

PANZER DRAGON

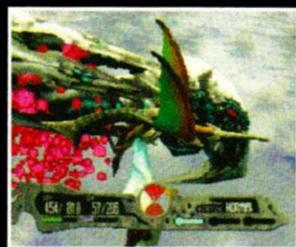
THE COMPLETE GUIDE: PART 2

Last month not only did we give you the full monty on the first CD of Panzer Dragoon Saga, we also gave you the CD to play yourself! You can't beat that can you? This month it's a bit more dreary - just a complete walkthrough to the entirety of Disc Two and a fair old amount of Disc Three too! Next month we wrap up the sucka but in the meantime, we continue...



GEORGIUS

Just to add a bit of clarity to the end of the last issue's guide. Once you have the junk parts from under the ship, you need to return to Zoah, hand them over to Paet and then return once more to Georgius... but make sure you get the Sniper weapon from the shop (it inflicts critical damage on an opponent's weak spot). Now you'll be able to enter the ship at Georgius via the green blob on the side. Edge gets captured and tortured before Gash (the bloke you helped out in the desert and a major character in the game) returns to help you escape. However, the guards engage a hasty Roscoe P Coltrane style "hot pursuit", which leads us on to...



▲ If you can work out how to peel back his armour, this boss can be annihilated in minutes.

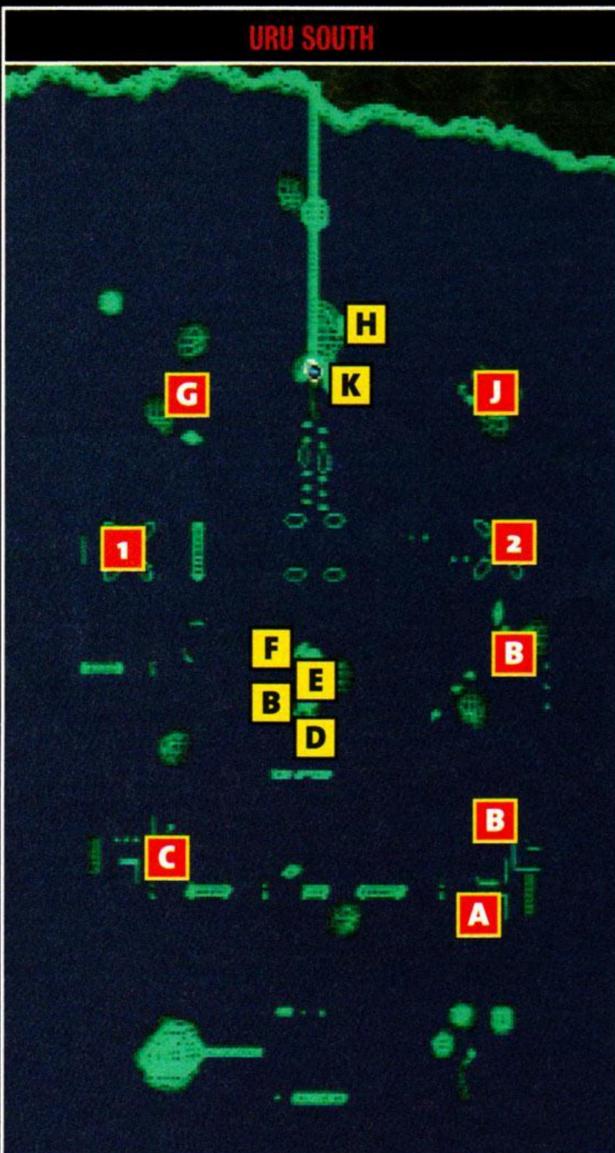
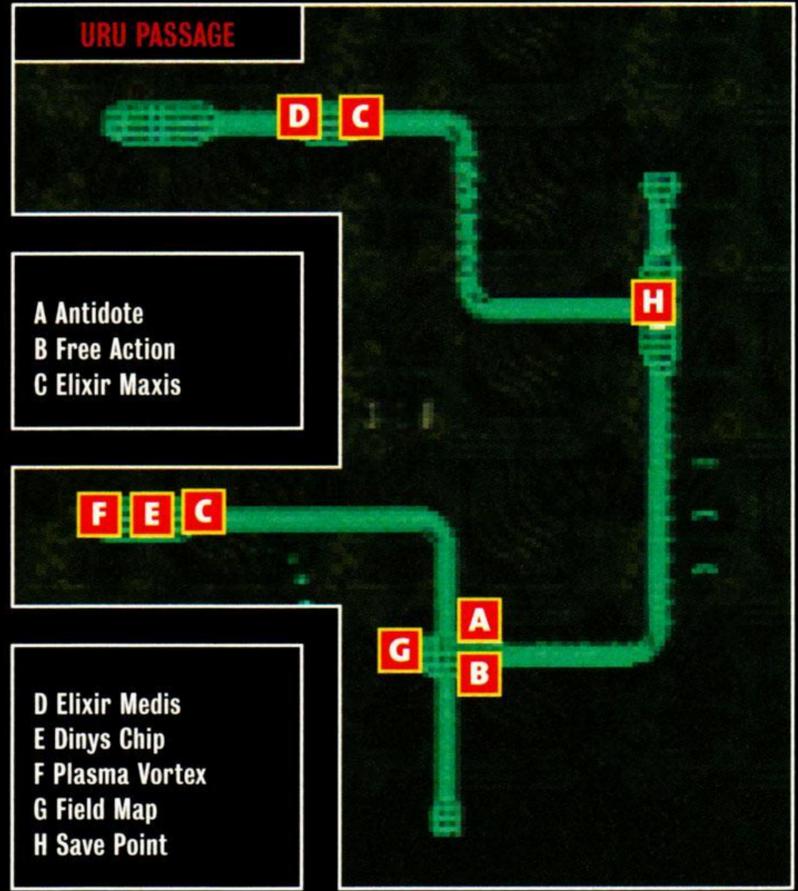
BOSS: GUNSHIP/ GUARDIAN DRAGON

The enemy have found a massive relic and are towing it back to their base. Unfortunately you bump into them, resulting in a huge ruck. The key to taking out the gunship is simply to stay out of the red areas on the scope, limiting your damage and destroying the ship. In the end, the guardian dragon underneath destroys the ship and engages you. This is the real challenge of this boss stage. Duck around the back of the creature until it fires up its red haze then go around the front and let rip with the lock-on lasers. There is a way (which we haven't totally sussed) to open up the boss's armour. If that happens, fire up a shield, duck around the back and use your Sniper gun to inflict masses of damage.

GOON SAGA

URU

Returning to Zoah, Paet uses the parts you've supplied him with to fire up his omnipotent mega scope, which reveals a new area of the game map for you to visit - Uru. Leave Zoah and head to Uru. At this point, you need to fly north and access the pathway, rotating it to the right until it locks onto the mountainside. Now you can enter the passageway and make your way to the north side of Zoah. The Protect Keys mentioned on the map are required to access the engines on the first part of Zoah. Each time you get near to an engine you're faced with an Empire contingent on battle cruisers. By now you should have a decent enough understanding of the battle system to easily best these guys in combat. Once you've been back and forth between the two areas and used both Protect Keys, you'll be menaced by the next boss...



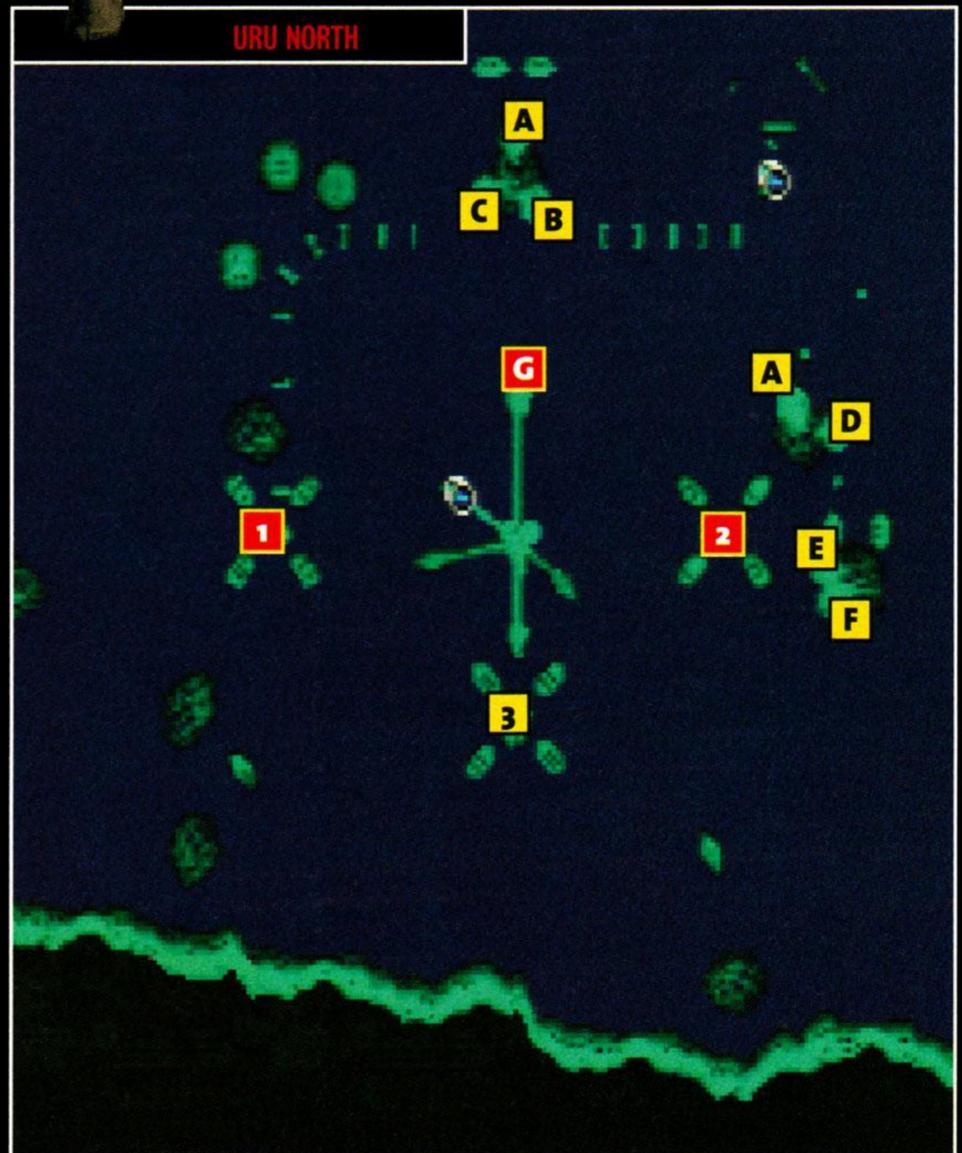
URU SOUTH

- A Berserk Micro
- B Diny's Chip
- C Free Action
- D Berserk Medis
- E Elixir Maxis
- F Shield Chip
- G Antidote
- H Armor Chip
- J Elixir Medis
- K D-Unit 05
- 1 Bring Protect Key 1
- 2 Bring Protect Key 2

Note: Yellow Objects Appear after Boss

URU NORTH

- A Diny's Chip
- B Free Action
- C Power Chip
- D Berserk Minor
- E Full Elixir
- F Speed Chip
- G D-Unit 06
- H Data Glyph
- 1 Protect Key #1
- 2 Protect Key #2
- 3 Protect Key #3



BOSS: DRENHOLM

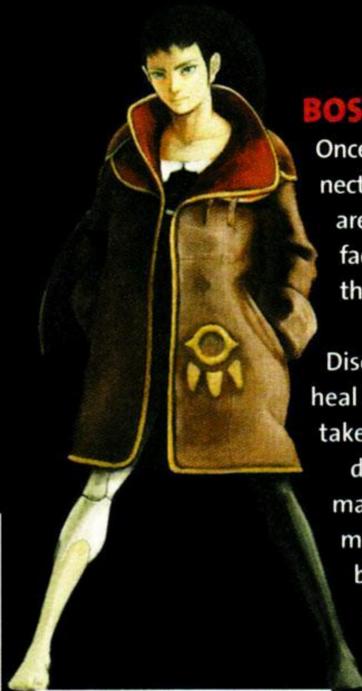
This static monster beast can be a real pain in the ass. Use lock-on lasers to take out the two engines on either side of the creature. This causes the creature to detach into two! The best strategy is to concentrate all fire on the main mass, seeking out the weak point and using the Sniper to inflict masses of damage. Drenholm responds by immobilising you then sending out a series of conducting panels to surround you. At this point, use Free Action to get free then move out of the way before the creature uses its needle lightning on you. Then return and repeat the process. Piece of cake once you know how...



BOSS: RETURN OF ATOLM

Once Drenholm's defeated, a new area opens up in the Passage that connects the two areas of Uru. Activate the dynamo and head into the north area (it should now be night). The ruins in the centre will have fully surfaced and the third Protect Key can be collected. Go to the ruins and find the green access point. Now you're attacked by Azel and Atolm.

The battle is very similar to the first one you had at the climax of Disc One. The first order of business is to take out Atolm's satellites (they heal and concentrate his laser fire). Use your Spiritual Berserker powers to take out all of them in two turns. Then use the same tactics you used to defeat Atolm in Disc One. Stick to the sides of the beast and after he makes his move, duck around the back and use the Sniper gun for maximum damage. When Azel prepares her berserker attack, nip around the back and activate the Vengeance Orbs berserker attack. This absorbs all power levelled at you and sends it flying back! Defeating Atolm here is very easy once you know how.



THE CAVES OF URU

With Atolm defeated, Edge and Azel find themselves in the underground caves of Uru, separated from their dragons. Only by teaming up can they overcome the dangers of these horrendous environs. Use the maps to make your way through the caves - basically, there's only one route through. The mutants you face are a mixed bunch - some of them require laser fire exclusively to defeat them, others require gun fire (rule: green meanies need lasers, blue need gun shots). The peskiest customers are the yellow flowers. The way to defeat them is to blast them first with gun-fire, before using lock-on lasers to finish them off. If you don't blast first you get 50 points of damage from the return fire. Boo! Once you've been down to the fourth level and collected the Dome Key, you need to return to the dome itself... ready yourself for some boss action!



URU CAVES B2F EAST
 A Hunting Scythe
 1 Pool down to B3F East on Scooter, down to B2F with Dragon
 2 Drains Pool (#1)
 3 Tank One (down to B3F East)
 4 Tank Two



URU CAVES B1F
 A Gate #1
 B Opens Gate #1
 C Gate #2
 D Opens Gate #2
 E Elixir Minor
 F Elixir Medis
 G Flash Chip
 H Restore Speed
 I Blast Chip
 J Tri-Burst

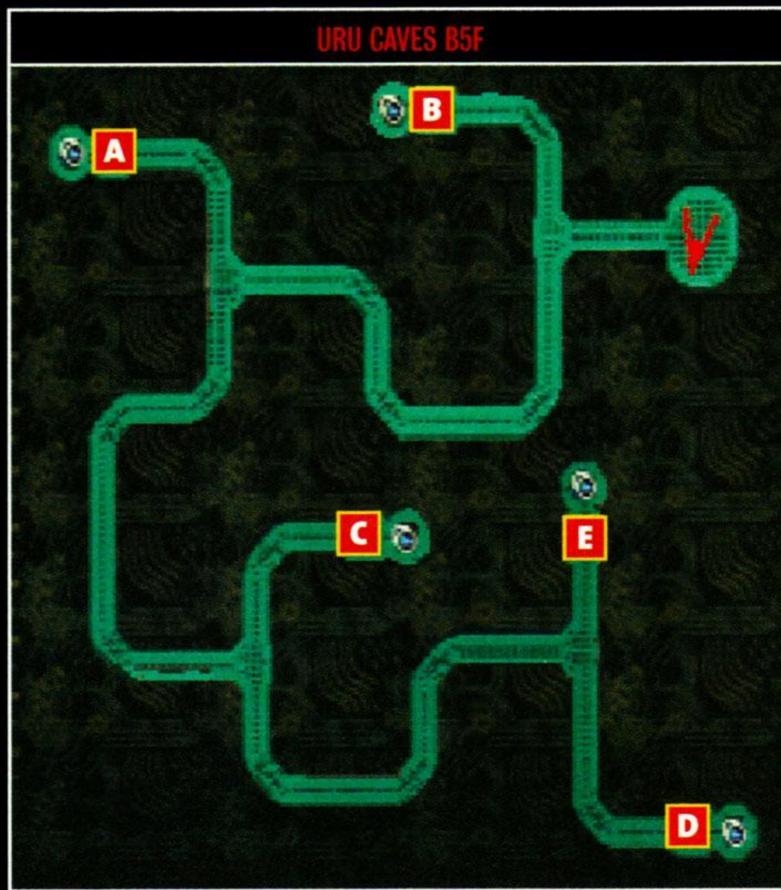
URU CAVES B3F EAST
 1 Pours Water into Tanks 1 and 2

URU CAVES DOME
 A Field Map
 1 Dome Gate Key Needed here



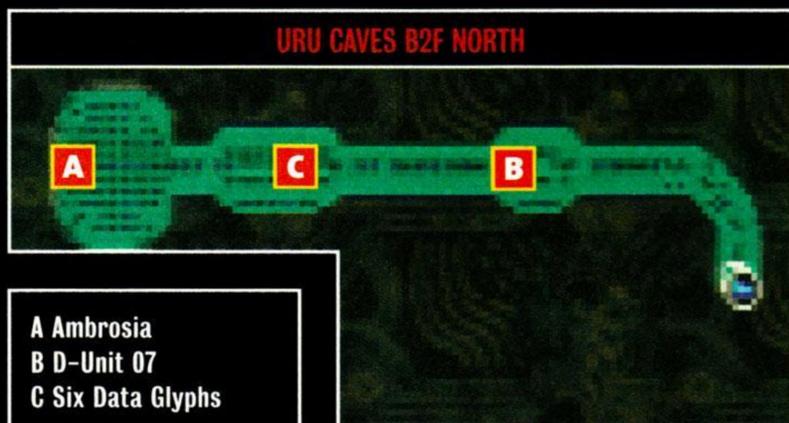
URU CAVES B4F

- A Dinys Chip
- B Power Chip
- C Elixir Maxis
- D Free Action
- E Dome Gate Key
- F Speed Chip
- G Elixir Minor
- 1 Blast open to reveal: Restore Speed, Free Action, Five Blast Chips, Elixir Maxis, Elixir Medis
- 2 Blast open to reveal: Blast Chip, Four Dual Blast Chips, D-Unit 08, Two Dinys Chips, Elixir Maxis



URU CAVES B?F

- A Shield Chip
- B Armor Chip
- C Power Chip
- D Speed Chip
- E Leads to Three Dual Blast Chips, Bone Slasher, Hemo Ofal, Berserk Maxis



BOSS: ENERG

This foul creature lurks about on the ceiling of the dome and specialises in dropping those fire plants and large bombs down on you. Defeating him is so easy, it hurts. Just stay out of the red zone on your scanner, use your shots to blast all the plants and then make use of the lock-on lasers to redirect your fire via the plants up at the boss. If you don't get an Excellent rating here I pity you.



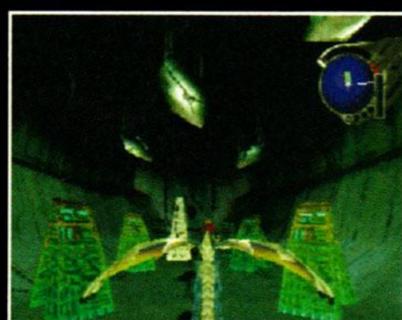
BOSS: BASILUS

Having escaped from the cave system, the boss gives chase. Luckily you've reunited with your dragon and you feel ready to take on anything! It's just as well really because this is probably the toughest boss you've faced yet. Essentially the key is to blast off the flowers it uses on its rear, thus exposing its weak spots. The only place you're safe is directly in front. The strategy I use is to employ the use of a couple of blast chips to blow off the flowers then wait for the boss to move in front of you - this takes ages and you should have all three time bars powered up. Now let rip with the Sniper gun then go about repeating the process. Easy! And that's the end of Disc Two.



BEGINNING DISC THREE

Although it isn't strictly necessary to the quest, it's recommended that you return to Uru as soon as you start Disc Three. One of the hunters at the caravan has fallen ill and you need to find a rare cure. All you have to do is find a series of creatures who've been separated from their mother and then return them to the nest (which is at the northwest of the map). Once all the creatures are back, the mother departs and a nice little rare cure is found in her nest. Before returning to the caravan though, enter the underground caves you visited at the end of Disc Two. A great many power-ups are available - the geography of the maps has changed slightly, opening up a new level crammed with goodies. Also, with the dragon you can break open all the power-ups you had to pass before. Once you've done this, return to the caravan and talk to the shopkeeper. He's the guy who prepares the cure. Now it's back to business!



RETURN TO ZOAH

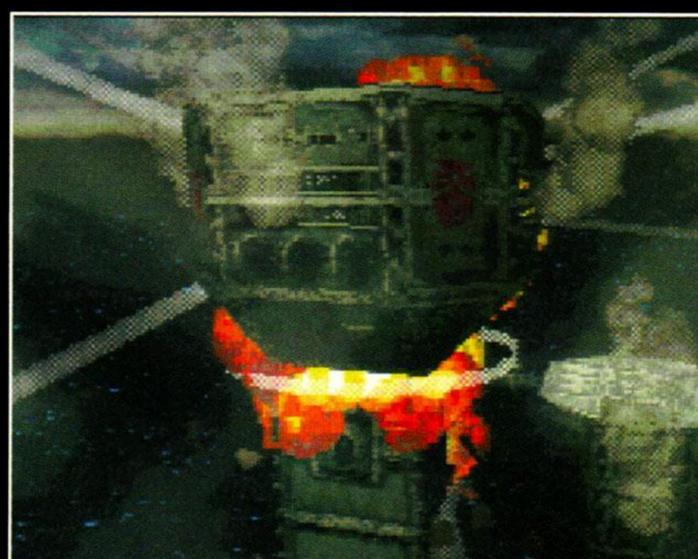
Once the caravan business is out of the way, fly over to the new camp site, have a chat with Paet and then head towards Zoah again. You'll see that imperial agents have infiltrated the town. Leave Zoah and return in day time. A large fat guy in front of you hands you a pass to the Holy District (the double doors directly adjacent to the entrance to Zoah lead there). The main aim in the Holy District is to locate the central structure (hint: take the path to the right of the church), enter it and talk to Paet's father. He reveals that an imperial strike force has been despatched to raze Zoah to the ground. Now it's time to leave, head north and take on the entire fleet single-handedly! But before you do, be sure to purchase a High Vulcan attachment for your gun from the shop (and arm it!).



This fat man gives you a pass for the doors.



Find this building in the Holy District!

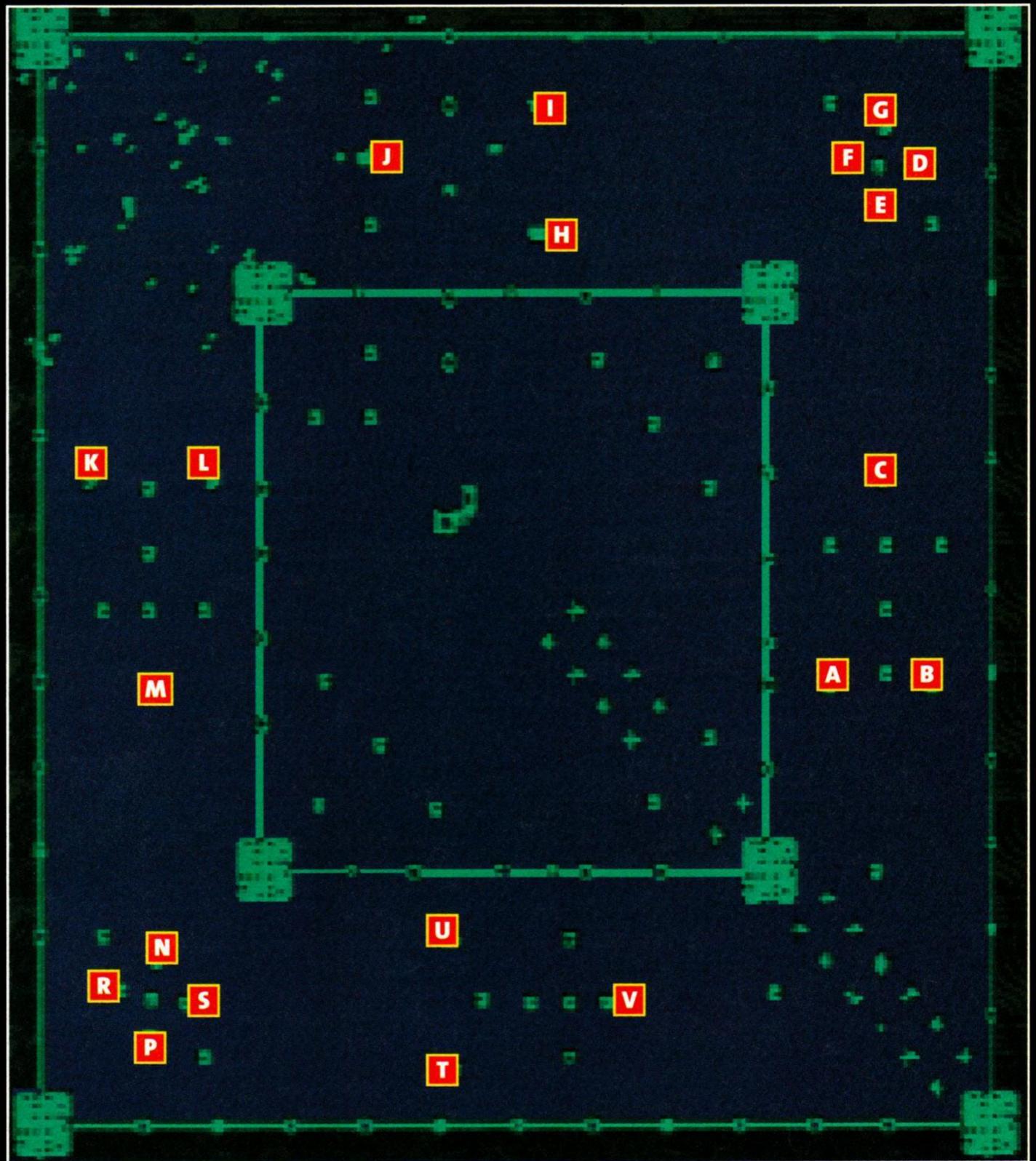


AIR FORCE POST

This stage is a simple destruction fest: destroy absolutely everything in sight. Keep clear of the searchlights - they simply summon some dreadnoughts (and you'll have plenty of those after you anyway) and head north, destroying all in your path. Steer clear of the centre structure too - you can't actually get in until the first boss has been defeated. Once you reach the centre-north of the map you'll face the first boss. Once he's defeated you can enter the centre, destroy the base and then head north to take on the final end-of-level guardian!

AIR FORCE POST

- A Anaesthetic, Oil Canister, Elixir Medis
- B Anaesthetic, Blast Chip, Elixir Medis
- C Elixir Maxis, Oil Canister, Diny's Chip
- D Diny's Chip, Oil Canister, Full Elixir
- E Berserk Micro, Blast Chip, Diny's Chip
- F Full Elixir, Oil Canister, Anaesthetic
- G Elixir Maxis, Oil Canister, Anaesthetic
- H Berserk Minor, Blast Chip, Diny's Chip
- I Anaesthetic, Shell Plate, Berserk Micro
- J Berserk Medis, Oil Canister, Anaesthetic
- K Anaesthetic, Shell Plate, Elixir Minor
- L Elixir Minor, Blast Chip, Anaesthetic
- M Diny's Chip, Revive, Berserk Micro
- N Elixir Medis, Oil Canister, Diny's Chip
- P Diny's Chip, Revive, Elixir Medis
- R Elixir Minor, Oil Canister, Diny's Chip
- S Anaesthetic, Revive, Elixir Maxis
- T Berserk Minor, Revive, Anaesthetic
- U Elixir Minor, Blast Chip, Diny's Chip
- V Diny's Chip, Shell Plate, Elixir Minor



BOSS: BEHEMOTH

This boss attacks in two stages, but he remains fairly easy to defeat. For the first stage you have to concentrate your fire at the bottom of the boss. However, it's only effective on ONE side out of the four on offer, so there is some luck required here. Once the bottom has been destroyed, the top opens up. First order of business is to fire up some Vengeance Orbs. You basically have a free reign to use your lock-on lasers on the weak spot before the devastator weapon is unleashed on you. After this, the armour plating comes out, covering the weak spot. Just lob a couple of Dual Blast Chips and it's game over for the boy Behemoth.



BOSS: DEATHMAKER

This heavily-armoured missile is on a collision course with Zoah and you only have seven minutes to blow the sucker up! The first thing you need to do is take out the side-mounted engines, switching quickly between both sides so as the main weapons battery can't get a lock on you. Then it's simply a case of concentrating your fire until the supports drop away and the missile takes off. You're completely safe now: there's no chance of any weapons attack. Time is the only enemy. Blast away without prejudice (switching sides as and when a major component drops away). Now you're on your own, but don't worry, it's easy!

NEXT MONTH: THE END

We tackle the end of Disc Three and the entirety of Disc Four... it's going to be amazing, trust us. And then perhaps we might reveal some ever-more stunning secrets - yes, even when the game's finished, there's STILL MORE to do if you're up for it! We'll reveal all (but probably not next month).