

STOP PRESS! PANZER UPDATE

Perusing through the contents you'll no doubt notice our Panzer Dragoon Zwei showcase. The version that we had was incomplete, lacking most of Episode 5 and all of Episode 8 and a couple of bosses. But as is often the way in the chaotic world of magazines, a complete version arrived in the office just too late to be included in the showcase. Not wanting you to lose out though, here's a look at all the missing bits:

EPISODE 1:

In our original version of the game, Episode 1 was quite short. It still is fairly short but now there's a lot more action, with more flying enemies especially. Episode 1 doesn't have a boss however and there are no plans to include one. Instead a cut out sequence sees you moving between the claws of a giant monster that looks a lot like the boss of Episode 3.

EPISODE 5:

Episode 5 is now complete and it looks absolutely stunning. Rather than lots of small enemies attacking, it concentrates on large foes which release a strange variety of projectiles, including things which split into about a hundred others things and then come racing towards you. Isometric shapes come searing out of the snowy landscape and dart about, unleashing spongy spheres which roll through the air in columns causing you to either dodge them or try and shoot them down. There's even stars which burst into firework trails. As for the boss, this is a black mushroom-type thing except with spikes and an odd kind of green hexagonal shield. Bizarre indeed! Anyway, it's bloody tough so be warned.

EPISODE 8?

So is there an Episode 8? Well, yes and no. There's not an official Episode 8 in the sense that when you beat the boss in Episode 7 you automatically go on to it. What we suspect though is that there is an extra stage if you complete the game with a high percentage of shooting accuracy. We shall see.

DON'T BLAME US, BLAME THEM!

You wouldn't believe the amount of phone calls we receive harping on about RF cables (or lack of them) PAL conversions, prices of games - just about everything that has anything to do with Sega. But sometimes we're just not the best people to talk to - after all half the time we're just as confused by decisions as you are. However, help is at hand with the all-new Sega customer service line, created specifically to deal with all your game and Saturn enquiries. The number to call is (0181) 996 4620. If you have a more specific enquiry (not game related) you can email Sega directly on segasaturn@soehq.sega.co.uk. They can't guarantee a personal reply for everyone, but all of your queries/suggestions will be read.



Blimey! That's a bit chaotic isn't it? Still we're not complaining - it looks absolutely ace. Look out for the review in just a few short weeks, folks!



Taken from the just-finished episode five. As you can see, there's a bit of a battle going on here.

