

# The **saga** continues...







Panzer Dragoon Saga is shaping up to be one of the greatest Saturn games ever! Its awesome combination of action and adventuring (plus the best graphics ever!) makes it the BIG game for 1998! RICH LEADBETTER continues the coverage...

#### **MIND-BLOWING!**

It's now six weeks since the arrival of the Japanese final version of Panzer Dragoon Saga. Last month I was blown away by Team Andromeda's accomplishments. My senses were sent packing by the most incredible graphics I think I've ever seen the Saturn produce... my mind was immersed in a truly epic adventure that could well qualify this superb game as the best adventure I've ever had the pleasure of experiencing!

Six weeks on and the pleasure has not diminished! This game is just so cool to play - regardless of the Japanese text which makes the plot itself pretty incomprehensible - I can state categorically right now that you aren't going to be disappointed with this epochal videogame. It's gonna be a classic!

The coverage in SEGA SATURN MAGAZINE continues! This issue we deal with the complex fighting system and continue the adventure through to the conclusion of Disc Two (there are four in all!). We'll conclude the preview next issue (when we should hopefully get a finished English language version) and then it's review time. Ready yourself for a massive score: this game is just amazing!





## LAST MONTH...

In the last edition of SEGA SATURN MAGAZINE we travelled through Disc One of Panzer Dragoon Saga... and what an epic journey it was! We quested through a vast series of canyons, through a deeply inhospitable desert, camped out with a travelling caravan of travellers and then journeyed north to a vast waterscape. And then we did battle with Azel and her Dark Dragoon (yup, turns out that Azel isn't actually you, it's your competition!). And with her defeated (for now), it's on with a vengeance into Disc Two of Panzer Dragoon Saga...



▲ The first water level (left) and the travelling caravan (right).

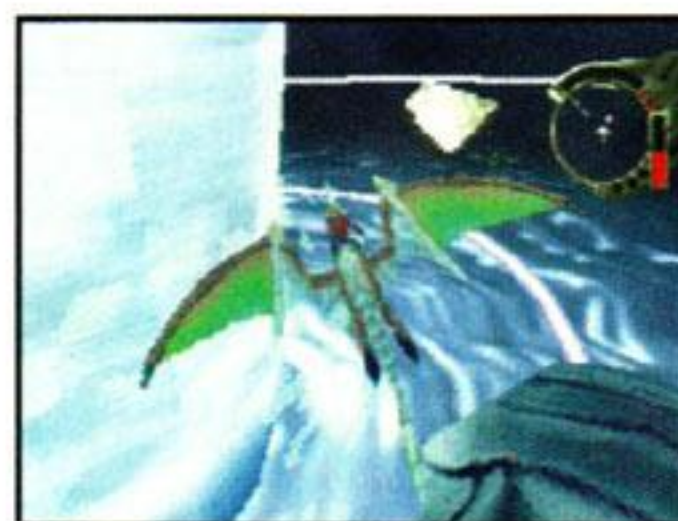
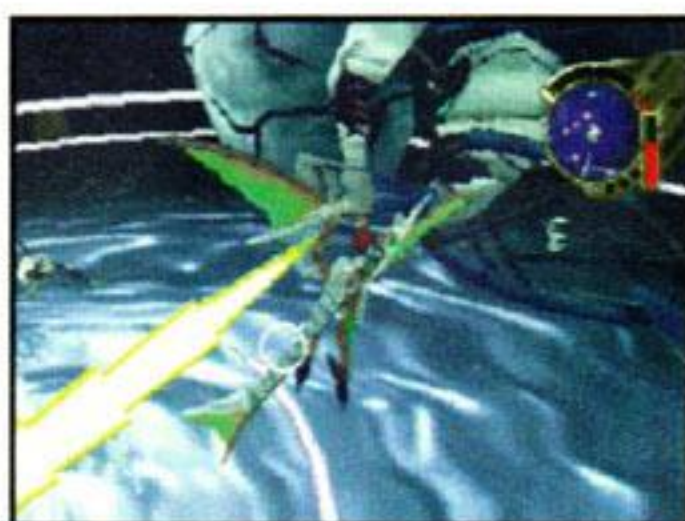
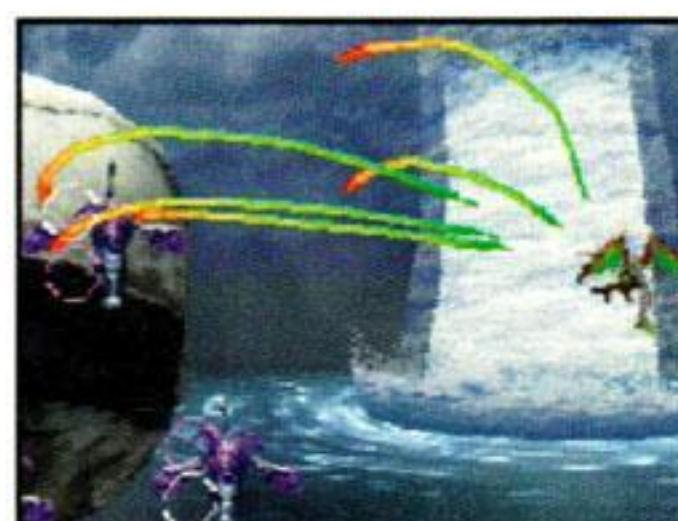


Meanies lurk behind an enormous floating rock (top). Close in and let rip with the lock-on missiles for maximum damage distribution!

## THE MAELSTROM

The first task of Disc Two sees you returning to the waterscape area so recently conquered in Disc One. The forces of evil have already set up camp there, positioning their infernal machinery in order to create a massive tornado storm. You fly directly into the storm, taking down enemies en

route until you reach the eye. Here you can bear witness to some of the greatest graphics the Saturn has ever seen as you take out the machinery causing the storm. And then, as the weather subsides, a vast ship of unknown origin hoves into view... What can we do about that?



Bribe this guy with cash for essential information.

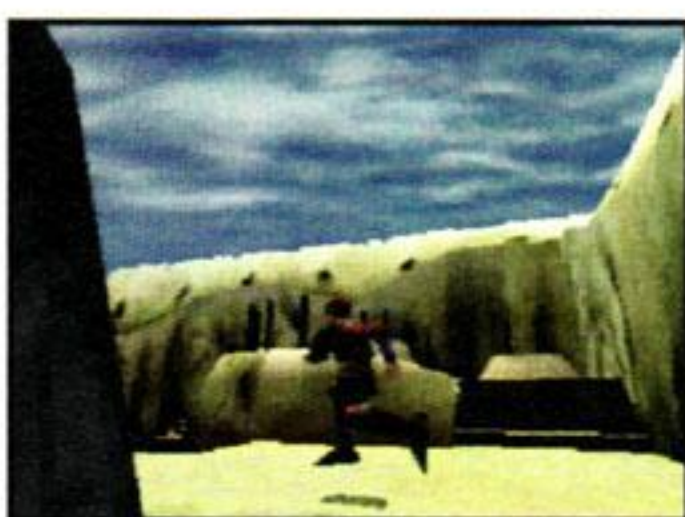
## THE CITY

The capital city of the map, this is the place where you'll dig up the hottest information on your quest. In fact, it's the focal area of the game for the entirety of Disc Two and Disc Three. Essentially, the characters in this city give you missions that take you across the length and breadth of the land. The city itself has a small industrial area, a pub/club (which is a veritable fountain of information) plus small dwellings for each of the characters. There's even a well which hides an odd secret. The city is actually split into two different areas (there's an enormous door you can't get through until later on in the game), but that isn't your first worry. Oh no. Concentrate on the characters in the club and the guy repairing his ship...



▲ Talking to the locals in the club might yield some useful info...

▼ Question the inhabitants of the hero's town to get hold of more essential nuggets of knowledge.





## THE SHIP

After returning to the City for a "debriefing" by the guy repairing his craft, it's time to fly back to the north atop your dragoon steed for a bit of a recce on this mysterious craft that materialised at the end of the Maelstrom episode. The ship is hovering, stationary, over the now-still waterscape. Breaching the hull, our hero infiltrates into the depths of the ship, before

being discovered, knocked out, taken to a new ship and then tortured brutally in a pretty savage full-motion video sequence. Rescued at the final moment, you reach the deck of the ship and reunite with your dragoon before the epic boss sequence begins.



Our hero infiltrates the ship, gets captured, tortured, escapes... and then does battle with a horrific boss!



## BOSS: THE FLY/SHIP COMBO

The craft you were transferred to actually turns out to be a massive carrier for an enormous mechanical fly creature, being towed along underneath. Take out the craft and the Fly frees itself, ready to make life for your dragoon something on the miserable side. Actually it's only its side-mounted cannons that really cause you any problems - the front-mounted electro-device and rear venom clouds take so long to charge up you can easily dodge out of the way and then rain in the damage!



The ship has wall-to-wall cannons, but it's at least more predictable than the boss it carries underneath! It's a battle royale!

## THE EAST LAKE BASIN

Yup, it's another water-based level, but it's also the most spectacular stage yet seen in the game (but not the best in the entire game - things get amazingly cool in Disc Three!). A vast series of lakes populated with ancient ruins, encircled by enormous cliff-faces is the setting for the next level of Panzer Dragoon Saga. The primary aim of this stage doesn't become apparent straight away. First of all you need to gain access to the second lake, which is behind an impassable cliff. A passageway needs to be restored before you can move on to the next stage. But how are you doing to activate the ancient towers when you alone don't have the strength to move

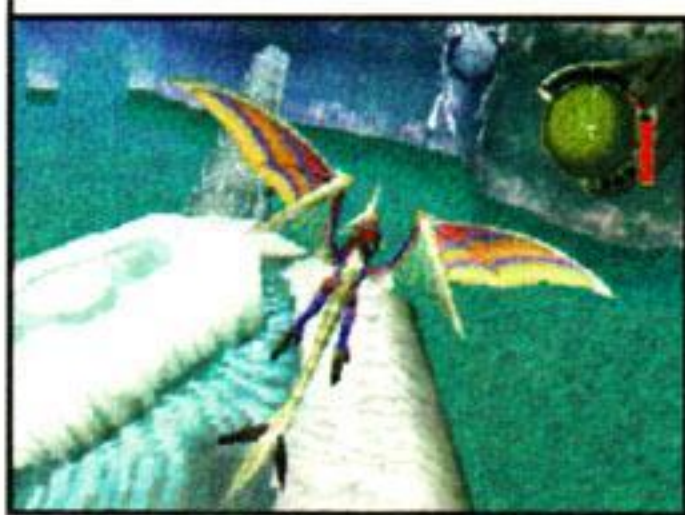
them? Perhaps the whale inhabitants of the level can help...

Once you're through, you find the activation glyphs required to start some ancient rotors found in the first stage. The problem here is that the enemy also have interest in these ruins and they've stationed battallions of sky fortresses and scout craft at every major point in the stage. Suffice to say, you're in for the fight(s) of your life every time you approach a new area of the level.

However, once the rotors have been activated, an ancient structure emerges on the second stage... but first of all, there's a boss to defeat!



Those guys above hang out at every important stage of the level. Fight!



▲ As you progress through the level, the sun sets and night arrives!



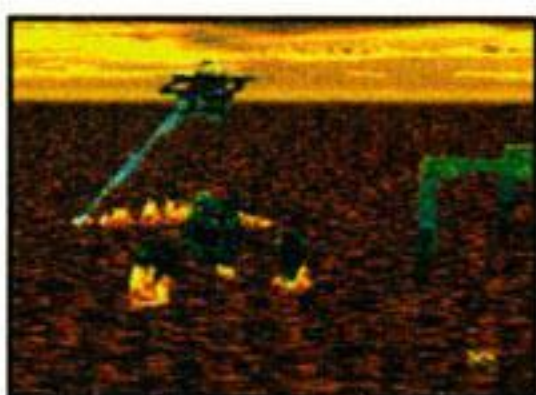
The lakes offer some pretty hardcore puzzling action, interspersed with some of the hardest minions you would have met to date!



## BOSS: STATIC CONDUCTOR

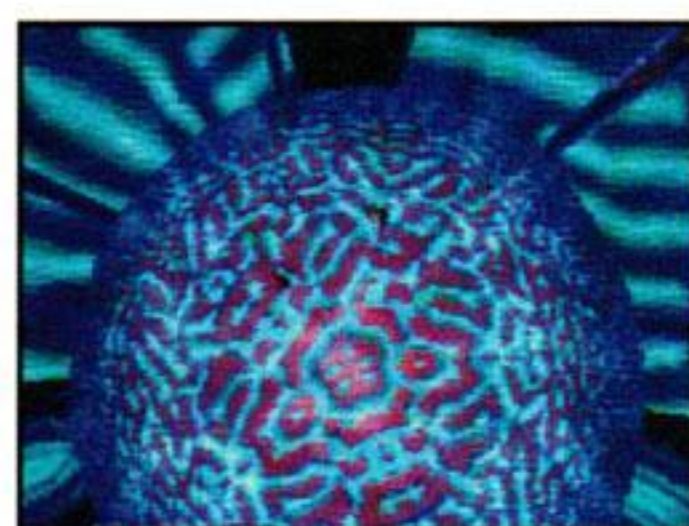
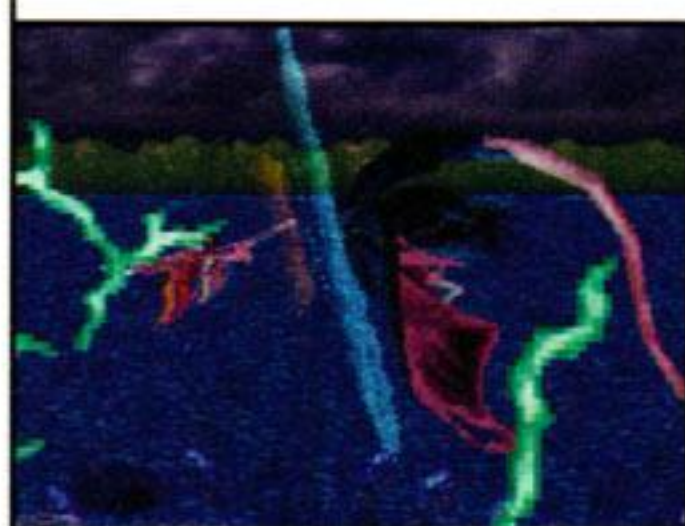
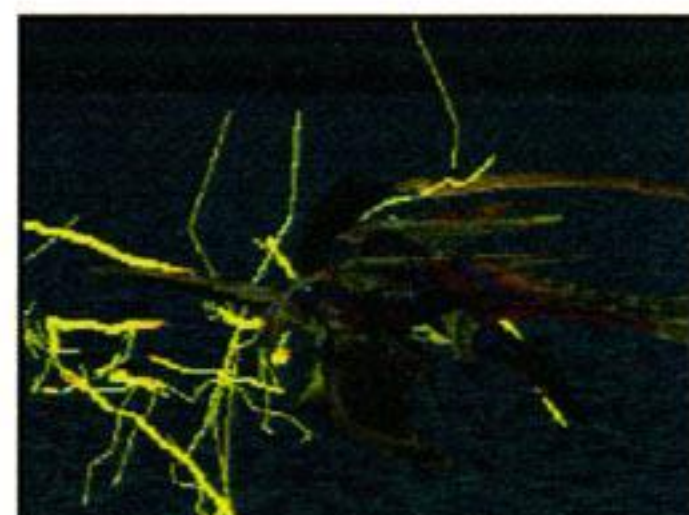
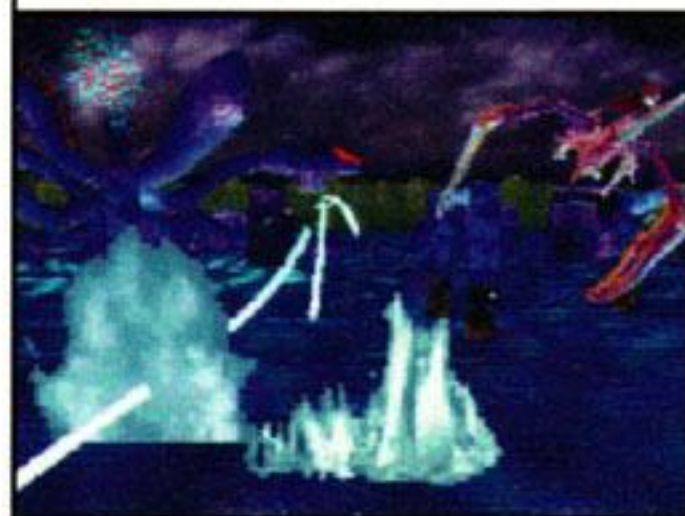
One of the toughest bosses you'll have encountered to date, this monster conducts massive amounts of electricity. His aim is simply to immobilise you and then let you have it with 20,000 volts! Suffice to say that a huuge amount of damage is inflicted every time this guy gets in a massive electric strikes on you. You can't really avoid his immobilising bolts... but what you can do is get frozen in front of his weak spot, fire up a shield and then just concentrate your fire. Sounds easy eh? Nope! This boss is so utterly hard it defies belief.

You can't help but get hit by this boss's immobilisation ray. The key is to choose the spot where you get frozen... and then let rip!



## RETURN OF THE DARK RIDER

Azel's back atop her enormous dragoon which somehow manages to look even nastier than it did last time. That's probably because it is. Luckily, despite a vastly more powerful berserker attack and extra lasers built into its flanks, the same tactics used last time (with some small variations) work pretty well this time. Once defeated, the two dragoons square off and prepare for ramming speed. Just before their two heads collide, a strange mystical energy is given off, resulting in an enormous bang... this sends both riders falling down into the abyss!



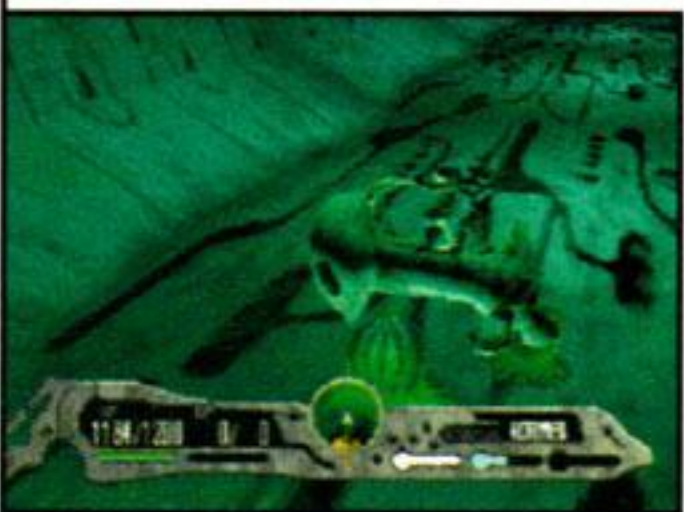
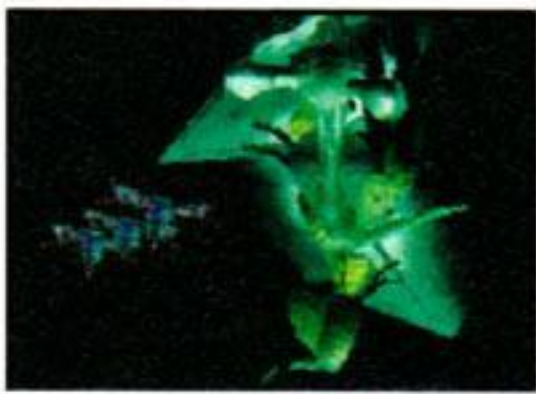
## THE CAVE SYSTEM

Our hero and Azel awake in a dark, dank cave. Yes, the sworn enemies need to work together to beat this latest challenge - only teamwork can take both riders from the depths and back into the real world! Luckily, a bizarre scooter style object is found in the cave with them allowing access into the depths of the underworld cave system.

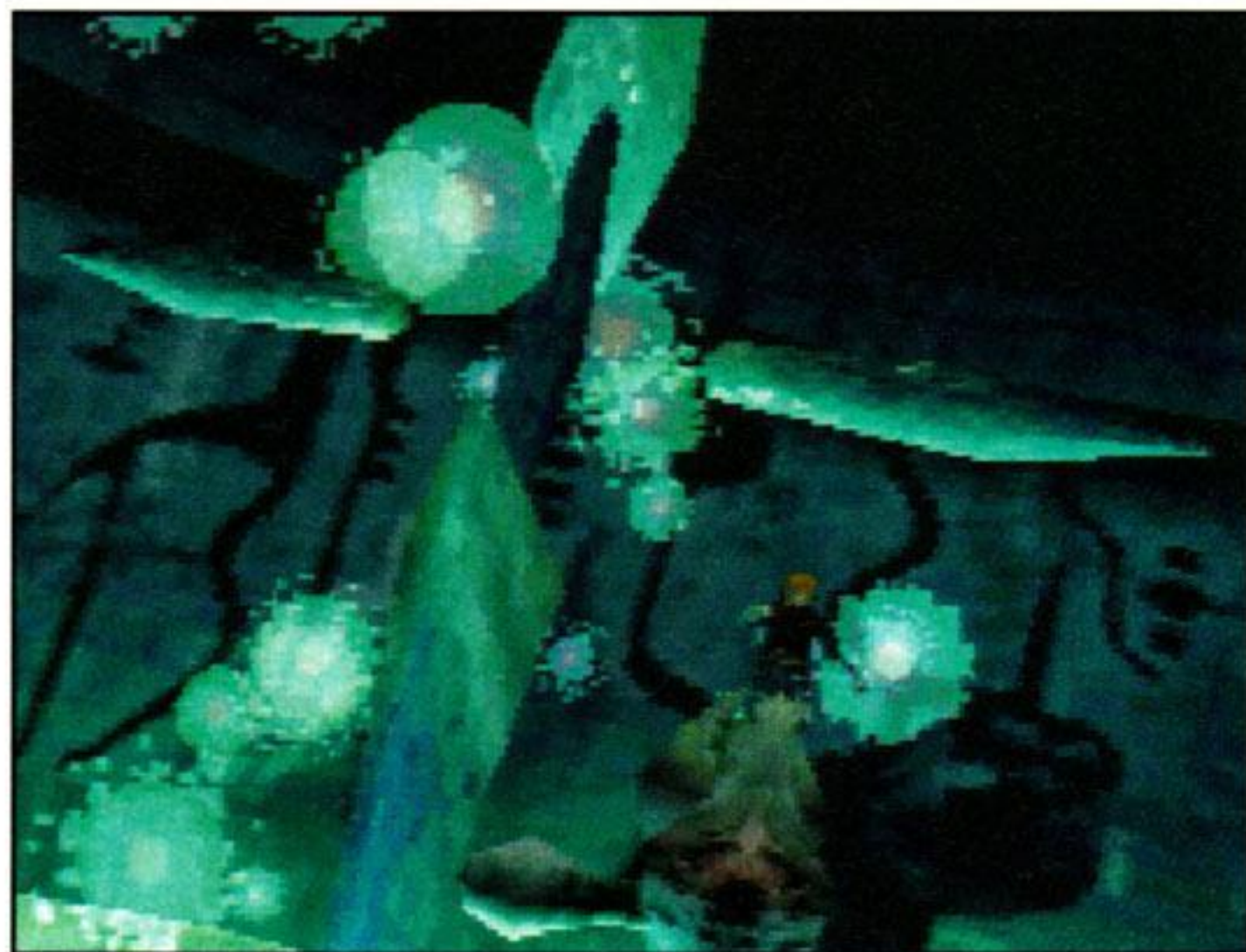
Of course, the primary aim here is to locate the exit that takes you out of here, reuniting you with your faithful dragoon... but this task in itself is fairly daunting. There are at least five different main stages to the cave system, packed to the walls with creatures that leap out to ambush you. These meanies are tough: some are vulnerable to your cannons, some to your lock-on lasers. The catch is that if you hit them with the wrong weapon, they grow stronger! And then there are the shot-

The key to this stage is an enormous green room, inhabited by a ceiling-dwelling boss... If you can figure out how to defeat it, the level is yours!

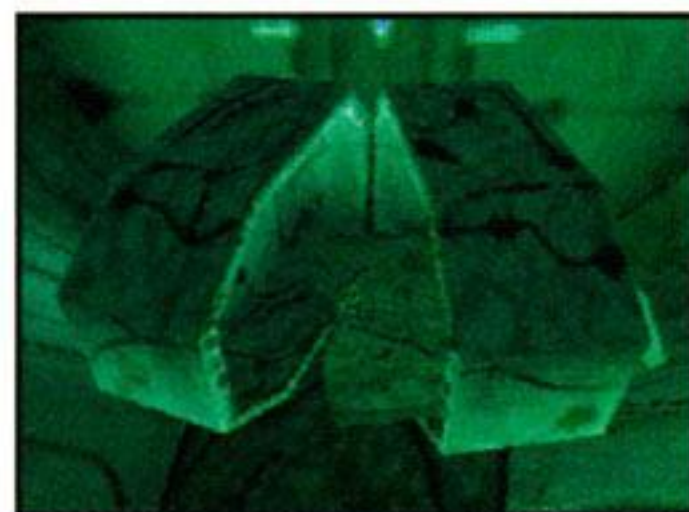
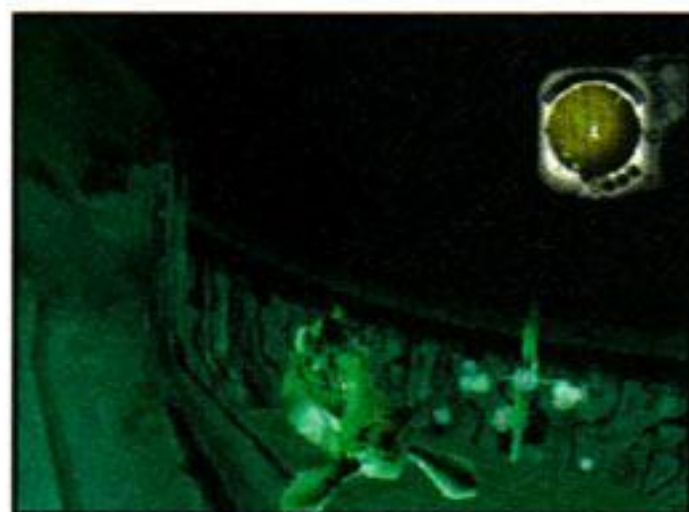
The key to this level is exploration. Find every last room and raid them mercilessly for the power-ups you need!



Eggs, fire-spitting flowers, insects and flies infest the cave system.



▲ Setting these enormous dynamos into action opens the doors.

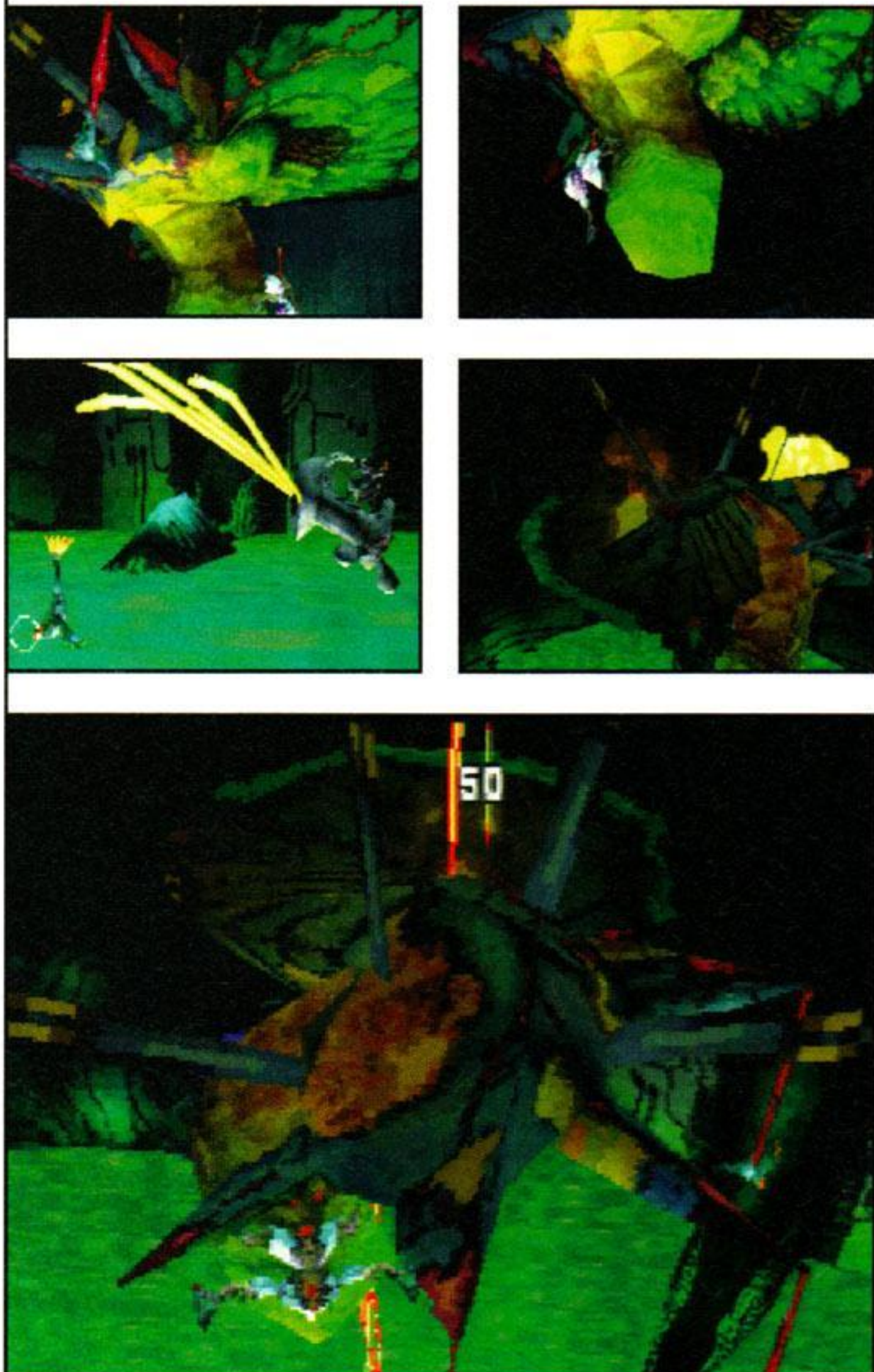


The pic (right) shows one of the lifts that transports you between levels.



## BOSS: EVIL CEILING CREATURE!

Remember that you're sitting on a scooter. A scooter that can only hover a few feet off the ground. Now you're facing off against a creature high above you, raining down vast reams of destruction on your sorry ass! Somehow you've got to find a way to divert your weapons to reach the boss high up on the ceiling whilst dodging the nasties the boss is throwing your way.



## BOSS TWO: THE ESCAPE

As you and Azel take the lift that returns you to the surface (and presumably your dragoon chum), a massive boss creature (yes, another one) gives chase! This guy really is tough - he has this irritating habit of blasting immobilising plasma in

your direction and protects his weak areas with the flower creatures from the caves (which blast back at you whenever you strike them). Yessiree-Bob, this is the toughest fight you've had yet!

Once the cave system has been conquered, one boss is all that stands between you and access to Disc Three of Panzer Dragoon Saga.



This boss has an attack to take you out wherever you choose to fly.

## AND NOW... THE CONCLUSION

The battle against the last boss creature brings about the conclusion of Disc Two. All of this adventuring accomplished and you're still not even halfway through the game! In the next edition of SEGA SATURN MAGAZINE we'll be taking a good, long, hard look at the last chapters in this epic adventure! And yes, it gets better still!