



GOSH, IT'S GREAT TO WORK ON SATURN MAG. **WE GOT TO PLAY PANZER DRAGON ZWEI BEFORE ANYONE**, AND NOW WE'VE BEEN TREATED TO A MORE COMPLETE VERSION OF THE GAME FEATURING **THREE MORE LEVELS** THAN ANYONE ELSE HAS SEEN (**EXCEPT SONIC**). AND JUST BECAUSE WE LIKE YOU, AND WE GET PAID TO DO THIS SORT OF THING, WE'RE GOING TO GIVE YOU A QUICK TOUR AROUND THE ALL-NEW BEAUTEOUS ENVIRONMENTS OF THIS SERPENT'S TALE. **HANG ON TO YOUR SADDLES, LIZARD LOVERS...**

# Up the Drago

## Stage one

This is the stage everyone's seen so far. Your baby dragon kicks off the game with only stubby vestigial folded-away wings. Much like Orville the Duck, the desire to fly is present although the ability is not. This makes it slightly tougher to avoid and destroy the enemy gun turrets perched atop the peaks and buttes of the terrain, but it does give scope for some amusing cowboy-like shoot-outs with similarly mounted foes. Halfway through the stage your pair reach a cliff edge and, depending upon your choice of direction, draggy spouts wings for either a short glide to the valley below or a long-haul flight of doom through the airship fleets of the enemy.



I wish I could fly, right up to the sky but I can't. You can't? I caaan't.



Fly dragon, fly right up to the sky! You can! You can! And whilst you're up there, prepare to take on the equally lofty hordes of the demon enemy.



## Stage two

Whoever these terrifying invaders are, they're certainly tooled up well enough. Their air force is definitely something to be reckoned with, as is demonstrated in this stage. It's high altitude action all the way as you and draggy breeze your way through battalions of sailing aircraft. Although destroying the enemy is like shooting really really big fish in a small barrel about the size of a household bucket this stretch of the mission is made much harder by the sheer volume of unfriendly fire blasting all around you. More a case of avoiding as much damage as possible as opposed to inflicting as much damage as possible, you'll have a hard time achieving the coveted 100% strike rate as you snort and whinny like some kind of flying eel through the barrages.