

LAST MONTH...

In the last edition of SEGA SATURN MAGAZINE we travelled through Disc One of Panzer Dragoon Saga... and what an epic journey it was! We quested through a vast series of canyons, through a deeply inhospitable desert, camped out with a travelling caravan of travellers and then journeyed north to a vast waterscape. And then we did battle with Azel and her Dark Dragoon (yup, turns out that Azel isn't actually you, it's your competition!). And with her defeated (for now), it's on with a vengeance into Disc Two of Panzer Dragoon Saga...



▲ The first water level (left) and the travelling caravan (right).

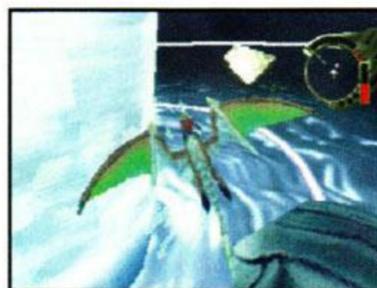
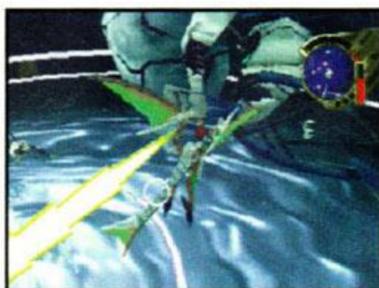


Meanies lurk behind an enormous floating rock (top). Close in and let rip with the lock-on missiles for maximum damage distribution!

THE MAELSTROM

The first task of Disc Two sees you returning to the waterscape area so recently conquered in Disc One. The forces of evil have already set up camp there, positioning their infernal machinery in order to create a massive tornado storm. You fly directly into the storm, taking down enemies en

route until you reach the eye. Here you can bear witness to some of the greatest graphics the Saturn has ever seen as you take out the machinery causing the storm. And then, as the weather subsides, a vast ship of unknown origin hoves into view... What can we do about that?



Bribe this guy with cash for essential information.

THE CITY

The capital city of the map, this is the place where you'll dig up the hottest information on your quest. In fact, it's the focal area of the game for the entirety of Disc Two and Disc Three. Essentially, the characters in this city give you missions that take you across the length and breadth of the land. The city itself has a small industrial area, a pub/club (which is a veritable fountain of information) plus small dwellings for each of the characters. There's even a well which hides an odd secret. The city is actually split into two different areas (there's an enormous door you can't get through until later on in the game), but that isn't your first worry. Oh no. Concentrate on the characters in the club and the guy repairing his ship...



▲ Talking to the locals in the club might yield some useful info...

▼ Question the inhabitants of the hero's town to get hold of more essential nuggets of knowledge.

