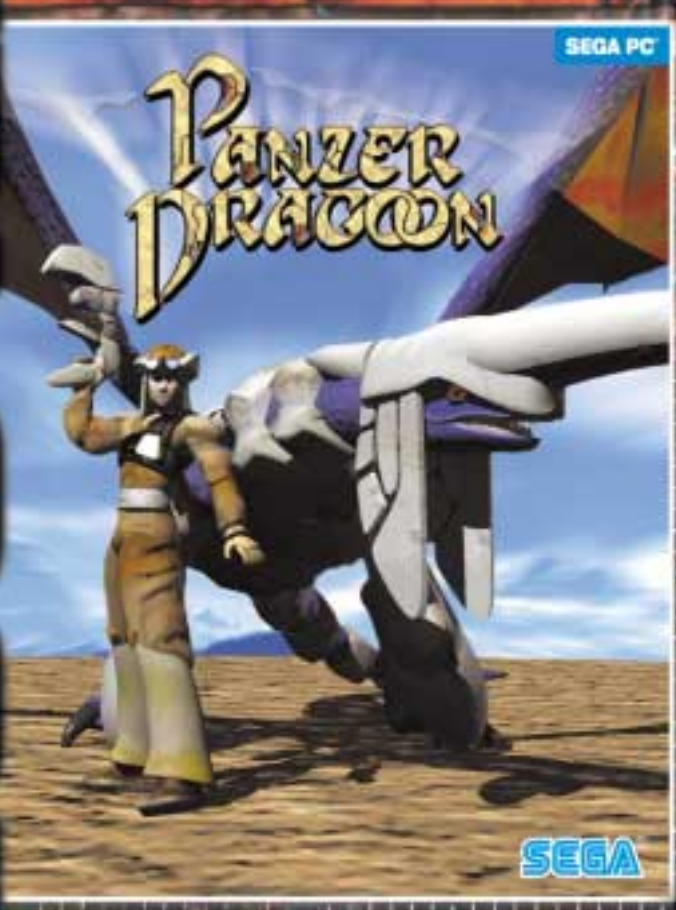


XPLOSION



empire  
INTERACTIVE

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# GETTING STARTED

Panzer Dragoon will run under Windows® 95/98. Please read the Readme.txt file first to check for any last minute enhancements.

## INSTALLATION

To play Panzer Dragoon:

1. Place the Panzer Dragoon CD in the CD-ROM drive, label side up, and close the tray.
2. After a few moments, a dialog box will appear, giving you a choice of options.

The first time you insert the Panzer Dragoon CD-ROM, the dialog box will give you the options of installing the game, or installing and playing the game.

3. Select INSTALL to begin the installation process. If you do not wish to install Panzer Dragoon at this time, select EXIT.

Under Windows® 95/98, the Panzer Dragoon installation procedure analyzes your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, Panzer Dragoon will create a new program group called Panzer Dragoon and place the Panzer Dragoon program icon in that group.

Once Panzer Dragoon is installed, whenever you insert the CD-ROM in the drive, you will be given the option to Play, Uninstall or Exit. Click UNINSTALL if you wish to remove Panzer Dragoon from your system, or EXIT to take no action.

## USING MENUS

When you play Panzer Dragoon you will be able to access a number of in-game menus by pressing F5, F6, F7 or F8. Each menu and its options are described below.

# STORY

## THE SKY RIDER FALLS...

Thousands of years have passed since a thriving civilization had perished and mankind had almost been destroyed by the deadly bio-weapons; genetically altered creatures that turned against their masters, and pushed the human race to the brink of extinction.

Many years later a tribe of the few remaining humans on Earth, known as the 'Imperials,' had discovers an ancient tower, a tower that houses an arsenal of devastatingly powerful but long forgotten weapons. These weapons were used by the Imperials to hunt and destroy the dangerous creatures roaming the Earth. Many believed that the human race would rise again, rebuild their lives and live in peace, safe from the bio-weapons of the Ancient Times. But there is an old saying: "Power is the father of desire, and desire is the father of aggression." This is the creed of the Imperials, sworn to become the new masters of the Earth.

YOU are a member of a hunting party out in the vast expanse of the Great Plains and the sight of an Imperial Battlecruiser that's passing overhead puzzles you. As you watch the ship race by, a Burrower leaps from beneath the ground and attacks one of your fellow hunters. Your hunting instinct takes over and you chase after it, only to find yourself in an unknown canyon that leads you to a strange, abandoned storehouse. Inside you find more than your quarry, two dragons are engaged in a spectacular battle in the air right above you.

Suddenly the rider of the armoured blue dragon is fatally wounded by a powerful laser blast through the chest and lands close to where you are standing. The Sky Rider stretches out his hand to you, a desperate gesture for help. As your hand touches his, the Sky Rider's mind and yours become one. As he slips into death you see what he is thinking; you see the Tower under the control of the Imperials. They have discovered its true use: the most powerful weapon ever created. With this and the Dark Dragon (a bio-weapon created by the Tower), the Imperials will become unstoppable!

The Sky Rider utters his final words, "Don't... let the Dark Dragon return to the Tower... if that happens, the horror of the Ancient Time will...." The Sky Rider falls at your feet, his life force spiralling off into the great unknown. The dragon lets out a piercing cry for its fallen master. You look at the dragon, and it looks back at you... waiting. A few moments later, armed with the Sky Rider's weapon, you choose to fulfil your new destiny - to fight and triumph! And now, the fate of the world rests on the wings of an armoured blue dragon....

## GAME CONTROLS

You can play the game using the Keyboard, a standard Control Pad or a Sega Control Pad.

### KEYBOARD

- Enter Key** Opens Title screen.
- Cursor Keys** Controls the cursor in the Title screen.  
Controls the direction of flight and your weapon sights.
- X, V, B** Fires weapons (press and hold to lock onto targets)
- C** Changes flight view in 90° increments to the right.
- Z** Changes flight view in 90° increments to the left.

### View Mode Change

Pressing keys A, S and D will change your flight perspective at any time in the game.

- A** **STANDARD:** a medium range view of yourself and the dragon.
- S** **DYNAMIC:** an ultra-close view of yourself and the dragon.
- D** **LONG RANGE:** a view of yourself and the dragon from a distance.

Note that all the above are the default settings. Keyboard controls can be changed in the Options Menu.

## STANDARD CONTROL PAD

- Start Button** Opens Title screen.  
Pauses game/Resumes game when paused.
- Directional Pad** Controls the cursor in the Title screen.  
Controls the direction of flight and your weapon sights.
- Button A** Fires weapons (press and hold to lock onto targets)
- Button B + holding down Directional Pad right** Changes flight view in 90° increments to the right.
- Button B + holding down Directional Pad left** Changes flight view in 90° increments to the left.

### View Mode Change

You can change your flight perspective (In and Out) at any time in the game.

Press **Button B** + holding down **Directional Pad Up**

Press **Button B** + holding down **Directional Pad Down**

## SEGA CONTROL PAD

- Start Button** Opens Title screen.  
Pauses game/Resumes game when paused.
- Directional Pad** Controls the cursor in the Title screen.  
Controls the direction of flight and your weapon sights.
- Button A** Fires weapons (press and hold to lock onto targets)
- Button B** Fires weapons (press and hold to lock onto targets)
- Button C** Fires weapons (press and hold to lock onto targets)
- Right Shift Button** Changes flight view in 90° increments to the right.
- Left Shift Button** Changes flight view in 90° increments to the left.

## View Mode Change

Pressing **buttons X, Y, Z** will change your flight perspective at any time in the game.

**Button X** STANDARD: a medium range view of yourself and the dragon.

**Button Y** DYNAMIC: an ultra-close view of yourself and the dragon.

**Button Z** LONG RANGE: a view of yourself and the dragon from a distance.

## DRIVE MODE/SHOOT MODE

As you ride the Dragon you can switch between Drive and Shoot mode.



### DRIVE MODE

In Drive Mode you are looking forward, and can direct the dragon with the cursor keys/directional pad.

To change the direction of flight, hit the cursor/directional control twice and your dragon will fly in that direction and you can

then fire in the direction you want (for firing controls see above).



### SHOOT MODE

In Shoot Mode you are looking left, right or behind you (see flight view controls above) and can shoot in all of these directions but remember that you cannot manoeuvre the dragon in this mode.

# BEGINNING THE GAME

After you have clicked on Play the program will launch itself and show the story of Panzer Dragon.

- Press Enter key /Start button and you will see the Title Screen which displays Game Difficulty.
- Press the left/right Cursor keys or the Directional Pad left/right to change the game difficulty level to EASY, NORMAL or HARD.
- Press Enter/ Start Button, or the Shot Button to begin the battle.

## GAME OBJECTIVES

The power of the ancient Tower has been discovered by the Imperials.

You must strive to destroy the Tower, defeat the living bio-weapon creatures and battle against the armed might of the Imperials.

**SIGHTS**

**RADAR**



**TARGETTING**

**ENERGY BAR**



## GAME CHARACTERS

### You

You are a hunter who has grown up in borderlands, and specialize in hunting down dangerous creatures. Though you are only 16, you were well trained by your father, another famous hunter.

### Your Dragon

You ride a species of dragon that was built in the ancient time. Its body is encased in special armour that protects it (to a degree) from deadly laser cannon fire.

### The Dark Dragon

This is an extremely destructive creature that was used in the ancient wars. A giant-sized experimental bio-weapon whose exact biological make up is unknown and lost in time.

## HOW TO WIN

Destroy all the enemies you come across but be careful not to be hit by them. If you and your dragon are hit or if you crash into any obstacles, your Energy Bar will diminish. When it drops to zero your dragon has run out of energy and will crash to the ground or drop into the ocean. You have failed! Learn by your mistakes and use your weapons and new battle skills to get through all the dangers placed in your path, and destroy the Tower.

### The Laser

The laser given to you by the Sky Rider is a relic of the ancient times; it is an extremely powerful weapon when used correctly. To use the laser, use the cursor keys/directional pad to aim at a target (try to get it inside the rotating box sights) and press your fire button (see above).

### The Homing Laser

To fire the homing laser, press and hold down the weapon fire button/key and aim the sights at an enemy/enemies with the directional pad/cursor keys. When a set of blue crosshairs appears on the target (or targets),

release the button, and the homing laser beam is fired. In this way up to eight enemies can be targeted (and destroyed) at the same time.

## **The Radar**

To the right of the screen is the radar. This shows a grey outline of the dragon and all nearby enemies as yellow dots. Keep an eye on this indicator so that you know where the next danger is coming from.

## **Continue Credits**

Each game episode you fly through contains a large number of enemies. For each one you destroy, your point score increases. If you destroy an above average percentage of all the enemies in that game episode you will receive a credit. One credit is used each time your Dragon loses all its energy, so target well and destroy as many enemies as you can!

The EASY game starts you off with five credits but you can only get as far as the fourth episode. The NORMAL game start with three credits while the HARD game gives you NO credits (and the enemies are much, much tougher!).

## **Ending/Continuing**

Your dragon runs out of energy when it takes damage from enemies. You can tell how much damage your Dragon has taken by looking at the blue energy bar at the lower left of the battle screen. When your dragon runs out of energy and you have credits remaining, the continue screen appears. Select YES to continue the game (from the start of the last episode you were in) or NO to exit to the title screen.

If you have no credits left, then its GAME OVER.

# IN-GAME MENUS

## IN-GAME KEYS

The following keys can be accessed in-game:

<b>Restart Game</b>	<b>Alt + R</b>
<b>Replay the game so far</b>	<b>F2</b> (toggle)
<b>Pause Game on/off</b>	<b>F3</b> (toggle)
<b>Quit Game</b>	<b>Alt + F4</b>

## GAME OPTION SETTINGS (F5, F6, F7, F8)

Press keys to change the following Game Settings:

### Change Control Method **F5**

In the Change Control Menu, you can choose how to control the dragon (from the connected input devices) using the left /right controls and also whether to have normal or reversed up/down controls.

### Assign Keys/Buttons **F6**

Highlight the function you want to change using your up/down controls and insert the key/button you want to use using the left/right controls. Select default if you want to return to original keys/buttons configuration.

### Configure Game **F7**

Configure the game to suit the speed of your machine. If the game is playing too slow you may want to change to lower settings.

<b>GAME SPEED</b>	Select Normal or Fast
<b>INTERLACE</b>	On/Off
<b>GRAPHICS DETAIL</b>	High, Medium or Low
<b>AVI SIZE</b>	Large or Normal
<b>SCREEN MODE</b>	3 Levels (8bit/16 bit color)
<b>SOUND MIXER</b>	F8

In the Mixer Menu, you can set sound/music/effects volume. Settings will be active after you restart the program.

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