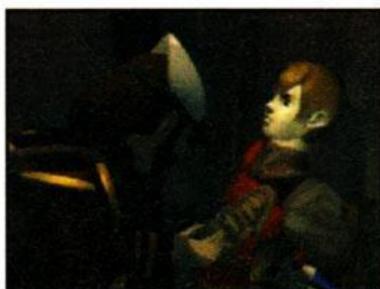


THE SHIP

After returning to the City for a "debriefing" by the guy repairing his craft, it's time to fly back to the north atop your dragoon steed for a bit of a recce on this mysterious craft that materialised at the end of the Maelstrom episode. The ship is hovering, stationary, over the now-still waterscape. Breaching the hull, our hero infiltrates into the depths of the ship, before

being discovered, knocked out, taken to a new ship and then tortured brutally in a pretty savage full-motion video sequence. Rescued at the final moment, you reach the deck of the ship and reunite with your dragoon before the epic boss sequence begins.

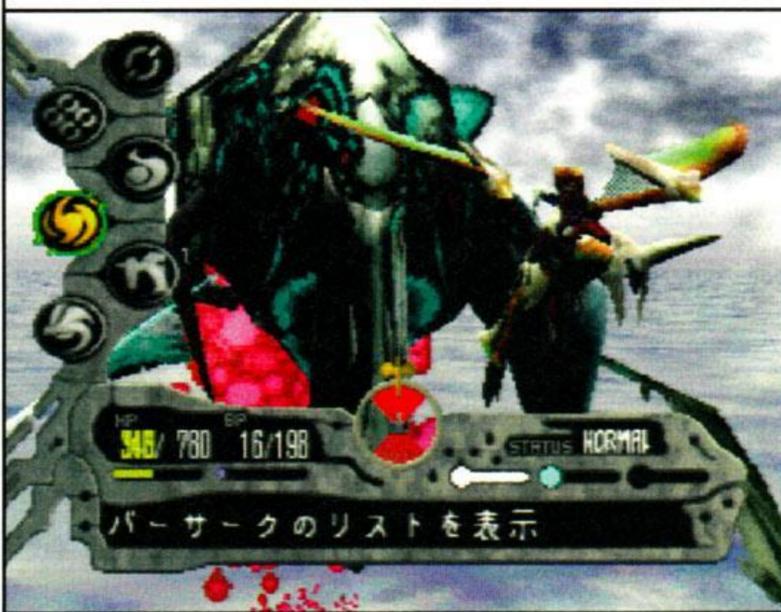
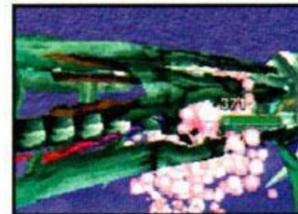


Our hero infiltrates the ship, gets captured, tortured, escapes... and then does battle with a horrific boss!



BOSS: THE FLY/SHIP COMBO

The craft you were transferred to actually turns out to be a massive carrier for an enormous mechanical fly creature, being towed along underneath. Take out the craft and the Fly frees itself, ready to make life for your dragoon something on the miserable side. Actually it's only its side-mounted cannons that really cause you any problems - the front-mounted electro-device and rear venom clouds take so long to charge up you can easily dodge out of the way and then rain in the damage!



The ship has wall-to-wall cannons, but it's at least more predictable than the boss it carries underneath! It's a battle royale!

THE EAST LAKE BASIN

Yup, it's another water-based level, but it's also the most spectacular stage yet seen in the game (but not the best in the entire game - things get amazingly cool in Disc Three!). A vast series of lakes populated with ancient ruins, encircled by enormous cliff-faces is the setting for the next level of Panzer Dragoon Saga. The primary aim of this stage doesn't become apparent straight away. First of all you need to gain access to the second lake, which is behind an impassable cliff. A passageway needs to be restored before you can move on to the next stage. But how are you doing to activate the ancient towers when you alone don't have the strength to move

them? Perhaps the whale inhabitants of the level can help...

Once you're through, you find the activation glyphs required to start some ancient rotors found in the first stage. The problem here is that the enemy also have interest in these ruins and they've stationed battalions of sky fortresses and scout craft at every major point in the stage. Suffice to say, you're in for the fight(s) of your life every time you approach a new area of the level.

However, once the rotors have been activated, an ancient structure emerges on the second stage... but first of all, there's a boss to defeat!



Those guys above hang out at every important stage of the level. Fight!



▲ As you progress through the level, the sun sets and night arrives!



The lakes offer some pretty hardcore puzzling action, interspersed with some of the hardest minions you would have met to date!