

PANZER DRAGON SAGA

THE COMPLETE GUIDE: PART 1

Panzer Dragoon Saga is an amazing game. So amazing in fact, that we awarded it a gargantuan 96% in the last issue of SEGA SATURN MAGAZINE. Of course, we've completed it. And completed it well. That puts us (well Rich actually) in the position of providing you with this exhaustive guide to this most incredible of videogames! Let's rock! We're going to start the guide at the Excavation level. If you can't figure out how to ride the lift out of the very first area you're beyond hope and clearly a warrior's game like Panzer Dragoon Saga is not for you! The more intelligent amongst you will probably realise that this guide will sort you out if you're having problems with the Cover CD!

ABOVE THE EXCAVATION

A simple level designed to get you to grips with the art of dragon control, the key here is to explore all the accessible objects, including the birds on the left fork. They lead the way to a super-secret area containing the first D-Unit. In actual fact I missed this secret right up until I completed the game! Don't make the same mistake. Once you've cleared this stage, you find yourself in the excavation itself. Check the crate right in front of you when you start and then check the body lying to the right. Curious eh? That rat bastard Craymen's gonna pay! Oh yes.



Once you've got a full Laser Rank meter at the end of the game, return and blast the canyon-mounted fans (left).

ABOVE THE EXCAVATION



ABOVE THE EXCAVATION

- A Diny's Chip
- B Oil Cannister
- C Field Map
- D Access Birds to Find Secret
- E Save Point



GOON SAGA

EXCAVATION SITE

Again, a very simple level. All you need to do here is go to the north, looting the area (and surrounding tunnels) for power-ups. At the northeast end of the level is a monster repellent trap - a whole bunch of fans that keep you back. Go to the west and into the cave at the far northwest to turn the fans off and progress. This takes you into the last valley area and then on to the first boss.

EXCAVATION SITE

EXCAVATION SITE

- A Telepathy Shard
- B Free Action
- C Elixir Minor
- D Diny's Chip
- E Elixir Medis
- F Gara
- G Revive
- H Panta Dig
- I Blast Chip
- J Gem Stone
- K Save Point
- L Field Map

THE VALLEY

The third level of the Excavation Site has little exploration and is more of a battle royale as you take on the Baldor Queen Boss (twice). Follow the tips below and you're guaranteed an Excellent! rating, oh yes. Remember you can take a shortcut through the waterfall. Do so only to get the objects then double back and go the long way. You get more objects, see.

BOSS ONE: BALDOR QUEEN

This is a really easy boss to defeat, even if you're still a level one warrior. At the beginning of the fight, concentrate your lock-on lasers on the weak point of the beast, until it spews forth its mini-creatures. Then dart around to the back of the creature, switch to your shots and keep on targeting the weak area. When the mini-creatures cross over to join you, dodge around the back again and repeat the process. Easy. You have to fight this guy again just a bit later on, but the exact same tactics get you through.



BOSS TWO: ARACHMOTH

After emerging from the valley, you're flung headlong into ANOTHER boss confrontation, this time with the considerably deadlier Arachmoth. Once again, the key to a quick kill here is to concentrate on the weak area. Go left as far as you can and when the beast turns to face you, dodge around the back and let rip with the lock-on lasers. Repeat the process until Arachmoth charges you. Now power-up your attack level berserk power and finish it off. Just a few turns should do the job...

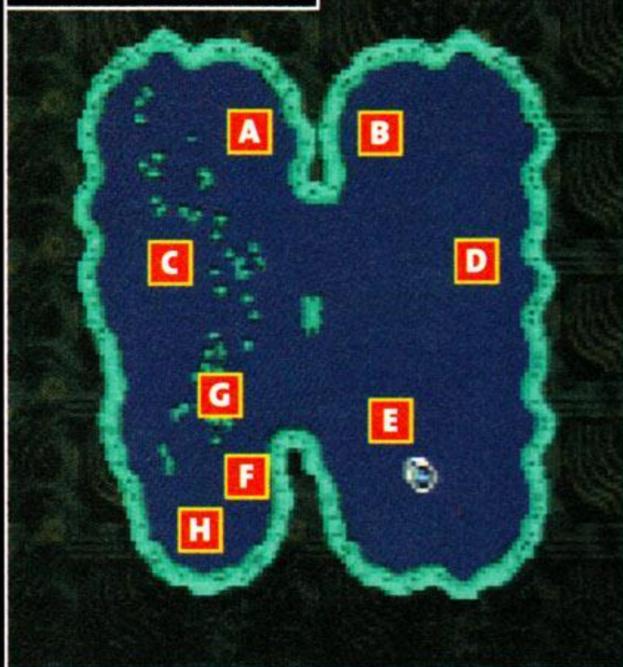
THE VALLEY

THE VALLEY

- A Berserk Micro
- B Elixir Medis
- C Recorder
- D Energy Prism
- E D-Unit 02
- F Elixir Minor



GARIL DESERT: WORM ZONE



THE DESERT

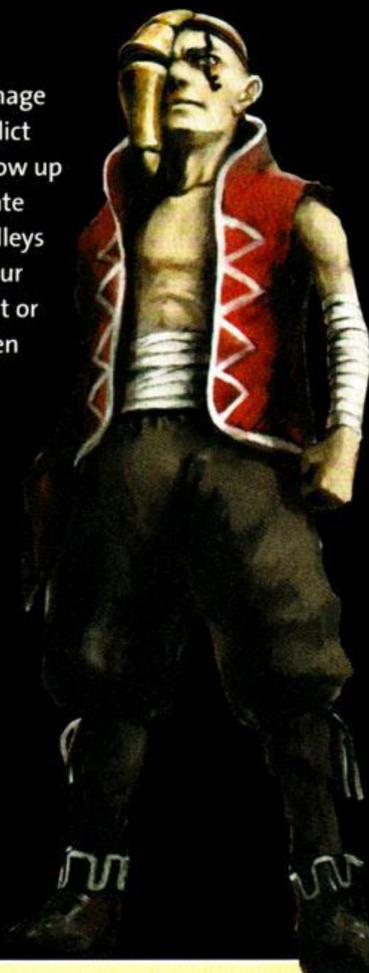
This poses a slightly larger problem in the form of more complex puzzles, and also gives you a couple of secret areas to locate on the first two areas (there are three sections to this level in all). The key here is simply to activate the means for opening up the passages to the next stage. The maps have all the answers. In terms of solutions to the secret areas. In the first area fly underneath the arches to bring a new worm into view. This exposes another exit. On the second stage, there's a worm trapped in a sand vortex. Access it to rescue the poor little thing and it'll open up a new exit with a lovely power-up to access.

GARIL DESERT: WORM ZONE

- A Field Map
- B Elixir Medis
- C Telepathy Shard
- D D-Unit 03
- E Free Action
- F Elixir Minor
- G Fly Under Arches
- H Shield Chip in Passage After G is Accessed

BOSS: LATHUM

You can't help but sustain some small amounts of damage with this beast, but if you mess up the timing, he'll inflict massive damage. Perhaps lethal! Use the lock-on to blow up the beast, revealing its pink weak spot. Now concentrate your shot fire on this weak area. You can get in two volleys before the creature attacks back. After you've taken your shots, move opposite to your firing position (press right or left twice). The damage at this position is minimal. Then just move back around and continue the onslaught. A mucus shift covers the weak area. Just repeat the process.



GARIL DESERT: GREEN OASIS



GARIL DESERT: GREEN OASIS

- A Access to Open B
- B Access to Reveal Exit at A
- C Elixir Minor
- D Diny's Chip
- E Elixir Medis
- F Berserk Micro
- G Rescue Worm Here
- H Rescued Worm Gives Access to Mauler
- I Save Point



GARIL DESERT: BLUE RUINS

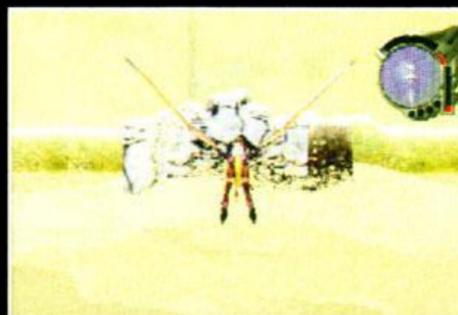


GARIL DESERT: BLUE RUINS

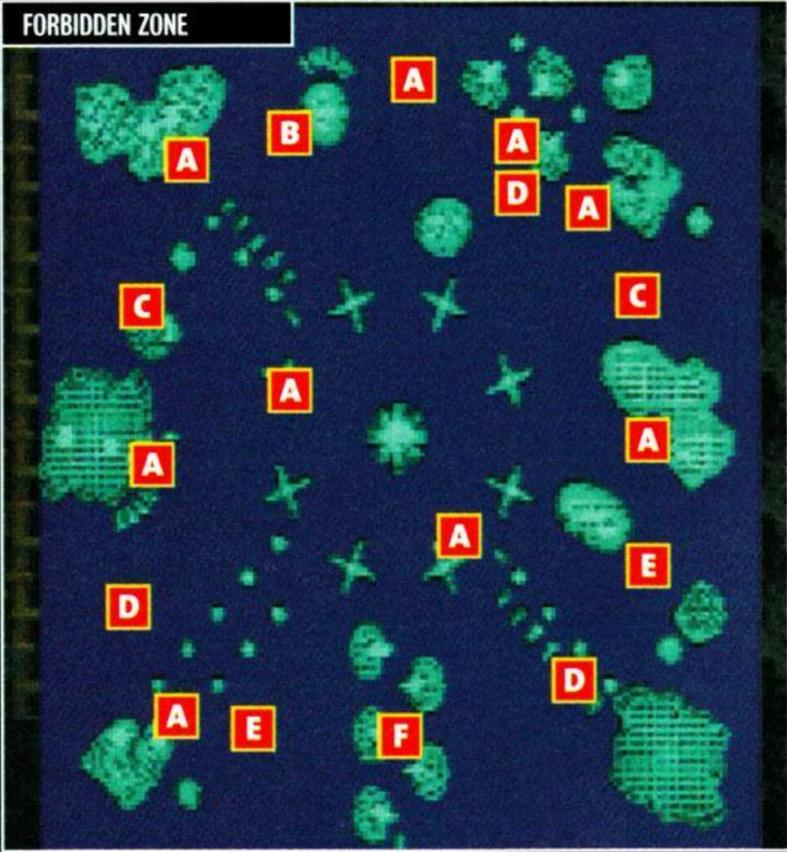
- A Diny's Chip
- B D-Unit 04
- C Break Open to Reveal Exit to Boss
- D Elixir Minor
- E Berserk Micro
- F Elixir Medis
- G Save Point



An erection to the northeast of this point is the key to opening up the chasm that lurks beneath this stone structure.



FORBIDDEN ZONE



FORBIDDEN ZONE

- A Key to Central Structure - Access All to Progress to Boss
- B Telepathy Shard
- C Gipson Lens
- D Shell Plate
- E Oil Cannister
- F Save Point



BOSS: CAVE CREATURE

Use lock-on lasers until the small blue beast has been swallowed up by the larger one. Now the fight truly begins. Of course, the best thing you can do is to stay under the creature, using lock-on lasers to blast the weak spot. When it switches to a defensive posture, move above it and left rip with a spiritual berserker attack. Unfortunately, once defeated, it merely changes form and gets a whole new energy bar. It's far more offensive, but leaves itself more open, and provided you have some elixirs at hand, you should be able to take it out with little effort.

THE FORBIDDEN ZONE

After rescuing the seeker (the unfortunately named Gash), he'll reveal the way to the travelling caravan. Fly there and speak to the inhabitants. One of them shows you the way to the Forbidden Zone which is your next destination. Once that knowledge is yours, you're also free to buy new weapons and stuff from the shop. Don't buy a Mauler. It's a good weapon, but you should already have one from the Green Oasis level of the Garil desert!

Fly to the Forbidden Zone. The job here is really straightforward. The cut-scene shows the keys to the central structure being sent out across the level. Your job is to hunt them down and access them in order to send them back to the structure. Once you've done so, check the central structure and you'll be warped to the confrontation with Craymen's Elite Guard. Once they're defeated, Edge's examination of his nemesis' defeated craft is cut short by the arrival of Azel and her mighty dragon, Atolm. This is the thrilling conclusion to Disc One!



Locate the security keys to the centre structure, dotted around the level. Access them...

...and watch them fly! Once all keys are in place, you're ready for an awesome boss fight!

BOSS: CRAYMEN'S ELITE GUARD

This attack takes the form of two waves of assault. The first wave is Craymen's minions in their crappy little assault vehicles. These guys are so easy to beat, it's an insult to your intelligence to proffer tactics. Craymen's ship is a little more problematic. He has side-mounted tracer cannons and a mighty homing mine in the back. The best tactic here is to stay behind his ship until the back opens up, then switch to the side and rain in the lock-on lasers until the mine is launched. Once it has launched, nip around the back again and repeat the process. He might duck under the clouds to load up more mines, but it's no hassle really. Just keep on firing and resume your tactics as normal as soon as he surfaces.

BOSS: ATOLM, THE VERY FIRST CONFRONTATION

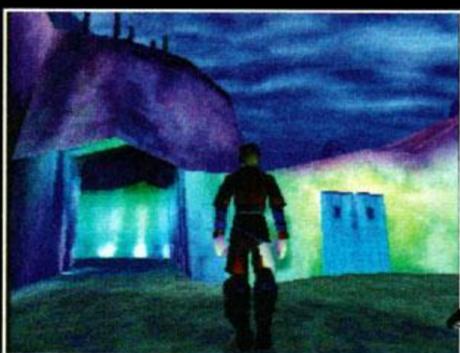
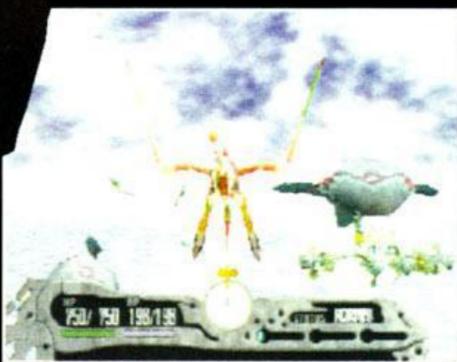
Azel and her enormous dragon, Atolm, have just been revived, so in this first skirmish, she's not too battle-savvy and her steed is still weak. Although Atolm has side-mounted lasers, Azel doesn't use them too much. If you stay at the sides, she's more likely to move behind you. This is the main weakness. Simply stay at the side (don't let her stay behind you or you're dead) as your meter rises, then when she moves, you move behind her, let loose the lock-on lasers, then return to the side again. When Azel prepares her berserker rage ("Rain Death on Him"), you can do one of two things. Either heal up sharpish, or activate one of the Shield Chips you got in the Worm Zone of the Garil Desert. Both assure survival, and you merely need repeat the process to finish her off. This awesome battle brings about the end of Disc One.

THE VILLAGE OF ZOAH

With Atolm and Azel defeated for the moment, Edge and his dragon return to the caravan in order to find their next destination. One of the locals reveals the existence of the Village of Zoah over to the east. That's your next destination. The shop here allows you to get hold of a Sniper attachment for your gun. Save up for it - it inflicts horrible damage on a creature's weak spot, giving you the edge in a boss confrontation. Sell all of your artifacts (anything that can "be exchanged for money" serves no other purpose). If you need more cash, wait until nightfall, find the well and go through it. This leads to the Holy District. There's a door here and inside is a girl who'll give you an object worth 2500 Dyne. Good eh? Talk to everyone in Zoah, but to progress you need only talk to the bartender in the club and get the picture from him (do this at night time). During the day players need to go through the passage and talk to Paet. He's the guy working on the airship. He'll send you to the land of Georgius up north to locate some artifacts from the Ancient Age. That's your next destination.

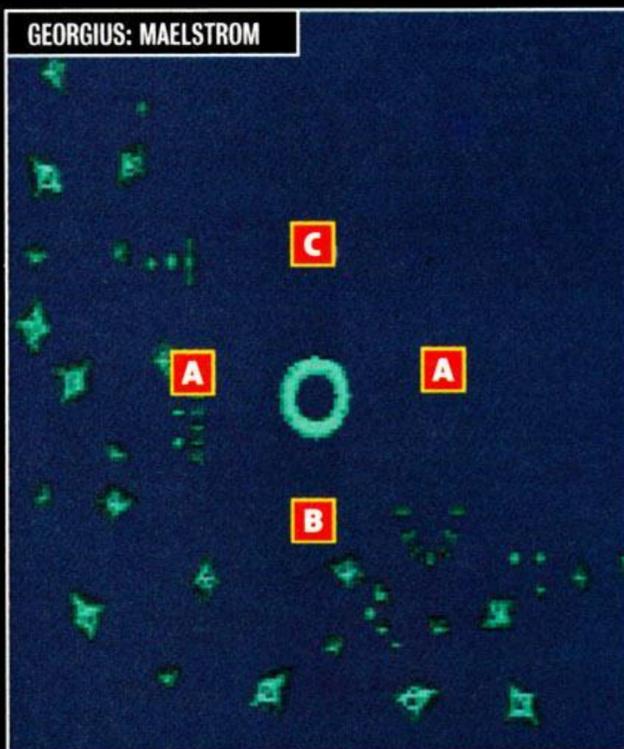


Craymen's Elite Guard is small fry compared to the horrors of the battle with Azel and Atolm...



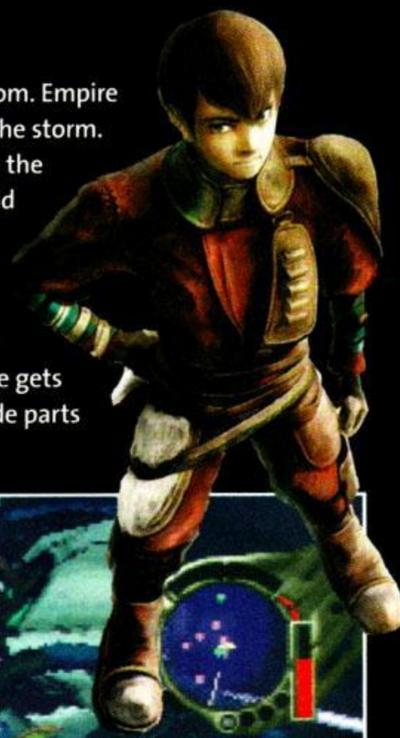
Zoah at night... Awesumnal visuals, yes?

GEORGIUS: MAELSTROM



GEORGIUS

Upon arriving at Georgius, you'll have to fight your way to the centre of the maelstrom. Empire forces are at work here for some reason so take out all comers and enter the eye of the storm. Now you're transported to the area mapped out here. All you have to do is approach the maelstrom, blasting the orbiting contraptions that are causing the storm. Try to avoid the sentries also flying around. Should you hit one you'll be transported to a fight scene against some very tough customers (our tip: use a Cleansing Wave spiritual strike and finish them off with a lock-on laser). Once the storm has been vanquished, the ship stage takes stage. The ship parts Paet needs seem to be under the ship, but in truth they're just junk. Loot the area for objects, then enter the ship. Edge gets captured and tortured, but the seeker Gash rescues you and gives you some bone fide parts for Paet. So return to Zoah and hand them over!

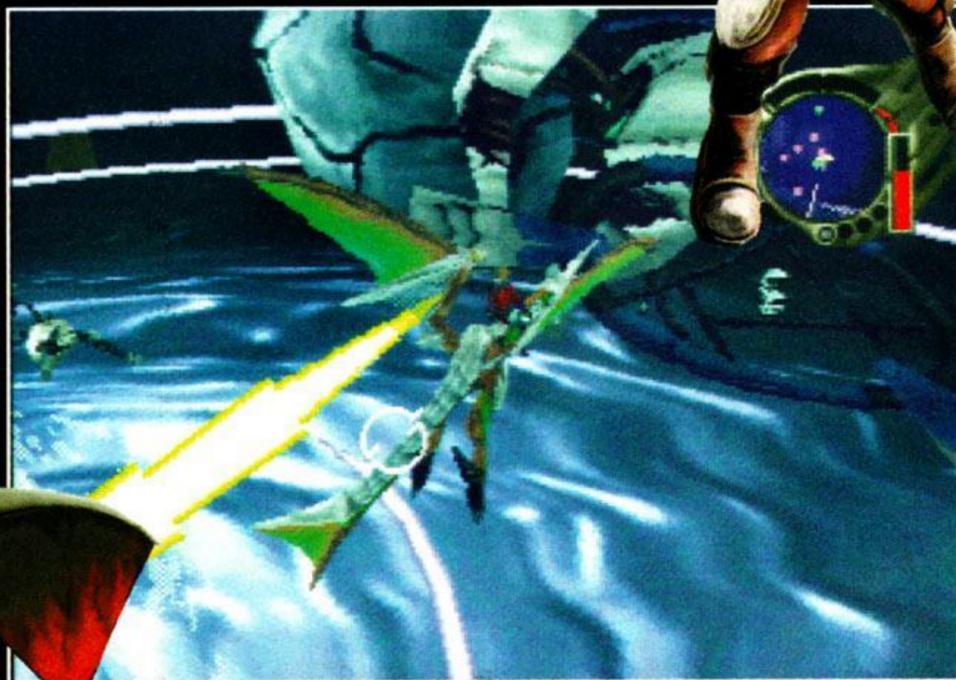


GEORGIUS: THE MAELSTROM

- A Gipsion Lens
- B Field Map
- C Save Point

GEORGIUS: THE SHIP

- A Oil Cannister
- B Gipsion Lens
- C Field Map
- D Shell Plate
- E Telepathy Shard
- F Junk Ship Parts - Enter Ship Instead
- G Save Point



GEORGIUS: THE SHIP



Travel to the heart of the maelstrom, then take out the surrounding satellites.



NEXT ISSUE

The Saga continues in the next issue of SEGA SATURN MAGAZINE as Edge takes on his toughest challenge yet: the dread Ruins of Uru! You'll be taking on fleets of enemy craft, as well as facing a period of separation from your dragon? Sounds frightening eh? Well, we'll guide you through the whole thing next month.



Some shots of delight of what awaits in Part Two of the Panzer guide. See you in 30...