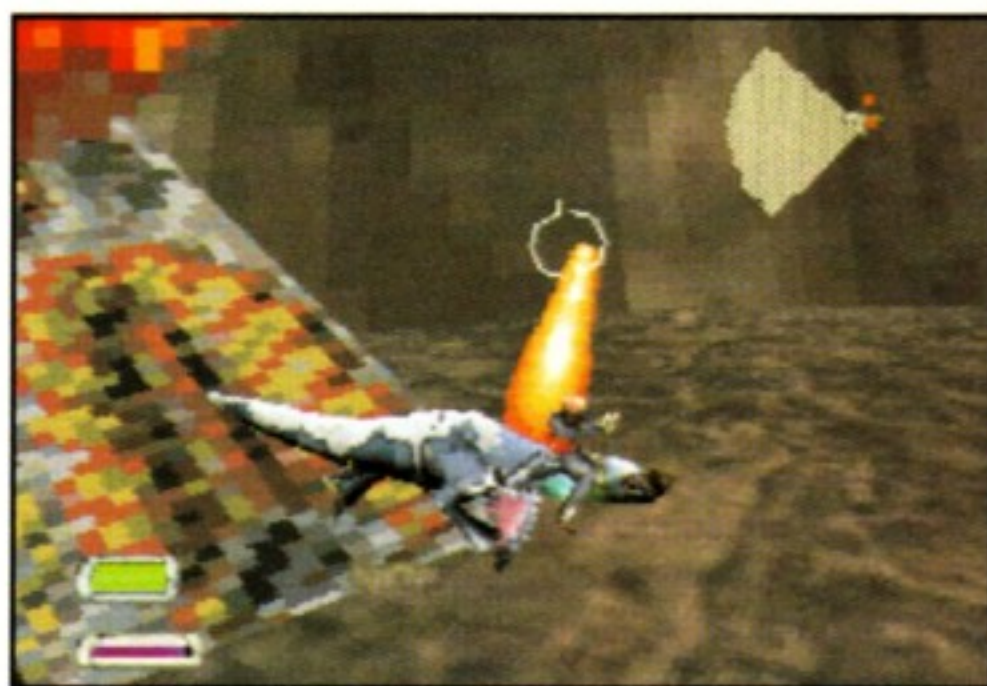


GOSH, IT'S GREAT TO WORK ON SATURN MAG. WE GOT TO PLAY PANZER DRAGON ZWEI BEFORE ANYONE, AND NOW WE'VE BEEN TREATED TO A MORE COMPLETE VERSION OF THE GAME FEATURING THREE MORE LEVELS THAN ANYONE ELSE HAS SEEN (EXCEPT SONIC). AND JUST BECAUSE WE LIKE YOU, AND WE GET PAID TO DO THIS SORT OF THING, WE'RE GOING TO GIVE YOU A QUICK TOUR AROUND THE ALL-NEW BEAUTEOUS ENVIRONMENTS OF THIS SERPENT'S TALE. HANG ON TO YOUR SADDLES, LIZARD LOVERS...

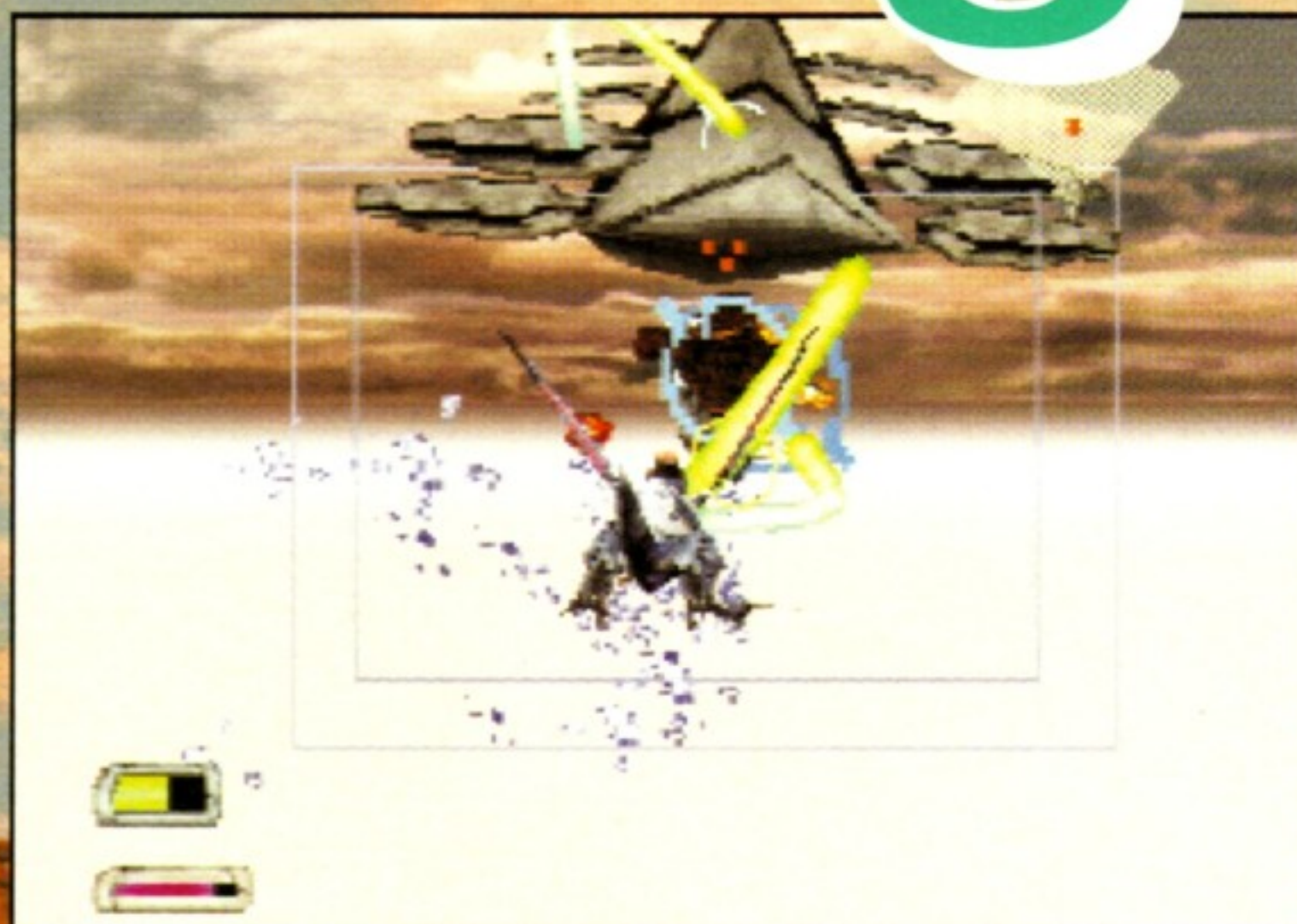
Up the Drago

Stage one

This is the stage everyone's seen so far. Your baby dragon kicks off the game with only stubby vestigial folded-away wings. Much like Orville the Duck, the desire to fly is present although the ability is not. This makes it slightly tougher to avoid and destroy the enemy gun turrets perched atop the peaks and buttes of the terrain, but it does give scope for some amusing cowboy-like shoot-outs with similarly mounted foes. Halfway through the stage your pair reach a cliff edge and, depending upon your choice of direction, draggy spouts wings for either a short glide to the valley below or a long-haul flight of doom through the airship fleets of the enemy.



I wish I could fly, right up to the sky but I can't. You can't? I caaan't.



Fly dragon, fly right up to the sky! You can! You can! And whilst you're up there, prepare to take on the equally lofty hordes of the demon enemy.



Stage two

Whoever these terrifying invaders are, they're certainly tooled up well enough. Their air force is definitely something to be reckoned with, as is demonstrated in this stage. It's high altitude action all the way as you and draggy breeze your way through battalions of sailing aircraft. Although destroying the enemy is like shooting really really big fish in a small barrel about the size of a household bucket this stretch of the mission is made much harder by the sheer volume of unfriendly fire blasting all around you. More a case of avoiding as much damage as possible as opposed to inflicting as much damage as possible, you'll have a hard time achieving the coveted 100% strike rate as you snort and whinny like some kind of flying eel through the barrages.



oners!

Stage three

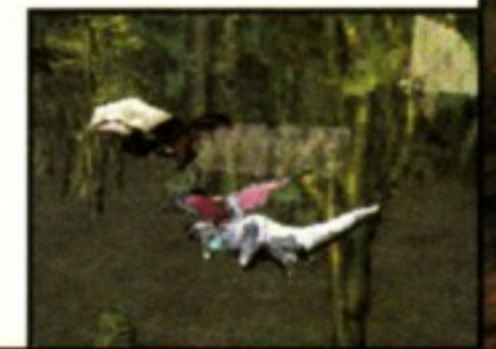
A more eerie and atmospheric level. Stage three is set in the thick of a tropical forest. Strangely enough, this means you're surrounded by trees, which provide excellent cover for your foes. The tricky lighting means you've got to keep an eye on the radar to track each threat properly, and the harsh woodland throws in as many navigational hazards as it harbours aggressors. But this is also one of the most beautiful Panzer stages going. The graphics are absolutely lovely, enhanced by groovy effects such as the shafts of weak sunlight filtering through the gaps in the leaf canopy. More of a work of art than a video game. Although perhaps that's a load of rubbish.



This is one of the prettiest Panzer levels ever. The lighting is gorgeous.



Luckily for the Forestry Commission, these giant trunks are indestructible.

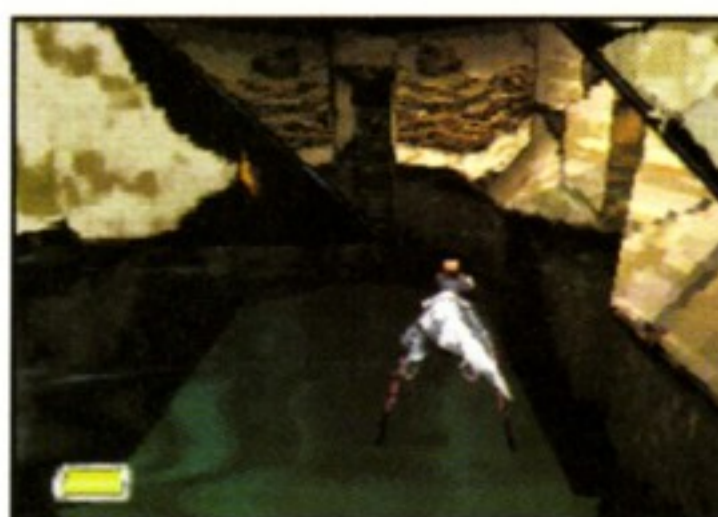


Stage four

Flying a dragon has one real advantage. Making you look really cool when you scream into the pub car park. And actually there's a second advantage – total mobility. Until you reach stage four, sadly, which takes place in a dark and damp tunnel not unlike the one linking the UK and France. But without any trains. Or duty free at either end. And, luckily, you're not going to get caught up in a Passport Control sub-game either. In fact, it's just more blasting. But the confines of the tunnel mean you don't have half so much room to manoeuvre as you'll by now be used to. Obviously this makes it easier for those not on your side to take a good shot at you, so try to take them out as early as you can to prevent their fire from filling your vision (and then killing you).



Of all the foes you face in Panzer Dragoon Zwei, the deadly PAUSE motif is the most fearsome. Actually, that's not very true. But look at those pretty lasers. Nice aren't they?



Ooh, it's a scary underground sewer tunnel level. My poor heart.



As usual, the aim of this stage is to kill everything that you see.