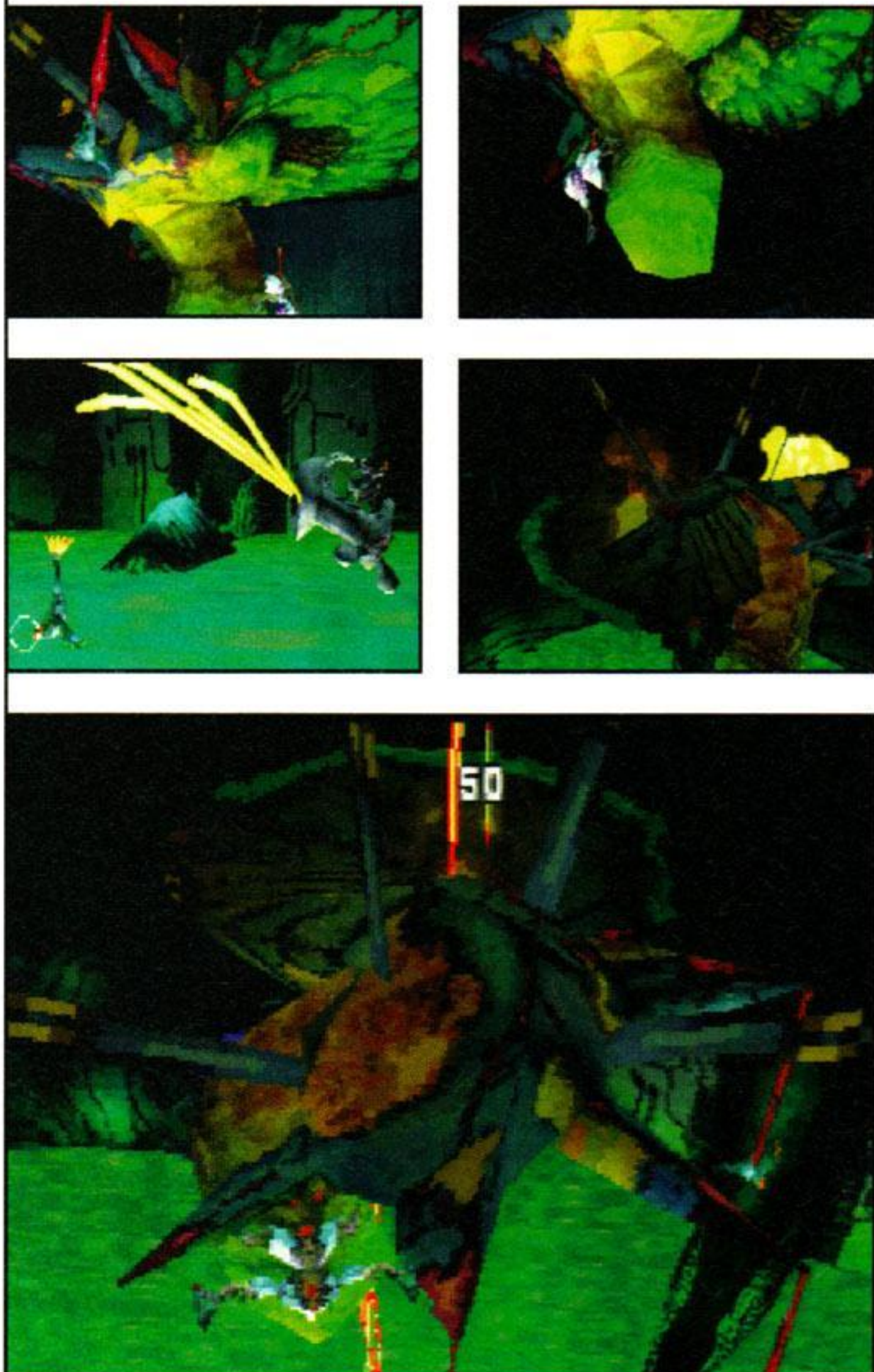


BOSS: EVIL CEILING CREATURE!

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!