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Panzer Dragoon CD

Note: Click the Readme file for important information about this CD-ROM.

Story
The Sky Rider Falls...

Thousands of years have passed since a thriving human civilization perished in the dust. Mankind has nearly been destroyed by its own bio-weapons. These genetically altered creatures turned against their masters, and as a result, the human race was pushed to the brink of extinction.

A tribe of humans known as the "Imperials" recently discovered an ancient tower, a tower that houses an arsenal of devastatingly powerful ancient weapons. The weapons discovered in the tower were used by the Imperials to hunt and destroy the dangerous creatures roaming across 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 Time.

But there is an ancient saying: "Power is the father of desire, and desire is the father of aggression." This is the creed of the Imperials, sworn on being the new masters of the Earth.

You are a member of a hunting party out in the vast and arid Great Plains. You are puzzled at the sight of an Imperial Battlecruiser passing overhead. As you watch the ship float by, a Burrower leaps from beneath the ground and attacks one of your fellow hunters. Your hunting instinct takes over as you chase after it, only to find yourself in an untravelled canyon.

At the end of it is the entrance to a strange, abandoned storehouse. In it, you find more than your quarry. You are surprised by the sight of two dragons engaged in a spectacular air-battle... right above you.

The rider of the armored blue dragon is fatally wounded by a powerful laser blast through his chest. The blue dragon and its rider land before you. 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. In his final thoughts you see the tower that is under control of the Imperials. They have discovered the true use of the tower-the most powerful weapon ever created. With this and the Dark Dragon (a bio-weapon created by the tower), The Imperials will be unstoppable!

The Sky Rider speaks his final words, "Don't... let the Dark Dragon return to the tower... if that happens, the horror of the Ancient Time...."

The Sky Rider falls at your feet, his life force spiraling 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 fulfill your destiny-to fight and triumph! And now, the fate of the world rests on the wings of an armored blue dragon....

How to begin the game

After you launch the program, the Sega logo appears, followed by the story of Panzer Dragoon. Press the <u>Start Button</u>.

The Title screen displays GAME . Press the <u>Directional Button</u> left or right to change the game level (EASY, NORMAL and HARD) and press the <u>Start Button</u>, or the <u>Shot Button</u> to begin the battle.

How to play

Here is an explanation of the objectives and the mechanics of the game. Be sure you understand the objectives of the game to proceed smoothly. You will find a detailed explanation of how to get through the game in [Getting through the game].

Objectives of the game

The ruins of an ancient age have been discovered by the empire, [Tower]. To reseal the Tower, you must defeat the creatures (living weapons made in an ancient age) and the armed forces of the empire.

How to get through the game

While being careful not to be hit you must destroy all enemies you come across. If you are hit by enemies or if you collide with obstacles your life gauge diminishes. You'll need to use every weapon and technique to make it through the dangers in your path, and destroy the Tower.

The laser given to you by the Sky Rider is a relic of the Ancient Time, a powerful weapon... when in capable hands. To use the laser, use the Directional Button to aim at a target (the target should appear inside the rotating box sights) and press the Shot Button to fire.

Homing Laser

To fire the Homing Laser, press and hold the <u>Shot Button</u> and aim the sights at an enemy/enemies with the <u>Directional Button</u>. When a set of blue crosshairs appears on the target or targets, release the button, and the Homing Laser beam is released. Up to eight enemies can be targeted at the same time.

Game stages
Each area you fly through contains a certain number of enemies. For each enemy you down, your point score increases. If you destroy more than a certain percent of all enemies in that area you 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!

Ending/Continuing

Your Dragon runs out of energy when it takes too much damage from enemies. You can tell how much damage your Dragon has taken by looking at the blue Energy bar at the lower left side 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, GAME OVER appears on screen, followed by the Sega logo and the Story intros.

In the EASY game you start out with five Credits. However, you may only proceed as far as the fourth Episode. In the NORMAL game, you start out with three Credits, and in the HARD game, you start with zero Credits (the enemy hits a lot harder, too...)

Character presentation
Dragon

You ride a species of dragon, created in an ancient age.
Its body is encased in armor which protects it from laser cannons.

You

A hunter grown up in borderland, you specialize in hunting dangerous creatures.
Though you are only 16, it's known that you were trained well by your father, another famous hunter.

Prototype Dragon

A destructive creature used in an ancient war.

A giant-sized experimental bio-weapon created in an ancient time.
Its exact biology is unknown, lost in the mists of time.

Control Pad functions
Directional Pad
Controls the cursor in 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 Directional Pad right
Changes flight view in 90° increments to the right.

Button B holding Directional Pad left
Changes flight view in 90° increments to the left.

View Mode Change
Pressing buttons like below you enter the View Mode changing the Flight
Perspective. You can change the mode at any time in the game.

Button B holding Directional Pad up
Button B holding Directional Pad down

Sega Control Pad functions

Right Shift Button
Changes flight view in 90° increments to the right.

Left Shift Button
Changes flight view in 90° increments to the left.

Directional Pad
Controls the cursor in Title screen.
Controls the direction of flight and your weapon sights.

Start Button
Opens Title screen.
Pauses game/Resumes game when paused.

View Mode Change
Pressing buttons X , Y, Z you enter the View Mode changing the Flight Perspective. You can change the mode at any time in the game.

Button X
Changes flight perspective to STANDARD, a medium range view of yourself and the dragon.

Button Y
Changes flight perspective to DYNAMIC, an ultra-close view of yourself and the dragon.

Button Z
Changes flight perspective to LONG RANGE, a view of yourself and the dragon from a distance.

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)

Keyboard Control
[Enter]
Opens Title screen.

[Directional Key]…[Cursor Keys]
Controls the cursor in 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 buttons [A],[S],[D] you enter the View Mode changing the Flight
Perspective. You can change the mode at any time in the game.

[A]
Changes flight perspective to STANDARD, a medium range view of yourself
and the dragon.

[S]
Changes flight perspective to DYNAMIC, an ultraclose view of yourself and
the dragon.

[D]
Changes flight perspective to LONG RANGE, a view of yourself and the
dragon from a distance.

NOTES: These are the default settings. Keyboard controls can be changed in
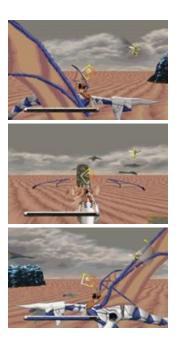the Option.

About the Two Modes
You advance in this game switching between two kinds of mode.

About the Two Modes: The Drive Mode and The Shooting Mode. You can switch between The Drive Mode and The Shooting Mode using the Change Mode Buttons.

In the Drive Mode you look forward. Move the dragon with the Directional Button the Directional Button twice in a direction you'll change to the desired direction. You can then shoot in the direction you want.

In the Shooting Mode you can shoot facing either side or behind you. In these cases you can't maneuver the dragon.

View Mode Change
Pressing buttons X , Y, Z you enter the View Mode changing the Flight
Perspective. You can change the mode at any time in the game.

Standard View Button
Changes flight perspective to STANDARD, a medium range view of yourself
and the dragon.

Dynamic View Button
Changes flight perspective to DYNAMIC, an ultra-close view of yourself and
the dragon.

Long View Button
Changes flight perspective to LONG RANGE, a view of yourself and the
dragon from a distance.

About MENU and DEINSTALLATION

Game

Press keys to control game.

[Alt]+[R] Restart Game...   Restart the game from the beginning.
[F3] Pause Game...   Pause the game.
[Alt]+[F4] Exit Game... Quit the game.
[F2] Replay
When you select Replay you'll be able to see again the game so far. If you want to go back to the game, please select Replay.

Options

Press keys to change Game Setting.

[F5] Change Control...
In the Change Control Menu, you can choose the controls of Dragon and crosshairs from two different types. And you can change the input devices. If several input types are connected, you can select them in this menu.

[F6] Key Assign...
In the Key Assign Menu, you can change key/button assignment.

[F8] Mixer...
In the Mixer Menu, you can play the Sound and change the BGM and Sound Effects volumes.

This setting will be active after you restart the program.

[F7] AVIsize

You can change the size of the screen of the animation (choose between

Normal size and Double size) by selecting AVIsize.

[F7] Graphic Details

You can change the game screen details by selecting Graphic Details.
You can play with the highest background definition by selecting High, but the game could be slowed down depending on the memory capacity of your computer.
By selecting Low the background definition will diminish, but you will be able to play at the right speed even with a computer with small memory capacity.

Deinstallation

Please click REMOVE in the Installation screen.

Warning!   Please don't attempt to install software while you're playing Panzer Dragoon.

How to use the Help File

Click HELP to select the following items of the pull down menu.

Click the items which you want to know about.

About the Key Pop-up window

Click the green texts to open the key assign pop-up window. Upper area is for Keyboard, middle area is for Sega Pad and lower area is for PC Pad.

Hotline

If you should encounter any problems of Panzer Dragoon please refer to the warranty card found within the package, or to the package itself. We cannot respond to any inquires regarding game play, hints or tips.

Sega disclaims all the responsibilities in this CD-ROM hardware and contents of the game.

Panzer Dragoon CD
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Note: The Help screen is under development.

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Start Button
Keyboard   [Enter]key
Sega Pad   Start button
PC Pad   [Enter]key

Directional Button

Keyboard	[Cursor]keys
Sega Pad	Directional Pad
PC Pad	Directional Button

Shot Button

Keyboard   [X][V][B]key

Sega Pad   Button A/B/C

PC Pad   Button A

Change Mode Button

Keyboard	[Z][C]key
Sega Pad	L-R-Shift Button
PC Pad	Button B + Directional Button

Standard View Button

Keyboard	[A]key
Sega Pad	Button X
PC Pad	Button B + Directional Button

Dynamic View Button

Keyboard	[S]key
Sega Pad	Button Y
PC Pad	Button B + Directional Button

Long View Button

Keyboard	[D]key
Sega Pad	Button Z
PC Pad	Button B + Directional Button