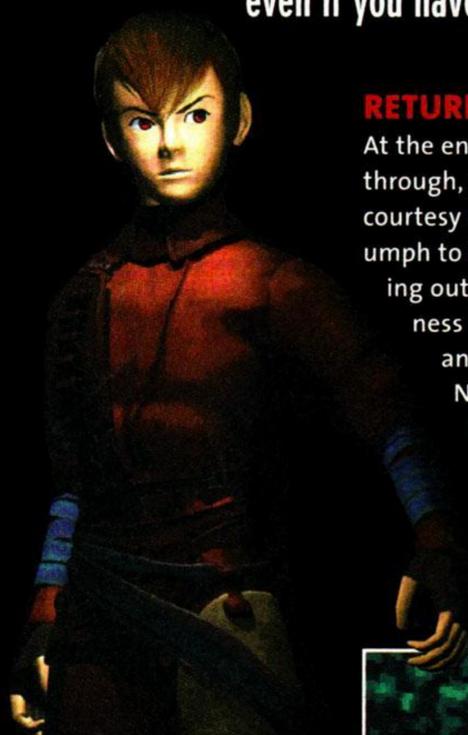




PANZER DRAGON

THE COMPLETE GUIDE: PART 3

Welcome friends! Yes, welcome indeed, to what is the last part of SSM's pretty damn decent tips coverage of Panzer Dragoon Saga. In this exciting episode, we round the game off, explain a few mysteries and show off some elements of the title you might have missed even if you have finished it! Over to RICH LEADBETTER...



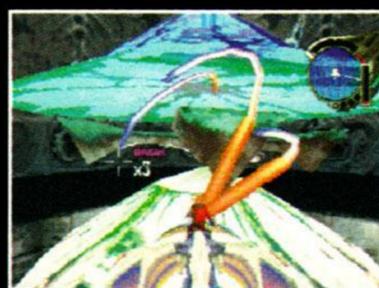
RETURN TO THE HOLY DISTRICT

At the end of last issue's section of the Panzer Dragoon Saga walk-through, you'd just saved the village of Zoah from an untimely end courtesy of an enormous airborne missile of death! You return in triumph to Zoah and immediately go to talk with Paet, who is standing outside of the church in the Holy District. Go inside and witness the story exposition. Now go back to Paet's dad's room and talk with him. Then go outside and listen at the door.

Now pop back to the Liberal side of Zoah and go visit Paet. He gives you a letter which invites you back to the airship in the evening. It's that rat bastard Craymen! After he's said his piece, wait until daytime then visit Paet's dad again. He'll give you the key to the room in the church. Visit it at night and access what you find inside...



The usual superlative camera work comes to the fore in the Mel Kava level of the awesome Panzer Dragoon Saga!



Annihilate the reactors (above left) in order to bring down the mighty Mel Kava! There are two to take down before the huge ship is doomed!

MEL KAVA

A new location to the north of Zoah opens up - go there now! After taking out the welcoming committee, fly under the craft and use lock-on lasers to destroy the light particle emitters. Once they're down go inside. The first generator you face can be taken down easily. Fly into a green area on your scope and pile up the bars. Wait for the generator to turn and face you. When it does, let it have it with lock-ons and then repeat the process.

This lowers the shield on the Photon Cannon beneath the ship. Blasting that into smithereens is easy. Just dodge into the green area on the radar. This points you towards the weak spot - your Sniper gun attachment should be able to destroy it in four shots!

After this, you'll get drawn back inside en route for the main generator. When you get there, you need to shoot the things at the side in order to make a shield for yourself against the green particles. Fly up and then blast the central generator to bits. Easy. This leads to the central core - again, just smash it to bits, no problem.

This leads to the deck - a fairly torturous section in that you need to blast the side generators countless times before you can progress to the final reactor. Take out the side equipment before breaking the central section.



Aha - this will be one of the two central reactors you need to take down in Mel Kava. Intriguing...



Blast open the top in order to rupture the main structure... then attack!

GOON SAGA

BOSS: ATOLM, THE FINAL CONFRONTATION

Defeating Atolm without hurting Azel is the name of the game. Atolm's first incarnation is easy to best. Nip around the front into the green area on the radar, then QUICKLY nip back around the side. Atolm will unleash his hell storm. Directly after this, pop around the front again and use your sniper on the resultant weak spot. Inflict your damage as you see fit until Atolm re-energises. Then repeat the process. The second incarnation is a LOT tougher... Atolm's new weapon are four satellites, two of which heal, two of which attack you. Use your Sniper to take them out one at a time and then settle into a new pattern on taking on the dragon. First of all, allow your bar to charge ALL the way. Then use the third bar for attacks (the weak point is behind Atolm, but only go for it immediately after the dragon attacks you). When Azel prepares her berserker strike, fire up the Vengeance Orbs and nip behind again. Repeat the process until Atolm's history!

BOSS: GRIG OLIG FORTRESS

The Empire's flagship is your next target once your dragon has healed up. First of all you need to breach its defences. This shouldn't cause you any problems at all. The boss itself is more formidable. However, by using the time bar trick mentioned earlier (always have two bars spare to erect a shield), you can easily best the fortress. Just make sure you use your sniper on the exposed exhaust ports. Once this is out of the way, you're instantly put into battle against the Spectre! Craymen's escape vehicle has no weaponry as such, but it's as fast as hell and can easily dodge lock-on missiles. That being the case, let him do as he will and use your shot to take him down.



This boss is very easy to defeat - full instructions on the left page!



BACK TO GEORGIUS

After your last transformation, you now have the power to handle Georgius. The key here is NOT to blow up the ship too quickly. Instead, release the energy from the surrounding pyramids. This opens up the ship, allowing you access to its deepest chambers. Access the pyramid directly underneath to open the final door. Once inside, access the Dragon Crest in order to pick up the baby dragon.



Once you've got a full Laser Rank meter at the end of the game, return and



THE TOWER

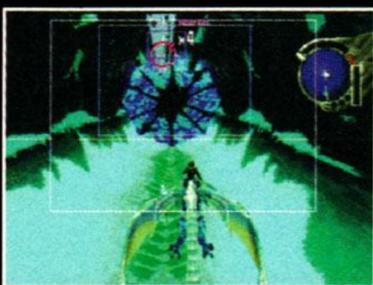
Your next port of call is the Tower. After meeting up with Craymen, it's your job to negotiate a section of the Tower. It's only a small portion of what's to come, but shouldn't pose any problems as the defence machinery therein is largely inactive.



A big priority on these sections of the Mel Kava stage is to protect yourself from the green orbs, which send you back to the beginning.

BOSS: EXTERMINATOR

Simple if you know how. Just use the time bar/ shield conservation method mentioned above and you're sorted. If you don't get an Excellent! rating here, you're in deep trouble! Watch the fantastic outro and then you're ready for the antics of Disc Four!

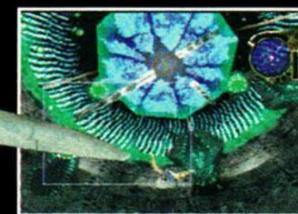
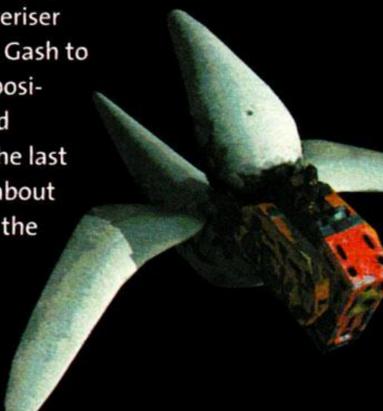


Good graphics eh? You ain't seen nowt until you've witnessed Disc Four!

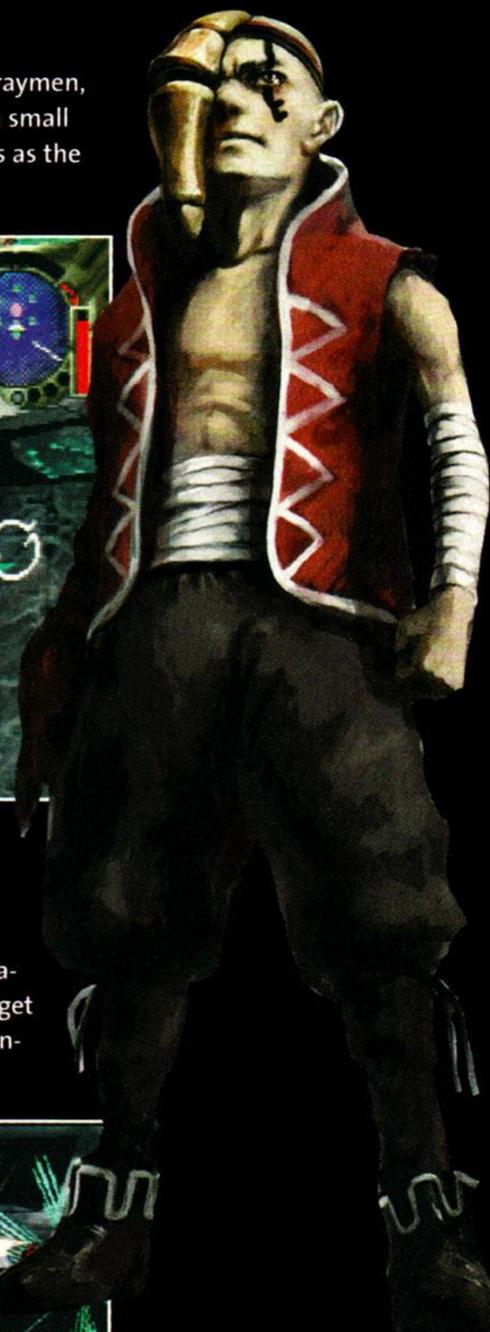


THE SEEKERS' STRONGHOLD

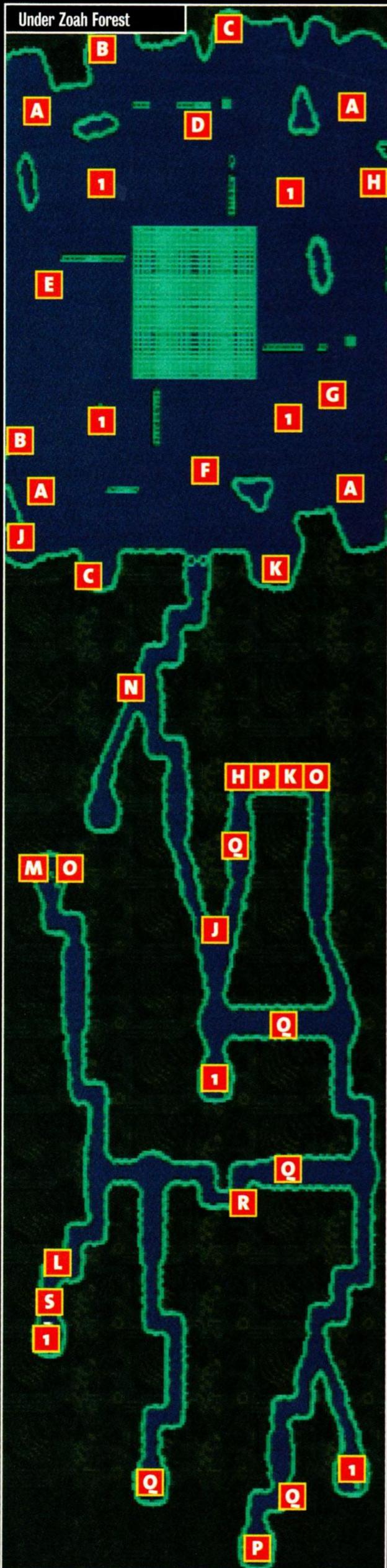
This area of the game is easy to get to. Once the Exterminator has been defeated and Disc Four has begun, make your way to the Caravan. Here, a seeker awaits you in the shadows. He carries directions to their secret hideout. Talk to him and be on your way. Explore the village a bit, buy a Pulveriser weapons upgrade and then talk to Gash to instigate the next area of story exposition. Go up to the top level and find Zadoc, the Compiler, who reveals the last elements of the story. Talk to him about all the topics, then go visit Azel for the FMV section. Now pop over to the Observation Deck (it's behind the main structure - take the right fork). Now you're all set for a trip to the Forest of Zoah...



More reactor action - unslot the protection grates on the side... sorted!



As Panzer gods will know, the guy above is Gash - leader of the rebelling seekers.



FOREST OF ZOA

- 1 Exit to Above Zoah Forest
- A Access to Open Door
- B Full Elixir
- C Berserk Maxis
- D Golia Fang
- E Golia Shell
- F Golia Pod
- G Golia Tail
- H Hemo Olfac
- J Gipson Lens
- K Bone Slasher
- L Save Point
- M D-Unit 9
- N D-Unit 10
- O Berserk Medis
- P Elixir Maxis
- Q Access
- R Shell Plate
- S Telepathy Shard



FOREST OF ZOA

This level is split into two distinct stages, above the forest and below it. There are plants on the surface that can only be taken down after attacking the roots... so your first order of business is to get below and blast out the aforementioned roots. Return to the surface and travel roughly in a northerly direction, taking out any and all plants en route. Then it's rematch time with Grig Orig!

BOSS: INFESTED GRIG ORIG

The first section of this boss is fairly straightforward. The boss has three holes at the front - two mini-creatures pop out at any given time - the third is the weak point you need to exploit. After this you face the second incarnation of the boss. This is simply a case of staying out of the way of the main cannon and nipping around the front after it discharges in order to attack the weak spot. Either do that or stick to the time bar/shield technique - it works fine here too.



Tower 15F



Bring down Grig Olig and save the seekers!

TOWER 15F

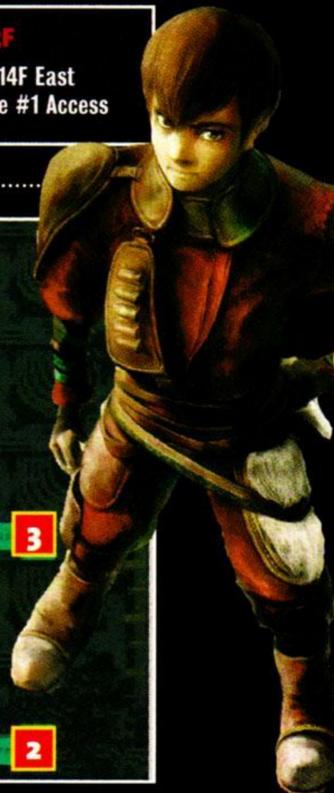
- 1 Down to 14F East
- A Rotor Pile #1 Access

TOWER 14F

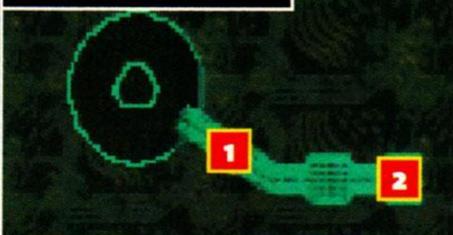
- 1 To Tower Upper Levels
- 2 Up to 15F East 1
- 3 Up to 15F East 2
- A D-Unit 11
- B D-Unit 12
- C Rotor Pile #2 Access
- D Berserk Maxis
- E Elixir Maxis



Tower 14F



Tower 13F



The Forest level is absolutely unbelievable to behold - just look at those visuals!

TOWER 13F

- 1 To Tower Upper Levels
- 2 To 12F





TOWER 12F
 1 To Hangar #2
 2 To 13F
 A Twin Guardian Boss



These are the generators you need to take out in order to destroy the plants above!



TOWER 11F
 1 To 9F East Passage
 2 to Hangar #2
 A Sentinel
 B Deactivate Alarms



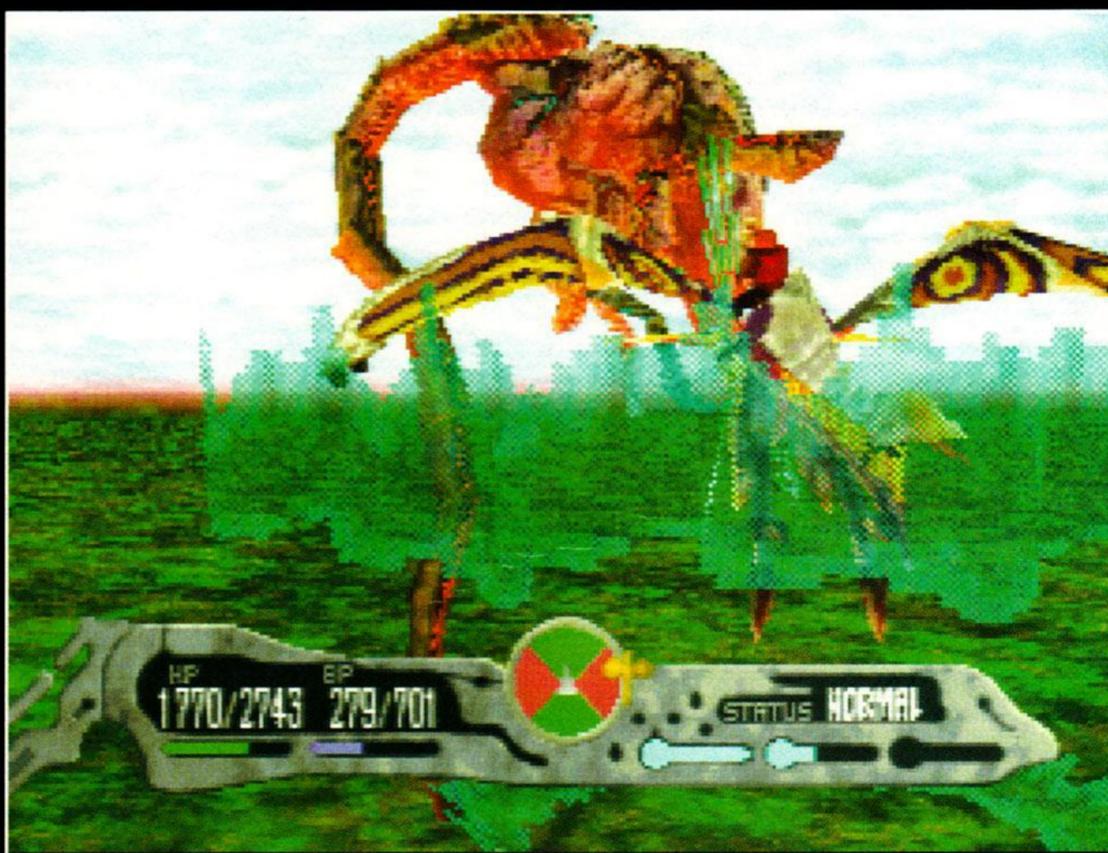
Once you get to the Forest level, fly north and find an entrance to the undergrowth - you need to complete this before returning to the surface to take on the plants...

RETURN TO URU

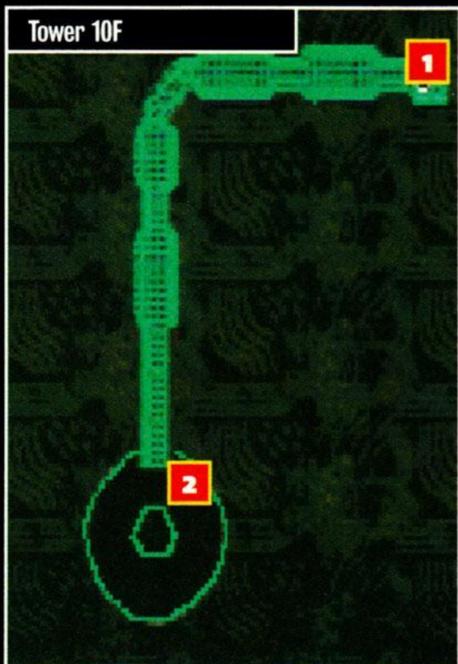
After Grig Orig is taken out, head back to the Seekers' Stronghold. You discover that Azel has made good with her legs and left the settlement. Have a quick word with Gash then head on back to the Underground Ruins of Uru. Azel is lurking at B2F North - just north of the Underground Dome in the section we looted earlier in fact. With Azel in tow, return to the Seekers Stronghold and speak with the character directly in front of you. After the FMV exposition, you're supposed to go off to the Tower, but first of all, look for the white stalks on the upper forest and third desert stages. One on each level reveals a special fruit - the desert one allows you to cruise at whatever speed you want by using the left shoulder button. The second allows you access to the fourth speed setting by accelerating and using the right shoulder button! There is more to discover underneath the forest to the north, but it's not worth going after until you have all 12 D-Units! So it's off to the Tower we go!



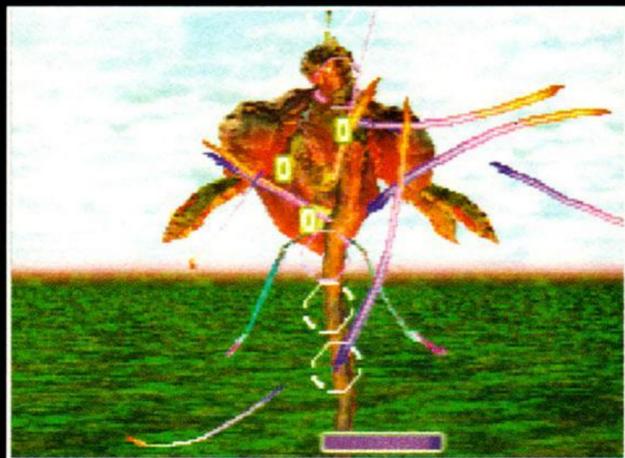
With the generator down (left), the plants above suffer huge damage...



If you haven't taken down the energisers at the roots of the plants, you're in BIG trouble.



TOWER 10F
 1 To 8F
 2 To Tower Middle Floors



Bring down the shields and this won't be a problem.

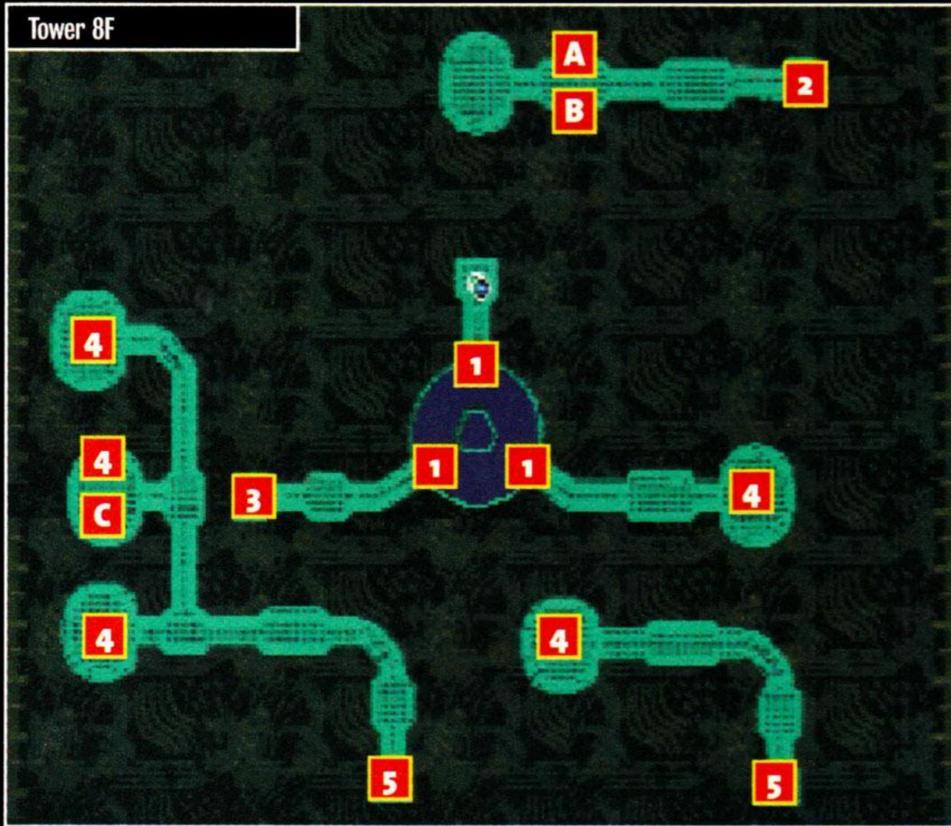


Once the Forest level is complete and the Grig Olig boss has been defeated, it's time to move on to the Tower - this is the next (and penultimate) challenge for adventurers!



TOWER 9F
 1 To Tower Middle Floors
 2 To 11F
 3 Blast Pylons Down to 8F
 4 To 8F West Passage
 A Sentinel
 B Gate
 C Deactivate Alarm



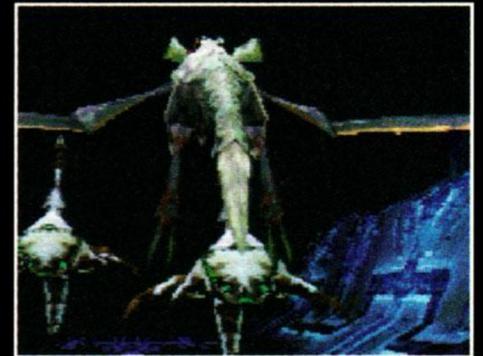


TOWER 8F

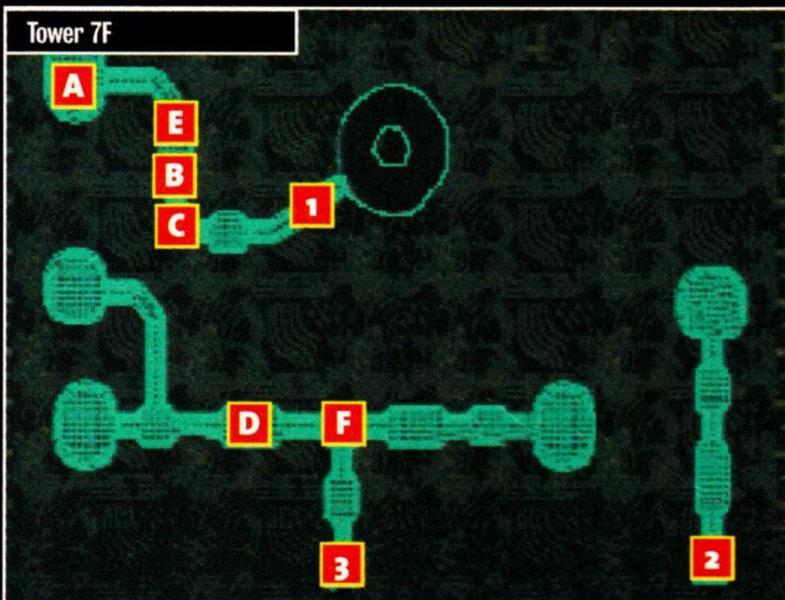
- 1 To Tower Middle Floors
- 2 To 10F
- 3 To 9F
- 4 Blast Pylons Down to 7F
- 5 To 7F
- A Elixir Maxis
- B Berserk Medis
- C Full Elixir



If you're unlucky enough to set off the alarms (right) you're guaranteed an unwelcome reception (left).



The Tower is a vast set of levels, set over 15 mini-levels. There are multiple routes through the Tower, meaning that you don't have to visit all of the levels if you don't want to... but you should in order to get multiple power-ups and what-have-you.



TOWER 7F

- 1 To Tower Middle Floors
- 2 To 8F East
- 3 To 8F West
- A Rotor Pile #3 Control
- B Save
- C Ambrosia
- D Berserk Medis
- E Tri-Blast Chip
- F Full Elixir



BOSS: TWIN GUARDIAN

One of these babies is indestructible. Use your scope on the twins to see which has anti-shot characteristics - that's the one that can be taken down. Nip behind it and use lock-on lasers in order to triumph. Erect shields as per before if you're after an Excellent rating.

BOSS: BATTLE DROID

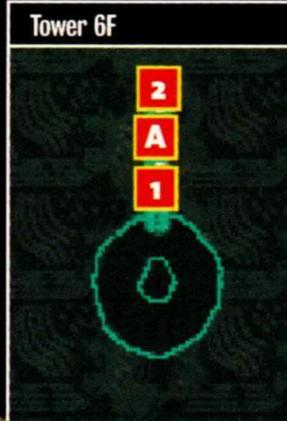
This is simply a case of locating its weak spot and letting it have it. It's really simple and once again you have a guaranteed Excellent so long as you erect shields.

BOSSSES: THE ANTI-DRAGONS

Morph your dragon so as to give yourself maximum defence and maximum spirituality - this makes you harder to kill and gives you more powerful berserker attacks that require less BP to use. These guys shouldn't be too much of an effort to despatch. Repeated use of the Berserker Barrage takes out most of the dragons in record time. No problem. For the dragon that morphs into a spiritual configuration, erect a shield or two and repeat the process.

BOSS: SESTREN

Once the anti-dragons are out of the way, heal up and then do battle with Sestren. This boss attacks in two incarnations. In the first, the key to success is to stay in the green area on the map, charging up your bars and then dipping into the red to attack the orbiting dragon, which is the boss's weak point. Shields are useless at this point, as the Through the Heart attack destroys your defence. Once Sestren morphs, shields are once again on the cards. Employ the use of the Dragon Phoenix to inflict maximum damage in the shortest time. And that's it. That's Panzer Dragoon Saga. Good night!



TOWER 6F

- 1 To Hangar #1
- 2 To 5F
- A Boss: Battle Droid

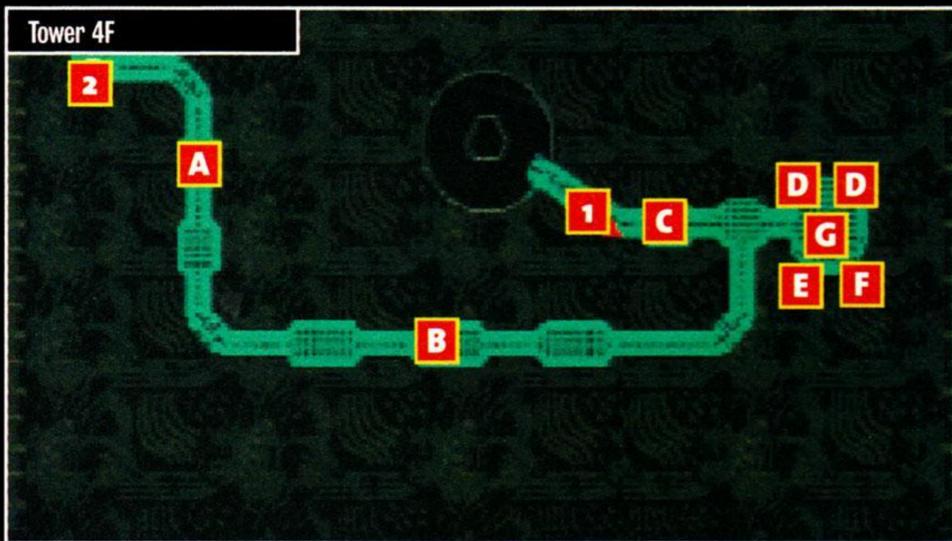


Make sure you search out the deactivation device if you manage to set off the alarms... or you're in trouble!

TOWER 5F

- 1 To Hangar #1
- 2 To 4F
- A Sentinel
- B Full Elixir
- C Berserk Maxis





- TOWER 4F**
- 1 To Tower Bottom Floors
 - 2 To 5F
 - A Field Map
 - B Deactivate Alarms
 - C Sentinel
 - D Revive
 - E Antidote
 - F Anesthetic
 - G Rotor Pile #4 Control



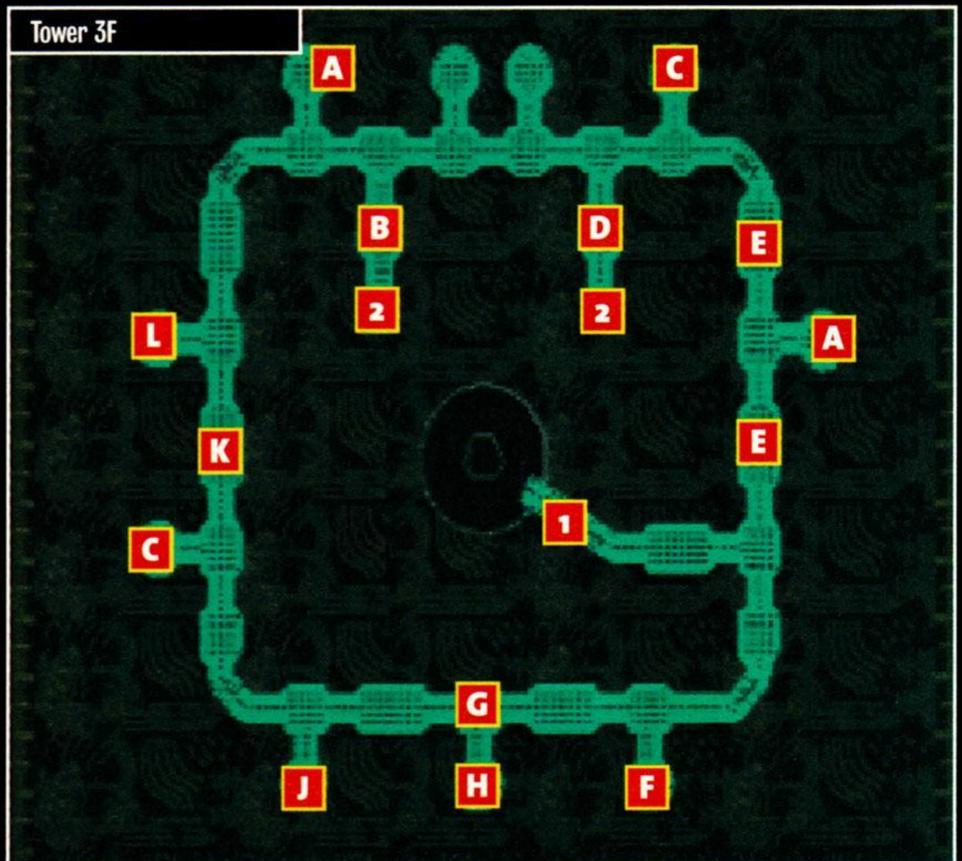
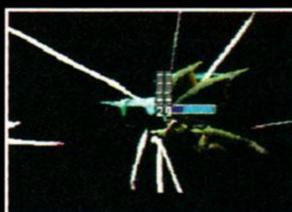
Craymen's Elite Guard is small fry compared to the horr



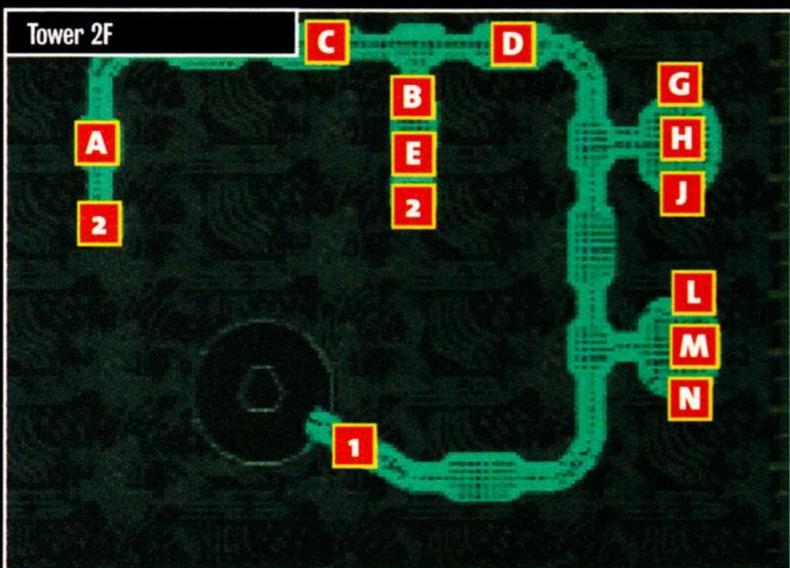
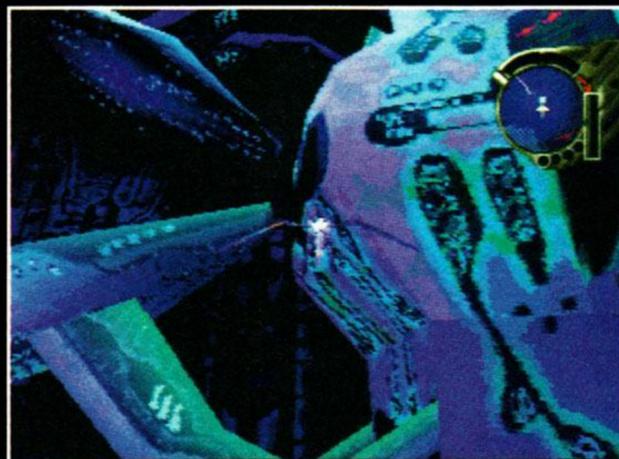
Spectacular special effects are the hallmark of the final boss domain of Panzer Dragon Saga - awesome!



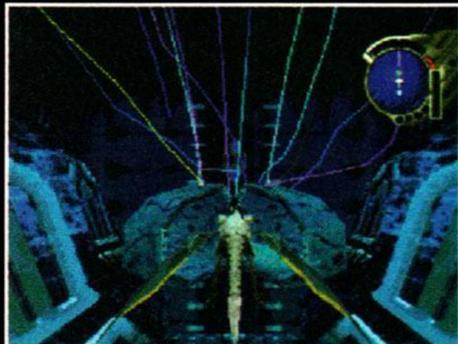
Use the Berserker Barrage on the anti-dragons for a fast kill.



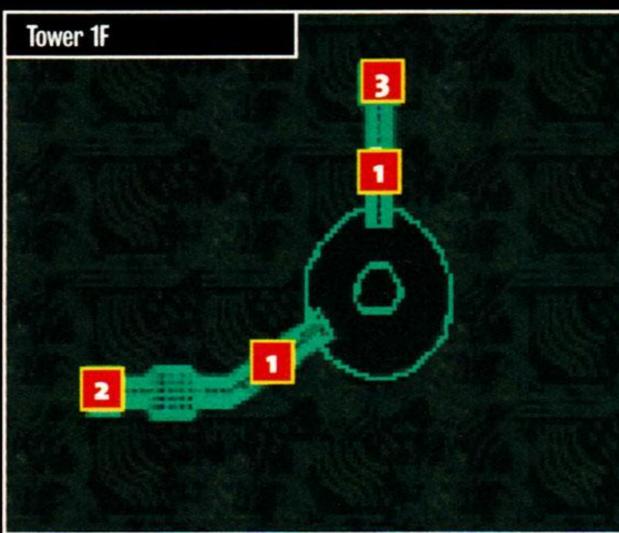
- TOWER 3F**
- 1 To Tower Bottom
 - 2 Down to 2F
 - A Full Elixir
 - B Berserk Vampire
 - C Tri-Blast Chip
 - D Rotor Pile #6 Control
 - E Gate
 - F Berserk Maxis
 - G Deactivate Alarms
 - H Flash Chip
 - J Elixir Maxis
 - K Sentinel
 - L Rotor Pile #5 Control



- TOWER 2F**
- 1 To Tower Bottom Floor
 - 2 Up to 3F
 - A Left Gate
 - B Right Gate
 - C Full Elixir
 - D Deactivate Alarm
 - E Berserk Micro
 - F Speed Chip
 - G Shield Chip
 - H Release Left Gate
 - J Power Chip
 - K Sentinel
 - L Armour Chip
 - M Release Right Gate
 - N Speed Chip



Once you reach the very bottom of the Tower you gain access to this: the lift that takes you to Sestren - resting place of the Anti-Dragons and the final boss! Is this the toughest challenge of the game? Er... well... no.



- TOWER 1F**
- 1 To Tower Bottom Floors
 - 2 To Tower Upper Levels
 - 3 To Sestren



Once the game is complete, a new level appears on the map, marked "Box Game". These are a couple of mini-games based on the Panzer Saga engine. They're quite good fun.

