

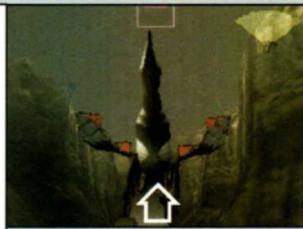
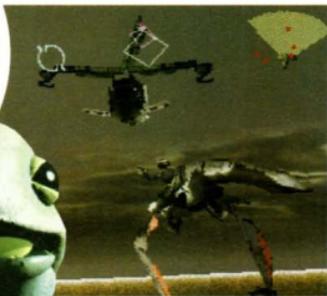


ALL-NEW NECK ACTION!

As if it isn't bad enough having to cope with swarms of enemy ships to your sides and rear, you can now crane your view up and down. Giving the programmers an excuse to put enemies above and below you too! Coping with this larger play-area is not actually as mind boggling as you'd think, as you find yourself naturally steering the view up and down to chase the enemy. It also makes the game even more impressive to look at.



All-new height views mean even more amazing graphics. It also makes for extra hazards as enemies attack from above.



In the early stages of the game your dragon has undeveloped wings making it incapable of flight. But soon it unfolds them, taking to the sky.

The giant 'living creature' powered skyships from the original Panzer Dragon make a return appearance in the sequel. The Empire is back!