

problems encountered with this early code) as well as an array of new game modes, which are apparently being devised by Tetsuya Mizuguchi and the AM Annex posse. The original arcade team are also overseeing the conversion work, making sure that the final game will be every bit as good as - and hopefully even better than - the epoch-making Sega Rally, which remains the definitive Saturn road racer.

Obviously, we're quite worked up about this one, so expect us to continue the coverage in the very next edition of SEGA SATURN MAGAZINE! In the meantime, enjoy these exclusive screenshots!



## E3 Masterpiece

# Dragoon Returns!

## Stunning adventure will blow your mind



The E3 demo concentrated exclusively on combat, which adopts a more RPG style system, although the graphics are still incredible.

IF YOU THOUGHT PANZER DRAGOON Zwei was unbelievable, ready yourself for the senses-shattering Panzer Dragoon Saga.

Saturn owners are kind of liberated guys: after all, we've seen that RPGs can be pretty cool (just check out Dark Savior, Shining The Holy Ark or the forthcoming Grandia), but the genre is set to rise to a new level of excellence in the form of Team Andromeda's Panzer adventure.

Words alone cannot describe the

sheer excellence that is Panzer Dragoon Saga. The graphics are amazing - just as smooth as Panzer Zwei, but with tons more detail (particularly in the town sections). All of things usually associated with quality PlayStation produce (loads of polygons, all light sourced) can be found here, along with the kind of special effects that only Andromeda can program, resulting in a videogame that looks like being the best-looking RPG in existence!

The game is split into several sections - the town sections are where most of the character interaction takes place, as well as the vast majority of object interaction. Once your dragon is located, the field sections take place. These are overhead sections, allowing to move between areas (there's a bit of shooting here too!).

Combat is similar in terms of look to previous Panzer epics, although being an RPG, it's turns based as opposed to all-out action. The visual effects remain amazing though!

Panzer RPG is due to be released in Japan in September, but probably won't make it here until 1998. This is due to the sheer size of the game. According to Sega, over 1,500 pages of Japanese text require translation to English before the game can be released... so we could be in for quite a wait. You can expect full updates in forthcoming issues.



Combat is initiated in a similar style to the Shining games. Exploration of each area (as seen to the right) is interspersed by sudden meanie attacks (as seen in every other picture).



Exploration is still important in Panzer RPG.



Rack in those experience points!