved when the options menu is exited. A memory card may be used to store replay files. A replay file will require 8 or more blocks depending upon the length of your mission.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

Reset

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

SEGA DREAMCAST HARDWARE UNIT



Control Ports
Use these ports to connect the Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use each port to connect controllers for players 1 to 4 respectively.
NOTE: **Control Port** can also be referred to as **Port**.

SEGA DREAMCAST JUMP PACK™

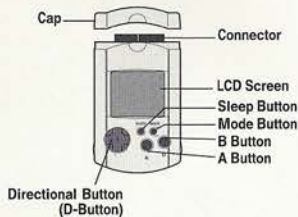


Jump Pack

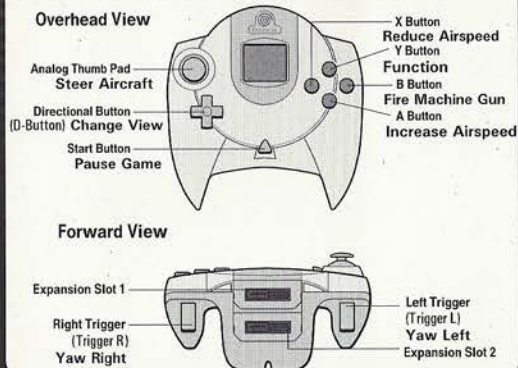
Iron Aces is compatible with the Sega Jump Pack, which can be plugged into Expansion Slot 2 in a connected controller. When the Jump Pack is inserted into Expansion Slot 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.

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SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



SEGA DREAMCAST CONTROLLER



Controller Functions

Aside from the standard functions, many buttons may be combined to perform other maneuvers.

Y+L+R: Pursuit View

Y+X+Analog: Free View

Y+ ↓: Change View Mode

Y+ ↑: Operate Flaps

A+X: Air Brake

Y+B: Bomb/Torpedo

Piloting Aircraft in Iron Aces

Iron Aces uses the the Analog Thumb Pad to control the steering of the aircraft. Press the the Analog Thumb Pad up to pitch the nose of the plane down, and press the Analog Thumb Pad down to pitch the nose of the plane up. Pressing the Analog Thumb Pad left or right will roll the plane along its axis. To make sharp turns, first roll the plane to one side and pitch the nose upward. This maneuver is good for chasing down enemy craft in the heat of battle. To make very small adjustments use the Triggers L/R to Yaw the plane left or right (respectively). Use the Yaw function when you are trying to aim very precisely at enemy craft. Sometimes during flight it is necessary to fly at slow speeds. Using your flaps will enable your craft to fly slower without stalling.

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Getting Started

Press the Start Button at the title screen to display the main menu.

Starting a New Game

Select NEW GAME.

Iron Aces will prompt you to enter a name for your pilot. Use the Sega Dreamcast controller to enter your name, then press the Start Button.

Select either Easy, Normal, or Hard for the game difficulty, followed by either Limited or Unlimited for the amount of ammunition.

A brief description of the background behind the game's story will be shown, after which the game will start.

Loading a Game

1. Insert the memory card with the saved file into an Expansion Slot of the connected controller.
2. Select LOAD from the title screen, or briefing screen.
3. Select the memory card containing the file(s).
4. Select the file you wish to load.

Options

From the title screen select the OPTIONS menu, or during a game, press the Start Button to pause the game and display a menu (may not be available in some modes). Different menu items are displayed depending on the mode you are in.

Select OPTIONS to modify display, sound/Jump Pack, and controller settings.

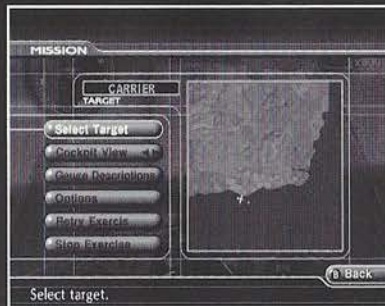
Follow the instructions on the screen to set up the various options. Use up and down on the Directional Button to select an item, then use left and right to modify it.



Saving a File

Any time you are in briefing mode, and after completing a mission, you will be able to save your progress in the game.

1. Insert the memory card into an Expansion Slot of the connected controller.
2. Select the memory card to which you wish to save.
3. Select the file you wish to save to or overwrite.



VS Mode

VS MODE allows one or two players to compete against each other or the computer in air or naval battles. Competition is between two teams, the Blue Team and the Red Team. You can play in one of three modes, 1P vs. 2P, 1P vs. COM, or 1P & 2P vs. COM.

Next, select either Air Battle or Naval Battle. In an Air Battle, the object of the game is to shoot down all of the enemy planes. In a Naval Battle, the object of the game is to sink the enemy's aircraft carrier.

A total of up to eight planes can be selected for both of the teams. In other words, the Blue and Red teams can both have from one to seven planes, for a maximum possible total of eight for the entire battle. You can either select identical numbers of up to four planes for each side, and have a fair fight, or handicap one team by giving it less planes than the other team. Sudden death battles between single planes are possible, as are hugely lopsided battles between one and seven planes.



Training

This mode will familiarize players with flying an airplane and bombing ships. The player will have a number of ships to bomb and must do so while avoiding enemy fire. After all the ships have been destroyed the player will proceed to another area where he/she will have the opportunity to fight many ships at once.

Screen Explanation

This page describes what is displayed on the screen while your plane is in flight.

A: Fuel Indicator

Shows you the remaining fuel for this mission.

B: Altimeter

Displays your plane's altitude. Keep an eye on this gauge – flying too low or too high is dangerous.

C: Air Speed Indicator

Displays your plane's current speed.

D: Tachometer

Displays the RPM of your engine.

E: Remaining Ammunition

Displays remaining bullets, bombs, and torpedoes.

F: Target

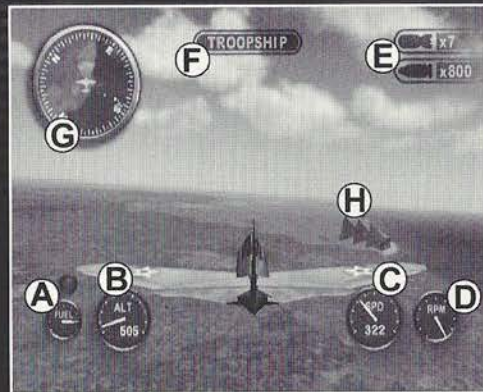
Displays the name of your current target. Enemies that must be destroyed as part of the conditions for completing your mission are displayed in orange, other enemies are displayed in white, and allies are displayed in green.

G: Nav Map

Displays your plane's direction of flight, as well as the position of enemy planes and other units.

H: Pursuit Cursor

Displays the direction and distance to the target.



How to Fly Like an Ace

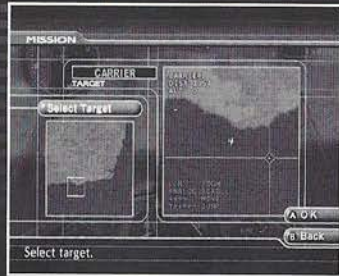
Try your hands on the controls by playing either the training or normal missions while looking over this section and it won't be long before flying your plane is second nature.

Altitude

Try raising and lowering the nose of your airplane by moving the Analog Thumb Pad up and down. Notice how this affects your altitude as shown in the altimeter (bottom left on your screen). Flying too low is dangerous because your plane may crash, but flying too high (above 8000 m) will make your plane difficult to control. Likewise, if you fly too high above enemy installations, flak will be fired and rip you apart, and flying too low will result in heavy machine gun fire. Always keep an eye on your altimeter.

Nav Map and Targeting

Notice as you turn your plane your nav map moves with you. Always watch your nav map, as you will be able to tell where your enemies are, as well as your friends. Enemy craft and installations that are critical to completing the mission will be displayed in orange. Other enemy craft are displayed in white, and friendly craft are displayed in green. Your current target appears in red. You may switch targets using the "Select target" command from the pause menu. Remember, though, that the game automatically selects the nearest mission target. Always take out the enemies that are posing the largest threat first.



Hot Pursuit

Once a target is selected, a pursuit cursor appears on the screen. This cursor shows the direction to your target, and the distance in meters. Using the pursuit cursor in conjunction with the nav map is a sure fire way to get the drop on your enemies in the air.

Speed is What You Need

Often speed is a crucial factor in dogfighting. If your plane is traveling too fast, you will not be able to turn sharply and zero in on your target. Bombing can also be very difficult at high speeds. Use the accelerate and decelerate buttons to balance your speed out correctly. This is especially important during pursuit, when you will want to stay within an optimal attack range of 200-400 meters from your target.

Air braking can also be a useful maneuver. If an enemy plane is behind you, and you'd like to get behind him quickly, execute an air brake and watch him fly by! Then punch your speed up to match your enemy's and blast him away.

Dogfighting Tricks and Tactics

Fierce air battles are a regularity in the world of Iron Aces. Just keep your head and you should be fine. If you can see your target on your nav map, but can't get him on the screen, try looking around your cockpit using the Directional Button. This is also a good way to look at ships or planes flying nearby without straying off your course.



Learn to anticipate your enemy's movements. If your target is heading at you dead-on, try slowing down and turning into an angle ahead of his current position. As you slow, he will pass you and you'll end up behind him. Also keep in mind when you aim your machine gun that the bullets travel in a parabolic curve, rather than a straight line, so lead your shots well!

Bombing Run!

The basic method of attacking an enemy ship with torpedoes is to fly low and slow. To attack a ship with torpedoes, approach at a low altitude, take into account the enemy's speed while aiming, and press the Y + B Buttons simultaneously to drop your torpedo. Firing from close range will give you better odds of hitting the target, but will also increase your odds of getting hit by anti-aircraft fire. Be careful.



Dropping your torpedo at too steep of an angle, or from over 300 meters, can cause it to explode prematurely on impact with the water. The best method of bombing an enemy is dive bombing. Approach your target at a high altitude in order to avoid anti-aircraft fire, execute a sudden steep dive, then drop your payload. Be careful when attempting this maneuver however, since it is easy to crash into the ground or water after unloading.

A Strong Defense...

When defending installations, ships, or bombers try not to stray too far from the pack. Enemy units will try to lure you away so others can go in for the kill, but don't fall for it. If you are defending stationary targets it is best to fly in the direction from which the enemy is coming. This way you can cut them off before they reach your base/vessel.

Starting the Mission

The game progresses through a variety of different missions. Before you proceed to your mission you begin in a briefing room. Inside the briefing room you can do a number of things.

Talk with your flight leader:

Baker, your seasoned flight leader, is always willing to give you some helpful advice. Speak to him before starting each mission.

View Performance Chart:

Lets the player see his stats for all completed missions.

Load Game:

Load a previously saved game.

Save Game:

Save your progress so far.

View Briefing:

Informs the player of his goals for the current mission, and instructs the player on how to accomplish them.

Proceed to Mission:

Fly the current mission.

Selecting Your Plane

After you proceed to your mission you will need to choose a plane to use. Select a plane with the Directional Button, then press the A Button. The recommended plane for the mission is already selected by default, but you may change the plane selection according to your own preferences.



Carrying Out the Mission

After committing to a plane you will see a flight scene. You will gain control of your plane after the flight scene ends. A brief movie of your plane taking off will be shown, after which the battle commences. Keep in mind your mission as described in the briefing, and may victory be yours!

Completing the Mission

After the mission ends, a question will appear asking whether or not you want to return to base. Select "Yes" to automatically return to base. You can also select "No" if you want to fly a bit longer, or shoot down some more enemy planes. You can return to base at any time after this point by selecting "Return to Base" from the pause menu.

Before returning to base you are prompted to save your game file, view a replay, or save a replay. You may save a replay to your memory card in the same manner as you save a game file. To view your replay, select "Load Replay File" from the LOAD menu.

Your Flight Leader: James Baker

James Baker was originally hoping for a career as a staff officer, but became a pilot when he discovered his love for flying. He is well known for his fearless fighting skills and exacting leadership style, and is highly respected by his superior officers.



The Planes of Iron Aces

Throughout your missions you will pilot and face many unique aircraft. Here are just a few you will encounter.



P-51 Mustang



Ju87 Dive Bomber



B-29 Heavy Bomber



Shinden



Hurricane



F4F Wildcat



Z-21 Zero



Me 262

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