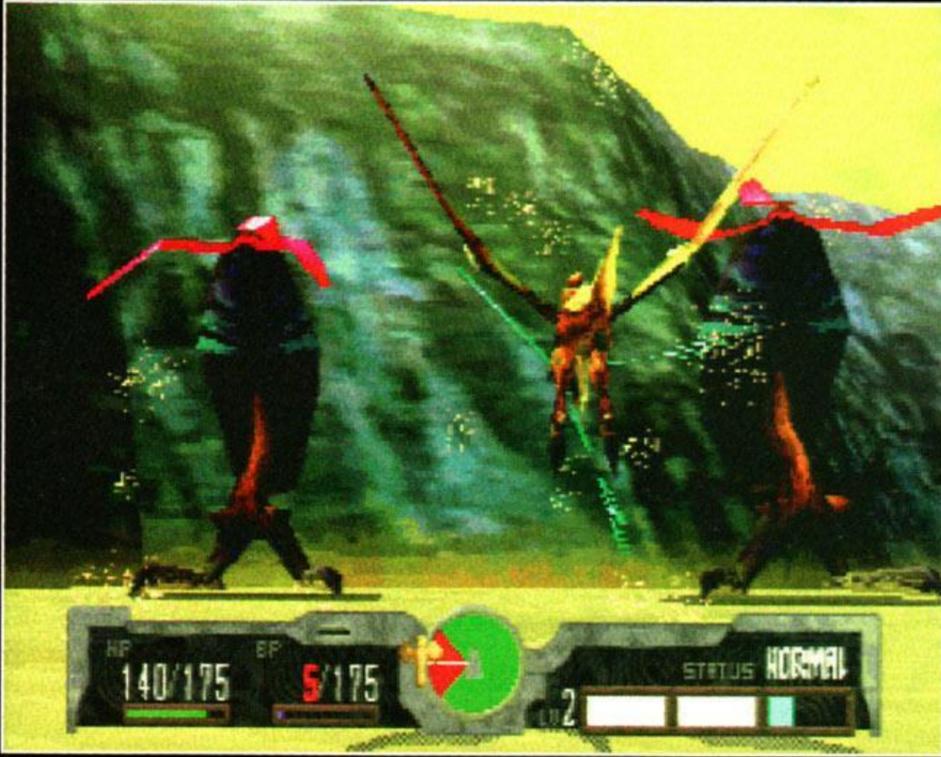




**COMING SOON**

The battle sections, although turns-based, are amazing to behold. Check this out!



This enormous funnel of water is one of the most spectacular effects we've ever seen on Saturn!



The combination of exploration and blasting makes this amazing - already we can see the amazing potential of this awesome game - Team Andromeda have done it again!



>> me when I say that the graphics just get better and better the further you get into the game. There should be pics in the feature here showing this enormous tempest effect. Now just wait until you see that baby move!

**DIE! DIE YOU FOOLS!**

The final section in the game that I've come across so far is the combat system, which is kind of reminiscent of ChronoTrigger and Final Fantasy VII. It's almost turns-based in a Shining the Holy Ark style,



Some design action straight from the labs of Team Andromeda!



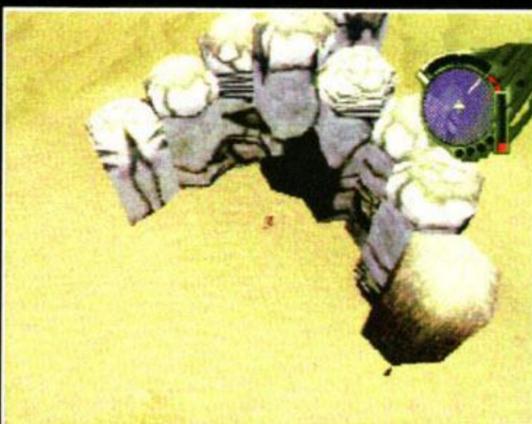
only with some real-time elements thrown in too.

Basically, combat takes place pretty randomly as your dragoon traverses the land. Single or multiple targets suddenly appear, taking you into the combat system. Here, a time meter steadily fills up. Leave it a while and more attacks become available to you. Unfortunately, it also allows the enemy to launch an attack on you. So choosing the right offensive strategy at the right time is a pretty fine balance.

Weaponry available includes Azel's laser gun, the dragoon's homing bolts, plus a series of berserk attacks which perform various effects such as taking out multiple targets or forming a shield around you. Items can also be used mid-combat for medical (or other) purposes. If you allow your time bar to fill all the way up you can even change the shape of your dragon. But more on that later.



Actually that isn't your dragoon over there. After all, where are its wings?



Yes, the tiny blob in the middle is your dragoon!



Azel faces amazing odds in his desert encounter.