



Stage three

A more eerie and atmospheric level. Stage three is set in the thick of a tropical forest. Strangely enough, this means you're surrounded by trees, which provide excellent cover for your foes. The tricky lighting means you've got to keep an eye on the radar to track each threat properly, and the harsh woodland throws in as many navigational hazards as it harbours aggressors. But this is also one of the most beautiful Panzer stages going. The graphics are absolutely lovely, enhanced by groovy effects such as the shafts of weak sunlight filtering through the gaps in the leaf canopy. More of a work of art than a video game. Although perhaps that's a load of rubbish.



This is one of the prettiest Panzer levels ever. The lighting is gorgeous.



Luckily for the Forestry Commission, these giant trunks are indestructible.



Stage four

Flying a dragon has one real advantage. Making you look really cool when you scream into the pub car park. And actually there's a second advantage – total mobility. Until you reach stage four, sadly, which takes place in a dark and damp tunnel not unlike the one linking the UK and France. But without any trains. Or duty free at either end. And, luckily, you're not going to get caught up in a Passport Control sub-game either. In fact, it's just more blasting. But the confines of the tunnel mean you don't have half so much room to manoeuvre as you'll by now be used to. Obviously this makes it easier for those not on your side to take a good shot at you, so try to take them out as early as you can to prevent their fire from filling your vision (and then killing you).



Of all the foes you face in Panzer Dragon Zwei, the deadly PAUSE motif is the most fearsome. Actually, that's not very true. But look at those pretty lasers. Nice aren't they?



Ooh, it's a scary underground sewer tunnel level. My poor heart.



As usual, the aim of this stage is to kill everything that you see.

