

The water and reflective effects in Panzer Dragoon Saga are just jaw-dropping.

WHAT ADVENTURE?

Judging from the screenshots seen here, I imagine you might be thinking something along the lines of "so where does the adventure bit come in then?". And I wouldn't blame you. At the moment, Panzer Dragoon Saga is still very early on in development and whilst a lot of the arcade sections appear complete, the actual adventuring areas (particular the bits where you control Azel) don't seem as far along the road to completion. And even if they were, the fact that all of the text is in Japanese at the moment probably wouldn't help me too much.

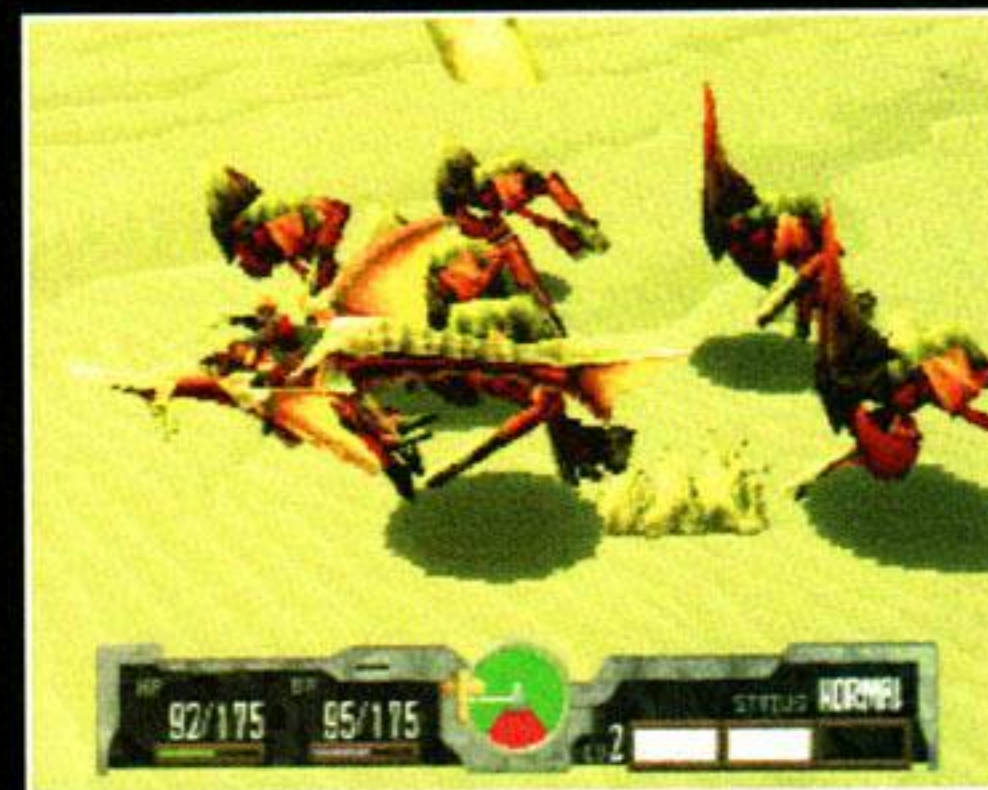
So, aside from the fact that you can spend your money on power-ups and talk to the populace, there's little more I can say at this time about the "running about" bits. Aside from the fact that they look absolutely spectacular!

The flying around sections are easier to pin down in that the puzzle elements are more visual in nature, mostly being a case of blasting objects in a certain order and what have you.

According to our friends at Sega, the game will also focus closely on the relationship between Azel and his dragoon pal. In previous Panzer games we've only really guessed at their association



The overhead Dragoon sections offer you some amazing visuals!



The graphics defy the limits of the Saturn! Every section of the game is a graphical feast - not too bad at all for a role-playing game!

through the use of senses shattering full-motion video. Well, Panzer Dragoon Saga will put that to rights and reveal for the first time why man and dragoon have become so reliant on one another for survival in their bizarre world.

THE BOSSES

Perhaps the most memorable aspects of Panzer Dragoon and its sequel are the boss characters that lurk at the end of each stage. Well, Team Andromeda certainly haven't let us down in this regard. The monstrosities seen in Panzer Dragoon Saga are every bit as er, monstrous, as previous Panzer epics. In fact, even the early guardians which I've witnessed easily surpass what we've come to expect from Andromeda. I can't give away

too much here - suffice to say that they're pretty intimidating. Additionally, mindless blasting won't help you here. The key to bringing a boss down is to find its weakness. And then indulge in some mindless blasting action if the fancy takes you. Suffice to say that these sections of the game are graphically spectacular. But then, you would have already guessed that.



Every character in the game is just as animated and detailed as Azel himself! Yes this game is looking pretty awesome all right...



One of the most spectacular aspects of Panzer Dragoon Saga is the way that the player can define the exact appearance of his dragoon...

By changing the various attributes that make up your dragoon's being, you can watch your dragoon change shape before your eyes in a stunning morphing scenario.

As you would expect, by changing the shape of your dragoon you also affect its flying and battle capabilities. No doubt certain situations will demand a certain shape of dragoon...