

It's 9:00 am.  
 December 7, 1941.  
 Do you know where  
 your Sega Dreamcast™ is?



→Join in on all the heart-pounding, dogfighting action in over 17 levels of excitement.

→Take on every last carrier, submarine, air base, and warplane in the Pacific theater.

→More than 20 uniquely detailed airplanes let you party like it's 1942.

# IRON ACES

High Speed WWII Aerial Combat

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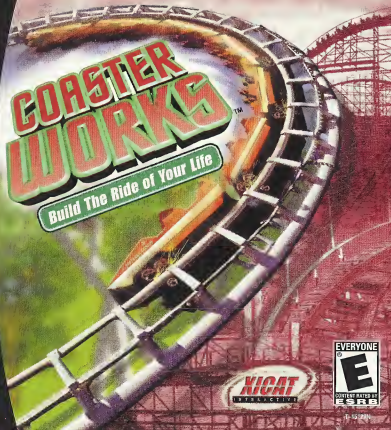


Dreamcast™



# COASTER WORKS™

Build The Ride of Your Life



## 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 and/or 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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## Setting Up

**Coaster Works** is a one-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. 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

**Coaster Works** requires 75 blocks to save the game mode. The memory card must be plugged into Expansion Socket 1 of the controller in control port A in order to save data.

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

## Sega Jump Pack

**Coaster Works** is compatible with the Sega Dreamcast Jump Pack, which can be plugged into Expansion Socket 2. When the Jump Pack is inserted into Expansion Socket 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.

## Reset

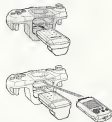
To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

## Dreamcast Hardware

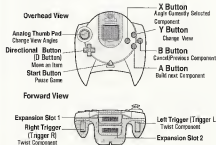
### SEGA DREAMCAST HARDWARE UNIT



### SEGA DREAMCAST JUMP PACK™



### SEGA DREAMCAST CONTROLLER



### SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



## Getting Started

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

### Starting a New Game

Select **NEW GAME**.

Also see, *Selecting a Stage* on page 7.

### Continuing From Saved Data

1. Insert the memory card with the saved file into Expansion Slot 1 of the controller and select **CONTINUE**.
2. Select a memory card.
3. Select a saved stage.

## Menus

Press the Start Button to display a menu (may not be available in some modes). Different menu items are displayed depending on the mode you are in.

### Various Menu Items

<b>Continue</b>	Go back to or continue the game.
<b>Explanation Omitted</b>	Explanation omitted and proceed to the next mode.
<b>Delete Components</b>	Delete all the components beyond the current component you are editing.
<b>Special Components</b>	Build loops and corkscrews. (Not available in some stages)
<b>Test-Run</b>	Perform a test-run.
<b>Save</b>	Save the current stage to a memory card.
<b>Stop</b>	Go back to the previous mode.
<b>Options</b>	Configure the in-game settings.
<b>Change Coaster</b>	Change roller coasters. (In secret stage only)
<b>Change Color</b>	Change the color of the rail. (In secret stage only)

## Saving A File

You can save a game either from the Construction Mode or after clearing a stage. Make sure there are 75 available blocks in your memory card.

From the Construction Mode: Press the Start Button and select **Save**. Select a memory card. Select a file.

*One memory card can store up to 2 files.*

## Options

Select **OPTIONS** in the menu to configure the game settings.

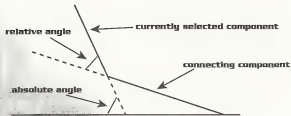
<b>BGM</b>	Set the volume of the background music
<b>Sound Effects</b>	Set the volume of sounds such as the coaster's noise
<b>Scream</b>	Set the volume of the screams
<b>Sound</b>	Switch between stereo and monaural
<b>Guide Display</b>	Select whether or not to display the guide in the Construction Mode
<b>Jump Pack</b>	Select whether or not to use the Jump Pack function

## Absolute and Relative Angles

The following diagram explains the terms "Absolute Angle" and "Relative Angle" when used in the game and within this booklet.

**Absolute Angle** – The angle formed where the component and the ground intersect.

**Relative Angle** – The angle formed where the currently selected component and its connecting component intersect.



## Selecting A Stage

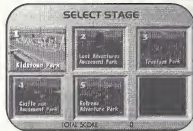
You can only select the stages that are highlighted. New Game players will only be able to choose the first stage, Kidstown Park, as the beginning stage.

### Coaster Works Tutorial

In this section you will be given in-depth instructions on how to become a professional roller coaster architect.

### Stage Requirements

This menu displays the conditions and requirements needed to successfully complete the selected stage.



**Maximum Speed**

Maximum speed needed.

**Maximum G-Force**

The total amount of horizontal and vertical G-forces needed.

**Thrill**

The level of thrill needed; indicated in points.

**Safety Level**

The level of safety to maintain; indicated in points.

### Course Limitations

This menu displays the course restrictions.

**Width**

The width of the overall course.

**Length**

The length of the overall course.

**Height**

The maximum height of the course.

**Maximum Angle**

The maximum vertical absolute angle.

**Twist**

Whether twists can be used in this course.

## Construction Mode

This is the mode used to design the roller coaster.

<b>Vertical Angle</b>	The vertical absolute angle of the component you are editing.
<b>Horizontal Angle</b>	The horizontal absolute angle of the component you are editing.
<b>Twist</b>	The twist's absolute angle of the component you are editing.
<b>Total Length</b>	The total track length of all of the components combined.
<b>Height</b>	The height of the component you are editing.
<b># of Components</b>	The total number of components used.



### 4-Way Split Screen Mode

1. View from the coaster rail
2. Bird's-eye view
3. Side view
4. Front view



### Camera Mode

1. Ground
2. Component being edited
3. Coaster station
4. Finish Zone

## Building A Roller Coaster

The construction method is also explained in the game's tutorial.

- A course is built by changing the angles of the components and extending them. The relative angles (the angle between a component and its connecting component) must be less than 40 degrees. In some stages, the absolute angles (the angle between a component and the ground) are also limited.
- Use the B Button to go back to previous components. If you modify an angle of a middle component, all the angles thereafter will also be modified automatically according to the change you made. In order to move only the component you are currently editing, press and hold the X Button while moving the component.
- Use the Y Button to change views. You can look at the rail from different view angles to better grasp the overall picture.
- The maximum number of components you can use is 240.
- The roller coaster will automatically roll up the first hill and start free falling at the first downward angle.
- Select **TEST-RUN** from the menu to test the rail. If components are not connected properly or do not fit within the designated construction zone, the test-run cannot be performed. Problem components will be indicated in yellow.
- To bring the end of the rail back to the station, you need to place it into the Finish Zone. The Finish Zone is located at the right side of the station and indicated in green. Make sure the angle between the end component and the station is less than 40 degrees. When you place the end of the rail into the Finish Zone properly, a red instruction rail will be displayed.
- Once the end of the rail is properly connected to the station the first phase of the rail building is complete. To clear the stage, however, you must successfully complete a test-run and satisfy the predetermined stage requirements.

- As you progress through the stages you will be able to use special components. Special components enable you to easily build loops and corkscrews. Select **SPECIAL COMPONENTS** to go into the Special Components Construction Mode. Use the Directional Button to select a special component and press the A Button to select. The special components can be used only when the following conditions are satisfied: 1) the vertical absolute angle of the end component is less than 10 degrees; 2) the absolute angle of the twist is less than 10 degrees; and 3) you have more than 20 components remaining.

## Test-Run

To operate a test-run, select **TEST-RUN** from the menu in the Construction Mode or select the end component and press the A Button while the Finish rail is displayed.

An ultra-realistic dummy is used in the test-run to collect statistical data for course evaluation. When a test-run is successful the collected data will be displayed. If the results satisfy all the predetermined stage requirements you can proceed to the next stage.

While riding on a roller coaster in a stage you have already cleared, view angles can be changed using the Y Button.

1. Speed (mph)
2. Vertical G-force
3. Horizontal G-force
4. Time elapsed since the take-off

*The directions of G-forces are relative to riders and not to the ground.*



## Advice From The Coaster Works Team

- *Safety Level is Too Low*  
Generally speaking, the longer and the more bumpy the course, the more dangerous it will be. In other words, make the course shorter and straighter to increase the safety level. The ride will be especially dangerous if the G-force is over 6.5. Avoid sharp curves at high speeds.
- *Thrill Level is Too Low*  
Generally speaking, the longer and more bumpy the course, the more thrilling it will be. But, this will compromise safety. Try to balance safety and thrill factors.
- *Maximum Speed is Too Slow*  
The bigger the drops are, the faster the roller coaster will go. Hence, make the peak of the drop as high as possible and the bottom of it close to the ground.
- *Maximum G-force is Too Small*  
It's easy to increase the G-force; build sharp curves where the roller coaster will have gained speed. But, this will increase the danger, so don't go overboard.
- *Roller Coaster is Pulled Off the Rail*  
Roller coasters can go flying off the rail if either the horizontal or vertical G-force is too strong. To avoid this, make the curves less sharp or add some twists.
- *Cannot Modify the Angles of the Components*  
If you are unable to modify the components you are probably trying to make the angles too big. Try pressing and holding the X Button while moving the components, or, start from the end component and then go to the middle ones. If these tricks do not work, select **DELETE COMPONENTS** from the menu and erase all the components beyond the one that's currently selected.



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