

Panzer Dragoon Saga



Years have passed since Team Andromeda completed Panzer Dragoon Zwei - a game rightly revered by Saturn gamers as one of the best shoot 'em ups in the world ever. Well, Panzer is back with vengeance! **RICH LEADBETTER** takes a look.

Team Andromeda have taken the Saturn to places not thought possible. Sure, the likes of Lobotomy Software, Sonic Team and the AM departments have done magnificent things with the machine but even now there's little to match the splendour of Panzer Dragoon Zwei. Graphically speaking it's a revelation, doing things not seen on any other system.

Well, get a load of this: I've just spent a morning playing Panzer Dragoon Saga and it's all set to blow every adventure game in the world ever into a tiny little cocked hat. Such is the power of Team Andromeda, who have managed to create the finest looking adventure game I've ever seen...

RPG? BORING! SURELY NOT

The role-playing game has something of a reputation for being... well, boring. Lots of text, crappy graphics and a bizarre system of killing people by knocking "hit points" out of them. Luckily, the average Saturn owner is a bit more refined in his tastes - hence the success of games such as Dark Savior and the brilliant Shining the Holy Ark.

Well, Panzer Dragoon Saga manages to effectively bridge the gap between arcade and adventure. It achieves this mostly by virtue of its stunning graphics. I've only played through a small section of one CD (it's currently slated for FOUR!) and already I've witnessed graphics that out-quaff anything seen in previous Panzers.