



OVER AND UNDER

Panzer 2's metamorphic theme goes further still. Breaking from the fixed journey of the first game, the sequel now provides you with different routes through each level. This added element actually ties in with the dragon's development, as it allows you to choose between sections that take you into the air, or bring you to the ground. For example, should you encounter a cave entrance whilst flying along, your dragon can actually drop to the ground and enter it, or remain in the air and fly around the mountain. Effectively, this vastly increases the size and variety of each level!

WORLD IN MOTION

Although Panzer 2 has been in production for sometime now (development was actually announced immediately on the release of the original game), only an extremely early version of the game has been revealed so far. Nonetheless, from what we've seen of Project Perseus, it's quite clear this game is going to be amazing. Already the graphics look more detailed than those of Panzer Dragoon. And Team Andromeda have ambitious plans for the game's visuals. Whereas the first game's backdrops were virtually static, the sequel promises to bring the landscapes to life with moving rivers, foaming waterfalls and even weather conditions such as rain and snow. This added detail is intended to increase the vision of the dying world seen in the first game. And in fact, the plot is a vital element in Panzer 2, unfolding far more clearly than the mysterious happenings of the first game. What's more, revelations about the first game's story are promised in this sequel.

A growing dragon, multiple-route levels, aerial and ground modes, vastly improved visuals – and the new features don't stop there. Panzer 2 promises some technical breakthroughs for the Saturn too. Team Andromeda are working on a new loading system which they claim will make the in-game CD access time virtually unnoticeable. Plus, as we've come to expect now, the PAL version is already promised to be full-screen and full-speed.

Panzer Dragoon 2 looks set to be one of the hottest video games ever and you can be assured of continual coverage as we follow it to its as yet unspecified release date.



POTTY TRAINING

Just to give you a better idea of how your dragon grows and develops, here are the opening moments of the game. Riding along a canyon, some sand crabs burst out of the ground by the dragon's side. Upon pressing the fire button your dragon unleashes a massive explosion, leaving its neck glowing blue. From now on, it's ready to blast anything in sight!

