



It might look totally beautiful, but let's not forget this is a shoot 'em up and that means plenty of mass destruction. Rapid fire tends to kick debris from any foe... even buildings!



In this early version of Panzer Dragoon Zwei, the weaponry kept changing colour, hinting at possible extra types of firepower.



It's clear Team Andromeda's development skills have much improved in a year.



Watch you don't get caught in the crossfire!



The lock-on gun is needed to get distant enemies.



Some of the flying ship formations are stunning!



Giant arks hover close to the ground. Blow 'em away!



This giant armament blocks your exit from the base.



Only by destroying all its weaponry can you pass.



The only boss in this pre-production version, and it's awesome. A massive flying war machine, armed to the hilt and fully-armoured.



The more parts of it you blow away, the more weapons are revealed. It's bombs this time. Torpedoes are next up.



The bigger they are, the harder they fall! The monstrous ruin of the ship crashes in an awesome display of destruction!