



# showcase

Panzer Dragon was the first Saturn game to showcase all its feature-mapping abilities.

Panzer 2's superior resolution makes for even better texturing. Just look at it!



## DECISIONS, DECISIONS...

No doubt you're drooling over the idea of multiple routes through each level. Well, mop up your bottom lip as we show you exactly how salivatingly cool this feature is in practice.

- 1 This is the first stretch of level one. A simple race through a rocky path, battling against some enemy bandits.
- 2 Suddenly a huge mountain looms up ahead. Do you chase the rider who went left, or the one who headed right?
- 3 Head left and the path stops at a massive vertical drop. Your dragon however, doesn't! Instead, it spreads its wings and takes to the air. Now you have to face giant skyships and formations of little fighters. The sensations of taking off and changing altitude have been impressively recreated.



- 4 Head right and you also come to a vertical drop. Only this time your dragon falls to take to the air! Fortunately it manages to glide to the floor below. This path takes you on a ground journey through a spectacular enemy installation, packed with massive fortresses and huge war machines.
- 5 Whichever path you took, the level eventually joins back together as you face a huge, transforming skycruiser boss!

## HE SHOOTS! HE SCORCHES!

Currently, the weaponry available to you in Panzer 2 is the same as in the first game. By holding down the fire button you can lock onto multiple targets, sending homing beams flying to them when released. Alternately, you can tap A, B and C quickly for a rapid shot. It seems likely though, that Team Andromeda will include the extra multi-coloured weaponry that was hidden in the first game. There's also a mystery berserk mode promised, in which the dragon morphs to become faster and more powerful. Sounds exciting!



The dragon spreads its wings and takes off!

If you don't fancy flying, prepare for a fight!



Soon fleets of skyships appear, and attack!

Towers guard the entrance to the enemy emplacement.

