XPLOSIV

SEGA PC

PANZER DRAGOON

SEGA

empire
INTERACTIVE

http://www.replacementdocs.com

CONTENTS

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.

7

BEGINNING THE GAME

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

- 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 ——————
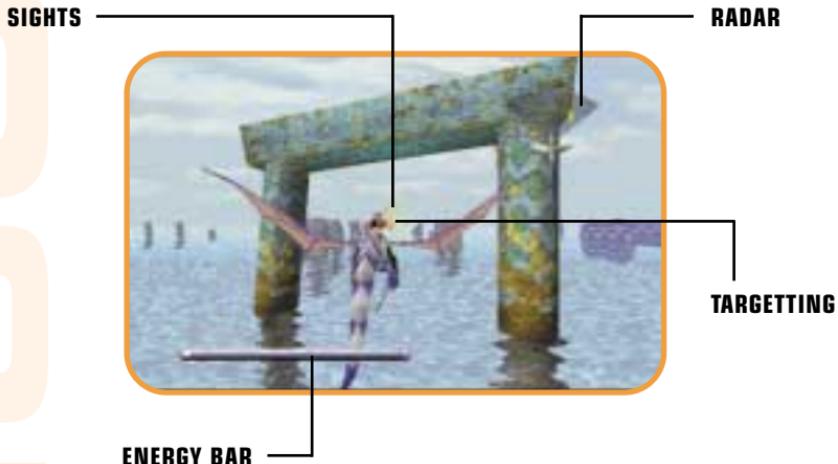
GAME CHARACTERS

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:

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

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.

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

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

11

CREDITS

Special Thanks to the ORIGINAL GAME STAFF

Original
Character Design . . . . . **Manabu Kusunoki**

System
Programmer . . . . **Hidetoshi'Wiz'Takeshita**

Main Programmer . . . . **Junichi Suto**

Tool Producer . . . . **Kengo Naka**

Map Structures/
Enemy Setting . . . . **Akira Terasawa**
Katsuhiko Yamada

Programmers . . . . . . **Hitoshi Nakanishi**
Kengo Naka
Hiroshi Yamazaki
Asaya Yamazaki

Dragon Model Design . . **Manabu Kusunoki**

Character Model
Production/Effects . . . . **Kentaro Yoshida**
Masaya Kishimoto
Takashi Iwade

Background
Model Production . . . . **Misaka Kitamura**

Background Graphics . . **Yumiko Kayashima**

Main Title Design . . . . . . **Takashi Iwade**

Sega Logo Man Design . . **Kentaro Yoshida**

Opening CG Production . **Manabu Kusunoki**
Misaka Kitamura
Takashi Iwade

Ending Illustrations . . . . **Ryuichiro**
KutsuzawaMusic
Yoshitaka Azuma

Orchestration . . . . . . **Tomoyuki Hayashi**

Sound Effects/
Sound Director . . . . . . **Tomonori Sawada**

In Collaboration with . . . **K.K. Peace Flag**
Polygram K.K.
Image Illustrations

MOEBIUS SOA STAFF

Producer . . . . **Dante Anderson**

Product Manager . . . . . **Sarah Richmond**

English Text . . . . **Kerry Kirkham**

Lead Tester . . . . . . **Christine M. Watson**

Special Thanks . . . . **Noriyoshi Ohba**
Yutaka Sugano
Yukifumi Makino
Takashi Narita
Naoyuki Machida
Kazuya Fujishima
James Spahn
CS HARDWARE
Saturn Project Team

Voices . . . . **Yoshiaki Kashima**
Tatsuyuki Maeda
Koji Iwashita
Shiro Maekawa
Katsuhiko Yamada

Publicity . . . . **Hiroto Kikuchi**
Tadashi Takezaki

Yasushi Nagumo . . . . . . **Yosuke Okunari**

Director . . . . **Yukio Futatsugi**

Producers . . . . **Yoji Ishii**
Tomohiro Kondo

PC STAFF

Project Leader
and Programmer . . . .**Koue Tsukuda**

Programmers . . . .**Takahiro Nagata**
Kazuhisa Hasuoka
Noritaka Yakita
Akihiko Kakinuma
Kenichi Yokoo
Tetsuji Mukai

Music . . . .**Yoshitaka Azuma**

Sound Effects/
Sound Director . . . .**Tomonori Sawada**

Designer . . . .**Nobuhisa Tajiri**

Testers . . . .**Toshiyuki Fujimoto**
Kenji Shintani
Takahiro Hirakawa
Tomohisa Nakayasu

Manual . . . .**John McClain**
Osamu Nakazato
Ko Ariizumi

Planners . . . .**Hiroto Saiki**
Tadashi Kuroi

Main Programmer . . . . . .**Tatsuya Satoh**

Coordinators . . . .**Chie Tokoro**
Yasuhide Nagasawa
Satomi Kawasaki

Publicity . . . .**Hiroyuki Otaka**

Director . . . .**Shinji Fujiwara**

Producer . . . .**Takehiko Kobayashi**
Toshinori Asai

Executive Producer . . .**Shoichiro Irimajiri**

PC (Windows95 Native) STAFF

Producer . . . .**Toshinori Asai**

Director . . . .**Tadashi Kuroi**

Programmers **.Japan System House Co Ltd**

Installer Progammer . . . .**Kei Takashima**

Graphic
Data Convert **.Japan System House Co Ltd**

Tester . . . .**Tomohisa Nakayasu**

Special Thanks . . . . . .**Tomonori Saguchi**
Koue Tsukuda
Kenichi Yokoo
Yukifumi Makino
Tomonori Sawada
Namie Kawashima

Produced and Copyrighted by:
Sega Enterprises, Ltd.

This software uses the
Indeo® technology of Intel Corporation.

Intel, Indeo, and the Indeo Logo
are registered trademarks of
Intel Corporation.

Panzer Dragoon™ is registered
trademark of SEGA ENTERPRISES, LTD.

Panzer Dragoon
© SEGA ENTERPRISES, LTD. 1995,1996