



Team Andromeda are BACK with one of the most amazing games ever seen! The awesome Panzer Dragoon Saga is guaranteed to blow your mind!

You can check out what I've seen by looking at the screenshots dotted around this feature. Cool eh? Well just wait until you see the silky smooth 30fps visuals, mind-blowing animation and excellent light-sourcing. These graphics are Andromeda's best yet. Maybe even the Saturn's best yet.

GOING FOR A WALK

Basically speaking, Panzer Dragoon Saga is split into three distinctive sections. There are bits where your main character, Azel, is walking around stunningly detailed environments, such as villages and towns. Mere words alone cannot describe the magnificence of the graphics here. Imagine Zelda on the Super NES in full three dimensions with stunning light-sourcing - the works! You even get night and day, which effects the entire look of the town as time passes. Characters wander about the towns, minding their own business, all of them as brilliantly animated as Azel himself. Never before has a role-playing game achieved such levels of realism as here.

Yeah, these graphics are cool all right. But they're just the tip of the iceberg... Just imagine - this is just the first quarter of the game and the quality of the visuals is sure to increase the further you get into the game. Make no mistake about it, this game is going to be really cool!



Some spectacular battle action on display here. Aren't the graphics just ace?



Believe it or not, the giant island on the right screenshot is actually a creature that needs to be taken out (and not for a curry either).



Azel and his dragoon buddy take down two enormous... er, things.

COME FLY WITH ME

The REALLY cool sections see you take to the skies atop your dragoon and basically fly around, exploring and solving puzzles. Typically when you want to travel from one town to another it is achieved via this section (which is also the closest you get to old Panzer gameplay).

The big revelation here is the fact that you have complete control over the direction your dragoon is going. No more "on rails" gameplay for which the previous Panzers were unfairly criticised - you can basically go where you want. Which is just as well as there appear to be multiple routes through these levels.

Some of the graphical effects here are just to die for. You thought the reflective water in Panzer Zwei was cool eh? Well, so did I. Until I saw the revised effect in Panzer Dragoon Saga! And that effect is thrown at you on the first level and you'll have to believe



This enormous island is actually a living entity. The dragoon is able to target its weak areas. Let it have it!

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Just about every settlement in the towns and villages can be explored - they all have exquisite detail as seen here.