







when flying, if you press R, the dragon will perform a role. The D-pad or analog stick is used to move the dragon up, down, left or right. There is also a dragon radar similar to the enemy radar from the previous games. It's located to the upper right of the screen. Unlike the enemy radar from the rail shooters, this dragon radar has far more uses. It flashes different colors to indicate your target, bearing, altitude, and is used for navigation.

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The Cursors Main Functions when Controlling the Dragon  
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When controlling the dragon throughout the many different locations within the game, you will also have to open item containers and examine objects. To open or examine these objects, the cursor is used in the very same way Edge uses it. There are only minor differences. Press the A button to make the cursor appear. When opening item containers, you still have to move the cursor with the D-pad or analog stick over the container, but this time, instead of the container becoming highlighted, your dragon will lock-on to it. Once the A button is pressed, the dragon will shoot out homing lasers towards the item container you've locked on to, thus opening the container and acquiring the item inside. When examining an object, as you move the cursor over that object, it will become highlighted. When you press A, the dragon will fire a laser at the object. An action will occur or a message will be received, pertaining to that object. You will also use the cursor to enter passages or entry ways.

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The Player Menu  
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To organize all of your items and information, you will receive, the game gives you a player menu. You can access this menu by pressing start. Within this menu, to the left hand side, you can view your current level, HP (hit points), BP (berserk points), EXP (Experience points), a bar showing how much more points you need to the next level gain, your current amount of money earned and your laser rank. To the right, is a list of options that allow you to use items you've received, view documents, view your berserk attack list, equip gun parts, morph your dragon into a different form, view defeated enemy data, view a map of your current location and change the game settings.

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The Battle System  
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Panzer Dragoon Saga takes the gameplay aspects and 360 degree movement of the previous games, to create a battle system that is totally new and enjoyable. The rails, or restrictions that prevented the dragon from stooping in the rail shooters, have been completely removed and the dragon is free to move around the enemies a full 360 degrees. The dragon is able to move 4 different directions: front, left, rear and right. This is very similar to how the dragons in the previous games, moved around. The dragon is able to stop in any of those 4 directions, wherever it pleases. Below the screen, is a circular radar, called the battle radar. It's sort of like the enemy radar, showing your dragons location around the enemy. Within this circle, red spots can be found. These red spots represent danger zones. If the dragon stays in any of these spots for a prolonged period of time, he will take heavy damage















When we first encountered these creatures, I tried using my gun. To my amazement it worked!! To bad it couldn't have worked back at the Ruins Bottom Floors, when my life was in danger. I actually destroyed one of the monsters with one shot! Is the dragon somehow supplying my gun with energy? When the dragon and I went in front of these creatures, they attacked us with green orbs. To defeat them, the dragon moved directly behind them and fired a series of laser fire. They were soon defeated.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR PATERGO  
\*\*\*\*\*

Normal/Attack Direction

None

Special

Green orb/Front

Length 10.8 Ln

Height 4.5 Ln

Width 10.8 Ln

Weight 100 Kn

Dynes 7 Dn

Exp Pts 4 EXP

Items

Macral Liquid

Macral Shell

\*\*\*\*\*  
DIVINE ENEMY INFO FOR PATERGEN  
\*\*\*\*\*

Normal/Attack Direction

None

Special

Green orb/Front

Length 12.6 Ln

Height 7.2 Ln

Width 10.8 Ln

Weight 188 Kn

Dynes 10 Dn

Exp Pts 5 EXP

Items

Macral Liquid

Macral Shell

\*\*\*\*\*

Baldor

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Strategy:

When the Dragon and I moved to the side of this monster, it attacked us with spinal arrows. When we tried to move to the front to go in for a head on attack, it countered with a terrible bite to the dragon's body. We overcame it by moving behind it and using the Dragons ever so useful lock-on laser attacks.

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DIVINE ENEMY INFO FOR BALDOR

\*\*\*\*\*

Normal/Attack Direction

Normal

Spinal Arrows/Left and Right

Special

Terrible Bite/Front

Length 31.5 Ln

Height 7.2 Ln

Width 10.8 Ln

Weight 470 Kn

Dynes 15 Dn

Exp Pts 16 EXP

Items

Macral Liquid

Macral Shell

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In Pursuit of Craymen (Walkthrough)

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The Captain said the Black Fleet headed north, so the dragon an I headed through the Valley to Excavation Site # 4. The place was full of mining equipment. All around us we could see massive cranes, intricate



When we first entered the Deep Gulch, the first enemy we encountered was yet another Baldor, this time a group of them. We defeated them using the same strategy as before.

\*\*\*\*\*  
Gelata Urchin  
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Strategy:

When the dragon and I came across these creatures, the first thing we did was move behind them and continually fire. Little damage was taken. Through trial and error, we found out these creatures weak spots were located directly in front of them. Attacking from the front also had its disadvantages. We were attacked by their sharp spines, when observing their movements. After the dragon fired its lasers a few times, the creatures fell to their deaths.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR GELATA URCHIN  
\*\*\*\*\*

Normal/Attack Direction

Spines/Varies

Special

None

Length 10.8 Ln

Height 18.0 Ln

Width 10.8 Ln

Weight 518 Kn

Dynes 15 Dn

Exp Pts 13 EXP

Items

Macral Liquid

Macral Shell

\*\*\*\*\*  
Magnata Urchin  
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Strategy:

When we came upon this creature called a Magnata Urchin, it was found traveling with a Gelata Urchin. It was defeated the same way as the Gelata Urchin, but not as easily. When I shot it with my gun, it was near death. This only made it execute its special offensive attack. The

creature pulsed with rage. Sharp spines protruded from its body, surrounded by charges of energy. It soon attacked the dragon with these charged spines. The dragon was too strong to be taken out by such an inferior creature. He quickly finished it off by shooting his lock-on laser fire directly in front of the creature. The thing was soon taken down.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR MAGNATA URCHIN  
\*\*\*\*\*

Normal/Attack Direction

Spines/Varies

Special

Magna Spines/Varies

Length 10.8 Ln

Height 20.7 Ln

Width 13.5 Ln

Weight 231 Kn

Dynes 20 Dn

Exp Pts 23 EXP

Items

Macral Liquid

Macral Shell

=====  
I Saved a Mysterious Man's Life (Walkthrough)  
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We found ourselves in a vast Canyon. The water here was so clear and pure. As we pressed on through the canyon, we came to a stunningly beautiful waterfall. There seemed to be a path hidden underneath, so we flew straight through and ended up in an underground tunnel. As we emerged, we saw schools of fish swimming freely in the crystal clear waters. The dragon being playful, shot one of the fish with its lasers. This caused the fish to jump straight up in front of us! On our journey across the everlasting valley, we came upon a menacing Baldor Queen, who viciously blocked our path.

\*\*\*\*\*  
Sub-Boss: Baldor Queen  
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Strategy:

We had no choice but to fight this monster. It was obstructing our path and wasn't going to let us through without a fight. When we started the battle, a disgusting thing happened, it gave birth to a swarm of

Baldors. While in front of the swarm they made their presence known by each giving the dragon a terrible bite. We moved out of the way, to the side of the Baldor Queen. It attacked us with an acid spray. A good strategy we soon developed, was to not waste time killing each individual Baldor, but instead, to move behind the queen and attack its vulnerable spot. We did this as quickly as possible before the Baldors could catch up. After they caught up, we just switched over to the other side and did the same thing. We kept this up a few times and the battle was easily won.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR BALDOR QUEEN  
\*\*\*\*\*

Normal/Attack Direction

Digestive Fluid/Front

Tentacles/Front

Special

Charge/Front, Left, and Right

Devour/Front, Left, and Right

Length 22.5 Ln

Height 31.5 Ln

Width 27.0 Ln

Weight 3675 Kn

Dynes 500 Dn

Exp Pts 53 EXP

Items

Elixir Medis

Macran Jewel

\*\*\*\*\*

After defeating it we ran into one more. After the battle, we made our way to another tunnel, which lay hidden behind another amazingly jaw dropping waterfall. Upon exiting, we immediately heard a loud crashing noise, and saw smoke raise up in the distance. We hurried to see what it was. A man's life was being threatened by a massive monster, an ugly one at that. The dragon fired its arrows of light, halting the beasts pursuit. I told the man to go hide in a cave, while we fight the creature. He agreed, and we fought a long drawn out battle.

\*\*\*\*\*

Boss: Arachnoth

\*\*\*\*\*

Strategy:



At the start of the battle, the monster flew straight in front of us and sprayed the dragon with digestive fluid. The dragon followed up by shooting homing lasers directly at its head. This was ineffective as it just absorbed the shock and was unharmed. We tried attacking from the side, but it only damaged the horrific creature slightly. I then, fired my gun at its lower abdomen. This seemed to weaken it. The creature grew angry and attacked us with its tentacles. They protruded from its mouth, reached out, and damaged the dragon just a bit. After what seemed like an endless array of my guns firepower, the thing just became even more enraged. Now it was done playing around. It charged at us with all of its might, almost throwing the dragon and I out of the Sky! It was pretty hilarious though, because the stupid thing crashed into the side of the surrounding cliff and became unconscious! This was a golden opportunity for us to attack it while it lay there with its guard down. The dragon immediately fired its lock-on lasers continually, weakening the behemoth immensely. The thing soon recovered and just kept ramming into the wall! It soon became aware of its stupidity and attempted to devour us whole! We barely escaped with our lives! After this, it just charged itself into the side of the cliff again, and we finally took the annoying monster down.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR ARACHNOTH  
\*\*\*\*\*

Normal/Attack Direction

Digestive Fluid/Front

Tentacles/Front

Special

Charge/Front, Left, and Right

Devour/Front, Left, and Right

Length 22.5 Ln

Height 31.5 Ln

Width 27.0 Ln

Weight 3675 Kn

Dynes 500 Dn

Exp Pts 53 EXP

Items

Elixir Medis

Macran Jewel

\*\*\*\*\*

After the battle was won, the man introduced himself. He said his name was Skiad-Ops-Gash, but just Gash was fine. He also said he was a

seeker. Even though we saved his life, he asked for yet another favor. He wondered if we could do one last thing for him and take him to Cainus Village. After he said he could help us out by providing knowledge of local ruins and monsters, I agreed. We disembarked for the Village of Cainus.

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DIVINE OVERVIEW (VALLEY) DEEP GULCH  
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1. When you first enter Valley Deep Gulch, be sure to exit and go to the map. The first Camp Site has appeared, go to it. If you don't, you will end up missing this area of the game.
2. Let the dragon recover from past battles.
3. In the morning, if you lock-on to your dragon, you are given the option to name him. Pick any name that is to your liking, except "Dragon". After naming him, if you lock-on to him again, you can choose to smile or pet him. Don't do any of these yet. Just name him for now. There is a special attack called Astral Phantoms, that you can acquire by petting your dragon a certain amount of times. You don't have to pet your dragon, not even once, throughout disc 1 and the beginning of disc 2 until: you defeat Drenholm at Uru, and acquire Protect Key # 3 from Uru Deep North. After these events have taken place, you can exit to the World Map and finally return to camp, to begin petting your dragon. All you have to do at this point, is pet the dragon six consecutive times and return to camp once more after the sixth time, to finally receive the technique. This is the earliest point in the game you can learn Astral Phantoms. Special thanks to Arcie and Lanceway for providing me with each of their views on how to learn this technique. Phew, that was a mouth full!
4. Have Edge lock-on to the tent and you can save your game. Do so and go back to the Valley Deep Gulch. Note, to get back there, you have to fly through Excavation Site # 4, but it doesn't take that long.
5. When you first arrive back at Deep Gulch, be sure to lock-on to the wreckage of an Imperial ship. You will receive a recorder, and get to hear the ships last transmission.
6. After the transmission is finished, the bottom half of the ship falls apart.
7. Take the path that leads under the waterfall. It contains 3 items.
8. After emerging from the waterfall tunnel, you will see a school of fish swimming freely in the crystal clear waters. Lock-on to any one of them.
9. The fish will jump out of the water, a cool thing you might otherwise miss if you weren't paying attention to your surroundings.
10. Go past the two waterfalls that can be found on the right wall near where the left path joins the right path. The next lone waterfall to the right, will have fish that continually swim up it. Neat!
11. Your path will soon be obstructed by a menacing Baldor Queen! Destroy it and move on. After this battle, you will yet again have to fight one more of these behemoths.





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DIVINE ENEMY INFO FOR NANYD QEEN

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Normal/Attack Direction

Swarm/Left and Right

Special

Spine Swarm/Front

Length 9.9 Ln

Height 5.4 Ln

Width 9.0 Ln

Weight 92 Kn

Dynes 3 Dn

Exp Pts 9 EXP

Items

Macral Liquid

Macral Shell

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(Nanyd Swarm) All Queens

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Strategy:

This time the Nanyd Swarm contained all Queens. The dragon quickly flew behind them and used his Holy Sphere berserk attack and they were completely obliterated!

\*\*\*\*\*

(Stryder Pack) Stryder, Stryder Hunter

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Strategy:

Within the Stryder Pack, we had to face Stryders and Stryder Hunters. Gash told me to watch out for the ones with horns. We flew behind the pack to try and take out their weak spots. Before the dragon could make its move, the Stryder Hunters stunned us with paralyzing shards and the other Stryders attacked us with crimson spikes. The dragon was paralyzed and couldn't move. I used a Free Action Item, and he was free to move around again. To finish the pack off quickly, he used his Holy Sphere berserk attack! Good thing I had a Free Action item to cure the dragons paralyzation or we wouldn't be going very far!

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DIVINE ENEMY INFO FOR STRYDER

\*\*\*\*\*

Normal/Attack Direction

Normal

None

Special

Crimson Sphere/Back

Length 8.1 Ln

Height 10.8 Ln

Width 3.6 Ln

Weight 60 Kn

Dynes 5 Dn

Exp Pts 7 EXP

Items

Macral Liquid

Macral Shell

\*\*\*\*\*  
DIVINE ENEMY INFO FOR STRYDER HUNTER  
\*\*\*\*\*

Normal/Attack Direction

None

Special

Paralyzing Shard/Back

Length 8.1 Ln

Height 13.5 Ln

Width 3.6 Ln

Weight 75 Kn

Dynes 9 Dn

Exp Pts 11EXP

Items

Macral Liquid

Macral Shell

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The Most Disgusting Creature Alive! (Walkthrough )

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We found ourselves in the Garil Desert. Many sand worms of all shapes and sizes could be seen burrowing in and out of the sand. Gash told me we must be in a nest. He said not to harm them and they would leave us alone. I took his advice and continued on to the southeast end. It was here that we stumbled upon something strange. Weird mounds were sticking out of the sand. A most horrifying smell was leaking out of them and into our noses! Gash told me, they weren't just mounds sticking out of the sand but the most disgusting creature alive, a Lathum! It emerged from the sand and we had no choice but to do battle with it.

\*\*\*\*\*  
Boss: Lathum  
\*\*\*\*\*

As we hovered over it, I had no idea how we were going to be able to defeat something so massive. Gash said I had to look for its weak spot. He told me the spot would look like something soft and red. He also said to shoot the surface of the creature until I uncovered it. I had the dragon shoot its lock-on lasers at multiple spots around the creatures body. After many shots, a red area made itself known. Before I had a chance to attack it, the creature shot out scalding hot breath at us. After the dragon recovered, I quickly shot the weak spot a number of times with my gun. To protect itself, the Lathum covered up and relocated it weak spot. We only had to shoot more laser fire to uncover it once more. I continued to shoot its vulnerable area with my gunfire and the putrid thing finally gave up and buried itself in the sand. Thank the Gods!

\*\*\*\*\*  
DIVINE ENEMY INFO FOR LATHUM  
\*\*\*\*\*

Normal/Attack Direction

Heat Breath/Varies

Special

Scalding Breath/Varies

Length 54.0 Ln

Height 315.0 Ln

Width 360.0 Ln

Weight 739200 Kn

Dynes 400Dn

Exp Pts 86 EXP

Items

Elixir Minor





more.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR PLUDGER  
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Normal/Attack Direction

claw/Left and Right

Special

Pludger/Front

Acid Phlegm

Length 22.5 Ln

Height 45.0 Ln

Width 18.0 Ln

Weight 1875 Kn

Dynes 30 Dn

Exp Pts 57 EXP

Items

Macral Liquid

Macral Shell

\*\*\*\*\*  
Hopper  
\*\*\*\*\*

Strategy:

While in front of these creatures, we found their weak spots fairly easily. It wasn't so easy to hit their weak spots, because they would constantly turn away and spit gastric bile at us. As the creatures turned, we followed. When in front of them, I shot my gun and they were destroyed in no time.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR HOPPER  
\*\*\*\*\*

Normal/Attack Direction

Gastric Bile/Varies

Special

None

Length 27.0 Ln

Height 31.5 Ln

Width 18.0 Ln

Weight 2940 Kn

Dynes 14 Dn

Exp Pts 21 EXP

Items

Macral Liquid

Macral Shell

\*\*\*\*\*  
(Stryder Scavengers) Stryder, Stryder Hunter, Nanyd  
\*\*\*\*\*

Strategy:

Along with the pack of Stryders, was a swarm of Nanyds. At the start of the battle the whole group of them swarmed past us, hitting the dragon with spines. Immediately after, the Stryders paralyzed the dragon and I had to use a Free Action item to cure him. Once the dragon recovered, he flew behind the group of creatures and used his Holy Sphere berserk attack. They all turned to ash!

=====  
An Oasis of Wonder (Walkthrough)  
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As we emerged from the tunnel we found ourselves at an amazing green oasis! The water surrounding it was pure and clear. Gash told me the waterway which could be found below the oasis, was being blocked by the central ruin. Once we accessed the ruin, it began to flash. Gash said the ruins were linked together like a nervous system. Our only option was to find the ruin which was linked to the oasis one. Not too far from the green oasis, we found a spinning ruin. I knew this had to be it! The dragon destroyed it, and it came crashing down to the sand below. Upon returning to the oasis, the central ruin and the water surrounding it, were completely gone! Where the ruin used to be, was a large hole leading down into the waterway tunnel. But we had a problem, we had just completely removed the nearby hunter caravan's water source! Well, it was an accident after all. We moved on to the underground waterways. I hoped the hunters wouldn't chase after us!

=====  
DIVINE OVERVIEW (GREEN OASIS)  
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1. In one of the sand pits, you will find a helpless baby sand worm about to be engulfed by the quicksand. Don't let the poor thing die. Lock-on to it and blow it out of the pit.

2. After the baby sand worm is freed, a red sand worm (possibly the baby sand worm's mother) will emerge from the sand and crash into the tunnel that was sealed.



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Boss: Gigralyph, Gigra, Hunter Gigra, Fighter Gigra, Swift Gigra

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Are intent was to get through the ruins safely, so we engaged the creature in battle. After firing at the thing with my mauuler gun upgrade, the Gigralyph called another more gigantic creature to its aid. A giant Gigra emerged from the sand! I continued to shoot the Gigralyph with my mauuler. Soon after, the Gigra released parasites. I finally managed to weaken the Gigralyph with my gunfire, but the Gigra immediately consumed and metabolized with it. Now the Gigra started to change into a more mobile form! While in front of the creature, it shot spears at the dragon. Staying directly behind the Gigra, seemed to be a safe spot where it couldn't attack us. I made sure to heal the dragon as much as I could with Elixir Minors, to keep it in tip top shape. The dragon's Cleansing Wave berserk attack worked very well when in front of the creature. We weren't out of danger yet. The creature burrowed underground and created a cave-in! This damaged the dragon considerably! I healed him right away. After the cave-in, the Gigra changed forms again. This time it took a defensive form. The dragon continued to use Cleansing Wave, but it took less damage. Now the creature reverted back to its mobile form. I took a different approach and constantly fired my mauuler at the creatures head. My gunfire took a great amount of damage and it was forced to take yet another form. It was now in its complete form. The Gigra proceeded to attack us with a rain of spears. I retaliated by continuing to fire my gun at its head. After many fatal blows to the head, the thing crashed into the sand below and was immobilized, or so we thought! The creature just wouldn't give up and was back on the offensive! Luckily, the dragon changed forms and completely engulfed the Gigra with amazingly powerful streams of laser fire! The creature finally fell to its grave!

\*\*\*\*\*

DIVINE ENEMY INFO FOR GIGRALYPH

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Normal/Attack Direction

None

Special

None

Length 15.3 Ln

Height 7.2 Ln

Width 9.0 Ln

Weight 190 Kn

Dynes 0 Dn

Exp Pts 32 EXP

Items

Elixir Medis

Macran Jewel

\*\*\*\*\*  
DIVINE ENEMY INFO FOR GIGRA  
\*\*\*\*\*

Normal/Attack Direction

Parasites/ALL

Special

Cave-in/ALL

Length 72.0 Ln

Height 45.0 Ln

Width 36.0 Ln

Weight 19200 Kn

Dynes 0 Dn

Exp Pts 21 EXP

Items

Elixir Medis

Macran Jewel

\*\*\*\*\*  
DIVINE ENEMY INFO FOR HUNTER GIGRA  
\*\*\*\*\*

Normal/Attack Direction

Spears/Front, Left and Right

Special

Cave-in/ALL

Length 81.0 Ln

Height 10.8 Ln

Width 63.0 Ln

Weight 18900 Kn

Dynes 0 Dn

Exp Pts 21 EXP

Items

Elixir Medis

Macran Jewel

\*\*\*\*\*  
DIVINE ENEMY INFO FOR FIGHTER GIGRA  
\*\*\*\*\*

Normal/Attack Direction

Parasites/ALL

Spears/ALL

Special

Rain of Spears/Front

Length 94.5 Ln

Height 36.0 Ln

Width 45.0 Ln

Weight 23100 Kn

Dynes 0 Dn

Exp Pts 21 EXP

Items

Elixir Medis

Macran Jewel

\*\*\*\*\*  
DIVINE ENEMY INFO FOR SWIFT GIGRA  
\*\*\*\*\*

Normal/Attack Direction

Normal

Spears/Front, Left and Right

Special

Rain of Spears/ Front, Left and Right

Length 108.0 Ln

Height 27.0 Ln

Width 90.0 Ln

Weight 25200 Kn

Dynes 600 Dn

Exp Pts 32 EXP

Items

Elixir Medis

Macran Jewel

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After fighting a decisive battle, the Gigra fell to the ground below, completely immobilized. Just as we were about to take a sigh of relief, the Gigra came back with vengeance! It still wasn't dead. I couldn't believe it! The creature readied a final attack. Just when we thought our lives were over, an amazing thing happened! The dragon changed into a stronger form!! It shot streams of incredibly strong laser fire at the Gigra, completely engulfing it! It finally fell to its eternal resting place. Now, we could finally make our way out of the ruins. Once out of the desert, we set up camp. Gash told me he was going to go off on his own. He said he would always consider me as his friend and that I could rely on him if I ever needed his help. Before departing, he said I should head east where a caravan was located. He gave me a pendant and said if I showed it to the people of the caravan, they would help me out. We said our good-byes and went our separate ways. I was off to the caravan.

ENEMY LOG: A list of enemies I encountered while revisiting the Blue Ruins after the Gigra's defeat

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Rare Enemy: Sand Mite

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Strategy:

Upon returning to the Blue Ruins after having defeated the Gigra, we encountered rare creatures called Sand Mites. They could be found to the northwest, northeast, southwest and southeastern corners of the cliff walls surrounding the Blue Ruins. Their weak spots could be found directly in front of them. They weren't as weak as we had predicted. They were extremely difficult to kill! It took many continuous shots of the dragon's laser fire to finally destroy them! Since they were so strong, I thought it a good idea to stay and have the dragon fight them until he became stronger.

\*\*\*\*\*

DIVINE ENEMY INFO FOR SAND MITE

\*\*\*\*\*

Normal/Attack Direction

None

Special

Blue Globe/ Front

Blue Orb/Left and Right

Length 8.1 Ln

Height 2.7 Ln

Width 6.3 Ln

Weight 36 Kn

Dynes 50 Dn

Exp Pts 60 EXP

Items

Macral Liquid

Macral Shell

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DIVINE OVERVIEW (BLUE RUINS)  
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1. If you haven't already gotten the Kuo Pollen from the Green Oasis, you can pick it up at the start of the Blue Ruins. Just shoot the tips of the many different plants to make it appear.
2. Notice the fossilized worm carcasses that can be seen strung throughout the start of the area.
3. Approach the Blue Ruins (how ironic they are called the Blue Ruins, when in actuality they are white) and lock-on to them. Gash will tell you that his fellow seekers dug up relics that could create tornadoes. You must seek out these two relics and destroy them to activate the tornado, that will remove the sand blocking the entrance.
4. Destroy the northeast relic.
5. Destroy the second relic located to the northwest.
6. The relic will create a gigantic tornado, that will remove the sand blocking the entrance to the Blue Ruins.
7. Enter the ruins.
8. You will find yourself in an underground cave. You are confronted by a Gigralyph. Reek havoc upon the small creature!
9. The Gigralyph will soon call for reinforcements.
10. A massive Gigr is called to its side! Destroy the two creatures with all of your might! Watch out though, the Gigr has many forms it will take throughout the battle.
11. Once you defeat the Gigr, it falls to the sand below and is immobilized.
12. Or so you thought! The Gigr won't give up so easily and is back for revenge!
13. It readies an onslaught of spears intended to take out your dragon!
14. Luckily for you, your dragon changes into a more powerful shape and shoots amazingly powerful streams of laser fire at the Gigr!





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A Stranger Amongst Strangers (Walkthrough)

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I had made it to the caravan, just like Gash said. When I first arrived, I ran into a small boy. He thought I was some new hunter he was expecting. I told him who I really was. He said his name was Enkak. He told me his father was a hunter too. Maybe, he was the man I was looking for. I entered a tent to the far right. Therein, I found a mother and daughter. The mother told me to leave them alone. When I just happened to look at her daughter, she screamed at me with all of her might, to leave the girl alone! I quickly ran for the exit! The next tent I entered, happened to be an item shop. I told myself, now I can restock on much needed items. As I approached the man, he told me to buy something or get out! He said there was nothing for my kind here! Man, would it have killed these people to show a shred of hospitality? I wasn't getting anywhere. I wondered if Gash was as trustworthy as he led on to be. Not one person so far, would talk to me and I didn't think anyone would even think about helping me out! There was only one tent left, I sincerely hoped the person in that tent would recognize my pendant. I found myself in a dimly lit room, a man was sitting towards the back. As soon as I entered, he recognized my pendant and immediately knew I was a friend of Gash. Thank God! He told me he almost thought I was with a group of thieving skum that had recently raided the caravan. Now I knew the reason why everyone gave me such a cold welcome! I sat down and the man and I had a long conversation. I told him about Craymen and his men. He replied by saying the group of thieving men had fit my description. The man told me they went north to a place called the Forbidden Zone. It was an area where a gravity storm blows, a place where horrible drooling creatures with razor sharp teeth dwell. Some call it the Death of 1,000 Pieces, he said. I told him no matter the danger, I had to try to get a shot at Craymen. The man wished me luck, and would try to help me out in any way possible. He told the shop owner Biacah to sell me something from his secret stash. Before I exited the tent, he also told me to sell any spare items I had. Doing so, would greatly help the inhabitants of the caravan, since Crayman had taken almost all of their supplies. Night soon fell upon us, the man finally introduced himself, his name was An'jou. His fire lit up the night sky. He told me a story about his people. He said his people were forced out of their homeland by blood thirsty monsters. They had no choice but to search for a new place to call home. The people I had met throughout the day, were all that was left of a once thriving society. After listening to Anjou's stories, I met a man sitting towards the back of the caravan, his name was Raul. He was a hunter for hire, taking watch over the surrounding area. He told me the Imperial Force that came to the caravan was probably a special force, directly under the Emperor. When the sun rose, I headed for Biacah's shop to sell my spare items as well as stock up on Elixirs for the coming battles ahead. Before I departed, I ran into that not so nice mother and daughter. The mother apologized for our earlier encounter and said her name was Kou and her daughters name was Fei. Fei didn't say much, but that was okay, she was just shy. It was time to say good-bye, the dragon and I took off for the Death of 1,000 Pieces, the Forbidden Zone! Craymen here I come!

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Biacah's Shop Item List

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Item /Price

1. Elixir Minor/ 150 Dynes
2. Berserk Micro/ 480 Dynes
3. Free Action /100 Dynes
4. Flash Chip /300 Dynes

Gun Parts/Price

1. Mauler/ 3,000 Dynes

=====  
DIVINE OVERVIEW (CARAVAN)  
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1. Meet Enkak, the only child living at the caravan. He must be lonely with no friends his age.
2. Enter the Purple/Green tent to the left.
3. You will enter an item shop. The shop owner isn't very kind. He won't allow you to buy anything.
4. Enter the Yellow/Pink tent to the far right.
5. You will enter a tent where a mother and daughter live. They think you are nothing but a wandering thief and show no hospitality whatsoever.
6. Way in the back past the tent you just entered, will be a lone Coolia. It's eating Junio Seeds, not a good food for a Coolia.
7. Enter the Yellow/Green tent to the right.
8. Edge finds himself in a mysterious room.
9. The hunter inside, notices the pendant Gash gave you and agrees to give you some valuable info.
10. He tells Edge that Craymen took most of the caravan dwellers weapons and medicine. He also says that he went to a place called the Forbidden Zone.
11. After the conversation, the man builds a fire that lights up the night sky. He introduces himself. His name is An'jou.
12. Meet Raul, he's out back taking watch duty. He's a hunter for hire.
13. Right behind Raul, you will find 3 Coolia's snoring the night away!
14. Walk to the entrance of the caravan, a menu will come up allowing you to leave or make night turn to morning. Choose to wait until the morning. Reenter An'jou's tent, to find two guns positioned on a shelf. If you examine them, you will see that there is an inscription saying "From Mr. Woo" on one of the guns.
15. An'jou has told everyone that you mean no harm. The inhabitants of the caravan will now show you respect. The snotty mother you met



\*\*\*\*\*

DIVINE ENEMY INFO FOR LAZARA HUNTER

\*\*\*\*\*

Normal/Attack Direction

Laser/ Left and Right

Special

Laser Storm/Front

Length 37.8 Ln

Height 18.0 Ln

Width 36.0 Ln

Weight 3024 Kn

Dynes 20 Dn

Exp Pts 25 EXP

Items

Feener Armor

Lickuern Eyes

\*\*\*\*\*

Lazara Skimmer, Lazara Hammer

\*\*\*\*\*

Strategy:

These creatures attacked us while flying over the Forbidden Zone. Some stayed submerged in the water, while others stayed on the surface, ready to attack. We hovered directly in front of them where their weak spots were located. They began to charge up this green colored energy, firing many blasts at the dragon and I. The dragon moved to the side, to dodge them, but was attacked yet again by energy spheres. We moved back up front, the dragon unleashed his Phantom Slashers berserk attack. This took out the first group of creatures. The ones below the water now surfaced, so the dragon fired a final round of Phantom Slashers and they sank below the murky waters.

\*\*\*\*\*

DIVINE ENEMY INFO FOR LAZARA SKIMMER

\*\*\*\*\*

Normal/Attack Direction

Energy Stream/ Left and Right

Special

Ray Blast/Front

Length 18.0 Ln

Height 19.8 Ln

Width 18.0 Ln

Weight 1408 Kn

Dynes 18 Dn

Exp Pts 18 EXP

Items

Feener Armor

Lickuern Eyes

\*\*\*\*\*  
 DIVINE ENEMY INFO FOR LAZARA HAMMER  
 \*\*\*\*\*

Normal/Attack Direction

Energy Stream/ Left and Right

Special

Ray Blast/Front

Length 18.0 Ln

Height 19.8 Ln

Width 18.0 Ln

Weight 1408 Kn

Dynes 18 Dn

Exp Pts 15 EXP

Items

Feener Armor

Lickuern Eyes

=====  
 The Death of 1,000 Pieces (Walkthrough)  
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As we flew through the Forbidden Zone, we came upon a strange machine called the Sky Transporter. It immediately recognized us as intruders, and sealed itself. Its 8 keys separated from the main unit and relocated to different areas. I assumed to reactivate the machine, I would have to reassemble all of its keys. It was a grueling process, but we found all 8 keys and repositioned them back into the Sky Transporter. Once the keys were in place, the seal was finally broken and the machine commenced its reactivation process. The dragon shot a laser at the machine and we were pushed up into the air. Unbeknownst to

us, Craymen's Elite Guard had been waiting close by. They descended right in front of us. It was Craymen's ship! I had finally caught up with him!

\*\*\*\*\*  
Sub-Boss: Crayman's Elite Guard (Punisher, Flagship)  
\*\*\*\*\*

Strategy:

We had finally caught up with Craymen! The Dragon and I were up against his Elite Guard, which consisted of 2 Punishers and the main Flagship. The Punishers approached us first. The Dragon knew he was going to need some serious berserk energy, so he changed into his Spiritual form! While directly in front of the two ships, we gave them a taste of our Cleansing Wave berserk attack. It nearly destroyed them in one hit! Soon after, they both fired Tracers at us. It was nothing the dragon couldn't handle, he finished off the Punishers with a few laser shots. The Flagship wasn't too pleased and immediately descended towards us! This massive ship wasn't going to be so easy to take down, it was heavily fortified. The ship continually fired Tracers at us. Next, it readied a homing mine. The dragon moved to the side of the ship and unleashed its Phantom Slasher berserk attack. It took a moderate amount of damage. Soon after, the homing mine was released, but we were out of range. The Dragon continued to stay off to the side and constantly used his Phantom Slashers, until the Flagship was subdued.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR PUNISHER  
\*\*\*\*\*

Normal/Attack Direction

Tracers/Front, Left and Right

Special

Homing Mines/ Front, Left and Right

Length 49.5 Ln

Height 36.0 Ln

Width 63.0 Ln

Weight 13860 Kn

Dynes 1 Dn

Exp Pts 86 EXP

Items

Relic-Weaponry

Relic-Armor

\*\*\*\*\*  
DIVINE ENEMY INFO FOR FLAGSHIP  
\*\*\*\*\*

Normal/Attack Direction

Tracers/ Front, Left and Right

Special

Homing Mine/Back

Sub Cannon/Left and Right

Length 126.0 Ln

Height 54.0 Ln

Width 72.0 Ln

Weight 60480 Kn

Dynes 800 Dn

Exp Pts 120 EXP

Items

Elixir Medis

Berserk Minor

\*\*\*\*\*

After the battle, I made my way to the main bridge only to find one man aboard. It was Craymen's second hand man! I asked him where Craymen was hiding. He replied by telling me I had fallen into their trap and that Craymen was already at the Tower. After our little conversation, he said "she" would finish me. Before I could comprehend what he meant exactly, an explosion blew me back and completely engulfed the man, ending his life instantly! As I recovered from my fall, I saw a girl and a black dragon appear before me. It was the girl from my vision! My dragon in an effort to protect me, shot its lasers at the black dragon. The girl's dragon just created a shield out of pure energy and the laser fire was deflected! I quickly jumped onto my dragon and we flew along side them. I didn't want to fight her but she said, "his enemy is my enemy." I asked her if she was referring to Craymen. She answered, with laser fire to my dragons body! Next, I tried to ask her why she was on Craymen's side. She didn't answer me and the dragon and I were soon caught up in a battle against the two.

\*\*\*\*\*

Boss: Atolm Dragon

\*\*\*\*\*

Strategy:

We were forced to fight the mysterious girl I had seen in my vision. She blindly had her dragon attack us with its laser fire. My dragon was outraged and changed into his Attack form. We moved behind the girls dragon and attacked its tail with lock-on lasers. This seemed to take a lot of damage, we had found its weak spot. After a short period of time, we were instantly warped to the front of the black dragon. It



took advantage and fired lasers at us. We attempted to fly back to its tail, but the girl yelled out the word "Ne-Rai," and her dragon in a fit of rage, fired an impressive onslaught of berserker lasers. Luckily for us, we were able to move directly in front of the black dragon, allowing us to escape its wrath. My dragon hurried back to its tail and continued to fire an onslaught of its own. After multiple shots of lock-on lasers, to the back of the black dragon's tail, it became weak and both it and the girl made their retreat.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR ATOLM DRAGON  
\*\*\*\*\*

Normal/Attack Direction

Laser/ALL

Special

Warp/Back

Berserker Rage/ Back, Left and Right

Length 61.2 Ln

Height 18.0 Ln

Width 54.0Ln

Weight 20400 Kn

Dynes 0 Dn

Exp Pts 224 EXP

Items

Elixir Medis

Berserk Minor

\*\*\*\*\*

Once, we managed to weaken her dragon, they made their retreat. She said she would be back! We left the Forbidden Zone and made our way back to the caravan.

=====  
DIVINE OVERVIEW (FORBIDDEN ZONE)  
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1. When you approach the Ancient Age machine, called the Sky Transporter, it will recognize you as an intruder and its 8 keys will separate from it, sealing the machine.
2. You must now reassemble the missing keys to reactivate the Sky Transporter.
3. Seek out the 8 keys, their locations can be found on the Forbidden Zone map that you can find here:



happy to take them off my hands for a good amount of Dynes. He also had some new items and gun parts for me. I stocked up on Elixirs and bought this really powerful gun upgrade called the Sniper. Biacah told me it was able to take major damage to any weak point. My next stop was Fei's tent. I had a conversation with her mother Kou. She said the people of the caravan were headed for the Zoah Forest. I told her that there was bound to be monsters there, but she just muttered something about it being protected by the power of the Gods. She also spoke of a large town near the forest, found directly to the east. I thought it a good idea to check it out after my visit. I attempted to talk to her daughter Fei, but she wasn't too happy to talk to a complete stranger. I had to start somewhere, so I didn't stop talking to her until she warmed up to me. I told her I'd be leaving soon, she didn't want me to leave! I guess I had made an impression. At night, I observed An'jou as he readied the innards of the monster he had killed for medicines and antidotes. He said he recently heard rumors that a dragon was fighting against the Imperial Forces. Only if he knew, the person whom was fighting along side that dragon was standing right next to him! But I couldn't bring myself to tell him. I pretended to not know what he was talking about. He said I should be more religious and gave me a Dragon Bible. After chatting with An'jou, I headed out back to see what Raul was up to. He was on guard duty as usual. He asked me to do him a favor. I agreed and he handed me an item called the Verato Pipe. He told me to give it to any survivors I may find from the village Verato. I agreed and left for the Town of Zoah, when the light of morning beamed out from the horizon.

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Biacah's Shop Item List  
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Item /Price

1. Elixir Minor/ 150 Dynes
2. Elixir Medis/300 Dynes
3. Berserk Micro/ 480 Dynes
4. Berserk Minor/960 Dynes
5. Revive/100 Dynes
6. Antidote/100 Dynes
7. Restore Speed/100 Dynes
8. Free Action /100 Dynes
9. Anesthetic/100 Dynes
10. Unbind/100 Dynes
11. Blast Chip/450 Dynes
12. Flash Chip /300 Dynes

Gun Parts/Price

1. Mauler/ 3,000 Dynes



my eye and he said I could take some. After talking to him for a while, he told me to go find a man named Juba who knows many things. He also mentioned an old man who wanted him to fix his gun. Jared wasn't too sure if he should fix it, since the man was so old and was in no condition to go out hunting. I left Jared's shop and asked the gatekeeper for directions to Juba's. He told me Juba's wasn't open during the day and directed me to a blue door. To the right of the blue door I entered a brown house. Inside, I found the night gatekeeper named Abner. After talking to him repeatedly, he assumed we were good friends and asked me if he could borrow 100 Dynes. Being the nice guy that I am, I agreed. He better pay me back! To the left of Juba's, I found a tunnel which connected to the back of town. It was here that I met a man named Aldo. He wasn't very polite, so I ditched him and headed off in a different direction. To the right of the tunnel, I found the back entrance to Juba's. It wasn't locked! I was inside an empty bar. In the back I found a girl named Jeal. She noticed the Verato Pipe I had been carrying around. She told me she was from the Village Verato. I happily gave it to her fulfilling my promise to Raul. I left out the back entrance and once outside, I noticed a path to the right of Juba's bar. I walked a ways up this path and found another house to the right. Within, I found the old man Jared was talking about. His name was Radgam, an old hunter. Looking around his room, I saw a rare Ancient Age gun on a pedestal. It was similar to mine. I wondered how he had acquired it, was he also a dragon rider at one time? When I fixated my eyes upon it, he screamed, "Don't touch that!" I told him I was sorry and that I just couldn't help myself, because it was so rare. After talking to him for a while, he eventually became curious as to my knowledge about monsters. He asked me a series of questions. I got them all right! He rewarded me with a Tri-burst gun part. When I left Radgam's house, night had already cast its shadow over the sky. Directly in front of me, I found a strange well. I entered it and emerged in a different section of town. I found a door. Inside, was a small boy called Bezer. He had been hiding from his grandfather. He gave me an Amikhan Ring for promising to keep his hiding spot a secret. It was now time to go see Juba, so I headed off to his bar. Upon entering, I found a scary shirtless man hovering over a series of illuminated drinks. He wouldn't talk to me unless I ordered one of them, so I gave him 20 Dynes. It tasted horrible, but I pretended to like it and he gave me an Elixir Minor. I asked him about the Empire. He talked about a black ship that I knew nothing about. He also said the Empire was looking for the Tower, found on the other side of the forest. He gave me a picture of the Tower and said to go talk to a man called Paet, if I wanted to know more. He told me to go see him in the morning. Morning soon arrived, and just as Juba said, I found Paet working on some ancient device towards the back of town. I asked him if he knew anything about the Tower. He refused to tell me, but said he might change his mind if I could find him some ship parts in a place north of the Forbidden Zone called Georgius. I had no choice but to agree to his terms. Before venturing off to this unknown place, I returned to the caravan to let Raul know that I had found a survivor from the Village of Verato. He thanked me and gave me a reward of 1000 Dynes. He told me a story about his village. The Empire had deemed it necessary to bring the border lands under control. Raul working as a mercenary for the Empire at the time, went ahead to warn his village of the impending danger. The border lands were located near the village, so it was also destroyed with no consideration for the villagers lives. Raul didn't make it on time and had to face the horrifying fact that his fellow villagers were nothing but ash. It was then that he found the Verato Pipe. After his sad tale, I said good-bye and headed off to my next destination, Georgius.

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Jared's Shop Item List  
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Item /Price

1. Elixir Minor/ 150 Dynes
2. Elixir Medis/300 Dynes
3. Berserk Micro/ 480 Dynes
4. Berserk Minor/960 Dynes
5. Revive/100 Dynes
6. Antidote/100 Dynes
7. Restore Speed/100 Dynes
8. Free Action /100 Dynes
9. Anesthetic/100 Dynes
10. Unbind/100 Dynes
11. Blast Chip/450 Dynes
12. Flash Chip /300 Dynes

Gun Parts/Price

1. Mauler/ 3,000 Dynes
2. High Vulcan/5000 Dynes
3. Berserk Leech/9000 Dynes
4. Sniper/12000 Dynes

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DIVINE OVERVIEW (VILLAGE OF ZOAH)  
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1. When you first enter the Liberal District in the Village of Zoah, you will notice a trade taking place between two men. If you stand far away, you can eavesdrop on them and listen to their conversation. Note, this works for other instances when there are two people near each other talking.

2. Enter the door with the strange snake-like symbol.

3. You will find yourself in an item shop. The shopkeeper Jared just opened shop and has lots of items for you to buy (same items and prices as the caravan). Walk over to the shelf, and examine the books. Jared will say you can have some. Keep examining the book shelf to receive up to 4 books. The books you can take are: Ship Report, Bible 2, Dragon Book 1 and Zoah Bible. If you talk to Jared, he will tell you to go find Juba. He also mentions an old man who wants him to fix his gun.

Jared thinks it isn't such a good idea, since the man is so old and shouldn't be out hunting.

4. Siffle the gatekeeper can give you directions to Juba's bar.

5. Juba's bar isn't open during the day.

6. To the right of Juba's bar, you will see two finely carved pieces of wood. Examine the tip of them to receive a Gem Lens.

7. Go up the stairs found to the left of Juba's bar and enter the brown building.

8. Inside, you will find the night gatekeeper Abner. Talk to him repeatedly and he will eventually ask if he can borrow 100 Dynes. Note, if you bought a lot of items and have less than 100 Dynes, he wont ask you to give him any money, so make sure you have at least 100 Dynes before talking to him. Agree to lend him the money. You can get something from him later.

9. Walk under the tunnel, found to the left of Juba's bar. This tunnel connects to the back of town. Here, you will be introduced to Aldo. He's not very sociable towards you.

10. To the right of the tunnel, you will find the back entrance to Juba's bar. It isn't locked!

11. Once inside, you will meet the waitress Jeal. She notices you have the Verato Pipe. Edge gives it to her as a gift, fulfilling his promise to Raul.

12. Exit the bar and head up the northern stairs. To the right you will be able to enter another house.

13. Once you enter the house, you will find the old man Jared was talking about. His name is Radgam. Have a conversation with him, then examine his gun. He will get very angry and tell you not to touch it. keep talking to him repeatedly until he says, "How long has it been since you went hunting?" Radgam will want to test your monster knowledge and will give you a series of questions to answer. Here are the questions and the answers.

1. Against a Baldor, where is it safe? Answer, the back.

2. How do you kill a Lathum? Answer, find its hidden weakness.

3. What makes a Nanyd Swarm scatter? Answer, kill the Queen.

4. Name a characteristic of the Lazara? Answer, dodges lasers.

5. Which is summoned by a Pludger? Answer, Nanyds.

6. What is the Horned Stryder's attack? Answer, paralyzing shard.

7. Mangnata or Gelata, which is stronger? Answer, Magnata Urchins.

For answering all of the questions correctly, Radgam will give you a Tri-Burst gun part. Good for you!

14. Go back to the entrance of town and select "Wait Until Nightfall."





\*\*\*\*\*

Strategy:

These creatures hovered beside a giant sphere, shifting there location around it, every so often. When we encountered them, they immediately shot stone slashers at us. The dragon transformed into his Spiritual form and took them out with his Cleansing Wave berserk attack.

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DIVINE ENEMY INFO FOR HELLION

\*\*\*\*\*

Normal/Attack Direction

None

Special

Stone Slasher/ALL

Length 13.5 Ln

Height 10.8 Ln

Width 9.0 Ln

Weight 448 Kn

Dynes 35 Dn

Exp Pts 33 EXP

Items

Feener Armor

Lickuern Eyes

\*\*\*\*\*

Shellcoof Guardians

\*\*\*\*\*

Strategy:

These Ancient Age robots hovered around the massive tornado repairing the ancient ship within and warding of any intruders that may halt the ships restoration. These guardians or repair robots, shot particle charged lasers out of the lower parts of their bodies. They were fairly easy to destroy. The dragon only had to lock-on to any one guardian and shoot a single laser, destroying it in one hit.

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An Ancient Evil from the Distant Past (Walkthrough)

=====

The dragon and I arrived above a place just to the north of the Forbidden Zone, called Georgius. Straight in front of us was a gigantic tornado. We had to force our way through hordes of monsters, just to reach it. Once we reached the tornado, we made our decent into the

unknown depths. Below, we found a group of ancient guardians circling around the base of the tornado. They seemed to be protecting something. I was not sure what, but we had to destroy them to find out. The dragon obliterated each and every one of them, with no remorse. When the final guardian was destroyed, the tornado dissipated. Soon after, a massive Ancient Age ship emerged! I knew for sure, I would be able to get some ship parts from such a massive relic. Just as I had surmised, right under the ship was an item box containing the much needed ship parts. I immediately returned to Zoah to tell Paet the good news. Paet inspected the parts with an angry look on his face. He told me they were nothing but useless junk. He insisted that I return to Georgius to find him better parts. I returned to Georgius once more. Upon arriving, I noticed something strange on the side of the giant ship. A large hole had been blasted into the side. I left the dragon behind and examined the interior of the ship on foot. I couldn't believe what I was seeing. An Imperial squadron had invaded the inside of the ship and were attempting to revive a horrible monster! Luck wasn't on my side that day. I was caught by a patrolling Imperial soldier and brought onboard their Gunship to be interrogated. After being beaten senseless, the commander told me that Craymen planned to destroy the world with the destructive force of the Tower. I was then tortured, until I blacked out from the excruciating pain. My luck soon turned around. Gash had been aboard the ship investigating this incident. He found my location and freed me. We made our escape to the deck. The dragon was waiting for us outside. We immediately boarded him and flew beside the Gunship. Below the Gunship was that horrible monster I had seen before I was caught. Gash told me it alone, was the reason why the Empire came to such a place. They had unearthed a great evil slain by a dragon long ago. We had to destroy the Gunship along with the menacing monster it was carrying.

\*\*\*\*\*  
Sub-Boss: Gunship  
\*\*\*\*\*

Strategy:

As the battle began, the Gunship shot ion blasters at us. Moving to the front of the ship, lead us into a bombardment of Tracers. The dragon changed into its Spiritual form and unleashed its Wraith Slashers berserk attack. Soon after, something unexpected occurred. The Ancient Age monster came to life and began shooting upwards lasers! The Gunship was completely destroyed. Now we were up against an even greater threat!

\*\*\*\*\*  
DIVINE ENEMY INFO FOR GUNSHIP  
\*\*\*\*\*

Normal/Attack Direction

Tracers/Front and Back

Special

Ion Blasters/Left and Right

Length 63.0 Ln

Height 45.0 Ln

Width 40.5 Ln

Weight 14175 Kn

Dynes 1 Dn

Exp Pts 144 EXP

Items

Elixir Medis

Macran Jewel

\*\*\*\*\*  
Boss: Guardian Dragon  
\*\*\*\*\*

Strategy:

We now had to face a great evil from the distant past. Just being in the monsters presence, made me shutter with fear. The giant monster began the battle by shooting us with its powerful lasers. Soon after, it opened its tail plates. This action revealed its weak point, located directly behind the monster. Before we could move behind it, the monster uppercut us with its tail. This weakened the dragon greatly. I had to heal him with an Elixir Medis. After recovering, the dragon, while still in Spiritual form, immediately flew to the back of the monster and used its Wraith Slashers berserk attack. When this attack was completed, the monster closed its plates. We stayed behind it for a time, deciding what our next move would be. This wasn't such a good idea as the monster attacked us with a light particle blast. The dragon quickly moved to the front of the monster, to avoid any more devastating attacks. I then fired my gun at its head. This had a debilitating effect on the monster. It ceased functioning! We were able to move behind it once more and attack its tail area. Although, our attacks didn't take as much damage, since the monsters tail plates were closed. I also took this opportunity to heal the dragon. The monster soon restored itself and was back in the fight. While waiting for its tail plates to open again, I continued to shoot its head with my gun, eventually forcing it to cease functioning once more. As the battle ensued it finally opened its tail plates. The dragon, while behind the monster, continually fired Wraith Slashers at the monsters tail area. After taking so much damage, the monster went berserk. It spun out of control, constantly shooting lasers at us! The dragon finished it off with one more Wraith Slashers berserk attack and the great evil from the past, was put in its grave once more. What a horrible monster!

\*\*\*\*\*  
DIVINE ENEMY INFO FOR GUARDIAN DRAGON  
\*\*\*\*\*

Normal/Attack Direction

Laser/Front, Left and Right

Special

Light

Particle Charged/Back

Tail UpperCut/Front

Berserk Laser/ALL

Length 108.0 Ln

Height 40.5 Ln

Width 36.0 Ln

Weight 34560 Kn

Dynes 700 Dn

Exp Pts 576 EXP

Items

Elixir Medis

Macran Jewel

\*\*\*\*\*

After a long drawn out battle, the horrible monster was finally put to rest. We headed back to camp to take a much needed rest. While at camp I realized I hadn't gotten any new ship parts for Paet. As I began to freak out, Gash with good intentions, gave me the ship parts I needed so badly. I only had to owe him a favor in return. I returned to Zoah, hoping Paet would finally tell me all he knew about the Tower. When I gave him the parts, the dumb fool said he didn't need them anymore! And after all I went through! The look on my face struck fear into his eyes. He couldn't even remember my name. His new found interest was my dragon, which he saw with the help of his viewing device. He made me promise to let him see it someday. Paet told me the Tower was located to the northeast, beyond a lake called Uru. He showed me this place with his viewing machine. It was quite amazing! Before the machine broke, I saw that girl with the black dragon. Paet thought there was a way to get into the Tower by way of Uru. It was inaccessible from the sky due to the thick fog. I told him I had to leave right away. He said if I needed anything, I could stop by anytime during the day. As I walked away, Paet yelled, "Don't forget about our deal." Those words echoed throughout my ears making me feel uneasy. I headed off to Uru!

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DIVINE OVERVIEW (GEORGIUS)  
=====

1. When you arrive, there will be a huge tornado straight in front of you. You will have to fight your way through hordes of monsters to reach it.
2. Once you finally reach the tornado, lock-on to it and descend to the depths below.
3. At the base of the tornado, you will find Ancient Age guardians protecting something hidden inside.

4. Head off to the northeast. You will find a deactivated guardian. When you examine it, you will notice that a laser rank of # 6 is required to destroy it. Soon after, a group of small tornadoes will come along and destroy it for you. Destroying it serves no purpose.
5. Head back to the central tornado. A group of guardians are surrounding it. You must now destroy each and every guardian.
6. Move over to any one guardian and break it apart.
7. Watch out though, if you are hit by any of the circling spheres, you will be forced to fight Hellion monsters. You should fight a few battles against them anyway, to level up a bit.
8. After destroying a few guardians, you will notice a long protruding object coming out of the tornado. You can lock-on to it, triggering a message from Edge saying, (something's coming!). Soon after, more guardians will appear. Destroy them all!
9. Once all of the guardians are destroyed, the tornado dissipates and an ancient ship emerges! If you played Panzer Dragoon 2 Zwei, this ship should bring back fond memories. It's called Shellcoof.
10. Surrounding the ship are 4 pyramids. Each pyramid corresponds to a locked door within Shellcoof. Once a pyramid is activated the corresponding door inside Shellcoof opens. In order to activate the surrounding pyramids laser ranks of 2, 3, and 4 are required, none of which you have yet. For now, get the Ship Parts Paet asked for, located directly under the ship.
11. Return to the Village of Zoah and give Paet the ship parts. He will be utterly disgusted with you, thinking you acquired the parts from some nearby ruin. He tells you to go back to Georgius to find him better parts. Leave Zoah and head back to Georgius.
12. Once back at Georgius, a strange hole will have appeared on the side of Shellcoof. Enter the strange hole.
13. Edge finds an Imperial squadron within the ship. What are they up to?
14. They have recovered an ancient evil from the past!
15. Edge gets caught and is interrogated by Imperial Officers.
16. Gash comes to the rescue! They both make their escape to the deck.
17. Your dragon is waiting for you outside.
18. You must now do battle with the gunship. What's that it's carrying?
19. The monster is awakened by your dragons presence and completely destroys the Gunship. Players of Panzer Dragoon 2 Zwei will also recognize this creature. It's the Guardian Dragon! You must stop at nothing to put it back in its grave, where it belongs.
20. After a nostalgic battle, the ancient evil is finally put to rest.
21. After the battle, your dragon is upgraded to Stripe Wing. Edge and



Dynes 15 Dn

Exp Pts 25 EXP

Items

Macral Liquid

Macral Shell

\*\*\*\*\*  
 ( Lumid Swarm ) Lumid, Lumid Queen  
 \*\*\*\*\*

Strategy:

These creatures closely resembled the Nanyds from the Garil Desert. We began the battle in front of them. They all flew past us, attacking with a spine storm. As we moved to the side, a swarm of them attacked us. I noticed a red one directly in the middle. Just like the Nanyds, I assumed it was the Queen. I shot the Queen with my gun and the rest of the creatures scattered.

\*\*\*\*\*  
 DIVINE ENEMY INFO FOR LUMID  
 \*\*\*\*\*

Normal/Attack Direction

Spine/Left and Right

Special

Spine Storm/Front

Length 7.2 Ln

Height 3.6 Ln

Width 7.2 Ln

Weight 35 Kn

Dynes 5 Dn

Exp Pts 4 EXP

Items

Macral Liquid

Macral Shell

\*\*\*\*\*  
 DIVINE ENEMY INFO FOR LUMID QUEEN  
 \*\*\*\*\*

Normal/Attack Direction

Spine/Left and Right

Special

Spine Storm/Front

Length 9.9 Ln

Height 5.4 Ln

Width 9.0 Ln

Weight 92 Kn

Dynes 20 Dn

Exp Pts 12 EXP

Items

Macral Liquid

Macral Shell

\*\*\*\*\*  
 ( Lumid Swarm: All Queens ) Lumid Queen  
 \*\*\*\*\*

Strategy:

After acquiring Protect Key # 2, we returned to the Sunken Southern Ruins of Uru. The day was almost over and a beautiful sunset cast its light over the water. This moment of relaxation and beauty soon turned ugly, as we were ambushed by a Lumid Swarm containing all Queens. The dragon's Cleansing Wave berserk attack was sufficient enough to completely destroy the swarm.

\*\*\*\*\*  
 Neo-Stryder, Neo-Stalker  
 \*\*\*\*\*

Strategy:

Just as we began to fixate our eyes on Uru's beautiful sunset once more, another wave of monsters engaged us in battle. Amazingly, these large creatures could run across the water! They weren't too much of a challenge though, as the dragon just blew them to pieces with his Cleansing Wave berserk attack. With Protect Key # 2 in hand, we continued our mission to release the seals.

\*\*\*\*\*  
 DIVINE ENEMY INFO FOR NEO-STRYDER  
 \*\*\*\*\*

Normal/Attack Direction

None

Special



Solution/Back

Length 9.0 Ln

Height 18.0 Ln

Width 10.8 Ln

Weight 336 Kn

Dynes 18 Dn

Exp Pts 11 EXP

Items

Macral Liquid

Macral Shell

\*\*\*\*\*  
DIVINE ENEMY INFO FOR NEO-STALKER  
\*\*\*\*\*

Normal/Attack Direction

None

Special

Paralysis/Back

Length 9.0 Ln

Height 13.5 Ln

Width 10.8 Ln

Weight 252 Kn

Dynes 50 Dn

Exp Pts 16 EXP

Items

Macral Liquid

Macral Shell

=====  
Craymen's Trap: The Protect Key Ordeal (Walkthrough)  
=====

Before venturing off to Uru, I took it upon myself to go visit Fei, at the caravan. I found her in the back washing a Coolia. When I approached her, she gave me a Palmer Amulet and said it was a good luck charm worn by hunters. In return, I gave her the Amirkhan Ring I had received from Bezer. She was much happier now and I could tell she was starting to like me a lot. I had no time for love, the adventure

awaiting me at Uru, beckoned me to leave. I said my good-byes and was off to Uru. It was just as Paet showed me, the Sunken Southern Ruins of Uru. I remembered him saying that the black dragon had flown to Uru Deep North, or so it was called. As I flew north, I could see strange ruins to the west and east, each facing each other on opposite sides. When I examined the one to the west, a voice spoke out a message telling me to enter Protect Key code for Protect Key # 1. It seemed that I needed some sort of key. Examining the one to the east gave me a similar message, telling me to enter Protect Key code for Protect Key # 2. I wondered where these Protect Keys could be? Flying farther north brought the dragon and I to a cave. In front of the cave was something that looked like a Keystone, blocking the entrance. There was also a long tunnel behind it. I knew the tunnel had to take me past the cliffs, but I had to find a way to remove the Keystone first. From the cave, we flew a little ways to the southeast. We came upon yet another Keystone. Swimming below it was a Kinoshita Whale. I had previously thought those creatures were extinct. He seemed to want a lot of attention, so I had the dragon shoot a laser at it. In a playful manner, the whale knocked over the Keystone with its tail. We flew back to the one near the cave and found another Kinoshita Whale. Once the whale swam under the Keystone, the dragon shot a laser at its head. The whale knocked over the Keystone, revealing the opening to the cave. Even though the Keystone blocking the cave was gone, something just wasn't quite right. The tunnel behind the cave wasn't connected to the northern cliffs. We flew behind the cave and along its tunnel. Near the middle of the tunnel we found a rotating device. The dragon shot a laser at it 3 times, causing it to rotate the tunnel and connect it to the cliffs. Now we entered the cave and made our way into the passage. As we flew through the underwater tunnels, we could see an abundance of wondrous sea life which occupied the surrounding area. We exited the passage into Uru Deep North. We were then immediately ambushed by Craymen's Fleet.

\*\*\*\*\*  
(Craymen's Fleet: Battle 1) Annihilator, Rogue, Inferno  
\*\*\*\*\*

#### Strategy:

First, the fleet sent an Annihilator ship to do battle with us. The dragon immediately changed into his Attack form, as we were going to need major fire power to take the ship out. The ship had a massive Reaper Cannon, that tracked our movements. As we attempted to evade the cannon, we could see that the ships weak spot lay directly in front of the Annihilator. The only problem was the constant movement of the cannon. Maybe if we were fast enough we could have got a couple shots in at the weak spot. The mobile cannon managed to catch up to us and fired streams of energy at my dragon. Our only choice was to keep moving, as the cannon continually tracked our movements. Eventually, the Reaper Cannon had to power down, to recharge its energy. It was then that we were attacked by Plague Rockets. I used an antidote and healed the dragon. While the cannon was recharging, we had an opportunity to attack. While directly in front of the cannon and the Annihilator ship, the dragon shot multiple lock-on lasers at the ship until it completely fell apart. After the Annihilator was destroyed, the fleet sent two waves of Rogue ships. When in front of them, they fired Tracers at us. The sides of these small ships seemed to be a safe spot were their gun fire could not hit us. Moving behind them revealed their weak spots. We were soon attacked by an aerial blitz of gun fire. While still behind them, the dragon quickly obliterated them all, with

his lock-on lasers. Once the two waves of Rogue ships were taken out, we were finally engaged by yet another Annihilator ship. This time it had an aerial battle group of three Infernos surrounding its weak spot. We used the same strategy as before, making sure to avoid the Reaper Cannon as it tracked our movements. Once we made it to the front of the ship where the Infernos were stationed at, the dragon changed into his Spiritual form and took them all out, as well as the Annihilators weak spot with his Judgment Day berserk attack. They had no hope of surviving such a powerful attack. The battle was won.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR ANNIHILATOR  
\*\*\*\*\*

Normal/Attack Direction

None

Special

Reaper/Varies

Plague Rockets/Front

Length 45.0 Ln

Height 72.0 Ln

Width 36.0 Ln

Weight 14400 Kn

Dynes 40 Dn

Exp Pts 200 EXP

Items

Relic-Weaponry

Relic-Armor

\*\*\*\*\*  
DIVINE ENEMY INFO FOR ROGUE  
\*\*\*\*\*

Normal/Attack Direction

None

Special

Aerial Blitz/Back

Tracers/Front

Length 12.6 Ln

Height 5.4 Ln

Width 10.8 Ln

Weight 146 Kn

Dynes 20 Dn

Exp Pts 19 EXP

Items

Relic-Weaponry

Relic-Armor

\*\*\*\*\*  
DIVINE ENEMY INFO FOR INFERNO  
\*\*\*\*\*

Normal/Attack Direction

None

Special

Inferno Blast/Front

Length 8.1 Ln

Height 13.5 Ln

Width 3.6 Ln

Weight 135 Kn

Dynes 23 Dn

Exp Pts 23 EXP

Items

Relic-Weaponry

Relic-Armor

\*\*\*\*\*

I wondered what they were doing here? Directly west of the exit, we found a strange glowing ruin. When we examined it, a message told me that the underground facilities had been sealed with three keys. In order to gain entry, I would have to collect all three Protect Keys and deactivate the seal. It also said the controls to the guardian Drenholm, had also been deactivated and I should use caution when unlocking the seals. After hearing the message we explored some more and found a series of black ruins, submerged under the water. I knew this had to be the way into the underground facilities. West of the black ruins we found a small alcove containing a panel. When we examined the panel, we received Protect Key # 1. The ruins said if I unlocked the seals with the keys, I would be able to understand the purpose of this place. We left Uru Deep North and headed back to Uru Sunken Southern Ruins. As we flew back to the first Protect Key ruin,

we were ambushed by Craymen's Fleet once more. They just wouldn't give up and we had to take them down yet again.

\*\*\*\*\*  
(Craymen's Fleet: Battle 2) Annihilator, Punisher, Rogue  
\*\*\*\*\*

Strategy:

Just like the last battle, we were fist up against an Annihilator. The dragon changed into his Attack form and used the same strategy as before. The ship was destroyed quite easily. Next, we were engaged by a group of Punishers. Armed with an array of weaponry and armor, these ships were very intimidating. They soon used their ignition and drew closer to the dragon and I. Homing Mines were then fired, landing a direct hit to my dragon's body. This took fatal damage and I had to heal him right away with an Elixir Medis. Once the dragon recovered, he flew directly in front of the menacing ships and destroyed them with his Judgment Day berserk attack. After the Punishers were destroyed, we were assaulted by an attack group containing both Punishers and Rogues. The dragon just fired another round of Judgment Day and they were reduced to a few piles of junk parts.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR PUNISHER  
\*\*\*\*\*

Normal/Attack Direction

Tracers/ Front, Left and Right

Special

Homing Mines/ Front, Left and Right

Length 49.5 Ln

Height 36.0 Ln

Width 63.0 Ln

Weight 13860 Kn

Dynes 1Dn

Exp Pts 86 EXP

Items

Relic-Weaponry

Relic-Armor

\*\*\*\*\*

Craymen's forces seemed to be everywhere! I wondered if these ruins were linked with the Tower? We finally made our way over to the first Protect Key ruin. When we activated it, we received a message telling us to confirmed Protect Key # 1. That's how it worked! The first seal had been broken. I knew something must have changed in Uru Deep North,

where I found the key. We returned there to find the black ruins had raised out of the water! To the east of the black ruins, we found another alcove containing Protect Key # 2. We made our way back to Uru Sunken Southern Ruins once more and headed for the second Protect Key ruin. Craymen's Fleet, attacked us for the third time! This time, they went all out and sent wave after wave of battle ships.

\*\*\*\*\*  
(Craymen's Fleet: Battle 3) Annihilator, Inferno, Rogue, Punisher  
\*\*\*\*\*

Strategy:

The battle began with an aerial battle group containing an Annihilator surrounded by a group of Infernos. The dragon quickly changed into his Spiritual form, flew in front of the Infernos and took them out with Judgment Day. Once the Infernos were out of the way, we finished off the Annihilator by shooting lock-on lasers at its weak spot. Next, came a group of Rogues. The dragon just flew behind them and shot lock-on lasers until they were all destroyed. It was not much of a challenge at all. After the Rogues, we were up against more Punishers. While still in Spiritual form, the dragon just flew directly in front of the ships and destroyed them with yet another onslaught of his Judgment Day berserk attack. Once the Punishers were taken out, we were engaged by another aerial battle group containing another Annihilator ship surrounded by a group of Infernos. We used the same strategy as before and they sank to their watery graves. Lastly, an attack group with both a Punisher and a group of Rogues, tried their luck. Their defeat was inevitable. Judgment Day put them in their place. The exhausting battle was finally over.

\*\*\*\*\*

After the long drawn out battle, we activated the second Protect Key ruin and confirmed Protect Key # 2. After doing so, the ruin suddenly shot a laser stream over to the Protect Key ruin across from it! This caused something strange to occur. The armored plating that surrounded the Protect Keys, began to fall off. It was then that we ran into Zastava, the man who played a major role in the murdering of my friends. He said I had just activated the Guardians of Uru and would soon be reunited with all of my dead friends. He flew away with his aerial flying machine, laughing at our unfortunate situation. The dragon attempted to shoot homing lasers at the creep, but amazingly he just dodged them. It was no use dealing with him now, the two guardians had formed into one being called Drenholm, just like the ancient recording said. We were in for the battle of our lives!

\*\*\*\*\*  
Sub-Boss: Drenholm  
\*\*\*\*\*

Strategy:

The Protect Keys had come to life, revealing the Guardians of Uru. The dragon sensing immediate danger, changed into his Spiritual form. The guardian began the battle by charging up an electrical attack which it then shot into the sky. The attack came down upon us like a thunderstorm. This greatly weakened the dragon. To prevent this attack from taking any more damage again, the dragon used his Vengeance Orbs berserk attack. This attack surrounded the dragon with protective orbs

that shielded us from any one attack. We noticed the guardian had two port engines on its left and right sides, keeping it afloat. We flew to the left side of the guardian and took out the first engine with lock-on lasers. The guardian then attacked us with its thunderstorm attack once more. Its attack was of no use, as my dragon's Vengeance Orbs repelled the attack and each orb surrounding us shot outward, striking multiple targets on the guardians body. This was a very good defensive technique. Once the first engine was destroyed, we moved to the right side, taking out the second engine with yet another stream of lock-on lasers. We had taken critical damage to the guardian. A smaller guardian which was connected to the larger one, now had to separate and become a separate unit. The larger guardian now lay lifeless, leaving its rear open for attack. We flew directly behind the helpless guardian and sent a Judgment Day berserk attack at its vulnerable areas. I made sure to recharge the dragon's berserk energy when needed, with Berserk Medis items. The smaller guardian was hovering above us, just waiting for an opportunity to attack. It soon did just that and sent an eye beam which it swung from left to right. This attack landed on the dragon and completely stopped his movement. As the dragon and I lay helpless, unable to move, the flying guardian sent lightning needles at us. These lightning needles encased us, hovering around the dragon's body. We had to think fast or else we would be trapped inside, wide open for the enemy to attack us. Luckily, I brought along items called Free Actions. These items had the ability to free us from our stopped movement. Once the dragon gained his mobility back, we quickly flew out of the encasement of lightning needles. The flying guardian, just as we moved out of the way, sent a thunderstrike beam, that flew within the lightning needles. It just missed us! Without a target, the needles fell into the water. We moved back behind the larger guardian and sent another Judgment Day berserk attack at its weak spots. The flying guardian shot another eye beam, hitting the dragon again with its immobilizing abilities. I just used another Free Action item and the dragon was free to move once more. We flew to the side as the hovering guardian shot out its lightning needles, followed by its thunderstrike beam, which missed its target once more. We made it our priority to keep attacking the stationary larger guardians vulnerable spots, with Judgment Day. Its system soon overloaded, causing the two to finally be destroyed.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR DRENHOLM  
\*\*\*\*\*

Normal/Attack Direction

None

Special

Thunderstorm/ALL

Eye Beam/ALL

Thunderstrike/Varies

Length 99.0 Ln

Height 63.0 Ln

Width 72.0 Ln

Weight 24640 Kn

Dynes 600 Dn

Exp Pts 1120 EXP

Items

Elixir Medis

Berserk Minor

\*\*\*\*\*

It was a close one, but we managed to defeat the two guardians and survive. Craymen's forces were smarter than I thought. They were the ones who deactivated the controls to Drenholm. Once we confirmed the Protect Keys, the guardians awakened and we were left to do their dirty work. It was all just a stupid trap! Well, on the positive side we had broken the second seal, so it was time to head back over to Uru Deep North and see if anything happened to the Black Ruins. Upon Returning there, we found that the ruins were now moving around in a circular motion. Next to the Black Ruins, we found a strange green symbol. When we examined it a message told us to enter protect Key code for Protect Key # 3. It was the final seal! Every time I broke a seal, something would change. If there was a passage that lead to the Tower, it had to be here. We eventually found Protect Key # 3, south of the Black Ruins. After our ordeal with the Protect Keys, Craymen's Fleet and the Guardians, the dragon and I were exhausted. Before confirming the last key, we left Uru and headed back to camp. After the dragon and I rested up, I thought I'd give him some much needed attention for fighting so hard. After petting him 6 times, I left camp and Upon returning the next day, we formed a special bond. To show his thanks, for taking such good care of him, the dragon learned Astral Phantoms, a technique that would surely help us out in the future battles to come. Before heading back to Uru Deep North, I made sure to go visit Jared's shop in the Village of Zoah and stock up on supplies such as: Elixir Medis, Berserk Minors and Free Actions. After preparing ourselves for the many battles that awaited us, we headed back to Uru Deep North. With Protect Key # 3 in hand, we activated the green symbol once more and finally confirmed the last Protect Key. A message told us that plant entry was granted. As soon as the message ended, strange lights began to surround the Black Ruins and a portal appeared above them. It was our way in! We flew towards the portal only to be attacked by that girl and her dragon! We dodged her dragon's laser fire, ultimately engaging them in another battle to the death.

\*\*\*\*\*

Boss: Atolm, Orbs

\*\*\*\*\*

Strategy:

Upon engaging the girl and her black dragon in battle, my dragon changed into his Spiritual form. Hovering over the black dragon, were many different orbs. My dragon immediately flew in front of them and used his newly learned Armageddon berserk attack. The orbs blew apart descending to the watery depths below. The black dragon soon attacked us with its laser fire. It was time to take some serious damage to its



weak spot, located to its rear. My dragon, in an attempt to boost up his laser power as much as possible for his upcoming attack, changed into his Attack form. Soon after, the girl yelled "Ne-Rai." We knew what that meant from our last encounter with her. We quickly flew to the front of the black dragon as its rage of berserk lasers flew throughout the sky. After the coast was clear, we flew to the black dragon's rear and my dragon fired multiple lock-on lasers at its tail. We did this continually taking a massive amount of damage. Just as we were getting close to defeating the duo, the black dragon shot an unavoidable lightning storm, hitting my dragon with pin point accuracy. My dragon was fatally injured. With his last ounce of energy, my dragon fired another array of lock-on lasers, taking out the black dragon once more.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR ATOLM ORBS  
\*\*\*\*\*

Normal/Attack Direction

Laser/ALL

Special

Warp/Back

Berserker Rage/Back, Left and Right

Lightning Storm/ALL

Length 61.2 Ln

Height 18.0 Ln

Width 54.0 Ln

Weight 20400 Kn

Dynes 0 Dn

Exp Pts 1680 EXP

Items

Elixir Maxis

Berserk Medis

\*\*\*\*\*

After the dragon and I weakened the girl's dragon, both of our dragons in a final attempt to take each other out, rammed one another with giant force fields. The girl told me that if I interfere with Craymen's plans again, she would kill me. I told her she didn't truly know him and that he was an insane madman. Before we both could say anything more, the two opposing force fields shattered and the girl and I were flung off of our dragons. We fell downward, one after the other into the portal. Without our dragons, it would be a life or death battle surviving the Underground Ruins of Uru.

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DIVINE OVERVIEW (URU)

=====

1. Before going to Uru, be sure to stop by the caravan and talk to Fei, who will be out back tending to her Coolia. She will give you a Palmer Amulet. In return, give her the Amirkhan Ring you received from Bezer, while at the Village of Zoah. It's best to give her the ring, but if you don't have it, you can give her a Gem Lens instead.
2. When you arrive at Uru, do some exploring. You will find the first Protect Key Ruin in the middle of the map, to the left hand side.
3. The second Protect Key Ruin is directly across from the first one. You will have to find the corresponding Protect Keys, numbers 1 and 2, that can be found at Uru Deep North. You will then, have to come back to Uru Sunken Southern Ruins, and activate each Protect Key Ruin with its corresponding key. Doing so will break certain seals on the Black Ruins in Uru Deep North.
4. Flying directly north, will bring you to a cave connected to a long passage. In front of this cave, is a large Keystone that is blocking the entrance, as well as a Kinoshita Whale, swimming below it. You need to seek out another Keystone, that can be found southeast from the first.
5. Once you find the second Keystone, another Kinoshita Whale will be swimming under it. When it is near the Keystone, lock-on to its head and have the dragon shoot a laser at it. In a playful manner, the whale will knock over the keystone with its tail.
6. Now, return to the first Keystone by the cave. Lock-on and fire a laser at the Kinoshita Whale that is swimming under it and the whale will knock over the Keystone, revealing the opening of the cave.
7. When you try to enter the cave, Edge will say he needs to find a way to connect the passage behind it, to the cliffs.
8. Fly behind the cave and along the passage. You will find a rotating device at the center of the passage. Lock-on and fire a laser at this rotating device 3 times, to connect it to the cliffs.
9. Once it's connected to the cliff, you will now be able to enter the cave leading into the Uru Passage.
10. When you enter the first main chamber, the door in front of you will be sealed off. You can't enter it as of now, but once you defeat an upcoming sub-boss called Drenholm, the door will open.
11. As you fly through the next passage, notice the wondrous sea life which occupies the surrounding area. You'll find a number of seal-like creatures, as well as schools of odd little fish.
12. After exiting the passage, you will be in a second chamber containing 2 doors and a save device. The nearest door to the left, is also sealed off and won't open, until you defeat the sub-boss Drenholm. Save your game, and head out the northern door.
13. You will arrive at Uru Deep North and be immediately ambushed by Craymen's Fleet.

14. You will have to fight an Annihilator, two waves of Rogues and an aerial battle group containing another Annihilator, with 3 Inferno ships surrounding it. The battle isn't too hard, show them who's the boss.

15. After the battle, fly west from the exit and examine the strange illuminated ruin, to get a message. The message will tell you to collect all 3 Protect Keys and deactivate the seal.

16. Notice the Black Ruins submerged under the lake water. Every time you collect a key from Uru Deep North and activate the corresponding Protect Key ruin, at Uru Sunken Southern Ruins, a seal will be broken here at Uru Deep North.

17. Protect Key # 1 can be found in a small alcove, west of the Black Ruins. Just lock-on to the small device to acquire the key.

18. With the first key, head back to Uru Sunken Southern Ruins and fly towards the first Protect Key Ruin.

19. You will be ambushed by Craymen's Fleet once more. This time you will be up against an Annihilator, 3 Punishers and an attack group containing yet another Punisher and 3 Rogues.

20. After the battle, head to the first Protect Key Ruin and confirm Protect Key # 1. This will break the first seal at Uru Deep North.

21. Return to Uru Deep North, to find the Black Ruins raised out of the water.

22. Protect Key #2 can be found in another small alcove, east of the Black Ruins.

23. Head back to Uru Sunken Southern Ruins once more and head towards the second Protect Key Ruin.

24. Craymen's forces will engage you in battle, for the third and final time. This time, you will have to take out an aerial battle group containing 1 Annihilator and 3 Infernos, a wave of 6 Rogues, 3 Punishers, another aerial battle group and an attack group, containing 1 Punisher and 3 Rogues.

25. After the long battle with Craymen's forces, make sure to leave Uru, heal your dragon and buy as many Free Action items as you can afford, 6 or 7 should be sufficient. I say this, because activating the second Protect Key Ruin, will cause you to fight a sub-boss called Drenholm, who has an attack that can completely immobilize your dragon. Free Action items give your dragon back his mobility and heal his Stop condition. Once you stock up on supplies, head back to Uru and confirm Protect Key # 2, at the second Protect Key Ruin. This will break the second seal at Uru Deep North.

26. The second Protect Key Ruin will send a laser stream directly at the first Protect Key Ruin. This causes the shells of both Protect Key Ruins to fall off, revealing the Uru guardians inside.

27. The guardians discard the unnecessary parts of their former Protect Key shells.

28. Unbeknownst to Edge, the activation of the 2 Protect Keys which caused the 2 guardians to emerge, was a trap laid by Craymen's Fleet. Zastava laughs at Edge's stupidity.

29. You will now be forced to fight the sub-boss, Drenholm.

30. As the two guardian's systems overload, the smaller hovering guardian, will go ballistic, firing a laser stream at the larger one, destroying it and itself in the process.

31. After the battle, new item boxes will have appeared, hanging from the mushroom-like relics.

32. Also, D unit 05 and one other item behind it, will have appeared near the entrance to the cave. You won't be able to acquire D Unit 5 until you have a laser rank of # 4. So, you'll have to come back and get this later on.

33. Fly back to the first chamber in the Uru Passage. You will notice that the northern door that was once sealed, can now be opened.

34. Upon flying past the newly unsealed door and through the passage, you will come to another sealed door. This door can be opened very easily.

35. Fly to the second chamber to find that the nearest door to the left has also been unsealed and can now be opened. Fly past the door and through its passage.

36. You will arrive in a room containing 2 item containers. The one on the left contains Elixir Maxis X 2 ( very good healing items). And the one on the right contains Elixir Medis X 2. Now head into the northern door.

37. In the northern room past the item containers, you'll find a switch that when activated, will open the sealed door in the first chamber.

38. Now, head back to the first chamber, fly through the newly unsealed door and into yet another room, containing 3 more item containers. The one on the left contains Dynes Chip X 1, the one to the right contains, Elixir Maxis X 1 and the one in the middle contains the Extra Class berserk technique, Plasma Vortex.

39. Once you return to Uru Deep North, 3 item containers will have appeared to the west of the exit and 4 more can be found to the south.

40. Don't miss D unit 06. It can be found north of the Black Ruins in a small alcove.

41. Examine the strange green symbol near the rotating Black Ruins. You will hear a message saying, to enter the Protect Key code for Protect Key # 3.

42. Protect Key # 3 can be found to the south of the Black Ruins. Once you acquire protect key # 3, exit to the World Map and go to Camp. It's now time to learn the Extra Class berserk technique, Astral Phantoms.

43. While at camp, to learn Astral Phantoms you have to pet your dragon, exit to the World Map, return to camp, wait until morning and pet your dragon once more. You have to do this routine until you have



quickly destroyed. If we were to encounter these eggs again, we could quickly destroy them, without having to fight a long drawn out battle as the monsters inside the eggs mutated. I would only have to shoot the large blue egg with my gunfire and the smaller green egg with the floaters lock-on lasers.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR SMALL EGG  
\*\*\*\*\*

Normal/Attack Direction

None

Special

None

Length 5.4 Ln

Height 5.4 Ln

Width 5.4 Ln

Weight 54 Kn

Dynes 18 Dn

Exp Pts 10 EXP

Items

Macral Liquid

Elixir Minor

\*\*\*\*\*  
DIVINE ENEMY INFO FOR LARGE EGG  
\*\*\*\*\*

Normal/Attack Direction

None

Special

None

Length 7.2 Ln

Height 7.2 Ln

Width 7.2 Ln

Weight 128 Kn

Dynes 25 Dn

Exp Pts 35 EXP

Items

Macral Liquid

Elixir Minor

\*\*\*\*\*  
DIVINE ENEMY INFO FOR MUTANT HOPPER  
\*\*\*\*\*

Normal/Attack Direction

Chomp/ALL

Special

None

Length 6.3 Ln

Height 5.4 Ln

Width 5.4 Ln

Weight 63 Kn

Dynes 20 Dn

Exp Pts 25 EXP

Items

Macral Liquid

Elixir Minor

\*\*\*\*\*  
DIVINE ENEMY INFO FOR LUCICH  
\*\*\*\*\*

Normal/Attack Direction

Chomp/ALL

Special

None

Length 9.0 Ln

Height 7.2 Ln

Width 7.2 Ln

Weight 160 Kn

Dynes 30 Dn

Exp Pts 59 EXP

Items

Macral Liquid

Elixir Minor

\*\*\*\*\*

DIVINE ENEMY INFO FOR MUTANT FLIER

\*\*\*\*\*

Normal/Attack Direction

Chomp/ALL

Special

None

Length 7.2 Ln

Height 5.4 Ln

Width 9.0 Ln

Weight 86 Kn

Dynes 25 Dn

Exp Pts 40 EXP

Items

Macral Liquid

Elixir Minor

\*\*\*\*\*

DIVINE ENEMY INFO FOR WINGED LUCICH

\*\*\*\*\*

Normal/Attack Direction

Chomp/ALL

Special

None

Length 10.8 Ln

Height 7.2 Ln

Width 12.6 Ln

Weight 147 Kn

Dynes 30 Dn

Exp Pts 94 EXP



Items

Macral Liquid

Elixir Minor

\*\*\*\*\*

Mutant Hopper

\*\*\*\*\*

Strategy:

Upon hovering over the carcasses of those mutated green and blue monsters, we were ambushed by a group of them. I remembered how these monsters were weak against the floaters lock-on lasers, so I destroyed them fairly easily with a bombardment of laser fire, before they could mutate into flying red creatures.

\*\*\*\*\*

(Mutants) Mutant Hopper, Lucich

\*\*\*\*\*

Strategy:

As we hovered next to another group of dead monster carcasses, we were ambushed by a group of mutants, containing small green mutants and one large blue mutant. The blue mutant was taken out very quickly with my gunfire and the small green mutants were destroyed with the floaters lock-on lasers.

\*\*\*\*\*

(Mutant Pack) Mutant Flier, Winged Lucich

\*\*\*\*\*

Strategy:

While at B2F East of the underground ruins of Uru, we were attacked by a mutant pack, containing both flying red mutants and flying blue mutants. The blue mutants were taken out first, with my gun and the flying red mutants last, with lock-on lasers.

\*\*\*\*\*

Mutant Flier

\*\*\*\*\*

Strategy:

These flying red mutants were easily destroyed, with lock-on lasers.

\*\*\*\*\*

(Mutant Floor Scavengers) Mutant Flier, Slime Feeder

\*\*\*\*\*

Strategy:

While moving across the vast corridors of the underground facility, we had to face a group of mutant floor scavengers. Along with a group of flying red mutants, was a group of large creatures, feeding on the slime found on the facilities floor. We took them all out with lock-on lasers.

\*\*\*\*\*

DIVINE ENEMY INFO FOR SLIME FEEDER

\*\*\*\*\*

Normal/Attack Direction

None

Special

Adhesive Fluid/ALL

Length 5.4 Ln

Height 7.2 Ln

Width 6.3 Ln

Weight 84 Kn

Dynes 35 Dn

Exp Pts 62 EXP

Items

Macral Liquid

Elixir Minor

\*\*\*\*\*

(Mutant Ceiling Scavengers ) Mutant Flier, Slime Feeder

\*\*\*\*\*

Strategy:

We also encountered the mutant scavengers above us, near the ceiling pods. The large slime feeding creatures were hanging from these pods. They were trying to crack them open to extract the fluids found inside. I took out the flying red mutants surrounding them with lock-on lasers, as they drew near. I only had to shoot each pod down with my gun, to do away with the slime feeding creatures.

\*\*\*\*\*

Absorbora

\*\*\*\*\*

Strategy:

These creatures dropped right in front of us, as we moved through B5F. They were strange little creatures, resembling a mixture between both plant and animal. I shot lock-on lasers at them resulting in the lasers being redirected back at us. I then shot each one of them with my gun and their top bulbs shot upward. Now, when I fired the floaters lock-on lasers at the creatures, the laser fire was discharged upward. A few more rounds of lock-on lasers, caused them all to explode into little pieces.

\*\*\*\*\*

DIVINE ENEMY INFO FOR SLIME FEEDER

\*\*\*\*\*

Normal/Attack Direction

Discharge/Varies

Special

None

Length 13.5 Ln

Height 6.3 Ln

Width 13.5 Ln

Weight 283 Kn

Dynes 15 Dn

Exp Pts 32 EXP

Items

Macral Liquid

Elixir Minor

=====  
Survival of the Fittest (Walkthrough)  
=====

The girl and I, had fallen off of our dragons and into a portal, leading down into the underground ruins of Uru. I awoke to find I was trapped, had no dragon and no way of getting back out. In my depressing moment of loneliness, I was treated to the horrifying sound of ravaging monsters, drawing closer to feast on my helpless body. I wasn't going to let that happen! As they drew near, I aimed my gun, ready to fire upon the terrible creatures. It was then, that I heard the girl speak out. She told me not to shoot, or I would alert them that food was near. If I were to pull the trigger, they would swarm me, she said. The creatures were blind and wouldn't be able to find me, as long as I stayed quiet. The monsters scurried past me. The girls advice had saved my life. She then told me to lower my weapon. I lit a match in an attempt to find her location. Her bright face emerged from the darkness. I told her to come out slowly and I would think about lowering my gun. She told me she would have, if her legs weren't pinned under a hovering device. I said I would help her, if she would show me the way to the Tower. It was useless, the entrance was already sealed, she said. She then made it a point to tell me that the monsters down here were more deadlier than anything I had previously faced. I thought it best for us to work together. It was going to be the survival of the fittest, in this monster infested place. I put my gun away, pressed a switch under the hovering device and the girl was freed. I told her when we get out of here, I wanted some answers. She made sure that we hurry along, because more monsters were on their way. I synchronized my High Vulcan gun part with the hovering device and the girl and I rode off into the ruin depths of B1F. I wondered what we would do now? The girl said at the dome below us, there was an elevator that would be

able to bring us directly to the surface. If we could get there, we would be able to leave this place, that is, if we could get there without being eaten! On our left, we found a gate. A message told us that Gate # 1 was closed. We needed to find a way to open it. As we flew north from Gate # 1, we found a switch. We proceeded to activate this switch, in the hope that it would unlock Gate # 1. Luckily, it did just that. We moved past Gate # 1 to the next area. To the left we found another gate. Another message said Gate # 2 was closed. I knew we needed to find another gate switch. We headed south. Upon heading in this direction, we flew over the carcasses of dead monsters. It was then that we were immediately ambushed by more blood thirsty monsters, that wanted us as their next meal! They both jumped at each other, fighting for the pleasure of consuming our flesh. We quickly destroyed them with the hover devices lock-on lasers. Moving further south, lead us to a southern chamber containing another switch. It unlocked Gate # 2. We headed past the gate and rode an elevator down to B2F East. A northern path brought us to a water tank. Moving a ways north from that water tank, brought us to a second water tank. Each tank was devoid of water, making it impossible to cross over to the other side, unless we could find a way to fill them with water somehow. We continued north, moving down a descending slope. The girl told me that the floater, or so she called it, was loosing power and wouldn't be able to go back up any steep slopes. I asked her why she didn't tell me that before? It was too late now, we had already gone down the slope. I told her I would ask her before doing anything, even wiping my nose! She agreed and said to continue going strait, she wanted to see something. I wondered what? We crossed over a third water tank, this one was filled, allowing us to move along to the other side. We found ourselves in a room full of strange hanging creatures. I asked her what this place was? The creatures looked very similar to my dragon. "Long ago, this place was a genetics lab, where prototype dragons were created," she said. "The project was terminated before they were finished." She also said that humans created them and my dragon as well. I was completely surprised! I couldn't believe that humans had created such a wondrous and powerful creature, such as my dragon. Before leaving, we found another switch inside the room. We activated it, wondering what it was going to do. The girl heard water flowing. She said a waterway gate must have opened somewhere. Upon leaving the room, we saw that the water from the third tank we had crossed, was now drained. We descended down into the tank. It was a long drop. The tanks were connected vertically to the floors above. I asked the girl if she was hurt? She seemed to not understand what that word meant. Anyway, we found a switch right next to us. We activated it, assuming it would fill water tanks # 1 and # 2. From B3F East we rode an eastern elevator back up to B2F East. Before crossing over water tank # 1 to the underground dome, we first crossed over water tank # 2 and found an item box there. It contained a Hunting Scythe technique that the dragon could learn. We proceeded to cross over water tank # 1 and entered the dome. We fell downward to the surrounding green water below. We weren't able to go back up and the door nearby asked us to enter the Dome Gate Key, so we left through the western door to B3F West, in an attempt to find the key. The girl said once we found the key, we would be able to enter an elevator that would take us to the surface. To our right, we found the third gate. A message said Gate # 3 was closed. We found the corresponding gate switch in a southern chamber, but not before a monster jumped out from a protruding wall and scared the hell out of us! After defeating the monster, we activated the switch in the southern chamber and moved past Gate # 3. We then took the elevator we found at the end of the path, to B4F. We had traveled a long way. I wondered how far down we were? The girl answered by saying we were four

floors down. From this point on everything was going to slope downhill, she said. The Dome Gate Key would probably be somewhere in the middle, at the end of one of the branching passages. I hoped we weren't going to get lost! Eventually, after taking multiple paths, we finally found the Dome Gate Key. I hoped it would open the gate that would take us to the surface, because I wanted to get out of this monster infested place! We returned to the dome, only to have to face a strange creature atop a nest, high above us.

\*\*\*\*\*  
Sub-Boss: Energ, Asorbora  
\*\*\*\*\*

Strategy:

When we returned to the underground dome after having acquired the Dome Gate Key, we were ambushed by small creatures, that fell from a nest above us. Atop the nest was another monster, waiting for its chance to attack us. We couldn't hit the monster on top of the nest from the position we were at, but there had to be a way, because it was coming! The small creatures that fell down in front of us, were those half plant half animal creatures we had previously fought while at B5F. I remembered that when I shot their top bulbs, they shot upward and when I fired lock-on lasers, they discharged the lasers upward as well. This was key, if we wanted to direct our laser fire at the monster above. Doing so, took major damage to the monster atop the nest. It soon dropped a bomb on us to show how angry we had made it. Continuing to shoot lock-on lasers upward at the monster, soon lead it to retreat. We let it go, because we had to make our way to the elevator and exit this monster infested facility!

\*\*\*\*\*  
DIVINE ENEMY INFO FOR ENERG  
\*\*\*\*\*

Normal/Attack Direction

None

Special

Bomb Drop/Varies

Length 72.0 Ln

Height 72.0 Ln

Width 72.0 Ln

Weight 46080 Kn

Dynes 400 Dn

Exp Pts 564 EXP

Items

Macral Liquid

Elixir Minor

\*\*\*\*\*

I wanted to know why there were so many monsters so deep inside these ruins? The girl explained to me that the creatures had mutated since they were born here. She also said the fleet took serious damage coming through here too. Craymen's Fleet had been through here? I should have known he would try coming here. The monsters now knew we had destroyed their nest, so we left without a moments notice. We opened the dome gate, barely making it to the elevator before being eaten alive by a gigantic, furious monster. As we rode the elevator up to the surface, we had a long conversation. I told the girl that I didn't even know her name. "Azal" she said. Her name was Azel. I told her it was a strange name. Azel told me it was inscribed on the bed where she awoke, after having slept for thousands of years. She also told me she may look human, but internally, she was closer to the creatures we'd been fighting. I asked her why she attacked me? "You stand in his way," she said. I asked her why she protects Craymen? She told me he is trying to save the world, to return it to its former state. Yeah, that's a load of Coolia's Dung! She wouldn't allow anyone who stands in his way to come near him, she said. I told her he was a lying murderer! To gain control of the Tower, Craymen killed my Captain and my friends, I screamed. I told Azel, he was only lying to her. "Even though he may be lying I choose to defend him, because he awoke me from my eternal sleep," she said. Telling her about how we were betrayed and the killing of my friends at the excavation site where she was found, caused her to say she was sorry. It was kind of peculiar. She said she was supposed to apologize at a time like this, or so she was taught. She then asked me how I could control my dragon so well? before I could give her a conclusive answer, the elevator was suddenly torn open by another monster and we fell to our immediate deaths! Just when I thought our lives would be over, my dragon came to the rescue, putting us in protective force fields! We rode straight to the surface, with the monster trailing just mere inches behind us! Upon reaching the surface, we had no choice but to subdue the angry beast. It wanted revenge for destroying the nest. Also, atop its head, was that small creature we had previously fought.

\*\*\*\*\*

Boss: Basilus

\*\*\*\*\*

Strategy:

The dragon changed into Spiritual form to prepare itself for the behemoth of a beast. As we moved to the side of the giant creature, it attacked us with a column of water. The dragon then cast his Astral Phantoms berserk attack upon himself. Small creatures surrounded my dragon with the intent to protect him from any one enemy attack. Once behind the monster, it shot an energy blast at us. The blast was deflected and the small creatures flying around the dragon, shot off toward the monster and attacked it. We could see small winged creatures that resembled the half plant half animal creatures, we had fought at the underground facility. The dragon quickly destroyed them all with his Armageddon berserk attack. Once the small creatures hanging off the back and sides of the monsters body were destroyed, the small monster atop its head, summoned for reinforcements. More of the same types of creatures landed back onto the large monsters body. The dragon used Astral Phantoms once more. While moving to the side, the small creatures launched off of the large monster and crashed into us.

Luckily, we had Astral Phantoms to protect us, they deflected the oncoming attack and they themselves, crashed into the monster. Soon after, we moved directly behind the monster and found that with the small creatures absent from its body, its tail area was now vulnerable. We used two Armageddon berserk attacks, taking major damage. The smaller monster proceeded to call back reinforcements once more. The front of the giant monster seemed to be a safe spot, so we flew up front and I healed my dragon. The dragon then protected itself with Astral Phantoms again, just in case the monster attacked us once more. While behind the monster, we cast Armageddon for the final time, destroying all the small creatures, as well as the larger monster and smaller monster atop its head. Ha! It was no match for my dragon's supreme power.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR BASILUS  
\*\*\*\*\*

Normal/Attack Direction

None

Special

Column of Water/Left and Right

Solution/Back

Shell Arm/Front

Crash/Front

Length 49.5 Ln

Height 27.0 Ln

Width 27.0 Ln

Weight 6930 Kn

Dynes 800 Dn

Exp Pts 1440 EXP

Items

Elixir Maxis

Macran Jewel

\*\*\*\*\*

After the battle, my dragon upgraded to a more powerful form! I told the girl how daring my dragon and I had been, throughout the battle. Something was wrong. "Atolm calls, I must leave," she said. Once we were on solid ground, she walked off into the distance saying, " Just stay out of his way, or else we will have to kill you." Her dragon swooped upward taking her off her feet and they flew into the sunset, without even saying good-bye. So much for the bonds of friendship!

=====

DIVINE OVERVIEW (UNDERGROUND RUINS OF URU)

=====

1. Edge and the girl move through a portal leading to the Underground Ruins of Uru.
2. Edge wakes up to find himself surrounded by monsters. The girl tells Edge not to shoot, or they will swarm him. The creatures pass by and the girls advice saves Edge's life. The girl tells Edge to lower his gun.
3. Edge lights a match in an attempt to find the girls location. Once Edge finds the girl, he turns on a floater that was pinning her legs and they agree to work together to survive the monster infested ruins.
4. They both ride the floater away from the oncoming swarm of monsters, into the depths of the facility.
5. When you first start out on B1F, make sure to equip the High Vulcan gun part. There will be a save device in front of you. Behind it, will be a door asking you to enter the Dome Gate Key. Your main objective is to descend to the floors below you, in an attempt to find an elevator that can take you to the surface.
6. Left of the save device, you will find Gate # 1. In order to unlock it, you'll have to find the Gate # 1 switch.
7. The Gate # 1 switch can be found directly right of the save device (north, if you are looking at the map), in a small chamber. Activate it to unlock Gate # 1. Proceed past Gate # 1 to the next area.
8. Once past Gate # 1 move to the left, (right, if you're looking at the map). You will arrive at Gate # 2. Of course it is also locked and will have to be unlocked, by finding and activating the Gate # 2 switch.
9. Moving south, will eventually bring you to a split in the path. Beware, passing over the dead carcasses of monsters, will draw other monsters attention.
10. They want you as their next meal and will fight over you for the pleasure of consuming your flesh. Destroy them before they get a chance to.
11. The Gate # 2 switch can be found in a southern chamber. Activate it to unlock Gate # 2. Proceed past Gate # 2.
12. Once past Gate # 2, you'll find an elevator. Ride it down to B2F East.
13. Moving north (west, if you are looking at the map) will bring you to a large water tank. This is Water Tank # 1. Drop down it!
14. You will descend to B3F East. The tank is connected vertically to the floor above. Explore this floor and ride the eastern elevator back up to B2F East.
15. Once back at B2F East move north, not too far from the first water tank, you will find a second water tank on a path that branches to the



west. This is Water Tank # 2. Drop down it!

16. You will descend to a different part of B3F East. Explore the area and take the eastern elevator back up to B2F East.

17. Once back at B2F East, go all the way to the north, until you start to move down a descending slope. The girl will tell you the floater is losing power and won't be capable of going back up steep slopes. She then tells you to head straight, because there is something she would like to see.

18. Cross over Tank # 3 into a room containing defective prototype dragons. Surprisingly, they were all created by humans. Does this mean the Ancients were human?

19. Within this room, you will find the Water Tank # 3 switch. Activating it will drain the water from Water Tank # 3, just outside the room. Descend down into the tank.

20. Descending down Water Tank # 3 will bring you to another part of B3F East, containing a switch that when activated, fills Water Tanks # 1 and # 2. After activating the switch, take the eastern elevator back up to B2F East.

21. Before crossing over the newly filled Water Tank # 1 to the Underground Dome, cross over Water Tank # 2, to find an item container that contains the Extra Class berserk technique Hunting Scythe.

22. Now cross over Water Tank # 1 and proceed to the Underground Dome.

23. A message from the Dome Gate will ask you to enter the Dome Gate Key. You must acquire this key, in order to open the Dome Gate and get to the elevator behind it. Within the Underground Dome, go through the western door.

24. You will arrive at B3F West. Save your game at the save device.

25. To the right of the save device (north, if your looking at the map) you will find Gate # 3. Seek out the Gate # 3 switch to unlock the gate.

26. Head south. You will be ambushed by a monster that jumps out from one of the protruding walls. Make it pay, for scaring the \$\*\*t out of you!

27. The Gate # 3 switch can be found in a chamber all the way south. Activate it to unlock Gate # 3. Proceed past Gate # 3.

28. Once past Gate # 3, ride the elevator you will find at the end of the path to B4F.

29. When you emerge from the elevator, take the right path to arrive in a long chamber containing 18 item boxes. The 9 boxes to the left, can only be opened by your dragon. You will have to come back later, once you have gotten your dragon back on Disc 3. The 9 boxes to the right are up for grabs. You know you can't resist, you greedy son of a Coolia!

30. If you manage to descend downward from B4F to B5F, you will most certainly run into a few Absorboras, that will jump down when you fly

past the dead monster carcasses. They are a mixture of both plant and animal, cool!

31. While on B5F you can take a western elevator back up to B4F.

32. When exploring the many branching, complex paths of B4F you will eventually run into Mutant Ceiling Scavengers. You will encounter these creatures while flying under the many hanging pods.

33. You will eventually find the Dome Gate Key at the end of one of the many branching paths. If you are having trouble finding it, refer to the Underground Ruins of Uru B4F map (Go here: <http://www.pdsoasis.panzerdragoon.net/maps.html>).

34. Head back to the Underground Dome. You will have to deal with an Energ who dwells on top of a nest, hanging high above you. It secretes a slimy fluid which Absorboras sprout from, weird.

35. After you defeat the Energ, it escapes the nest. Just leave it be, you have to get to the elevator and get out of this god forsaken place!

36. Use the Dome Gate Key and head through the massive door to the elevator, that will bring you to the surface.

37. You have angered a giant monster that protects the Energ, in exchange for the energy it produces. Now, it wants revenge for having destroyed its only source of energy: the nest. Edge and the girl barely make it into the elevator, before being eaten alive!

38. On the ride up to the surface, Edge and the girl have a long conversation about past events. The girl tells Edge her name is Azel. It was inscribed on the bed she awoke in, after having slept for thousands of years.

39. Their conversation comes to a frightening halt, as the giant monster catches up to them, breaking apart the elevator!

40. Edge and Azel fall to their deaths. Is this the end!? Will They survive!?

41. Of course they survive, they're the main characters silly! Edge's dragon comes to the rescue. They all fly to the surface, as the furious monster trails but mere inches behind them.

42. Upon reaching the surface, you will have to do battle with both the large Basilus monster and the small Energ creature, atop its head.

43. The battle wasn't so hard, now was it? Okay, maybe a little bit, but at least your out of that monster infested facility.

44. And look, your dragon just upgraded to Panzer Wing!

45. After the battle, while on land, Azel stands in the distance. She warns you not to stand in Craymen's way, or she will have to kill you! So much for the bonds of friendship.

46. She summons her dragon Atolm, to take her away.

47. They fly off into the sunset, without even saying good-bye.



Strategy:

Inside the underground ruins of Uru, while descending from B?F to B3F, we stumbled upon advanced forms of those half plant half animal creatures, near the descending slope leading up to the Water Tank # 1 and # 2 Switch. They had with them a large bomb in which they threw back and forth between each other. Just like the other creatures we previously fought, I had to shoot their top bulbs with my gun, so they shot upward. When each of their bulbs faced upward, I had the dragon cast his Armageddon berserk attack. They each discharged laser energy upward before exploding into tiny pieces.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR KOLBA  
\*\*\*\*\*

Normal/Attack Direction

Discharge/Varies

Special

Explosion/Varies

Length 2.7 Ln

Height 10.8 Ln

Width 9.0 Ln

Weight 50 Kn

Dynes 15 Dn

Exp Pts 32 EXP

Items

Macral Liquid

Elixir Minor

=====  
The Desperate Search for the Tobitama Rock (Walkthrough)  
=====

After escaping the Underground Ruins of Uru, I decided I needed a break and returned to the caravan, to spend some time with Fei. Upon entering her tent, Kou told me that she was looking after Enkak, who had been stricken with Meccania fever. She said his fever was very bad and wouldn't go down. I rushed over to An'jou's tent to find Enkak asleep and Fei trembling over him. She told me he had become ill and wouldn't wake up. I checked his head, he was burning up! If someone didn't do something soon, he wasn't going to last long. I left Fei and went to talk to Baicah about Enkak's fever. He to, said it must be Meccania fever. He said, if he were to get his hands on a rock-like secretion called a Tobitama Rock, found inside a Tobitama nest, he would be able to make an antidote. He also told me that An'jou had already ventured off on a desperate search to find the Tobitamas. The chance of him finding one he said, was next to nothing. I knew I had to be the one to

help Enkak, I had to do something. I couldn't just let him die. I could find the Tobitama Rock in no time, thanks to my dragon, that is, if I knew where to look. Where would I start looking, I told myself? Who could I ask, to find out more information about Tobitamas? Just as I began to slump into a void of hopelessness, I remembered the all knowing Juba! If anyone could help me, he most certainly could. I rushed over to the Village of Zoah, without a moments notice! During the night, I made my way to Juba's bar. I had to pay 20 Dynes and order one of his illuminating drinks of course, for him to even talk to me. Once I downed the horrible drink, my face turned green as I desperately pleaded with Juba to give me any information he knew about Tobitamas. He told me to calm down, it was no problem. He said the Tobitamas had supposedly returned to Uru, since the water level had risen. At a young age, these strange birds fly away and if all the young return to the nest at the same time, they abandon it, he told me. I thanked him, and hurried to Uru, as fast as the dragon could take me there. When we arrived, we ran into one of the baby Tobitamas right away. He circled around us, wanting us to bring him to his mother. I had to find the nest. We proceeded to fly north and eventually found the mother Tobitama, sitting at her nest. The baby Tobitama happily flew by his mothers side. There must be more, I thought to myself. Flying south from the nest, lead us to yet another baby Tobitama, which we also brought back to the nest. I knew there had to be more. While flying to the right of the cave entrance and towards the cliffs, we found the last baby Tobitama. Upon bringing him back to his mother, they all abandoned the nest, just like Juba said. We found the rock-like secretion laying in the nest, that the Tobitamas had left behind. Next, we headed back to Uru Deep North. We then accessed the green symbol next to the Black Ruins and entered the underground ruins of Uru. I wanted to get some items that were previously unattainable without my dragon. We made our way to B4F and acquired multiple items from a row of 9 item containers, that I previously was unable to open with the Floater. The dragon however, had no problem blasting open the item containers with its lock-on lasers. After B4F, I headed back to the Underground Dome and flew high above, to find a door we weren't able to get into on our last visit, B2F North. Inside, I found D Unit 07 and a powerful healing item called Ambrosia. Soon after, we headed off to B2F East, to take a look at the Prototype Dragons once more, before exiting the facility. While attempting to cross over Water Tank # 3, the dragon was pulled downward and we descended to a new floor, B?F. The gate in front of us relayed a message telling us Bio Equipment was prohibited. It meant no dragons. I left my dragon behind and told him to meet me at the exit. I explored a series of complex branching paths. One of the paths took me to another unknown floor, B??F, where I found some cool items. All of the other paths eventually took me to B3F East. It was here that we encountered a more intelligent form of Absorbora, near the descending slope leading up to the Water Tank # 1 and # 2 Switch. They threw around a bomb back and froth between each other. We quickly destroyed them before the bomb exploded. After our business was complete within the underground ruins of Uru, we headed back to B1F and with the Dome Gate Key in hand, we were able to exit via the giant gate. It was then that I realized I had just done something very stupid. Enkak was dying a slow death back at the caravan and there I was, exploring the underground ruins of Uru at my own leisure. With a feeling of incredible anxiety, I rushed my behind over to Baicah and sold him the Tobitama Rock. I hoped it wasn't too late! He was ecstatic that I had actually found the Tobitamas. Baicah could now make the antidote that would hopefully save Enkak's life. As thanks, he gave me five Speed Chips. As I waited in anticipation, the darkness of night soon engulfed the sky. I found Raul sitting by the fire, talking to

himself. He was worried about An'jou and wondered if he was going to be okay. Raul was the only hunter left to defend the people of the caravan. He must have been very stressed out. I waited until morning and went back to check how Baicah's antidote was coming along. He had already completed it and given it to Enkak during the night. He said it looked as if the boy was going to make it. With great excitement, I ran over to An'jou's tent and checked up on him. His fever was going down and it seemed that he would wake up soon. Fei was surprised and relieved that I had actually saved Enkak's life. I walked away, took one last look at Enkak and knew I had done a good deed. Poor Enkak, I hope he'll be okay. Well, I'll make sure to come back later. I headed off to camp to take a much needed rest.

=====  
DIVINE OVERVIEW (CARAVAN VISIT 3/ URU/ UNDERGROUND RUINS OF URU)  
=====

1. Upon returning from the Underground Ruins of Uru, go visit the caravan. Enter Anjou's tent. You will find that Enkak has become fatally ill. Come on, you can't let him die, you have to be the all around good guy that you are and find a way to save him!
2. Baicah will tell you Enkak has been stricken with Meccania fever. He says, if he were to get his hands on a rock-like secretion called a Tobitama Rock, found inside a Tobitama nest, he would be able to make an antidote.
3. Need some more information? Well, Juba's your man! Pay 20 Dynes and down one of his horrible illuminated drinks. You can then ask him about Uru and the Tobitamas. He tells you that the Tobitamas have returned to Uru since the water level rose. He also says once all of its young return to the nest, they all fly away.
4. Go to Uru and you will immediately find a baby Tobitama straight ahead. Lock-on to the flying creature and shoot a laser at him. The baby Tobitama will circle around you, wanting you to bring him to his mother.
5. Bring the Baby to his mother. If you're having trouble finding the nest, its location as well as the baby Tobitama locations, can be found on the Uru Sunken Southern Ruins map (Go here: <http://www.pdsoasis.panzerdragoon.net/maps.html>). You will have to find 2 more baby Tobitamas and also bring them back to the nest. Seek out their locations or just refer to the map.
6. While seeking out the baby Tobitama locations, fly below and to the right of the Tobitama nest, to find an area full of small trees. Flying near this area will trigger a battle against rare enemies called Kolbas.
7. When 2 gauges fill up, immediately destroy them with Armageddon. You will receive a Macran Jewel, an item you will need later on. Note, Kolbas only appear during the daytime and once you fight them twice, they won't appear around the tree area until you exit the map and come back. They are also a good enemy to fight if you want to level up a bit.
8. Once the 3 baby Tobitamas are back at the nest, they will all abandon it and fly away, just like Juba said.

9. You will now be able to lock-on to the nest and receive the rock-like secretion left behind by the Tobitamas, called the Tobitama Rock.
10. Before going back to the caravan, we need to take care of some unfinished business down below, at the Underground Ruins of Uru. Head back to Uru Deep North and lock-on to the green symbol to reenter the underground facility.
11. Make your way over to Water Tank # 3 on B2F East, right next to the Prototype Dragon room. Enter the tank.
12. Instead of arriving at B3F East you will now be at B?F, a new floor to explore.
13. You will have to leave your dragon behind and explore with the Floater.
14. A series of complex branching paths will have to be thoroughly explored. Refer to the Underground Ruins of Uru B?F map (Go here: <http://www.pdsoasis.panzerdragoon.net/maps.html>) , to determine what items you can find and what path goes where.
15. Most likely, At the end of each branching path you explore, you will taken to B3F East.
16. While on floor B3F East, If you fly near the descending slope that leads up to the Water Tank # 1 and # 2 Switch, you will trigger a battle against the rare enemies Absorboracs.
17. The Absorborac is an advanced form of Absorbora with heightened intelligence. They will throw a very dangerous explosive bomb back and forth between each other, sort of like a hot potato game. If you wait too long, the bomb explodes, destroying them all! It's pretty funny.
18. Not all of the branching paths on floor B?F take you to B3F East. One of the branching paths will actually take you to a new location called B??F.
19. Once on floor B??F, you will find 6 item boxes up for the taking. They contain some pretty cool items.
20. When you've fully explored B?F to the fullest, return to the Underground Dome, head to B3F West and take the elevator to B4F. Remember that row of 9 item boxes you couldn't acquire on your first visit, well now you can have an item box destroying party and acquire all of the items. Amongst the items, you will find D Unit 08.
21. Return to the Underground Dome and head up into an area you haven't explored yet called B2F North.
22. In the first chamber, you will find D Unit 07.
23. In the second chamber. you will find an Ambrosia, the best healing item in the game.
24. Well, you've cleaned out the Underground Ruins of Uru. Go back to B1F. With the Dome Gate Key in your possession, you can now exit via the BIF Dome Gate. This will take you to the World Map. How convenient!
25. Exploring the Underground Ruins of Uru, WHAT WERE YOU THINKING!





dead body. His eyes had a sad distant look, the kind of look when you've lost someone you respect. I noticed he had a Dual Blast Chip inside his toolbox. He told me he wouldn't be needing it, and let me keep it. As we talked the night away, he explained to me that he was once a part of Radgam's hunting crew. His friends were all brutally murdered by monsters, leaving him and Radgam as the only survivors. It was then that he, as well as Radgam escaped to this town to make an easy living, far away from the retched monsters that had killed their friends. Although, Radgam never gave up his hunting ways, and was a hunter right up to the moment he died. I told him it was the right thing to do. The next day, I ran into Abner. He angrily gave me a pass to the Holy District, saying that I hadn't earned it. He told me about a man named Vaiman, who was second in command to the High Priest and was also Paets father. He wanted to see me. His house was behind the church, in the Holy District. I proceeded to make my way into the Holy District. To the left of the Liberal District entrance, I found a Zoah Harvest near some edible hanging plants. Straight ahead was a grain storehouse. To the left of the storehouse, I found a recover among a bush of Hammond fruit. To its right, I found another Zoah Harvest. I entered the storehouse and met a man named Boaz. He told me to get out, but I showed him my pass. He ranted on about how he believed trade with the outside world, only brings trouble. Next, I entered the church to the far left of the storehouse. I met Damon, the High Priest. He told me to leave as soon as my business was finished, not a very welcoming man. Moving on toward the back of the church, I met the grain seller I had seen when I first visited Zoah. His name was Quitar. Upon talking to him, he gave me 200 Dynes. It was just a bribe to keep my mouth shut, since I had seen him commencing in trade with outsiders, but I happily took it. After repeatedly talking to him, he offered to sell me Zaal Nuts for 500 Dynes. I took him up on his offer. These nuts were valuable and could catch a high price at any shop. Talking to Quitar yet again for a long period of time, caused him to notice my Macran Jewel I had received from the Kolbas at Uru. He offered to buy it from me for 9000 Dynes. I turned him down, it was worth more than that. His next offer was 10000 Dynes. I graciously excepted, I had another one anyway. He was very grateful, since you couldn't find them around here. Behind Quitar, I found a little girl. When I tried to talk to her, she ran away and hid herself. It wasn't too hard to find her hiding spot and when I did, she warmed up to me. She said her mother told her outsiders like myself don't have any food and gave me some more Zaal Nuts. It was nice of her to do such a thing, but also insulting at the same time. She also gave me a mysterious item called an Aronak Unit. What a nice little girl she was. Inside the fire pit where she hid behind, I found a book called Bible 1. I knew only Paet would try to burn a thing like this. Next, I finally made it over to Vaiman's estate. When I entered his room, Paet gave me a warning to be careful of his political father. He then stormed out of the room. After a long conversation, the short chubby man persuaded me to fight the Empire, and protect the town from their filthy hands in the process. He said the Imperial Fleet was stationed at an air force post northwest of Uru. He was thrilled that I had agreed to help him out and upon leaving, he gave me 1500 Dynes to keep our little conversation a secret. I left Vaiman and returned to the Liberal District. Abner approached me, telling me he couldn't pay me back the 100 Dynes he had previously borrowed. I knew this would happen! On the positive side he said I could take anything from his house I wanted, during the night. I then entered Jared's shop and decided that I'd sell Radgam's Large Gun to him. I received a hefty sum of 1500 Dynes. Soon after, I made sure to sell my useless items to him, and stalk up on healing items. The day was coming to an end once more, as I made my way towards the end of

town to see Paet. He was surprised I was really going to take the job that his father had given me. But it was something I had to do. He said I could stop by his house at night, if I had time. I couldn't pass up the offer to see the great inventors room, so I agreed. Night soon fell upon the town. I thought I'd go see how old Juba was doing. Upstairs, I found a seeker named Jephthah. He gave me a Tower Report. I wondered where he got such a thing? As I continued to talk to him some more, he offered to sell me a Tri-Burst gun part he had recovered from some nearby ruins. 1000 Dynes was too much, so I pleaded with him to lower the price to 800 Dynes. I actually got him to sell it to me for that price and got a real bargain! He wasn't too happy though, realizing what he had just done. After visiting Juba's bar, I remembered Abner told me I could take anything I wanted from his house during the night, so I entered his house. To the right of the door, I found a pile of junk! The best thing I could find was a book on the dragon, called Dragon Book 2. I hastily left, realizing I still had to go see Paet before the night was through. I ran myself over to the Holy District and down an alley, to the left of Vaiman's estate. I noticed a ladder leading up into a dimly lit window. It was Paet's room! He let down the ladder and I climbed up as fast as I could. His room was amazing, full of all kinds of ancient gadgets. When examining his bookshelf, he said I could have a book I had my eye on, called Dragon Book 3. Before leaving, Paet told me he had sealed off the stairs to keep his father out. He continued to say that if his father truly had to defend the town on his own, he would desert it like a true coward. Not a good son and father relationship, if you ask me. I thanked him for the book and finally left Zoah. Before heading off to the Imperial Air Force Post, I went to see Raul at the caravan. To my amazement, he gave me a Base Manual, depicting the Imperial Air Force Post's weakness. The inner walls surrounding the Control Tower remain closed. These walls only open while taking in supplies or during a Red Alert to allow reinforcements to attack. This would be my opportunity to advance to the Control Tower and completely take it out. Thanks to Raul, with this vital knowledge, I left for the Imperial Air Force Post to give the Empire Hell!

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Jared's Shop Item List  
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Item /Price

1. Elixir Minor/ 150 Dynes
2. Elixir Medis/300 Dynes
3. Elixir Maxis/600 Dynes
4. Berserk Micro/480 Dynes
5. Berserk Minor/960 Dynes
6. Berserk Medis/2400 Dynes
7. Revive/100 Dynes
8. Antidote/100 Dynes
9. Restore Speed/100 Dynes

10. Free Action /100 Dynes
11. Anesthetic/100 Dynes
12. Unbind/100 Dynes
13. Recover/400 Dynes
14. Blast Chip/450 Dynes
15. Dual Blast Chip/900 Dynes
16. Flash Chip /300 Dynes
17. Shield Chip /2400 Dynes
18. Power Chip /1200 Dynes
19. Armor Chip /1200 Dynes
20. Speed Chip /1200 Dynes

Gun Parts/Price

1. Mauler/ 3000 Dynes
2. High Vulcan/5000 Dynes
3. Berserk Leech/9000 Dynes
4. Sniper/12000 Dynes
5. Tri-Burst/6000 Dynes

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DIVINE OVERVIEW (VILLAGE OF ZOAH VISIT 2)  
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1. Go to camp. Paet is there waiting for you. He will give you information about an ancient ship called Mel-Kava. It's guarding the Tower, by creating fog. He tells you to go to the Holy District in the Village of Zoah, to find out more.
2. Before going to the Holy District in the Village of Zoah, go back to the Excavation Site. You will find Radgam's lifeless body, as well as his unloaded, Large Gun. His back has been broken, and his blood has been drained from his body by monsters. What a fitting way to go.
3. Upon returning to Zoah, you will find that the Empire has occupied the town, and will soon take it for themselves.
4. After the cut-scene with the Empire, it will be nighttime. Go over to Radgam's abandoned home and take Recover X 2 from his toolbox.
5. Next, go inside Aldo's house towards the back of town. Second, examine the lamp on the floor to receive Lamp Oil X 1. Third, examine the sheet next to the ladder, to receive Shield Chip X 1. Last, enter into a back room, to find Aldo hiding out. Examine his toolbox and he'll give you a Dual Blast Chip X 1. After talking to him for a while, you have to answer a yes or no question. If you pick no, Aldo will

become angry and you will have to apologise.

6. The next day, Abner the night gatekeeper will give you a pass that allows you to enter the Holy District.

7. Go right ahead and enter the Holy District.

8. Eavesdrop on the mother and daughter, to the far right of the storehouse. Make sure to lock-on to them when you are far away, to hear their conversation.

9. Once inside the Holy District, you can find a Zoah Harvest X 1 among the edible plants, to the left of the entrance to the Liberal District.

10. To the left of the storehouse, you'll find a bunch of Hammond fruit. Among the fruit is a Recover X 1.

11. To the right of the storehouse, you'll find yet another Zoah Harvest X 1.

12. Enter the storehouse.

13. Within the storehouse, is enough food to feed all the citizens of the Holy District. You'll also meet Boaz, the keeper of the storehouse. He strongly believes that trade with the outside world only leads to trouble.

14. Enter the church to the left of the storehouse.

15. Inside you'll find the High Priest Damon, bickering about how the gods have abandoned the people.

16. Go behind the church, and you'll find a man named Quitar. First, talk to him and he'll give you 200 Dynes, what a nice guy! Second, talk to him repeatedly until he asks you if you want to buy some Zaal Nuts from him. Buy them for 500 Dynes, and you can sell them to a shop later on for 1500 Dynes. Third, talk to him repeatedly again, until he asks if he can buy the Macran Jewel you received from fighting the Kolbas, at Uru. He will offer you 9000 Dynes at first. Choose the option, do not sell. He will then offer you 10000 Dynes, except this offer and 10000 Dynes will be in your pocket, minus one Macran Jewel. Last, talk to his daughter Rhoda, who can be found directly behind him. She will run away and hide.

17. She's not too hard to find. Can you spot her?

18. Talk to her repeatedly and she'll say outsiders like Edge, don't have any food. She will then give you Zaal Nuts X 3.

19. If you have a save file of Panzer Dragoon 2 Zwei on your Saturn's internal memory, she'll give you the Aronak Unit X 1.

20. While at camp, examine the mysterious unit. The Aronak Unit pays homage to Panzer Dragoon 2 Zwei, by showing holograms of two different dragon forms, as well as playing two music tracks from that game.

21. Inside the fire pit that Rhoda is behind, you will find Bible 1 X 1.

22. It's time to enter Vaiman's house.



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Strategy:

Flying over a searchlight by accident, caused a battle ready Imperial ship, to spot our location and engage us in battle. This intimidating ship also attacked us with Tracers, Ion Blasters, and Stun Rockets. The dragon's Spiritual form really came in handy. We quickly took down the ship with Armageddon.

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DIVINE ENEMY INFO FOR ENFORCER

\*\*\*\*\*

Normal/Attack Direction

Tracers/Varies

Special

Ion Blasters/Varies

Stun Rocket/ALL

Length 63.0 Ln

Height 45.0 Ln

Width 40.5 Ln

Weight 14175 Kn

Dynes 80 Dn

Exp Pts 209 EXP

Items

Relic-Weaponry

Relic-Armor

\*\*\*\*\*

(Patrol Group) Instigator

\*\*\*\*\*

Strategy:

The Empire's scout ships observed us from afar, as we trespassed further into their base. As they observed us, the dragon took this time, to recharge his berserk energy while in Spiritual form. Then, he quickly destroyed them with his Cleansing Wave berserk attack.

\*\*\*\*\*

DIVINE ENEMY INFO FOR INSTIGATOR

\*\*\*\*\*

Normal/Attack Direction

None

Special

None

Length 18.0 Ln

Height 22.5 Ln

Width 22.5 Ln

Weight 1125 Kn

Dynes 30 Dn

Exp Pts 19 EXP

Items

Relic-Weaponry

Relic-Armor

\*\*\*\*\*  
 Stingers  
 \*\*\*\*\*

Strategy:

While in front of these small ships, we were shot at by multiple Tracer blasts. As we moved behind them, they all attacked us with an aerial blitz. Our best course of action was to stay behind them and attack their weak spots with the dragon's Cleansing Wave berserk attack.

\*\*\*\*\*  
 DIVINE ENEMY INFO FOR STINGER  
 \*\*\*\*\*

Normal/Attack Direction

None

Special

Aerial Blitz/Back

Tracers/Front

Length 12.6 Ln

Height 5.4 Ln

Width 10.8 Ln

Weight 146 Kn

Dynes 30 Dn

Exp Pts 19 EXP

Items

Relic-Weaponry

Relic-Armor

\*\*\*\*\*

Missile Cruiser

\*\*\*\*\*

Strategy:

When fighting this missile armed ship, we made sure to stay to the side. When the dragon was powered up and in Spiritual form, we moved in front of the missiles and cast Judgment Day upon the ship. It then disintegrated inside a massive explosion.

\*\*\*\*\*

DIVINE ENEMY INFO FOR MISSILE CRUISER

\*\*\*\*\*

Normal/Attack Direction

None

Special

Launch Missiles/Front

Length 48.6 Ln

Height 22.5 Ln

Width 25.2 Ln

Weight 6804 Kn

Dynes 155 Dn

Exp Pts 119 EXP

Items

Relic-Weaponry

Relic-Armor

\*\*\*\*\*

Plasma Cannon

\*\*\*\*\*

Strategy:

As we attempted to cross over one of the four outer walls of the base, we were perused by an Imperial vehicle. It was armed with a Plasma Cannon. As the cannon tracked our movements we made sure to stay out of its range. When the dragon was done charging his Spiritual form powers, we destroyed it with Armageddon.

\*\*\*\*\*



DIVINE ENEMY INFO FOR PLASMA CANNON

\*\*\*\*\*

Normal/Attack Direction

None

Special

Anti-Aircraft Cannon/Varies

Length 108.9 Ln

Height 60.3 Ln

Width 25.2 Ln

Weight 20429 Kn

Dynes 160 Dn

Exp Pts 78 EXP

Items

Relic-Weaponry

Relic-Armor

\*\*\*\*\*

Rare Enemy: Battle Cruiser

\*\*\*\*\*

Strategy:

These heavily fortified ships also bombarded us with Tracers, Ion Blasters, and Stun Rockets. While in Spiritual form, the dragon destroyed them with his Judgment Day berserk attack.

\*\*\*\*\*

DIVINE ENEMY INFO FOR BATTLE CRUISER

\*\*\*\*\*

Normal/Attack Direction

Tracers/Varies

Special

Ion Blasters/Varies

Stun Rocket/ALL

Length 72.0 Ln

Height 72.0 Ln

Width 52.2 Ln

Weight 20787 Kn

Dynes 90 Dn

Exp Pts 167 EXP

Items

Relic-Weaponry

Relic-Armor

\*\*\*\*\*  
Rare Enemy: Warship  
\*\*\*\*\*

Strategy:

Before these ships had a chance to attack, the dragon, while in Spiritual form, used his Judgment Day berserk attack. The ships were sent into oblivion.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR WARSHIP  
\*\*\*\*\*

Normal/Attack Direction

Tracers/Varies

Special

Ion Blasters/Varies

Stun Rocket/ALL

Length 27.0 Ln

Height 58.5 Ln

Width 18.0 Ln

Weight 9360 Kn

Dynes 35 Dn

Exp Pts 84 EXP

Items

Relic-Weaponry

Relic-Armor

=====  
Shrouded in the Early Morning Fog (Walkthrough)  
=====

Shrouded in the early morning fog, I made my way into the Imperial Air Force Post. A Yellow Alert was immediately commenced, and all surrounding searchlights turned on. The dragon took on his Spiritual

form, for the coming battles ahead. As we flew straight ahead, the dragon started destroying everything around him, including: nearby fans, and searchlights. We destroyed as many searchlights as we could, in order to pass undetected. Unfortunately, we made a slight mistake and flew over one of the searchlights by accident. It was then that we were engaged by an imperial battleship. We made quick work of it. Our presence was now known and we had to fight our way through many Imperial ships. After a while, we managed to make it to one of the four walls surrounding the Control Tower. As we attempted to pass over it, an Imperial cannon stopped us in our tracks. The walls were too heavily guarded, I knew I had to destroy the Anchored Fleet first. As we explored the area, I counted twenty anchored ships in all. It was time to start destroying them. As we approached one, I noticed three supply crates under the ship. I made sure to have the dragon lock-on to each crate one by one, as well as the ship itself. The dragon's lasers completely destroyed the ship and we received the three items inside the crates, before everything fell into the murky waters. For each ship, we received 3 items. When we destroyed ten ships, we were greeted by a massive Imperial battlestation.

\*\*\*\*\*  
Sub-Boss: Behemoth  
\*\*\*\*\*

Strategy:

The dragon, while in his Spiritual form, moved directly in front of the massive hunk of ancient technology and constantly used his Armageddon berserk attack. Between each attack, we were hit hard by Missiles and Plague Rockets. After many Armageddon attacks, we had finally caused the engine to blow and it descended to the water below. The battlestation soon restored partial engine power, and began moving along the surface of the water. As it moved towards us, I overheard one of the Imperial officers utter something about a "Disintegrator" weapon, that was being charged. I also noticed a vulnerable spot within the center of the gigantic machine. To protect ourselves from this "Disintegrator", I immediately had the dragon cast his Astral Phantoms defensive attack. The dragon also changed into his Attack form so he could bombard the vulnerable spot with his powerful lock-on lasers. The machine completely opened up, preparing to fire the Disintegrator. At this point in the battle, the vulnerable spot was fully revealed and open to attack. When the dragon's laser power was charged, he fired his lock-on lasers upon the central weak point, taking heavy damage. Soon after, the Disintegrator weapon was fired and a deadly rain of lasers fell down upon us. It took not an ounce of damage and was immediately deflected, thanks to the Astral Phantoms. Just as a precaution, the dragon cast Astral Phantoms once more to protect us just in case another Disintegrator shot was fired. The dragon then continued to fire his lock-on lasers at the exposed weak point. As we continued our assault, the armor surrounding the weak point closed, covering its vulnerable spot. It needed time to recharge. In the mean time, the dragon charged up his laser energy. It was only a matter of time before the armor covering the weak point opened again. When it did, the dragon fired a few more lock-on lasers, and victory was ours!

\*\*\*\*\*  
DIVINE ENEMY INFO FOR BEHEMOTH  
\*\*\*\*\*

Normal/Attack Direction

Explosive/ALL

Special

Plague Rocket/ALL

Wide Spread Blitz/ALL

Length 126.0 Ln

Height 135.0 Ln

Width 117.0 Ln

Weight 436800 Kn

Dynes 500 Dn

Exp Pts 844 EXP

Items

Relic-Weaponry

Relic-Armor

\*\*\*\*\*

After we destroyed it, a Red Alert sounded, the outer most walls began to rise, and the walls surrounding the Control Tower descended into the water. They had now completely spotted me! Things weren't going as I planned it, and I wondered why I got the idea that I could sneak up on an Imperial Assault Post? I had to act fast. This was our chance! We made our way to the Control Tower. The journey didn't go so smoothly, though. We were attacked by multiple battleships. After many life or death battles, we finally arrived at the Control Tower. It had six break away points, all of which we had to destroy. Once these six break away points were destroyed, the tower exploded! An alarm was then sent to the northern launch pad. I had to make my way over there. On my way, I made sure to get the items from the remaining ten ships. When I reached the northern launch pad, the dragon shot a laser at it. The Imperial soldiers were readying a giant warhead, destined for Zoah! The rail lifts raised, and the warhead was sent along the rails to be launched up into the sky. I had little time to fool around, I had to stop it here and now or Zoah would be reduced to nothing but ash!

\*\*\*\*\*

Boss: Deathmaker

\*\*\*\*\*

Strategy:

As the giant missile ran its course along the launch rail, the dragon, while in Attack form, shot lock-on lasers at both of its main boosters located on the left and right sides of the warhead's tail. Once both of the side boosters were taken out, the dragon continued its array of lock-on lasers, as well as his Armageddon berserk attack, taking major damage. The warhead then launched up into the sky, determined to reach Zoah. We had to destroy this thing, and fast! It was now an all out

aerial battle! The dragon continued his bombardment of lock-on lasers, from all different directions and soon changed into his Spiritual form. We needed to end the battle as quickly as possible, and the dragon's Armageddon berserk attack was just what we needed! After taking heavy damage, the warhead detached its stabilizer component. When we fired two more Armageddon attacks, it detached its main booster as well as its horizontal tail wing. It was now reduced to its simplest form, a form of unimaginable destructive power! Time was just about running out. In a last ditch effort to halt the flight path of the warhead, the dragon finished it off with one final Armageddon berserk attack. The warhead detonated just moments away from Zoah. We had saved the Village, it was certainly a most gratifying relief!

\*\*\*\*\*  
DIVINE ENEMY INFO FOR DEATHMAKER  
\*\*\*\*\*

Normal/Attack Direction

Close Range Gun/Left and Right

Special

Machine Gun Random Shot /ALL

Length 117.0 Ln

Height 22.5 Ln

Width 36.0 Ln

Weight 11700 Kn

Dynes 800 Dn

Exp Pts 1266 EXP

Items

Elixir Maxis

Berserk Medis

\*\*\*\*\*

It felt like a heavy weight had been lifted off of my shoulders, Zoah and all of its people were now safe. We left the heavily damaged Imperial Air Force Post, and headed back to the Village of Zoah, to tell Vaiman the good news.

=====  
DIVINE OVERVIEW (IMPERIAL AIR FORCE POST)  
=====

1. As you enter the Imperial Air Force Post, a Yellow Alert will commence and all of the surrounding searchlights will turn on.
2. Immediately press start and go into your player menu, enter "Select Dragon Type" and change your dragon into Spiritual form. Now, there is a little trick that is very helpful to know. Note, the analog Saturn

controller is needed for this. By pressing the analog stick right slightly, and lightly, your spiritual gauge will fill up. Try to get it to 200. By pressing the analog stick down slightly and lightly, your agility gauge will fill up. Try to get it to 197 or somewhere in the 190s range. If you are successful in pulling this off, as seen above, your berserk attacks will take more damage and your gauges will fill up faster, speeding up your dragon's movement around the enemy in the process. The result is an almost equal combination of Spiritual form and Agility form, with the Spiritual form being more dominant. Try this process out for the other forms, to get similar effects.

3. Another extremely helpful tip to know, is how to refill your BP without having to waste items. Note, you have to be in Spiritual form for this to happen. When fighting the Patrol Group, Stingers, Missile Cruiser, and Plasma Cannon you can do just that. When fighting these enemies, if you're low on BP, stay in the green safe zones and let your three gauges fill up. When all three are completely filled, your BP will gradually increase, allowing you to fill it back up to the max, as long as you stay in the green safe zones. This allows you to save your items for the more important boss fights, very convenient. Make good use of it.

4. Directly straight ahead from where you start out, the map device can be found. You'll need it, this is a fairly large area to explore!

5. Right near the map device, you'll find spinning fans, these are very similar to the fans you were able to destroy in Panzer Dragoon 2 Zwei, in Episode 1, "Destiny Begins." Of course, you can destroy them here as well, as seen above.

6. You can also destroy the many searchlights found throughout the area.

7. Be careful though, if you fly within the searchlights range, you will be spotted, and an alarm will sound.

8. You will then have to do battle with an Enforcer.

9. It takes a while, but eventually you will fight Battle Cruisers, rare enemies. You may also remember these ships from Panzer Dragoon 2 Zwei, when you fought against the Maccania Empire in Episode 3.

10. Eventually you will also fight War Ships, another set of rare enemies from Panzer Dragoon 2 Zwei.

11. If you attempt to pass over one of the 4 outer walls surrounding the Control Tower, you will be ambushed by a Plasma Cannon.

12. Your main objective is to destroy the Imperial Air Force Post's central Control Tower. In order to get to the tower, you have to destroy the Anchored Fleet first. Each anchored ship has three item boxes. If you don't first lock-on to each of the 3 boxes, as well as the ship, the boxes will fall into the water and you will miss out on the items inside. There are twenty ships in all, their locations as well as the items inside, can be found on the Imperial Air Force map (Go here: <http://www.pdsoasis.panzerdragoon.net/maps.html>). Upon destroying ten anchored ships, you will have to fight the Behemoth sub-boss.

13. When the tenth anchored ship is destroyed, you will be greeted by



outside by the church. he didn't look like he was in a very good mood. He told me Vaiman was inside. He was sure that his father was up to no good. I proceeded to enter the church. Upon entering, I listened to a long conversation between Damon the High Priest and Vaiman, about the situation the village is trying to overcome, involving the Empire's invasion and occupation of Zoah. Ultimately, Vaiman was blinded by my dragon's power and believed the Empire would no longer be of any threat to the village. The two men soon became aware of my presence. I quickly told them I'd been successful in destroying the Empire's base. Vaiman was ecstatic with laughter. His disgusting fat jiggled around, as he jumped up and down. Damon soon left infatuated with anger. Vaiman explained to me that he undoubtedly would be elected the next High Priest, and that I should go see him the next day, for my reward. I left with thoughts of the reward on my mind. As I walked around the village, I just couldn't wait, so I hurried over to Vaiman's house to ask him if I could have the reward a little early. When I entered his room, he was busy talking things over with Quitar. After talking to him a couple of times, he gave me 500 Dynes as an incentive to leave him alone, for the time being. I would definitely have to wait until the next day, Vaiman was just too busy. To pass some time, I thought it a good idea to go over and see how Paet was doing. I hurried to the back of town and of course, found Paet working on his airship. He uttered something about a letter made out to me. He soon handed me the letter and when I read it, I was surprised to find that someone wanted to meet me in this exact location, during the night. I wondered who it could be? Paet thought it was probably someone I knew. But who? I wandered around the village, waiting for the sky to fill with the gentle light of the stars. When night was upon the village, I quickly headed over to Paet's work area. A man stepped out from the shadows. It was Craymen! I immediately attempted to end his life, by firing my gun directly at his head. Before I could fire, my gun was quickly shot out of my hand! A deadly silence ensued. Craymen then explained to me his intentions and motivations. He planned to save the world from extinction and to do so he needed the key element, Azel. He had to be ruthless, and that is why he killed all of my friends. "This is war," he said. His actions were still unacceptable, I would never forgive him for the atrocious acts he committed. He continued to tell me that the Empire hadn't given up yet, so he had come to ask for my help. Before I could even comprehend an answer to that question, I was shot at from above. With adrenaline pumping through my body, I evaded the gunfire. I somehow came away with my life intact. It was that bastard Zastava! He soon descended in his flying machine, and both him and Craymen made their escape. I had just lost my chance for revenge! I wondered if I would ever get another chance. Paet jumped down from above. He had been watching the whole thing, hidden in the shadows. "I let them get away! I bet they S#!t a brick," he said. His comical routine didn't overshadow the fact that the man I'd been chasing all this time, just slipped through my fingers. He asked me what was wrong. I told him it was nothing. Morning soon arrived and I made my way over to Vaiman's house, to claim my reward. He rewarded me with the Temple Key. With this I would be able to enter the sanctuary within the church, wherein the Guardian Fire could be found. Before leaving, I talked to Vaiman once more. He made me an offer. It was an offer for me to become guardian of Zoah. I told him I couldn't give that kind of commitment at the moment, and turned him down three times. After he threatened to make a deal with the Empire, saying he would give them valuable information about my dragon, I had no choice but to reconsider. I guess it couldn't be helped with a greedy, power hungry man such as Vaiman. As my eyes angrily wondered, I noticed he had many different kinds of books on his bookshelf, he said I could keep one of the books titled, Dragon Report. With no respect



for the way he had acted, I left his estate and walked back to the church, in the blackness of night. I used the Temple Key and entered the sanctuary. Inside I found the Guardian Fire, a relic that protected the town from monsters with its mystical white light. When I examined the relic, everything turned pure white, and I was shown a vision of Mel-Kava and the Tower, just north of Zoah. Paet, upon having seen the light change from outside the church, immediately entered the room and said I had been covered with light while I was touching the relic. When he touched it, nothing happened. He needed more time to examine and acquire information about the relic. He said to come back later. When I reentered the sanctuary, he gave me a report named after him called, Paet's Report. It contained information on how to destroy Mel-Kava. After reading the report I discovered that: Mel-Kava uses a pair of engines to fly, these engines need to be destroyed, the path to these engines are blocked by crawling guardians, the destruction of Mel-Kava lies within, Mel-Kava emits energy particles that would even be capable of pushing my dragon back, the ship will become unstable if I destroy the exhaust ports atop Mel-Kava, and there supposedly is a device that can protect me from the particles pouring endlessly out of the ships engine. With this vital information in hand, I headed out to destroy Mel-Kava and have the path to the Tower revealed once and for all!

=====  
Jared's Shop Item List  
=====

Item /Price

1. Elixir Minor/ 150 Dynes
2. Elixir Medis/300 Dynes
3. Elixir Maxis/600 Dynes
4. Berserk Micro/480 Dynes
5. Berserk Minor/960 Dynes
6. Berserk Medis/2400 Dynes
7. Revive/100 Dynes
8. Antidote/100 Dynes
9. Restore Speed/100 Dynes
10. Free Action /100 Dynes
11. Anesthetic/100 Dynes
12. Unbind/100 Dynes
13. Recover/400 Dynes
14. Blast Chip/450 Dynes
15. Dual Blast Chip/900 Dynes
16. Flash Chip /300 Dynes

17. Shield Chip /2400 Dynes
18. Power Chip /1200 Dynes
19. Armor Chip /1200 Dynes
20. Speed Chip /1200 Dynes

Gun Parts/Price

1. Mauler/ 3000 Dynes
2. High Vulcan/5000 Dynes
3. Berserk Leech/9000 Dynes
4. Sniper/12000 Dynes
5. Tri-Burst/6000 Dynes

=====  
DIVINE OVERVIEW (VILLAGE OF ZOAH VISIT 3)  
=====

1. Once back at Zoah, head into the Holy District. You'll find that you can eavesdrop on the mother and daughter once more, to listen to their conversation.
2. Also, head into the storehouse to hear what Boaz has to say. You'll learn about the village code.
3. Paet can be found outside the church, he's not in a good mood. He will tell you that Vaiman is inside, so go ahead and enter the church.
4. Once inside, Vaiman and the High Priest Damon, will have a long conversation about current events, involving the fate of the town. Vaiman will soon be elected the new High Priest, and will tell Edge to come back the next day for his reward.
5. Don't listen to Vaiman, go get your reward now! After the event at the church, head on over to Vaiman's house. He is currently busy talking to Quitor. If you talk to him twice, he will give you 500 Dynes, as an incentive to leave him alone.
6. Your next task is to go talk to Paet. He gives you Letter X 1. Who is it from?
7. Nighttime will automatically occur, and you will have to return to where Paet gave you the letter.
8. Who is that in the shadows?
9. It's none other than Craymen of course! He has come to ask for your help, and after all he has done!
10. Before Edge even has time to consider Craymen's request, Zastava graciously fires upon him in an attempt to end his life.
11. After the life threatening incident, both Craymen and Zastava make their escape.



defeat them. For any future battles leading up to Mel-Kava, the dragon would remain in his Spiritual form.

\*\*\*\*\*  
(Drones) Drone, Protodrone  
\*\*\*\*\*

Strategy:

The next battle we fought while advancing towards Mel-Kava, was against two strange Ancient Age machines. They each had a rotating arch, that circled around their bodies. We began the battle in front of the closest one. It immediately attacked us with a light beam. The dragon quickly moved to the left of the first machine. Now, we were positioned on the sides of the two machines. One was on the left and the other on the right. I quickly put the one on the right out of commission with my High Vulcan. Now, the machine to the left was left. The dragon moved directly behind it, and I finished it off with an array of gun fire.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR DRONE  
\*\*\*\*\*

Normal/Attack Direction

None

Special

Stream/Left and Right

Deflect/Left and Right

Length 10.8 Ln

Height 13.5 Ln

Width 9.0 Ln

Weight 288 Kn

Dynes 80 Dn

Exp Pts 215 EXP

Items

Feener Armor

Lickuern Eyes

\*\*\*\*\*  
DIVINE ENEMY INFO FOR PROTODRONE  
\*\*\*\*\*

Normal/Attack Direction

None

Special

Energy Stream/Front and Back

Reflect/Front and Back

Length 9.0 Ln

Height 13.5 Ln

Width 10.8 Ln

Weight 288 Kn

Dynes 80 Dn

Exp Pts 215 EXP

Items

Feener Armor

Lickuern Eyes

\*\*\*\*\*  
 Scavengers  
 \*\*\*\*\*

Strategy:

As we drew closer to the ominous ship, we were engaged in yet another battle. This time, a group of strange flying monsters approached us. The dragon stayed behind them, charged his spiritual energy and unleashed his Judgment Day berserk attack. The creatures were reduced to ash.

\*\*\*\*\*  
 DIVINE ENEMY INFO FOR SCAVENGERS  
 \*\*\*\*\*

Normal/Attack Direction

None

Special

Laser/Front

Length 13.5 Ln

Height 4.5 Ln

Width 7.2 Ln

Weight 96 Kn

Dynes 45 Dn

Exp Pts 72 EXP

Items

Feener Armor

Lickuern Eyes

\*\*\*\*\*  
(Drones) Drone, Protodrone  
\*\*\*\*\*

Strategy:

We were almost at Mel-Kava's bottom. As we attempted to make the final stretch battle free, we were sorely disappointed as more Ancient Age machines halted our progress. We just took them out using the same tactic we used when we first encountered them. While flying to the side of them, I shot the right machine with my High Vulcan. Once that one was destroyed, the dragon flew behind the left machine and I finished it off with one more shot. We made quick work of them. One last wave of machines soon followed. They were no match for the amazing power of my High Vulcan! Once they were decimated, we finally arrived at Mel-Kava's bottom.

\*\*\*\*\*  
Plasma Spider  
\*\*\*\*\*

Strategy:

Throughout the corridors inside Mel-Kava, we were engaged by a giant spider-like monster. The dragon quickly used his Shield defensive berserk attack upon himself. Throughout the battle, it seemed as if the monster was charging a powerful attack. As the dragon's attack energy charged up and before his shield diminished, he fired multiple lock-on lasers at the monster, taking heavy damage. The monster soon fired the energy it had been compiling, into a concentrated light beam. The monster's attack deflected off of the dragon's shield. The shield was still holding. Before its defensive power faded, the dragon finished off the spider-like monster with a few more lock-on laser attacks.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR PLASMASPIDER  
\*\*\*\*\*

Normal/Attack Direction

None

Special

Incandescent Light/Front

Length 27.0 Ln

Height 40.5 Ln

Width 54.0 Ln

Weight 12960 Kn

Dynes 165 Dn

Items

Feener Armor

Lickuern Eyes

=====  
"God's Carriage" (Walkthrough)  
=====

As I drew closer to the massive ship Mel-Kava, I could see that it was just as big as Vaiman's buttocks! It deserved to be destroyed! Advancing further towards the ship, lead us into a sequence of battles against Ancient Age Monsters. After the battles, we arrived at Mel-Kava's bottom. To demolish this thing, I knew I would have to attack it from the inside. Energy particles spewed out of the left and right exhaust ports, located to the far back of the ship. I had the dragon quickly lock-on and destroy them. Moving along Mel-Kava's bottom, soon brought us to an impassable barrier. A monster soon descended from above and lowered itself within the protection of a barrier.

\*\*\*\*\*  
Sub-Boss: Photon Cannon  
\*\*\*\*\*

Strategy:

Not one attack from the dragon's arsenal was strong enough to get past it. There was no way through, we had to retreat and find a way to lower the force field.

\*\*\*\*\*  
There had to be a way to shut the force field off. We found an opening above us and immediately flew inside Mel-Kava. Once inside, a long corridor with strange doors awaited us. After passing through two of the strange doors, we had to fight a spider-like monster. After it was defeated, we made our way into a yellow door, located at the end of the corridor. Inside, we found the reactor that was supposedly providing power to the impassible barrier.

\*\*\*\*\*  
Sub-Boss: Auto Defense System (Reactor)  
\*\*\*\*\*

Strategy:

At the start of the battle, the dragon quickly changed into his Attack form, and used his Shield defensive berserk attack. When the giant rotating sections surrounding the reactors core spread apart, the dragon made his move and unleashed multiple lock-on laser attacks. The core was greatly damaged. It soon retaliated with a light particle laser. The attack was deflected, thanks to the dragon's shield. The giant rotating sections soon closed. The dragon charged his laser energy as he waited for them to open once more. When the sections opened, he continued his assault with more lock-on lasers to the reactors central core. It was quite easily destroyed.

\*\*\*\*\*

DIVINE ENEMY INFO FOR REACTOR

\*\*\*\*\*

Normal/Attack Direction

Light Particle Laser/Varies

Special

Status Clear/ALL

Purifier 002/ALL

Purifier 001/ALL

Purifier 000/ALL

Length 36.0 Ln

Height 63.0 Ln

Width 36.0 Ln

Weight 17920 Kn

Dynes 1000 Dn

Exp Pts 1306 EXP

Items

Feener Armor

Lickuern Eyes

\*\*\*\*\*

After the battle, we proceeded to head back to Mel-Kava's bottom, and found that the reactor was indeed providing power to the barrier. It was now down! The monster from before descended once more, this time without the protection of the barrier.

\*\*\*\*\*

Sub-Boss: Photon Cannon

\*\*\*\*\*

Strategy:

The dragon quickly changed into his Attack form and used his Shield defensive berserk attack. Once the dragon's attack energy was charged, he moved in front of the monster and unleashed his lock-on lasers upon the monsters weak point. After a heavy assault from the dragons lasers, the monster was subdued.

\*\*\*\*\*

DIVINE ENEMY INFO FOR PHOTON CANNON

\*\*\*\*\*



Normal/Attack Direction

None

Special

Photon Blast/Varies

Length 54.0 Ln

Height 90.0 Ln

Width 72.0 Ln

Weight 76800 Kn

Dynes 400 Dn

Exp Pts 859 EXP

Items

Feener Armor

Lickuern Eyes

\*\*\*\*\*

As we flew further north, the dragon and I were caught up in giant mechanical arms and shot up into another section deep inside Mel-Kava. We flew through the many corridors, fighting some more of those spider-like monsters along the way. An elevator brought us up to a second level. At the end of this second level, we stumbled upon Mel-Kava's central reactor. It was emitting light particles. As long as we stayed under the surrounding platforms, we were shielded from them, and had no problems destroying the spinning mechanism atop the reactor. Once the spinning mechanism was destroyed, the entire reactor went along with it. After it was destroyed, we ascended to an area above. The ship was still emitting light particles! I thought I had destroyed its one and only power source. Directly in front of us was another type of reactor, a giant one at that! I knew taking down this ship wasn't going to be that easy. It took a while, but with multiple shots from the dragon's lock-on lasers, it was soon destroyed. We then flew above to Mel-Kava's deck. By destroying the reactor below, we eliminated one set of exhaust ports located on the left and right sides of the deck. There were ten exhaust ports, and four more reactors left. Every time we destroyed a set of two exhaust ports on the left and right sides, the corresponding reactor below, would also be destroyed. When the final two exhaust ports located at the far end were destroyed, a path leading deeper inside Mel-Kava was revealed. As we entered a new area, I stopped a moment to ponder why the ship was still flying. I mean I had just destroyed six reactors! What more did I need to do?! The area I found myself in looked familiar. It was a second reactor! This had to be the final one. Destroying it would have to take the ship down! Surrounding the reactor, was a group of Mel-Kava's reactor guardians. Shooting them in the neck was the only way to destroy them. They also had to be destroyed due to the massive amount of energy particles they were emitting. When each one was destroyed, a platform lowered down in their place. With the guardians destroyed, we positioned ourselves over one of the platforms and began our assault on the spinning mechanism

located above the reactor. It was easily destroyed, with the dragon's lock-on lasers. The reactor exploded, shooting thick streams of light every which way. With the destruction of the second reactor, came Mel-Kava's downfall. We had succeeded in destroying "Gods Carriage", and the fog it once created soon dissipated. The path to the Tower was finally revealed to us! Azel soon came to greet us, but not in such a nice manner. She wanted to kill us again of course, and I had no choice but to fight her yet again for the... How many times was it again? Oh, forget it I've lost track!

\*\*\*\*\*  
Boss: Atolm Dragon (Atolm, Ancient, Atolm, Orbs 2)  
\*\*\*\*\*

Strategy:

I had to think of a way to bring down her dragon without harming her. The battle began when Atolm, her dragon, tried to attack us with a storm of lasers from Hell! Luckily, we moved out of the way. This time Atolm was in his most powerful, fully restored form. A form to be reckoned with! My dragon immediately used his Shield defensive berserk attack, to protect us from Atolm's onslaught of laser power. While in Attack form, my dragon moved behind Atolm and shot his lock-on lasers, landing a direct hit. We repeated this process of shielding ourselves and shooting lock-on lasers directly behind Atolm, until he took enough damage to fall downward into the clouds. He then reverted back to a weaker form. Now Atolm had orbs circling around his body like before. My dragon quickly changed into Spiritual form and took out the orbs with his Armageddon berserk attack. When the orbs were destroyed, my dragon changed back into Attack form and unleashed an array of lock-on lasers to Atolm's tail. It was not too long before the black dragon was defeated, falling downward to the ground below.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR ATOLM, ANCIENT  
\*\*\*\*\*

Normal/Attack Direction

Laser/ALL

Special

Prism Trap/Front

Status Clear/ALL

Length 71.1 Ln

Height 142.2 Ln

Width 77.4 Ln

Weight 84802 Kn

Dynes 0 Dn

Exp Pts 817 EXP

Items

Berserk Maxis

Ambrosia

\*\*\*\*\*  
 DIVINE ENEMY INFO FOR ATOLM, ORBS 2  
 \*\*\*\*\*

Normal/Attack Direction

Laser/ALL

Special

Warp/Back

Berserker Rage/Back, Left, and Right

Lightning Storm/ALL

Hell Storm/ALL

Length 61.2 Ln

Height 18.0 Ln

Width 54.0 Ln

Weight 20400 Kn

Dynes 1200 Dn

Exp Pts 1143 EXP

Items

Berserk Maxis

Ambrosia

\*\*\*\*\*

I just barely succeeded in coming out of the battle alive. Azel and Atolm weren't so lucky and proceeded to fall to their deaths. I had but one chance to save her! The dragon dived downward, and before I could begin to comprehend how I was going to catch her, Atolm, her dragon, surrounded her with a force field and she landed gently into my arms. Soon after, I departed for Zoah and came to the realization that the Empire had gotten their before me! I watched in horror as they shot a destructive beam of light directly at the Village. Zoah was turned to the blackest ash. Everyone was dead! I couldn't except what had just happened! I had no choice but to retreat for the time being. I brought Azel to safety and set up camp. She was unconscious and was unresponsive. It looked like I would have to fight the Empire alone. Before heading off to the Imperial Air Force Base, I decided to explore Georgius. Maybe I would find a source of great power to unleash upon the Empire, just maybe.

=====

- =====
1. Mel-Kava awaits! Something as big as Vaiman's buttocks deserves to be destroyed!
  2. As you advance towards the ship, you will have to fight a sequence of battles against: two waves of Lazara, Drones, Scavengers, and another wave of Drones.
  3. After the sequence of battles you will arrive at Mel-Kava's bottom.
  4. Make sure to dodge those pesky energy particles spewing out from the left and right exhaust ports, to the far back.
  5. It's best to just destroy the exhaust ports, so they won't give you any trouble in the future, when you return here.
  6. Moving along Mel-Kava's bottom will eventually cause a battle against the sub-boss: Photon Cannon, to ensue. None of your attacks are sufficient enough to break the barrier surrounding it, so you'll have to find the source of its power, and disable it.
  7. After you escape the battle, head on up into the opening above.
  8. You will now be inside Mel-Kava.
  9. As you fly through two doors within the corridor, you will have to fight...
  10. A PLASMA SPIDER! It's a force to be reckoned with.
  11. After the battle, be sure not to miss the Recover X 3 hanging above.
  12. You will soon come to a Save Device. Save your game. When you fly through the yellow door, you will have to fight the sub-boss: Auto Defense System.
  13. Destroy the reactors core!
  14. Now fly back to Mel-Kava's bottom.
  15. Since you destroyed the reactor, the barrier is now down.
  16. Now destroy the sub-boss: Photon Cannon once and for all!
  17. Continue to fly north, along Mel-Kava's bottom. You can take one of two routes. Route 1: dodge the mechanical arms.
  18. Now enter the opening to the far back. This will take you directly to Mel-Kava Central Reactor. Or...
  19. You can take Route 2, by letting the mechanical arms lift you up. This route will take you further inside Mel-Kava. I strongly suggest you take Route 2. You can find an assortment of items, as well as gain some more battle experience, from fighting more Plasma Spiders.
  20. Path to Mel-Kava Central Reactor: Route 2 Item List

1. Olfactory Lobe X 1

2. Berserk Maxis X 1

3. Restore Speed X 1

21. When you get to the end of the corridor, take the elevator up to the next level. This level contains three more items, as well as a few more Plasma Spider battles.

22. Path to Mel-Kava Central Reactor: Route 2 Item List 2

1. Olfactory Lobe X 1

2. Telepathy Shard X 1

3. Anesthetic X 1

23. Passing through the yellow door will bring you to Mel-Kava Central Reactor. You must completely destroy this reactor.

24. First, shoot all of the surrounding platforms, so that they are facing up. Note, If you shoot the central reactor above you, you will be shot back and potentially thrown into the range of the particles.

25. Second, position yourself under any one of the surrounding platforms and continually lock-on and fire at the spinning mechanism, located on top of the central reactor.

26. Destroying the spinning mechanism, will cause the entire reactor to explode!

27. You will now find yourself in front of a Light Energy Reactor.

28. Lock-on to the reactor and shoot multiple lasers at it, until it is destroyed.

29. Edge and the dragon will now fly upward to Mel-Kava's deck.

30. By destroying the first Light Reactor, you eliminated one set of exhaust ports located on the left and right sides of the deck. There are ten exhaust ports, and four Light Reactors left. Every time a set of two exhaust ports on the left and right sides are destroyed, the corresponding Light Reactor below will also be destroyed. Watch out for the energy particles!

31. Once you destroy the final two exhaust ports at the far end, a new path leading deeper into Mel-Kava will be revealed.

32. You will arrive at Mel-Kava # 2 Central Reactor. You must now destroy this final reactor, in order to completely destroy Mel-Kava.

33. First, shoot all of Mel-Kava's surrounding # 2 central reactor guardians in the neck. This will cause them to blow apart. Second, for every # 2 central reactor guardian that is destroyed, a platform will lower. Third, position yourself on top of any of the surrounding platforms, and take out the spinning mechanism located on top of the central reactor, just like before. Fourth, once the spinning mechanism is destroyed, the reactor will explode. Lastly, with Mel-Kava's final reactor gone, the ship will be completely destroyed!



follow it, so we did just that! The corridor seemed to stretch on for an eternity. The ghostly dragon disappeared behind a final green door. When we opened this door, we were drawn into a portal of green light. It was amazing! When we emerged, we found ourselves in a large chamber. Within this chamber was a giant dragon crest. The spirit of the dragon we followed, was nowhere to be found. My dragon accessed the dragon crest, turned it into pure energy, and drew it into its body for storage. Upon doing so, a strange creature emerged from the crest. I had no idea what it was! To me, it looked as if it was the spirit of that dragon, reincarnated into a baby dragon pup. But it's just my crazy theory. The little guy immediately took a liking to my dragon, and it flew beside us willingly. It wouldn't leave our side. Astoundingly, it mimicked my dragon's moves, and pulled off a few tricks of its own! We left the chamber and headed back down the long corridor, returning outside. It was time to put this ancient ship to rest. Located on the side of the ship, were its engine rudders. We proceeded to destroy them, one by one. The dragon's lasers made quick work of them. After they fell apart into the water below, a long stream of energy from inside the ship, reached out and grabbed us! We had no way of freeing ourselves, we were within its grasp! We were then dragged to the back of the ship, where even more energy streams latched on to my dragon. The energy streams flung us around violently! The ship was making one final attempt to stop us from bringing forth its downfall. The dragon, with great effort, managed to break down the beams one after the other, until their grip weakened and they were no more. Once all of its defensive beams were destroyed, the ship self-destructed. It fell to its final resting place, below the shadowy water. The ship was gone, and a new ally was gained. I wondered how this little guy, could be of any help to us, but I guess, he was trying it's best. The three of us rested up at camp. The next day, we made way for the Imperial Air Force Base, to show the Empire we didn't take the complete obliteration of Zoah and its people, lightly!

=====  
DIVINE OVERVIEW (GEORGIUS VISIT 2)  
=====

1. Now that you have acquired laser rank level 4 you should have no problem activating the four pyramids, found throughout Georgius. After you destroy a pyramid, energy spheres will enter the back of the ship. The spheres are unlocking doors within Shellcoof. Once all four pyramids are destroyed, the spheres pull you towards Shellcoof's entrance. It's time to go inside!
2. Once you pass through the first door inside Shellcoof, three rays of light will shine forward.
3. The rays of light will then manifest into a dragon. If this certain dragon looks familiar well, it's because it's Lagi from Panzer Dragoon and Panzer Dragoon 2 Zwei! Lagi's spirit has now been freed from the dragon crest, where it had been sleeping.
4. He wants you to follow him, so go right ahead and do so. You will head past many doors, throughout the vast corridor.
5. As you near the end of the corridor make sure not to miss the Blast Chip X 1 and Dragoon Booster X 1, that can be found on the left and right walls, just before the last green door. The Dragon Booster has a special ability. When in movement and in the vicinity of multiple item containers or objects, if you perform a roll by pressing R, then







Tracers/Front, Left, and Right

Special

Homing Mines/Front, Left, and Right

Length 49.5 Ln

Height 36.0 Ln

Width 63.0 Ln

Weight 13860 Kn

Dynes 95 Dn

Exp Pts 86 EXP

Items

Relic-Weaponry

Relic-Armor

\*\*\*\*\*  
Boss: Flagship Grig Orig  
\*\*\*\*\*

Strategy:

We soon made our way to the Empire's Flagship. At the start of the battle, the dragon immediately used his Shield defensive berserk technique. As the Flagship bombarded us with multiple blasts, they were ultimately deflected, thanks to the dragon's shield. While in Spiritual form the dragon charged up his spiritual berserk energy, and brought upon wave after wave of his Armageddon berserk attack. The Flagship took heavy amounts of damage. It wasn't to long before the great Flagship was at our mercy, or so we thought! The ship amazingly, repaired and restored all lost functions. The battle soon ended as the dragon and I were almost completely blown out of the sky, by the Imperial Flagship's incredible Cannon blast!

\*\*\*\*\*  
DIVINE ENEMY INFO FOR FLAGSHIP GRIG ORIG  
\*\*\*\*\*

Normal/Attack Direction

Tracers/Front, Back, and Left

Special

Rotating Battery/Front, Back, and Left

Length 225.0 Ln

Height 342.0 Ln

Width 207.0 Ln

Weight 2447200 Kn

Dynes 0 Dn

Exp Pts 1289 EXP

Items

Relic-Weaponry

Relic-Armor

\*\*\*\*\*  
 Sub-Boss: Spectre  
 \*\*\*\*\*

Strategy:

Unexpectedly, Craymen's Black Fleet arrived on the scene, to do battle with the Empire's Flagship. Amongst them was Zastava, who soon flew before us. He ranted on about how he was going to destroy us along with the Empire. The dragon shut his flapping mouth with multiple Armageddon blasts. Then, the dragon finished him off with his ultimate berserk attack, Dragon Phoenix!

\*\*\*\*\*  
 DIVINE ENEMY INFO FOR SPECTRE  
 \*\*\*\*\*

Normal/Attack Direction

None

Special

Blasters/Varies

Length 18.0 Ln

Height 10.8 Ln

Width 18.0 Ln

Weight 432 Kn

Dynes 510 Dn

Exp Pts 859 EXP

Items

Relic-Armor

Relic-Engine

\*\*\*\*\*

After the battle, he told us that Craymen was waiting for us at the Tower, and that we should meet him there. He then proceeded to fly off, ultimately in the end, surrendering his life to the Empires Flagship.



=====

As I entered the Tower with Azel in my arms, Craymen's voice echoed throughout the room, saying, "Place Azel in that compartment." I wondered where his voice was coming from. A compartment lay before me, I placed Azel in it. It soon ascended upward. Craymen then said, "Step onto the light." A ball of light soon appeared, making a platform for me to step onto. When I stepped onto the flat disc of energy, it began to move forward. I passed through a corridor full of dormant Ancient Age monsters. I soon arrived at Craymen's location. Craymen and I had a long conversation. As we rode on energy discs throughout a long corridor, I noticed we were underwater, near Uru. A strange white eel swam by. Craymen told me that the Towers main function was to create a habitable environment for an already dead planet. He also said that the monsters are caretakers of the ecosystem and protect mankind from extinction. As we continued on throughout the long corridor, he explained the Empires endless cycle of war and death. " Even if the Tower restores the world, the humans will just consume and destroy it again. Someone, or something, must take control of everything, or we shall continue to destroy ourselves forever," he said. We arrived in a room where Azel was being kept safe, inside her compartment. Craymen continued to tell me that Azel was created as a weapon, made to infiltrate a Tower and destroy it from within. Before he could say anything more, the room soon shook violently. It was the Empire! They were now inside the Tower, trying to gain access to its secrets. There was no one left to stop them. "You...are our only hope," Craymen said. I asked him what he wanted me to do. "Nothing...I merely set the stage. You must fulfill your own destiny, in your own way," he said. I intended to stop them, but I made sure Craymen knew that I still hadn't forgiven him yet. I departed with my dragon and rode an elevator deep inside the Tower, in pursuit of the Empire. The elevator brought the dragon and I to Tower 1F North. Craymen's voice echoed once more, saying, "The Imperials are already invading the top of the Tower, and They're heading for the control area.." I told him that we would finish things, when I return. He looked forward to seeing me return safely. I soon arrived at the bottom floors of the Tower. Craymen proceeded to tell me that the Tower consists of vast areas connected by gates. He then told me to fly to the top. The gate to the shortest route was already open. The dragon and I flew upward and found the Gate Craymen was talking about. We entered the Gate and entered Tower 4F. Moving directly forward, brought us into a chamber full of item containers. There was also a switch in the center of the room. I made sure not to touch it, as I didn't want to wake up the Tower. Moving further along the corridor, we ran into the Imperial Forces. It was the first battle out of five, we would have with them.

\*\*\*\*\*  
Imperial Battle Sequence #1 (Skiff Patrol Group: Pyros, Skiff)  
\*\*\*\*\*

Strategy:

Four small ships surrounded another more menacing Imperial battleship. While in Spiritual form, the dragon circled around the group, until he was positioned in front of their weak points. The dragon then proceeded to unleash his Dragon Phoenix berserk attack. Immediately after, the central ship was finished off with a single round of lock-on laser fire. The dragon made sure to stay in his Spiritual form for the coming battles ahead.

\*\*\*\*\*

Pyros

\*\*\*\*\*

Strategy:

The second battle put us up against more small Imperial ships. The dragon simply moved behind them and used his Armageddon berserk attack.

\*\*\*\*\*

DIVINE ENEMY INFO FOR PYRO

\*\*\*\*\*

Normal/Attack Direction

None

Special

Inferno Blast/Varies

Length 8.1 Ln

Height 13.5 Ln

Width 3.6 Ln

Weight 135 Kn

Dynes 30 Dn

Exp Pts 94 EXP

Items

Feener Armor

Lickuern Eyes

\*\*\*\*\*

DIVINE ENEMY INFO FOR SKIFF

\*\*\*\*\*

Normal/Attack Direction

Tracers/Varies

Special

Nerve Gun/Varies

Plague Rockets/Varies

Length 26.1 Ln

Height 15.3 Ln

Width 14.4 Ln

Weight 1806 Kn

Dynes 75 Dn

Exp Pts 680 EXP

Items

Feener Armor

Lickuern Eyes

\*\*\*\*\*

As I continued down the corridor of Tower 4F, we found the Tower Field Map, a map of the Tower. It was quite handy. It helped me navigate through the many corridors of the Tower. I soon rode an elevator to Tower 5F. Moving through another corridor, we had to fight the Imperial Forces once more.

\*\*\*\*\*

Imperial Battle Sequence #2 (Skiff Patrol Group: Pyros, Skiff)

\*\*\*\*\*

Strategy:

We faced another Imperial patrol group. The dragon again, circled around the group until their weak points were visible, and unleashed Dragon Phoenix. They were all incinerated.

\*\*\*\*\*

Marauders

\*\*\*\*\*

Strategy:

Next, we were up against yet another wave of Imperial ships. We flew to the side of them, and the dragon used his Armageddon berserk attack. They were taken out fairly quickly.

\*\*\*\*\*

DIVINE ENEMY INFO FOR MARAUDER

\*\*\*\*\*

Normal/Attack Direction

Plasma Blaster/Front and Back

Tracers/Left and Right

Special

Modified Anti-Monster Rockets/Left and Right

Length 27.9 Ln

Height 17.1 Ln

Width 5.4 Ln

Weight 883 Kn

Dynes 95 Dn

Exp Pts 453 EXP

Items

Feener Armor

Lickuern Eyes

\*\*\*\*\*  
Pyros  
\*\*\*\*\*

Strategy:

Our next battle was against more small Imperial ships. The dragon used the same tactic as before. He flew behind them and used his Armageddon berserk attack.

\*\*\*\*\*

After the battle, we found an eastern most chamber with another set of item containers. After acquiring the items, we made our way out of the corridor and into Tower- Hangar # 1. The Imperial Forces were much faster than I had expected. There was just too many of them. Craymen's voice echoed yet again, telling me that the Imperial Troops had already invaded the upper floors of the Tower. My main objective was to destroy their Transport Ship. I had to do all of the work, while Craymen just sat back and watched!"I want to fight...But it would be in vain, you're my only hope now," he said. I paid no attention to his pointless ranting. After the conversation with Craymen, I made my way to the upper most gate, to Tower 6F, and rode an elevator to Tower 8F North Passage. I then proceeded past an inner passage to Tower 8F West Passage, and rode another elevator to Tower 9F West Passage. After moving through another inner passage, I arrived at Tower 9F East Passage. It was here that the dragon and I were engaged by the Imperial Forces, for the third time.

\*\*\*\*\*  
Imperial Battle Sequence #3 (Skiff Patrol Group: Pyros, Skiff)  
\*\*\*\*\*

Strategy:

The dragon simply used the same tactic as before. Dragon Phoenix was our savior!

\*\*\*\*\*  
Pyros  
\*\*\*\*\*

Strategy:

Soon after, another wave of small Imperial ships engaged us in battle. Armageddon completely obliterated them.

\*\*\*\*\*



After making quick work of them, we arrived at Tower 11F, and had to face the Imperial skum for the fourth time. They just kept coming!

\*\*\*\*\*  
Imperial Battle Sequence #4 (Skiff Patrol Group: Pyros, Skiff)  
\*\*\*\*\*

Strategy:

The dragon quickly took out another patrol group with his Dragon Phoenix berserk attack.

\*\*\*\*\*  
Marauders  
\*\*\*\*\*

Strategy:

The next wave of Imperial ships were destroyed once more, with Armageddon.

\*\*\*\*\*  
Pyros  
\*\*\*\*\*

Strategy:

Lastly, another wave of small Imperial ships met their match, against the dragon's superior Armageddon berserk attack!

\*\*\*\*\*  
Imperial Battle Sequence #5 (Pyros)  
\*\*\*\*\*

Immediately after the last sequence of battles against the Empire, we were engaged in battle once more, as we neared the end of the Tower 11F corridor. More small Imperial ships were taken out with the dragon's Armageddon attack.

\*\*\*\*\*  
Stingers: 4 waves (Raider: An advanced form of the Stinger)  
\*\*\*\*\*

Strategy:

The battles seemed like they would never end. More small ships engaged us, four waves of them! Each wave was destroyed with the dragon's Judgment Day berserk attack.

\*\*\*\*\*  
DIVINE ENEMY INFO FOR RAIDER  
\*\*\*\*\*

Normal/Attack Direction

Tracers/Front

Special

Toxic Gas/Left and Right

Length 12.6 Ln

Height 14.4 Ln

Width 3.6 Ln

Weight 224 Kn

Dynes 30 Dn

Exp Pts 82 EXP

Items

Feener Armor

Lickuern Eyes

\*\*\*\*\*

After the tiring battles, we found ourselves in Tower - Hangar # 2. We continued upward and entered another gate. We were now at Tower 12F. Another elevator at the end of the corridor, took us to Tower 13F. We proceeded down another long corridor, and exited to the upper floors of the Tower. Craymen's voice echoed, " That's the top of the Tower. The presence of the Transport Ship was verified. This is it." This was now my chance to rid the world of the Empire! I was almost there, just a little higher. The dragon flew upward until we could see the exit. We were stopped in our tracks by the Empires Transport Ship.

\*\*\*\*\*

Boss: Exterminator

\*\*\*\*\*

Strategy:

We were now up against a giant machine, equipped with a heavy arsenal of firepower. It was essential during this battle, for the dragon to constantly us his Shield defensive berserk attack. The shield was our immediate protection from the Empires' massive array of almost infinite firepower. Throughout the battle, when the shield wore off, the dragon would just use it again and again. The safe spot in front of the machine, was a good place to do this. While in Attack form, the dragon moved behind the machine and constantly fired his lock-on lasers at its weak point, making sure to reengage his Shield berserk attack, if it were to ware off. After a constant array of lock-on lasers, we were successful in destroying the Empires' machine.

\*\*\*\*\*

DIVINE ENEMY INFO FOR EXTERMINATOR

\*\*\*\*\*

Normal/Attack Direction

Air Mines/Back, Left, and Right

Special

Homing Missiles/ALL

Magnetic Cannon/Varies

Length 54.9 Ln

Height 135.0 Ln

Width 81.9 Ln

Weight 208162 Kn

Dynes 700 Dn

Exp Pts 1960 EXP

Items

Full Elixir

Berserk Maxis

\*\*\*\*\*

After having destroyed the Transport Ship, I made my way on foot, to the control area of the Tower. Therein, I found Azel. "It's a trap," she yelled. It was too late. I was in the Emperor's hands. Craymen lay bound on the cold ground, and nothing but Imperial soldiers surrounded us. Then, out of nowhere, Craymen made an attempt to kill the Emperor! Sadly, he failed and was gunned down by none other than the Emperor himself. He demanded Azel open the gate. Azel screamed as Craymen lay unconscious, and the Tower began to activate itself. Things turned out for the worse, for the Empire, as a giant monster fell from above! The Emperor got what he deserved, a giant blade through his body! Surrounding soldiers also had their lives taken from them in an instant. I had to fight for my life, as I tried to protect Craymen and Azel from harm. I fired my gun constantly. The laser fire was just deflected. Then the unthinkable happened, I failed in my attempt to protect Craymen. He was killed by the monster, a blade through his body, just like the Emperor. Not a fitting way to go. Azel soon fainted and I caught her in my arms, continuing my assault on the monster. I finally managed to subdue the horrible creature and with Azel, I quickly made my escape, thanks to my dragon. As we flew off into the distance, I could see a massive swarm of monsters emerge from the depths of the Tower. Hordes of monsters destroyed the Imperial fleet stationed nearby, and infested the Flagship Grig Orig. There was nothing more I could do. We flew to safety.

=====  
DIVINE OVERVIEW (THE TOWER)  
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1. Edge enters the Tower on foot, with Azel. Craymen then tells Edge to place Azel in a compartment directly in front of him. Once Azel is in place, the compartment ascends upward.
2. Edge then steps onto a beam of light that brings him to Craymen's location. Craymen then explains to Edge, the purpose of the Tower and the monsters it produces.
3. The Empire will stop at nothing to gain the powers of the Tower.

They have already broken inside. Craymen tells Edge that he is the only person who can stop them. It's his destiny. Edge departs and proceeds to ride his dragon deep inside the Tower.

4. The first elevator will bring you to Tower 1F North. Craymen's voice will soon echo inside the corridor. He will tell you that the Imperials are invading the top of the Tower, and are heading for the control area.

5. You will come to a door that requires you to lock-on to its center and shoot a laser, in order to open it. The many corridors of the Tower are filled with these doors.

6. You will soon arrive at Tower-Bottom Floors.

7. Craymen will tell you that the Tower consists of vast areas connected by Gates. You will have to fly to the top. The gate to the shortest route is already open.

8. Fly upwards and you will eventually stumble upon the Gate that Craymen was talking about. Enter the Gate.

9. You will now be at Tower 4F.

10. Moving directly ahead will bring you to a large chamber, containing an assortment of items. The switch in the middle can't be activated.

11. As you fly further inside the corridor, you will have to fight the first Imperial battle sequence out of five. The first battle in the first sequence is against a Skiff Patrol Group.

12. The last battle in the first sequence, will be against a group of Pyros.

13. As you reach the end of the corridor you will find the Field Map. Proceed past the Field Map, and ride the elevator upwards.

14. You will arrive at Tower 5F.

15. The second Imperial battle sequence will greet you, as you move deeper inside the corridor. Your first battle in the second sequence, will be against another Skiff Patrol Group.

16. The second battle in the second sequence, will be against a group of Marauders.

17. The third battle in the second sequence, will be against a group of Pyros.

18. After the battle, be sure not to miss the items found in the eastern most chamber.

19. Upon exiting Tower 5F, you will arrive at Tower - Hangar # 1.

20. Craymen's voice will echo again, this time telling you to proceed to the upper floors. Once there, the Empire's Transport Ship awaits. You need to destroy it. Now, proceed to the upper most gate to reach Tower 6F, and ride the elevator at the end of the corridor.

21. The elevator will bring you to Tower 8F North Passage. Proceed past

the Inner Passage.

22. You will soon arrive at Tower 8F West Passage. Ride the elevator found at the end of the corridor.

23. You are now at Tower 9F West Passage. Again, proceed past the Inner Passage.

24. You will come to Tower 9F East Passage. Moving throughout this corridor will cause you to face the Third Imperial battle sequence. This time, you will fight against another Skiff Patrol Group and more Pyros. After the sequence of battles, take the elevator at the end of the long corridor.

25. You will be brought to Tower 11F. Continue down the corridor and you'll face the fourth Imperial battle sequence against: Skiff Patrol Group, Marauders, and Pyros.

26. Immediately after the last sequence of battles, you will face the fifth and final Imperial battle sequence against: Pyros and four waves of Stingers.

27. After the battle, continue to Tower - Hangar # 2. Proceed to the upper most gate.

28. You are now at Tower 12F. Ride the elevator at the end of this corridor.

29. The elevator will bring you to Tower 13F. Proceed down the corridor to the exit.

30. Upon exiting, you will enter Tower - Upper Floors.

31. The Transport Ship draws near.

32. Make sure to save your game.

33. You're almost there! Fly all the way up, until you can see the exit of the Tower.

34. The Transport Ship, or boss: Exterminator will stop you in your tracks. Destroy it!

35. After the battle, Edge makes his way to the control area. He runs head on into a trap, laid out by the Empire.

36. You'll meet the Emperor, a vile man.

37. Craymen attempts to kill the Emperor, fails, and is gunned down. The Emperor then demands that Azel open the gate.

38. Once the gate is activated, a monster suddenly drops down from above, on an unsuspecting Imperial Soldier! The monster then thrusts its blade-like arm into the Emperor's body.

39. The Emperor gets what he deserved.

40. Unfortunately, the monster also finishes off Craymen as well.

41. Edge fires his gun at the monster, with all of his might!



stronghold, before talking to him. First, I entered a purple door, to the left of the two double doors. Inside, I came face to face with Jared, the shop owner from Zoah. He had also survived the attack. While talking to him, he explained that he was also a seeker, and had been keeping a close watch over me, due to Gash's instruction. After talking to him again, he told me he had upgraded Radgam's Large Gun, and gave me an Assassin gun part. Before leaving, I bought a Pulverizer gun part, for the high price of 30,000 dynes. It was worth it, because this gun part packed the most firepower I had ever seen! Second, I entered a green door. I found myself in a grand library consisting of various books about the Ancient Age. I met a seeker called Zadoc, the compiler. He said he had been studying the Ancient Age, and gave me a book called Old Diary. It was the diary of the last dragon rider, and he said I should have it. Soon after, I examined the bookshelf directly above Zadoc. I found a book about the Tower, called Tower Report 3. Zadoc gladly let me keep it. I then asked him about the Town of Zoah. He said he had researched the Guardian Fire. There was an ancient record of a similar find, he explained to me. Zadoc then gave me a book called, Memory Report. I exited the room. Lastly, I entered a red door, the last door on the upper floor. Inside, was a type of medical room containing an ancient relic, that was treating Azel. I wondered how it worked. I also met a mute girl named Shella. There was not much I could do for Azel, so I let her be. I then walked down a ramp that lead to the bottom floor. There was another series of doors for me to enter and explore. First, I entered another purple door, located to the left of the ramp. Once inside, standing far away, I eavesdropped on a conversation between two seekers. They soon noticed my presence and introduced themselves. Simeon, a quester, welcomed me to their village. Next, Reuben, an apprentice quester, introduced himself. He was glad to know my dragon was friendly after all. Second, I entered another green door. This room contained more medical devices. There was not much else to see, so I left the room. Third, I entered two red double doors and found myself outside the stronghold, along another stone beam. I ran along the beam and entered another cave. This cave contained another relic. It had been modified quite a bit, by one of the seekers. I didn't want to mess with it, so I quickly left. Fourth, I moved up a set of stairs leading up to a red door. I was soon introduced to Ladha, the guardian. She told me not to worry about Azel, for she would surely wake up soon. I thanked her for her kindness, and moved on to the next door. Fifth, just to the left of Ladha's room, I entered another red door. Upon entering, I met another quester named Perez. He said the seeker way of life was new to him, and he still hadn't finished his training. He also wondered what it was like to ride my dragon. He said, " Let me ride him one of these days." I quickly left the room. Sixth, before going back up the ramp, I entered another purple door just beside it. Inside, I found a strange shrine made of wood and monster shells. I had no idea what it was for. It kind of gave me an eerie feeling, so I didn't stay inside the room for too long. Lastly, directly north of the purple door, I entered the last red door on the bottom floor. I was outside the stronghold once again, along another set of stone beams. This time, I had a choice between an upper path and a lower path. The upper path lead to a door that was apparently locked, so I entered the bottom door. This door lead inside another cave, and Bezer was inside it, along with the airship he and Paet escaped in. I guess it really did come in handy. Bezer wasn't so happy to see me, and asked me why I didn't save Zoah. He said I deserted the town. I hastily explained to him, I was a hunter in the wrong place at the wrong time. After the uncomfortable conversation, he told me to leave him alone. Before I departed, he said he was going to live on his own, without anyone's help. I had explored the entire stronghold, so it was time to

walk back up the ramp to the upper floor clearing, and go see what Gash had to tell me. As we walked throughout the stronghold, I asked Gash about the monsters and the Imperial Fleet. He said not to worry, his men were in position. He continued to say, that the seekers lead people to believe they were just a bunch of tomb raiders. Gash was their new leader. He lifted up his mask and revealed to me his identity. I was immediately surprised. We soon entered the room where I had seen that strange modified relic. Inside, Gash explained to me who the seekers really were, as well as their true purpose. Their only purpose was to completely destroy the Tower, that which controls the world and mankind's destiny. "I'm sick of being kept alive by the ghosts of the ancient ones," He said. Gash then pleaded with me to aid the seekers cause, and destroy the Uru Tower, with the help of my dragon and Azel. "The Divine Visitor is the dragon itself," he exclaimed. I agreed to help him. He then told me to seek the fine details from Zadoc, the compiler. I headed over to the vast library of ancient knowledge, to ask Zadoc how I would go about destroying the Tower. He said Azel's true purpose was to open the path to Sestren, a living network that controlled all Towers. Sestren could be found within a group of astral passages beyond the human world. If Sestren were to be destroyed, all the active Towers would be no more. With this vital knowledge, I went to check up on Azel, in the medical room. As I entered, I found Gash already inside. It wasn't too long before she awoke from her nightmare. It was the first time she had experienced a dream. Before we could say anything more, a fellow seeker barged into the room, to warn us of impending danger. Monsters and the infested Grig Orig were heading directly for the stronghold! Gash immediately rushed off to the observation deck. I knew he must be going to that locked door, just above Bezer's location. Before departing, Azel asked me for my name. "I'm Edge," I said. I quickly ran out of the room. On my way to the observation deck, I ran into Perez and Rhagg. They were talking about a shrine, surrounded by four ruins, found in the Forest of Zoah. I had no time to listen in further. I soon arrived at the observation deck. Gash was at the lookout post, observing the infested Grig Orig's movements. Everyone on the ship was being eaten alive! It was out of control, and was drawing closer to the stronghold. Unexpectedly, a blast of energy from the ship landed a direct blow near the observation deck! It had to be stopped. Gash was confident that I was the man for the job. Before exiting the stronghold, I went to find Paet, to warn him of the immediate danger. I found him observing the modified relic. He told me that Bezer had taken the airship and left. He wanted to get away from all of the fighting. Bezer had made a reckless move. It was just too dangerous on his own, but I had no time to go and assure his safety. At the exit of the stronghold, I eavesdropped on a conversation between Azel and Shella. Shella actually spoke to Azel! I told Azel I would be leaving, to the Forest of Zoah, and quickly departed. Night soon arrived, and I wouldn't be able to fight Grig Orig effectively, so I stayed at the caravan for the night. During the night, I found An'jou sitting by the fire. He had returned from his fruitless journey without the Tobitama Rock, and was glad to see that I was the one to save Enkak's life. He showed his gratitude by giving me a Berserk Vampire gun part, the most valuable item in the caravan. In the morning I departed for the Forest of Zoah, to put an end to the infested Grig Orig.

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Jared's Shop Item List  
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Item /Price



1. Elixir Minor/ 150 Dynes
2. Elixir Medis/300 Dynes
3. Elixir Maxis/600 Dynes
4. Full Elixir/1200 Dynes
5. Berserk Micro/480 Dynes
6. Berserk Minor/960 Dynes
7. Berserk Maxis/4800 Dynes
8. Ambrosia/8400 Dynes
9. Revive/100 Dynes
10. Antidote/100 Dynes
11. Restore Speed/100 Dynes
12. Free Action /100 Dynes
13. Anesthetic/100 Dynes
14. Unbind/100 Dynes
15. Recover/400 Dynes
16. Blast Chip/450 Dynes
17. Dual Blast Chip/900 Dynes
18. Tri-Blast Chip/1800 Dynes
19. Flash Chip /300 Dynes
20. Shield Chip /2400 Dynes
21. Power Chip /1200 Dynes
22. Armor Chip /1200 Dynes
23. Speed Chip /1200 Dynes

Gun Parts/Price

1. Mauler/ 3000 Dynes
2. High Vulcan/5000 Dynes
3. Berserk Leech/9000 Dynes
4. Sniper/12000 Dynes
5. Tri-Burst/6000 Dynes
6. Assassin/20000 Dynes

7. Pulverizer/30000 Dynes

8. Berserk Vampire/20000 Dynes

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DIVINE OVERVIEW (SEEKERS' STRONGHOLD)  
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1. Head on over to the caravan. You'll find a seeker out back. He explains to Edge that Gash wants to meet him at the Seekers' Stronghold. He then gives you the Seekers Map. This map shows the location of the stronghold.

2. With the Seekers Map now in your possession, you can now go to the Seekers' Stronghold: Camp. Its location can be found to the far right of the World Map.

3. Upon arrival, Gash will explain that he needs to make accommodations for Azel. The seekers are going to try to awaken her. Choose to let Azel be taken into the seekers care. Gash will then tell you to meet him later at the clearing, within the Seekers' Stronghold. Your current location, is the final campsite in the game. Once you leave, you can chose to go back to the World Map or enter the Seekers' Stronghold. Enter the Seekers' Stronghold.

4. The Seekers' Stronghold is a wondrous place. The central stronghold lays in front of a beautiful waterfall, and is held up by thick beams of solid stone, leading into a series of caves. Enter the first opening, leading inside the stronghold.

5. You will now be at the entrance, leading into the upper floor of the stronghold. You can eavesdrop on a conversation between Paet and the female quester Rhagg. Make sure you are far enough away, so that when you lock-on to them, the cursor turns blue. Depending on who you lock-on to, you can hear two different conversations. It's also good to see that Paet survived the attack on Zoah.

6. Upon entering the two double doors, you will be on the upper floor clearing of the stronghold. Gash is waiting patiently, to talk to you. Don't engage him in conversation just yet. First, I'll give you a tour of the Seekers' Stronghold.

7. Just to the left of the two double doors, enter the first purple door.

8. You'll find yourself face to face with Jared, the shop owner from Zoah! Looks like he survived too. Apparently, he was a seeker all along. Talk to him twice. If you previously sold Radgam's Large Gun to him, he'll give you an Assassin gun part. This is a good time to stalk up on supplies, and if you have enough dynes (30,000 to be exact!), make sure to definitely buy the Pulverizer. It's the strongest gun in the game, and an essential asset.

9. Second, enter the green door.

10. You will be in a grand library, containing books about the Ancient Age. You'll be introduced to Zadoc, the compiler. After talking to him, he will give you Old Diary X 1. Next, examine the bookshelf directly above him, to get Tower Report 3 X 1. Lastly, if you talk to Zadoc once

more, you can learn about various topics. Choose to learn about the Town of Zoah. After doing so, you will receive Memory Report X 1.

11. lastly, enter the red door.

12. You will be inside a medical room, where Azel is being treated. Also, you will meet a mute girl named Shella. As you can see, she doesn't talk much, but seems to be interested in Azel.

13. Next, proceed down the ramp leading to the bottom floor. The bottom floor has another set of doors for you to enter and explore.

14. First, At the base of the ramp, and to your left, enter the purple door.

15. Inside, you will meet the quester Simeon, and the apprentice quester Reuben. Again, if you stand far enough away, you can lock-on to any one of them, to eavesdrop on their conversations.

16. Second, enter the green door.

17. Therein, you'll find another medical room. The seekers have many mysterious Ancient Age devices.

18. Third, enter the red double doors.

19. Upon doing so, you will be outside the stronghold, running along one of the massive stone beams. Run along, and enter the cave.

20. Inside the cave, a room containing a modified relic, can be found. I wonder what it's for?

21. Fourth, walk up the stairs and enter another red door.

22. This is the grain storeroom, and residence of Ladha, the guardian.

23. Fifth, enter the red door near the stairs, leading up to the ramp.

24. Perez, the quester awaits inside, to greet you.

25. Sixth, before going back up the ramp, make sure to enter the two remaining doors, located beside it. Enter the purple door.

26. Once inside, you'll find a strange shrine of some sort, made from wood, and monster shells.

27. lastly, enter the red door directly under the ramp.

28. Once again, you will be outside the stronghold. This time you have the choice between two paths. The upper path leads to the observation deck, but is locked for the time being, so take the lower path.

29. Inside, Bezer and the airship he and Paet escaped in, can be found. Bezer is furious at Edge, for not saving Zoah in time. He wants to be left alone, to live on his own. Now that you've fully explored the Seekers' Stronghold, it's time to go back up the ramp to the upper floor clearing, to have a long conversation with Gash.

30. A long conversation between Gash and Edge will ensue. Gash explains who the seekers really are, as well as their true purpose. Gash further

explains, that once the Towers are destroyed, man will truly be free to control his own destiny. In order to do this, Sestren, the living network that controls all Towers, must be destroyed. Edge and his dragon are mankind's only hope for true freedom. Your next task, is to seek further information about Sestren from Zadoc.

31. Zadoc tells Edge that Azel's true purpose is to open the way to Sestren. Sestren can be found within a group of astral passages beyond the human world. Azel is the key to reaching Sestren. After hearing this valuable info, go check up on her, in the upper floor medical room.

32. Azel will finally wake up from her dark nightmare. She has experienced a dream for the first time in her life.

33. Soon after Azel awakens, a fellow seeker unexpectedly barges into the room, to warn Gash of impending danger. Monsters and the infested Grig Orig are heading towards the stronghold!

34. Before Gash and Edge depart, Azel asks Edge to tell her his name. He kindly tells her, then leaves for the observation deck.

35. On your way to the observation deck, you'll find Perez and Rhagg having a conversation. Eavesdrop on them, to hear about a strange shrine, surrounded by four ruins, that can be found in the Forest of Zoah. What could this be? You'll find out, when the time is right. If you forgot where the observation deck is, Rhagg will gladly give you directions.

36. If you head back inside the grain storeroom, you can find Ladha having a conversation with Shella. Again, if you're far enough away, you can eavesdrop on their conversation.

37. Once inside the observation deck, you'll find Gash at the lookout post, observing the infested Grig Orig's movements. Their crew is being eaten alive!

38. The Flagship is infested with hordes of monsters, and not a single crew member has escaped with their life. It's heading towards the stronghold, so your next objective is to go to the Forest of Zoah, and stop it in its tracks.

39. From the observation deck, head down into the lower cave, where Bezer was located. Well, he seems to be missing. Where could he have gone off to?

40. You can find Paet studying the viewing device Gash showed you. He will sadly tell you that Bezer took the airship and departed on his own, away from all the fighting.

41. Near the exit of the stronghold, Azel can be found having a conversation with the mute girl Sheela. She's not so mute anymore. Eavesdrop to learn about Shella's past, as well as where Azel was born. Also, talk to Azel to learn something else about her. Now exit the Seekers' Stronghold.

42. Before heading off to the Forest of Zoah, return to the caravan at night. An'jou has returned from his fruitless journey, and is happy to see that you were the one to save Enkak's life. He will gladly give you a Berserk Vampire gun part, to show his gratitude.



\*\*\*\*\*

(Protodrones) Drone, Protodrone

\*\*\*\*\*

Strategy:

We had fought these Ancient Age machines once before, during our infiltration of Mel-Kava. First, we moved to the side of the two machines. The machines were now positioned to the left and right sides. I took out the first machine (the one with the four objects protruding from its head), with my gun. The last one was now left. The dragon flew in front of it and I finished it off with one final blow from my ever so powerful gun.

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The Forest's Scream (Walkthrough)

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Before leaving the Seekers' Stronghold, Zadoc told me that it wouldn't be so easy to reach Grig Orig from the forest. The Arangata were tightening their defenses and would surely stand in my way. The creatures were rooting themselves in the forest. In order to destroy them I would first have to attack their roots, to weaken them. As the dragon and I flew above the forest, we could see the infested Grig Orig in the distance. I had to fight my way north. I would avenge Zoah! Both Ancient Age machines and Arangata, surrounded the forest canopy. As we encountered one of the Arangata, we were immediately blown back by a strong winded tornado. I had no choice but to take Zadoc's advice, and find the roots of these terribly strong monsters. We entered a nearby cocoon. It lead below the Forest of Zoah. The once lush forest was now turning to ash! Everything was ablaze. We had to stop Grig Orig at all costs, or the forest would be completely burned to the ground. While exploring the bottom of the forest, we eventually stumbled upon what looked like an Arangata root. It was surrounded by a force field that feed the monster energy. The dragon quickly deactivated it and the root soon shriveled up. As we searched for the remaining roots, we found a northern ruin with a mysteriously locked door. The dragon wasn't strong enough to open it, so we left it alone, intending to come back at a later time. Throughout the forest, we found a total of eight roots. Each one, we deactivated with no trouble. Once all of the roots were taken care of, we reentered one of the large cocoons surrounding us, and returned to the forest canopy. Above the forest, we then fought a series of battles against all eight Arangata. They were now defenseless and open to attack.

\*\*\*\*\*

Sub-Boss: Arangata X 8

\*\*\*\*\*

Strategy:

As we headed towards the infested Grig Orig, we sought out all eight Arangata and engaged them in battle. While in Attack form, the dragon moved in front of each Arangata and used his lock-on lasers. We used this tactic for all eight of them, and were free to engage the infested Grig Orig in combat.

\*\*\*\*\*

DIVINE ENEMY INFO FOR ARANGATA

\*\*\*\*\*

Normal/Attack Direction

None

Special

Tornado/ALL

Counterattack/Left and Right

Length 72.0 Ln

Height 153.0 Ln

Width 108.0 Ln

Weight 17952 Kn

Dynes 470 Dn

Exp Pts 1515 EXP

Items

Lickuern Eyes

Lindstrum Unit

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*****
Boss: Infested Grig Orig
*****

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Strategy:

It was worse than I thought! The ship looked horrible. I had to stop it somehow. While in Attack form, the dragon made sure to immediately use his Shield defensive berserk attack. Grig Orig soon discharged Tallons from one of three openings, surrounding the ship. The opening that didn't release a Tallon, was the ship's weak point. As more Tallons got released, the weak point kept shifting. The dragon made sure to keep his shield up, and proceeded to fire lock-on lasers at the shifting weak points. There was one instance when my dragon's shield was down, and the Tallons were able to charge into us. The dragon became poisoned, and I had to use an Antidote. After we took considerable damage to the three weak points, monsters began to feed the ship large amounts of energy. Grig Orig began to charge its cannon. Whenever the cannon was about to fire, the dragon and I would just move to the side, out of harms way. When the cannon was recharging, we took the opportunity to move directly in front of it and release a barrage of lock-on lasers. At this point in the battle, the dragon made sure his shield was up at all times. After firing consecutive lasers to the ships main cannon, Grig Orig was finally put to rest.

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*****
DIVINE ENEMY INFO FOR INFESTED GRIG ORIG
*****

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Normal/Attack Direction

None

Special

Spin Parasite/Front, Left, and Right

Imperial Cannon/Front

Status Clear/Front, Left, and Right

Parasite/Front, Left, and Right

Length 216.0 Ln

Height 342.0 Ln

Width 207.0 Ln

Weight 3356160 Kn

Dynes 760 Dn

Exp Pts 4546 EXP

Items

Berserk Maxis

Ambrosia

\*\*\*\*\*

After the battle, we left the forest and returned to the Seekers' Stronghold. The aftermath of Grig Orig, was sure to be a tremendous loss for the seekers.

=====  
DIVINE OVERVIEW (FOREST OF ZOAH)  
=====

1. When you first arrive, you'll see the infested Grig Orig in the distance. It's time to finally put it to rest.
2. As you fly towards Grig Orig, you will be engaged in a sequence of battles against either Lazara or Protodrones. You will eventually fight one out of the eight Arangata, surrounding the forest. You can't defeat the Arangata yet, as it will just blow you away with a strong winded tornado. You first have to go below the forest and destroy all eight roots.
3. Enter the closest Naga Cocoon you can find.
4. You will now be inside the Forest of Zoah.
5. As you explore the forest, seek out and deactivate all eight Arangata roots. Their locations can be found on the Above the Forest of Zoah map (Go here: <http://www.pdsoasis.panzerdragoon.net/maps.html>).
6. Directly north of the winding forest paths, you will eventually come to a strange ruin with a locked door. You need a laser rank of level 6





medical bed. Simeon couldn't believe that Azel was gone. I still couldn't put my finger on where exactly, Azel could have went, so I went to have a talk with Zadoc. He told me she was probably headed for Uru. He went on to tell me that Uru was the origin of our world, and the homeland of the drones. He was talking about the drone plant, found below the Underground Ruins of Uru. She had to have gone there. I thanked him for his help, and immediately departed for the Underground Ruins of Uru to find Azel.

=====  
Jared's Shop Item List  
=====

Item /Price

1. Elixir Minor/ 150 Dynes
2. Elixir Medis/300 Dynes
3. Elixir Maxis/600 Dynes
4. Full Elixir/1200 Dynes
5. Berserk Micro/480 Dynes
6. Berserk Minor/960 Dynes
7. Berserk Maxis/4800 Dynes
8. Ambrosia/8400 Dynes
9. Revive/100 Dynes
10. Antidote/100 Dynes
11. Restore Speed/100 Dynes
12. Free Action /100 Dynes
13. Anesthetic/100 Dynes
14. Unbind/100 Dynes
15. Recover/400 Dynes
16. Blast Chip/450 Dynes
17. Dual Blast Chip/900 Dynes
18. Tri-Blast Chip/1800 Dynes
19. Flash Chip /300 Dynes
20. Shield Chip /2400 Dynes
21. Power Chip /1200 Dynes
22. Armor Chip /1200 Dynes
23. Speed Chip /1200 Dynes



=====  
The Homeland of the Drones (Walkthrough)  
=====

Taking Zadoc's advice, I headed to the Underground Ruins of Uru, to search for Azel. After exploring the entire facility, there was only one place left to look. I headed for the Underground Dome, and proceeded to B2F North. Inside, I found a series of six information relics. Each one, gave me valuable information about the origin of the D units I had been collecting, as well as the creation of Azel. The D Units in fact, were part of a renegade project, called the Light Wing project. The project was terminated, but before termination, the scientists decided to scatter the project across the continent into twelve pieces, called D Units. The Light Wing, I learned, was also supposed to be the ultimate form of my dragon. Amazing! If I were to find all twelve D Units, I may just be able to see my dragon's ultimate form. Lastly, I learned that during Azel's creation, her life span was manipulated, allowing her to live for thousands of years, she may even be immortal for all I know. Apparently, before she could be completed, she was stolen during an attack on the facility. I had learned a great deal, but my search for Azel was not over. I pressed on. I found Azel in the northern most chamber on B2F North. She was surrounded by mutants!

\*\*\*\*\*  
(Mutants) Mutant Hopper, Lucich  
\*\*\*\*\*

Strategy:

Azel was surrounded by mutants, I had to act fast in order to save her from harm. The two mutants to the left were taken out with my gun, and the last mutant on the right was finished off with the dragon's lock-on lasers. I could finally relax, Azel was safe.

\*\*\*\*\*

After the battle we retreated with Azel, to camp. At camp, I asked Azel if she was born at the Underground Ruins of Uru. She told me she was not born, but created. I also asked her various questions about the Tower, Sestren, and Craymen. The Tower couldn't be stopped from our current position, we had to go inside. Then, Azel would be able to synchronize with it, opening the way to Sestren. When I asked about Sestren, she had heard the name, but didn't know any details. I also told her I was sorry about Craymen's death. He was my enemy, but honestly, I didn't know anymore. So many people died during those battles. Back at the Seekers' Stronghold Camp, Azel assured me that she wouldn't run away again. That was a relief! It was time to enter the Seekers' Stronghold, and attend the funeral ceremony.

=====  
DIVINE OVERVIEW (UNDERGRUOUND RUINS OF URU FINAL VISIT)  
=====

1. Return to the Underground Dome and enter the door directly above you.
2. You will now be at B2F North.
3. Be sure to examine the six information relics. You'll learn quite a





Special

Gravity Orb/All

Length 36.9 Ln

Height 54.0 Ln

Width 38.7 Ln

Weight 16924 Kn

Dynes 90 Dn

Exp Pts 354 EXP

Items

Lickuern Eyes

Lindstrum Unit

\*\*\*\*\*  
 Sentinel  
 \*\*\*\*\*

Strategy:

After deactivating the Tower Alarm System on 11F, we came upon a strange rotating device. As the dragon shot at it, the device came crashing down, revealing a monster. When the battle began, the dragon quickly moved to the side of the monster, charged up its laser power, and shot two consecutive lock-on lasers, landing direct hits. The monster fell to pieces.

\*\*\*\*\*  
 DIVINE ENEMY INFO FOR SENTINEL  
 \*\*\*\*\*

Normal/Attack Direction

None

Special

Shadow Flare/Varies

Claw/Varies

Length 22.5 Ln

Height 72.0 Ln

Width 27.0 Ln

Weight 9600 Kn

Dynes 200 Dn

Exp Pts 506 EXP

Items

Lickuern Eyes

Lindstrum Unit

=====  
The Path to Sestren (Walkthrough)  
=====

A long and grueling journey awaited us, as we entered the Upper Floors of the Tower. The entrance that Craymen used was blocked, so we had to make our way to the very bottom of the Tower, floor by floor. Azel instilled some confidence in me, by telling me she believed in me. We arrived in front of the first two gates. They were locked. We flew downward. The Tower's defense system immediately identified us as hostile. Directly below us, we encountered something called a Rotor Pile. Azel told me its main purpose was to keep invaders out, and to control the auxiliary power supply. We would have to deactivate it, to proceed lower. Azel soon said that the Rotor pile required a switch, that could be found on 15F. We flew back up to the two gates. Azel unlocked them. We had a choice between 15F West and 15F East 1. 15F West, lead to a locked gate. Azel couldn't open it because the gate was synchronized with the Guardians Reanimation System. Are next move was to enter 15F East 1. We took the elevator at the end of the corridor to 14F East. Another elevator on this floor took us to 15F East 2. We soon found the Rotor Pile # 1 Switch. Now, we could get to the lower floors! We headed back to Rotor Pile # 1, locked onto it directly, and turned it off. Flying downward, we passed three more gates and stumbled upon Rotor Pile # 2. We would have to find the corresponding switch again. The three gates lead to 14F North, 14F East, and 14F West. 14F North, brought us to D Units 11 and 12. 14F East, brought us to an Elixir Maxis. Lastly, on 14F West, we found the Rotor Pile # 2 Switch, and activated it. Next, we deactivated Rotor Pile # 2, continued downward, and entered a gate that brought us to 13F. We then rode another elevator to 12F. As we entered Hangar # 2, we had to fight the Tower's first guardian. They were twin guardians, and formidable opponents at that!

\*\*\*\*\*  
Sub-Boss: Twin Guardians  
\*\*\*\*\*

Strategy:

The dragon immediately used his Shield defensive berserk attack. My Pulverizer gun part I acquired from the Seekers' Stronghold, came in handy for this battle. The act of firing upon any one of the two guardians, yielded two results. One, no damage would be taken. Two, a large amount of damage would be taken on the specific guardian that was the weaker one. Firing upon the weaker guardian soon lead to its destruction, as well as the downfall of its other twin. The battle was over, and we were free to continue our journey throughout the Tower.

\*\*\*\*\*  
DIVINE ENEMY INFO TWIN GUARDIANS  
\*\*\*\*\*

Normal/Attack Direction



Twin Blaze/Varies

Special

Synchronizor/All

Anguish/All

Length 22.5 Ln

Height 72.0 Ln

Width 58.5 Ln

Weight 20800 Kn

Dynes 580 Dn

Exp Pts 3158 EXP

Items

Lickuern Eyes

Lindstrum Unit

\*\*\*\*\*

I knew we would see more of them, on the lower floors. I told Azel she could choose to leave and go with Gash, if she wanted. Our journey would only get more dangerous. She said it was her decision to go with me. We continued our journey and entered a lower gate, to 11F. At the end of the corridor we flew into a red sensor, and activated the Tower Alarm. We were then forced to fight a group of monsters. The entire corridor was flashing bright red. Luckily, I found a large switch, directly in front of me. Once activated, the alarm turned off. As we flew further along the corridor, we came upon a strange rotating device. It looked as if the top part had to be perfectly lined up with the bottom part. The dragon locked-on to it, and fired a laser at the device. The top part came crashing down, revealing another monster. After making quick work of this monster, we continued down the corridor, and took an elevator to 9F East Passage. This floor had a series of sensor units and rotating devices. We made sure to time ourselves as we flew through the sensors, and lined up the top parts of the rotating devices perfectly, with the bottom parts, to avoid confrontation with monsters. We exited 9F East Passage, and arrived on the Middle Floors. I had never seen this area before. Azel told me that when the Tower became active, the internal structure changed. Flying downward, we found Rotor Pile # 3. We then rotated a giant Rotor Bridge above us, twice, and entered 9F North Passage. At the end of the corridor, we ran into a dead end. Azel pointed out several hanging devices called Energy Pylons. When the dragon destroyed them, a giant opening was made, leading downward to 8F North. It was here that we found a Berserk Medis, and an Elixir Maxis. We continued to take the elevator at the end of the corridor to 10F, proceeded back to the Middle Floors, rotated the Rotor Bridge two more times, and entered the newly revealed gate, to 9F West Passage. Another elevator at the end of 9F West Passage, took us to 8F West Passage. We flew through an inner passage and arrived at 8F East Passage. It was not too long before we

came to another dead end, and had to break another set of Energy Pylons. We proceeded downward to 7F East, and took an elevator to 8F East. We found ourselves inside a chamber, where we had to activate a switch. This caused Energy Pylons to lower from the ceiling. Upon destroying them, we descended to 7F South, and rode an elevator to 8F West. This time, we found another Energy Pylon Switch, within a central chamber on 8F West. Activating it caused more Pylons to lower. Pylons also lowered in the left and right chambers next to us. Next, we destroyed the three Pylons in each of the three chambers. We then entered the hole in the northern most chamber, and descended to 7F East. I then activated the Rotor Pile # 3 Switch, returned to the Middle Floors, and deactivated Rotor Pile # 3, found above me. We soon found a rotating red gate, that brought us to 8F North Passage. Another elevator at the end of the corridor, took us to 6F. We proceeded to enter Hangar # 1. It was here that we had to face the last guardian.

\*\*\*\*\*  
Sub-Boss: Battle Droid  
\*\*\*\*\*

Strategy:

While in Attack form, the dragon constantly used his Shield defensive berserk attack, and repeatedly fired his lock-on lasers at the guardian. It soon succumbed to the dragon's awesome power.

\*\*\*\*\*  
DIVINE ENEMY INFO BATTLE DROID  
\*\*\*\*\*

Normal/Attack Direction

None

Special

Energy Beams/All

Status Clear/All

Length 18.0 Ln

Height 81.0 Ln

Width 63.0 Ln

Weight 20160 Kn

Dynes 800 Dn

Exp Pts 6949 EXP

Items

Lickuern Eyes

Lindstrum Unit

\*\*\*\*\*

Sadly, It spent its conscious existence fighting and dying. After the battle, we entered a lower gate and arrived at 5F. We were careful when flying past the rotating sensors, found on this floor. We flew throughout the long corridor and took an elevator to 4F. In an eastern most chamber, we activated the Rotor Pile # 4 Switch, and headed back to the Bottom Floors. The Tower's defense system was now in total disarray, and we were nearing the bottom of the Tower. Once we were to arrive at the very bottom of the Tower, Azel thought it a good idea to use an elevator that could take us directly to the top. Before fighting Sestren, we would leave the Tower, stock up on supplies, and take care of any side quests. We continued downward, and deactivated Rotor Pile # 4. We soon came upon Rotor Pile # 5. Azel told me that the switch was located on 3F, so we flew upwards and entered a gate, taking us directly to 3F. In an eastern most chamber, we activated the Rotor Pile # 5 Switch. Then, we flew back to the Bottom Floors and deactivated Rotor Pile # 5. Below Rotor Pile # 5, was Rotor Pile # 6! Would it ever end!? I knew this had to be the last one. Azel with her helpful advice, said that the switch was also on 3F, but first we had to enter a gate above us to 2F. Within 2F, we found two locked gates. We soon activated two corresponding Right and Left Gate Switches. The Left Gate took us to 3F, where we found a Berserk Vampire gun part. The Right Gate also took us to 3F, where we found the Rotor Pile # 6 Switch. We activated the switch, returned to the Bottom Floors, and deactivated Rotor Pile # 6. Flying downward, once more, we had finally arrived at the very bottom floors of the Tower. Before us, were two gates. 1F North would bring us to Sestren, and 1F West would bring us to the elevator Azel mentioned, that could bring us back to the very top of the Tower. We entered 1F West, and rode the elevator to the top. There were some side quests we had to take care of, before facing Sestren. We exited the Tower via the opening at the top.

=====  
DIVINE OVERVIEW (THE TOWER VISIT 2)  
=====

1. As you enter the Tower, you will be on the Upper Floors. You'll have to start from the top and make your way to the bottom.
2. The first two gates you come across are locked, so fly downward.
3. The Tower's defense system will identify you as hostile.
4. Rotor Pile # 1 is directly below you. There are a total of six Rotor Piles that will halt your progression downward, throughout the Tower. Each one requires you to find and activate a corresponding switch. Once the switch is activated, you can deactivate the Rotor Pile. The Rotor Pile # 1 Switch is located on 15F East 2. Fly upward and access any one of the two gates. Azel will unlock them for you.
5. The right gate will take you to 15F West. This path leads to an elevator that can take you to the very bottom of the Tower. It can't be accessed as of yet, so take the left gate.
6. You will arrive at 15F East 1. Take the elevator at the end of the corridor.
7. The elevator will bring you to 14F East. Again, take the elevator at the end of the corridor.
8. You will now be at 15F East 2.

9. Activate the Rotor Pile # 1 Switch. Now head back to the Upper Floors.
10. Fly downward and deactivate Rotor Pile # 1.
11. As you fly farther down past Rotor Pile # 1, you will pass three gates and stumble upon Rotor Pile # 2. You will now have to seek out the Rotor Pile # 2 Switch. Fly back up to the three gates.
12. You now have three options. The three gates lead to 14F North, 14F East, and 14F West (Misnamed as 14F East). 14F North will take you to D Units 11 and 12. 14F East will take you to an Elixir Maxis. 14F West will take you to the Rotor Pile # 2 Switch. After activating the Rotor Pile # 2 Switch, fly back to Rotor Pile # 2.
13. Deactivate Rotor Pile # 2 and continue downward.
14. You will arrive at a Save Device and another gate. Save your game and enter the gate.
15. You will now be at 13F. Ride the elevator at the end of the corridor.
16. The elevator will bring you to 12F. Make your way past the long corridor, and enter Hangar # 2.
17. As you enter Hangar # 2 you will be greeted by the sub-boss: Twin Guardians. Show them no mercy!
18. After the battle enter the lower gate.
19. You are now at 11F.
20. Throughout 11F you'll run into a series of red sensors. This will set off the Tower's Alarm, and you will be forced to fight Scorpitaras.
21. You will soon find a large switch. Access the switch and the Alarm System will be deactivated.
22. Further along the corridor, you'll run into a rotating device. You have to access the top part of this device just as it lines up with the bottom section. If you fail to do this, the device will explode, revealing a Sentinel. Take the elevator at the end of the corridor.
23. The elevator brings you to 9F East Passage.
24. This floor has a series of sensor units and rotating Sentinel devices. Be sure to time yourself as you fly through the sensors, and be sure to line up the Sentinel devices perfectly. Exit via the gate at the end of the corridor.
25. You are now on the Middle Floors of the Tower. In front of you is a giant Rotor Bridge. Fly downward for now.
26. You will find Rotor Pile # 3. It requires another switch to be deactivated, so head back up to the Rotor Bridge.
27. Rotate the Rotor Bridge twice, and enter the red gate. You'll arrive at 9F North Passage.

28. You will come to a dead end, but will be prompted by Azel to destroy the Energy Pylons above you. Do just that and descend into the large hole.
29. You will descend to 8F North.
30. Be sure not to miss the Berserk Medis and Elixir Maxis you'll find throughout 8F North. Take the elevator at the end of the corridor to 10F. Now proceed back to the Middle Floors, rotate the Rotor Bridge two more times, and enter the gate leading to 9F West Passage.
31. Another elevator at the end of 9F West Passage will take you to 8F West Passage. Proceed past the Inner Passage and enter 8F East Passage.
32. Break another set of Energy Pylons at the end of 8F East Passage, and proceed downward to 7F East. Take the elevator at the end of the passage to 8F East.
33. Activate the switch to lower more Energy Pylons. Destroy them and descend to 7F South.
34. Take the elevator at the end of 7F South to 8F West.
35. Activate the Energy Pylon Switch within the central chamber on 8F West, to lower an Energy Pylon. This will also lower Pylons in the left and right chambers next to you. Destroy the three Pylons in each of the three chambers. Enter the hole in the Northern most chamber to enter 7F West (misnamed as 7F East).
36. Activate the Rotor Pile # 3 Switch found in 7F East.
37. Return to Middle Floors. You will be below Rotor Pile # 5. Fly upwards and deactivate it.
38. Your next task is to enter the rotating gate below you, to arrive at 8F North Passage. Take the elevator to 6F and enter Hangar # 1.
39. As you enter Hangar # 1 you will have to do battle with the sub-boss: Battle Droid. Defeat the last guardian and continue your journey.
40. After the Battle Droid is defeated. enter the lower gate to arrive at 5F.
41. Watch out for the rotating sensors. Proceed down the long corridor and take the elevator to 4F.
42. Activate the Rotor Pile # 4 Switch in the eastern most chamber. Exit 4F and proceed to the Bottom Floors.
43. Deactivate Rotor Pile # 4.
44. Directly below Rotor Pile # 4, you will stumble upon Rotor Pile # 5. The switch is located on 3F. Fly upwards and enter the gate to 3F.
45. Activate the Rotor Pile # 5 Switch, found in an eastern chamber on 3F. Next, head back to the Bottom Floors and deactivate Rotor Pile # 5.
46. Below Rotor Pile # 5, you'll find Rotor Pile # 6. Does it ever end?! Don't worry, this is the last one. The switch is also on 3F, but



D Unit 07: We found the seventh D Unit in the Underground Ruins of Uru, B2F North.

D Unit 08: We found the eighth D Unit at the Underground Ruins of Uru, B4F.

D Unit 09: We found the ninth D Unit in the Forest of Zoah, inside the Forest of Zoah.

D Unit 10: We found the tenth D Unit in the Forest of Zoah, also inside the Forest of Zoah.

D Unit 11: We found the eleventh D Unit in the Tower, 14F North.

D Unit 12: We found the twelfth D Unit in the Tower, 14F North.

=====  
Side Quest 2: The Sunken Ship in the Garil Desert (Walkthrough)  
=====

My Dragon had grown considerably strong. His laser rank was now at level 6, so we went back to the Garil Desert to try and destroy the ancient ship, that was buried in the sand. The dragon succeeded, and proceeded to enter the ship. At the end of the sunken ship's passage, we acquired an ancient technique called "Plasma Swarm."

=====  
Side Quest 3: Dragon Pup Item Retrieval (Walkthrough)  
=====

Now that the dragon pup had full trust in me, he was a big help in acquiring items for the dragon and I. Back at the "Above Excavation Site," we played a game of dragon pup fetch. As we flew throughout the area, the little guy flew high into the sky, looking for items. We flew ahead of him, to leave him to his search, and returned shortly after. The dragon locked-on to him and acquired the item he had found. The dragon pup found multiple items. Here is the list of items he found:

1. Elixir Medis X 1
2. Berserk Minor X 1
3. Dual Blast Chip X 1
4. Flash Chip X 1
5. Diny's Chip X 1
6. Elixir Maxis X 1
7. Berserk Medis X 1
8. Shield Chip X 1
9. Gem Stone X 1
10. Relic-Shoes X 1
11. Full Elixir X 1
12. Berserk Maxis X 1
13. Recover X 1
14. Power Chip X 1
15. Coolia's Dung X 1
16. Ambrosia X 1
17. Armor Chip X 1

18. Speed Chip X 1
19. Relic-Shoes X 1
20. Macran Jewel X 1

Unfortunately, after the dragon pup acquired these items from the "Above Excavation Site," he couldn't get any more items from places such as: the Valley, the Garil Desert, Uru, or the Forest of Zoah. But the twenty items he did get, helped us out greatly.

=====  
Side Quest 4: Destroying the Albertson Fans at Excavation Site # 4  
(Walkthrough)  
=====

We decided to return to Excavation site # 4, to have ourselves a little fun. To test out the dragon's new laser level, we destroyed all of the gigantic fans. It was a blast! Strangely, we also received items from these fans.

=====  
Side Quest 5: Azel's Reflection of the Past (Walkthrough)  
=====

I decided to bring Azel to the Excavation Site, where Craymen found her, one last time. When we arrived, she quickly ran ahead of me. She stood there reflecting on the past. She said before Craymen woke her, she saw many places with Atolm, but never walked the land. She was also still afraid of the Tower, but said she couldn't be afraid forever. She needed to know what truly happened, and we would surely find the answer.

=====  
Side Quest 6: Kou's Offer (Walkthrough)  
=====

I decided to return to the caravan to say good-bye to everyone, and to check up on Fei and Eknak. Eknak was as lively as ever, completely recovered from Meccania Fever. His father An'jou, had found an airship that had recently crashed. Feelings of fear began to cross my mind, as I realized it was Bezer's ship. That fear turned to sadness, as I learned from Kou, that Bezer didn't survive the crash. Upon talking to Kou for a while, she eventually made a most striking offer. She asked me if I would like to take Fei's hand in marriage! I was speechless! I didn't know what to say. She asked me to think it over. Maybe I would choose to settle down, after my journey had ended. Before leaving, Fei told me she would be waiting for me.

=====  
Side Quest 7: Villatuya Fruit and the Battles Against the Golia Hunter and Golia Tracker (Walkthrough)  
=====

We returned to the Forest of Zoah, and discovered a Villatuya plant. It looked similar to the Kuo plants, we had found in the Garil Desert. The plant was found to the far north. It was bright blue and gave off a strange yellow fruit. The dragon ate this fruit right away, and while performing a role, his speed increased to an even greater extent. After getting the Villatuya fruit, we were ambushed by creatures called Golia Hunters, and Golia Trackers.



\*\*\*\*\*

Rare Enemy: Golia Hunter

\*\*\*\*\*

Strategy:

While Flying over a patch of foliage, above the Forest of Zoah, located in the center of the surrounding three Naga Cocoons, we were assaulted by a Golia Hunter. It rode atop a massive hovering platform. The dragon quickly used his Shield defensive berserk attack, flew in front of the beast, and proceeded to fire multiple lock-on lasers, until it was defeated.

\*\*\*\*\*

DIVINE ENEMY INFO FOR GOLIA HUNTER

\*\*\*\*\*

Normal/Attack Direction

Light Wave/Left and Right

Special

Bio Plasma/Front

Length 70.2 Ln

Height 87.3 Ln

Width 90.9 Ln

Weight 67246 Kn

Dynes 500 Dn

Exp Pts 3629 EXP

Items

Feener Armor

Lickuern Eyes

\*\*\*\*\*

Rare Enemy: Golia Tracker

\*\*\*\*\*

Strategy:

While flying over one of three Naga Cocoons, above the Forest of Zoah, found around the lower portion of the canopy, we were engaged by a Golia Tracker. It was holding on to a giant black ship, as it hovered around us. Just like the Golia Hunter, the dragon constantly used his Shield defensive berserk attack, and fired multiple lock-on lasers, while in front of the creature. It was soon brought down.

\*\*\*\*\*

DIVINE ENEMY INFO FOR GOLIA TRACKER

\*\*\*\*\*

Normal/Attack Direction

Light Wave/Left and Right

Special

Bio Plasma/Front

Length 73.8 Ln

Height 84.6 Ln

Width 65.7 Ln

Weight 73148 Kn

Dynes 500 Dn

Exp Pts 4032 EXP

Items

Feener Armor

Lickuern Eyes

\*\*\*\*\*

These creatures nearly took our lives and I'm glad to be standing here today, to tell my story.

=====

Final Side Quest: The Legendary Blue Dragon: Solowing (Walkthrough)

=====

Inside the Forest of Zoah, the dragon was able to enter that strange locked door. This door lead us to a place called the Red Ruins. Directly in front of us, was the shrine Rhagg and Perez were talking about, back at the Seekers' Stronghold. We activated four rotating artifacts surrounding the gigantic central shrine, that in turn, opened corresponding doors. We first entered the southern door, to find a white relic. We proceeded to destroy it. Next, we entered the eastern door, and destroyed another white relic. Destroying this relic, caused a giant, central, white ruin, to rise upward. We passed through this ruin only to find it brought us to the Garil Desert, at night. The desert was silent and peaceful. There was nothing more to see, so we went back to the Red Ruins. This time, we explored the northwestern chamber. Found within this chamber, was an empty pedestal. I placed the dragon crest we had received from inside Shellcoof on this pedestal, and to my amazement, the baby dragon pup merged with the crest and my dragon! This turned my dragon into the legendary blue dragon, Solowing! My dragon's voice echoed, "Now my soul is complete, my name is Lagi." With all of our side quests completed, we departed for the Tower. We would have to face Sestren in the final battle, to free mankind from the will of the Ancients. Sestren would now have to face Winged Death!

=====

DIVINE OVERVIEW (SIDE QUESTS)

=====

### Side Quest 1: The Last D Unit and the Light Wing Dragon

1. Return to Uru, we are going to get the last D Unit.
2. D Unit 05 can be found right near the cave, hanging from a mushroom-like object. Lock-on and acquire it.
3. Upon receiving the last D Unit, your dragon will transform into the Light Wing Dragon! It has the power of all your dragon forms! In case you missed any D Units, here are their locations:

D Unit 01: Above Excavation Site (Conana's Nest)

D Unit 02: Valley (Canyon Deep Gulch)

D Unit 03: Garil Desert (Worm Lair)

D Unit 04: Garil Desert (Blue Ruins)

D Unit 05: Uru (Sunken Southern Ruins)

D Unit 06: Uru (Deep North)

D Unit 07: Underground Ruins of Uru (B2F North)

D Unit 08: Underground Ruins of Uru (B4F)

D Unit 09: Forest of Zoah (Inside the Forest of Zoah)

D Unit 10: Forest of Zoah (Inside the Forest of Zoah)

D Unit 11: The Tower (14F North)

D Unit 12: The Tower (14F North)

### Side Quest 2: The Sunken Ship and the Extra Berserk Technique Plasma Swarm

1. Return to the Garil Desert: Worm Lair.
2. Lock-on to the sunken ship and fire your lasers.
2. The ship will explode, revealing an opening that leads inside. Enter the ship.
3. You will find yourself in the Sunken Ship Passage. Follow the passage to the end to receive the extra berserk technique, Plasma Swarm.

### Side Quest 3: Dragon Pup Item Retrieval

1. Return to the Above Excavation Site. It's time to put the dragon pup to good use!
2. Now that the dragon pup trusts you, we are going to play a little game of dragon pup fetch. The dragon pup can fly above the screen and find items for you!
3. Here's how it works. Fly around the Above Excavation Site, until the dragon pup flies ahead of you, ascends upward, and out of view.
4. Next, fly away from the location where the dragon pup flew upward, only for a short while. Now, turn around and fly back to the dragon pup's location, and lock-on to the little guy.
5. The item he found will be yours for the taking! Here is the complete list of items the dragon pup can find:

#### Dragon Pup Item Retrieval List

1. Elixir Medis X 1

2. Berserk Minor X 1
3. Dual Blast Chip X 1
4. Flash Chip X 1
5. Diny's Chip X 1
6. Elixir Maxis X 1
7. Berserk Medis X 1
8. Shield Chip X 1
9. Gem Stone X 1
10. Relic-Shoes X 1 (They must smell Horrible!)
11. Full Elixir X 1
12. Berserk Maxis X 1
13. Recover X 1
14. Power Chip X 1
15. Coolia's Dung X 1
16. Ambrosia X 1
17. Armor Chip X 1
18. Speed Chip X 1
19. Relic-Shoes X 1
20. Macran Jewel X 1

Note, These very same items can also be found in the Valley, Garil Desert, Uru, and the Forest of Zoah. Unfortunately, you can only get the complete list once, in one of the places mentioned above. Pick a place, and collect all the items!

#### Side Quest 4: Destroying the Albertson Fans at Excavation Site # 4

1. Return to the Valley: Excavation Site # 4. It's time to destroy some giant fans!
2. With a laser rank of level 6, you will now be able to destroy the giant Albertson Fans. Destroying them will also give you a few items.

#### Side Quest 5: Bring Azel to the Excavation Site

1. Return to the Excavation Site with Azel.
2. When you arrive, you'll find Azel standing in the distance, reflecting on the past. Have a conversation with her.

#### Side Quest 6: Kou's Marriage Offer

1. Return to the Caravan for a humorous conversation between Edge and Fei's mother, Kou.
2. Enter Fei and Kou's tent, and talk to Kou multiple times. She will eventually ask you to take Fei's hand in marriage! Edge will be speechless. When you talk to Fei she'll say, " I'll be... waiting for you..." See, the Palmer Amulet quest paid off, didn't it?!

#### Side Quest 7: The Villatuya Fruit and the Battles Against the Golia Hunter and Golia Tracker

1. Return to the Forest of Zoah, to take care of some unfinished business.
2. You can now acquire the Villatuya Fruit. It's found due north from where you begin, on a large patch of vegetation. Lock-on to the blue plant and acquire the strange fruit. When flying, press the R button to perform a roll, your speed will increase to its maximum velocity! The





Weight 74 Kn

Dynes 0 Dn

Exp Pts 2816 EXP

Items

Elixir Maxis

Berserk Medis

\*\*\*\*\*  
 DIVINE ENEMY INFO FOR ANTI-VALIANT WING  
 \*\*\*\*\*

Normal/Attack Direction

None

Special

Laser/Varies

Length 17.1 Ln

Height 5.4 Ln

Width 18.0 Ln

Weight 364 Kn

Dynes 0 Dn

Exp Pts 4224 EXP

Items

Elixir Maxis

Berserk Medis

\*\*\*\*\*  
 DIVINE ENEMY INFO FOR ANTI-STRIPE WING  
 \*\*\*\*\*

Normal/Attack Direction

None

Special

Laser/Varies

Length 24.3 Ln

Height 7.2 Ln

Width 27.9 Ln

Weight 401 Kn

Dynes 0 Dn

Exp Pts 6101 EXP

Items

Elixir Maxis

Berserk Medis

\*\*\*\*\*  
DIVINE ENEMY INFO FOR ANTI-PANZER WING  
\*\*\*\*\*

Normal/Attack Direction

None

Special

Laser/ALL

Blade Storm/ALL

Length 18.0 Ln

Height 5.4 Ln

Width 13.5 Ln

Weight 288 Kn

Dynes 0 Dn

Exp Pts 7040 EXP

Items

Elixir Maxis

Berserk Medis

\*\*\*\*\*  
DIVINE ENEMY INFO FOR ANTI-EYE WING  
\*\*\*\*\*

Normal/Attack Direction

None

Special

Armageddon/ALL

Blade Storm/ALL

Plasma Swarm/ALL



Berserk Rage/ALL

Length 15.3 Ln

Height 7.2 Ln

Width 28.8 Ln

Weight 696 Kn

Dynes 0 Dn

Exp Pts 7979 EXP

Items

Elixir Maxis

Berserk Medis

\*\*\*\*\*  
Final Boss: Sestren (Sestren, Sestren Morphic, Sestren Exis  
\*\*\*\*\*

Strategy:

At the start of the battle, you'll notice five energy orbs, floating around Sestren. Lock-on and fire at each one of these orbs. You will be treated to a history of the Panzer Dragoon series, through a series of movies. These movies depict the Heresy Program's ejection out of the Sestren Network, and into a baby Coolia, found in the real world. They also cycle through each of the dragon riders adventures, leading up to Saga. After all five energy orbs are destroyed, Sestren will transform into his second form: Sestren Morphic.

Sestren Morphic

A simple yet effective strategy, can be used for this form. First, make it a priority to keep your Shield defensive berserk technique going, at all times. Lastly, continually use your most powerful berserk technique: Dragon Phoenix. With your shield constantly up, Sestren, as well as the Sestren Dragon's attacks, shouldn't harm you. Throughout the battle, make sure to keep your health and BP points up. It's a good idea to use Ambrosias. This item will completely heal your dragon, as well as restore all lost BP. In a final attempt to destroy you, Sestren will transform into his final form: Sestren Exis.

Final Form: Sestren Exis

Sestren now has the ability to summon monsters from previous Panzer Dragoon games, to do his evil bidding. Use the same strategy as you did for his previous form. Keep your shield up, and constantly bombard the monstrosity, with Dragon Phoenix. Your trusty shield will stop any monster that attempts to destroy you. With an array of Dragon Phoenix, Sestren and his little blue dragon, will soon fall to Lagi's unimaginable power. Congratulations! You have just beaten the game. Now sit back and enjoy the ending!

\*\*\*\*\*

DIVINE ENEMY INFO FOR SESTREN

\*\*\*\*\*

Normal/Attack Direction

None

Special

None

Length 40.8 Ln

Height 40.8 Ln

Width 27.0 Ln

Weight 9720 Kn

Dynes 0 Dn

Exp Pts 27620 EXP

Items

Elixir Maxis

Berserk Medis

\*\*\*\*\*

DIVINE ENEMY INFO FOR SESTREN MORPHIC

\*\*\*\*\*

Normal/Attack Direction

Laser/Left and Right

Special

Through The Heart 1/Front

Through The Heart 2/Varies

Length 102.6 Ln

Height 31.5 Ln

Width 39.6 Ln

Weight 28089 Kn

Dynes 0 Dn

Exp Pts 27620 EXP

Items

Elixir Maxis

Berserk Medis

\*\*\*\*\*  
DIVINE ENEMY INFO FOR SESTREN EXIS  
\*\*\*\*\*

Normal/Attack Direction

None

Special

Psychic Bolt/ALL

Consciousness Fusion/Varies

Length 108.0 Ln

Height 31.5 Ln

Width 180.0 Ln

Weight 134400 Kn

Dynes 0 Dn

Exp Pts 27620 EXP

Items

Elixir Maxis

Berserk Medis

=====  
DIVINE OVERVIEW (FINAL DIARY ENTRY: THE FINAL BATTLE)  
=====

1. Upon returning to the Tower, enter the gate that leads to 15F West, and take the elevator at the end of the corridor to 1F West (Misnamed as 1F East. Exit to Bottom Floors.
2. Save your game and enter the gate that leads to 1F North. Take the elevator down to the control area.
3. Azel will begin to open the path to Sestren. Edge and Azel both say their final words to each other. Edge then departs for the final battle.
4. While Edge enters the Sestren Network, Azel proceeds to destroy the Uru Tower.
5. Once inside the Sestren Network, you will have to fight five Anti-Dragon sub-bosses . View the enemy strategies above, to learn how to defeat them all.
6. After the five Anti-dragons are put to rest, you will then have to take on Sestren himself. View the enemy strategies above, to learn how to defeat the final boss.





9. Ambrosia- Replenishes all lost HP and BP.

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#### Battle Items

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##### Item/Description

1. Revive- Cures STUN condition.
2. Antidote- Cures POISON condition.
3. Restore Speed- Cures SLOW condition.
4. Free Action- Cures STOP condition.
5. Anesthetic- Cures PAIN condition.
6. Unbind- Cures BLIND condition.
7. Recover- Cures all ill-effects.
8. Blast Chip- Single detonation.
9. Dual Blast Chip- Double detonation.
10. Tri-Blast Chip- Triple detonation.
11. Flash Chip- Mesmerizes enemies.
12. Shield Chip- Creates a defensive shield.
13. Power Chip- Increases laser power.
14. Armor Chip- Increases the dragon's armor.
15. Speed Chip- Increases the dragon's speed.

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#### Other Items

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##### Item/Description

1. Shell Plate- Shell plating used as armor for military weaponry.
2. Stolarium- An element used as a source of energy.
3. Dinys Chip- Ancient Currency: No monetary value, but can be exchanged for some money
4. Gem Stone- A raw aromatic stone used to repel monsters.
5. Gipson Lens- Optical sensor for a long range torpedo weapon.
6. Gara- Various types of rocks found near excavation sites.
7. Nando Drill- Part of an excavation machine used to penetrate rock.
8. Coolia's Dung- Fossilized Coolia feces from millions of years ago.

9. Telepathy Shard - Provides the user with knowledge of its enemies' condition.
10. Albertson Fan - A very powerful fan used in wind nets.
11. Macran Jewel- These valuable jewels are produced inside several types of monsters.
12. Macral Shell- A predator's natural body armor.
13. Gem Lens- An optical organ from a predator used in tracking pray.
14. Amirkhan Ring - A ring from a great leader who replaced a tyrant.
15. Lickuern Eyes - Eyes of a predator that enable it to see through sand storms.
16. Bone Slasher- A bladed appendage from a predator used for dismembering prey.
17. Olfactory Lobe - The sensory organ of a predator used for tracking prey.
18. Lamp Oil- A processed type of vegetable oil used in lamps.
19. Zaal Nuts- Nuts from Zaal. They are valuable.
20. Zoah Harvest- A rare type of edible plant. It is delicious.
21. Relic-Armor- Extremely light armor used in ancient battles.
22. Relic-Weaponry- Extremely powerful, but inoperative weaponry.
23. Relic-Engine- The engine of an ancient weapon. It uses an unknown type of fuel.
24. Relic-Shoes- Shoes from the Ancient Age. They are in poor condition.
25. Lindstrum Unit - An organ associated with asexual reproduction.
26. Feener Armor- Armor of a monster. Created by mitosis.
27. Golia Shell- A very thick armored shell from the Golia.
28. Golia Fang- A huge fang used for tearing flesh from the Golia.
29. Golia Tail- A bony tail from the Golia.
30. Golia Pod- A part of the Golia's body.

=====  
Items that cannot be sold  
=====

Item/Description

1. Soldier Guide - A manual given to imperial recruits.
2. Leader's Note- The commander's notebook .
3. Bible 1- The book describes the creation of the world.
4. Bible 2- The book describes the end of the world.
5. Zoah Bible- A publication circulated in the town of Zoah. It contains the town's laws.
6. Dragon Bible- The book contains the legends of the dragons.
7. Dragon Report- The Empires' research on dragons.
8. Dragon Book 1-3 - A diary written by a legendary dragon rider.
9. Ship Report- A report by the imperial troops on the ships of the Ancient Age.
10. Base Manual- A document explaining the structures of the base for new recruits.
11. Paet's Report- Research from Paet on Mel-Kava.
12. Letter 1- An anonymous letter.
13. Letter 2- A letter with Craymen's insignia.
14. Old Diary- The dragon rider that was Gash's mentor wrote in this Diary.
15. Memory Report- A seekers' memoir describing the Ancient Recording Devices.
16. Tower Report 1 - Theories by the imperial academy on ancient towers.
16. Tower Report 2 - A report written by seekers on the Tower of Uru.
17. Tower Report 3 - A report written by seekers about the functions of the Towers.

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Other Items

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Item/Description

1. Hand Gun- A gun used in the Ancient Age.
2. Elevator Key- A key to unlock the elevator.
3. Inpenia Coin- Currency used by the Empire.
4. World Map- Map of the whole continent.
5. Recorder- A record from an Imperial Gunship, from the battle against



Craymen.

6. Kuo Pollen- Red pollen of an insectivore plant. It maintains flying speed.

7. Verato Pipe- A flute entrusted from Raul, the hired hunter.

8. Picture Board- A picture of the Tower drawn by an ancient recording machine.

9. Ship Parts/Junk- Looks like the parts of the airship that Paet asked for.

10. Ship Parts- Parts of an aerial ship from Gash. These parts look authentic.

11. Palmer Amulet- An amulet for safe hunting, made out of the outer shell of a monster.

12. Protect Key 1-3 - Key to the underground ruins of Uru.

13. Dome Gate Key- Key to the dome of the underground ruins of Uru.

14. Tobitama Rock- A hardened substance secreted by a Tobitama.

15. Pass- Valid in the Town of Zoah. A pass to enter the 'Holy District'.

16. Temple Key- Key to the temple of the church in the town of Zoah.

17. Large Gun- A gun made out of ancient items. It currently holds no ammunition.

18. Aronak Unit- A type of ancient recording machine. It contains voice records.

19. Seeker Map- A Map that shows the hidden location of the Seeker Stronghold.

20. Dragon Booster- A legendary item used to enhance any dragon's firepower while flying.

21. Villatuya Fruit- A golden fruit. It increases the maximum speed.

22. D Units 1-12- An organic substance. It appears to be a part of something larger.

=====  
Berserk Techniques  
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Attack Class

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Technique/Description/BP Required/Gauges Required

1. Chain Laser - Homing laser./20 BP/2 G

2. Laser Storm- Shafts of light from above./30 BP/2 G

3. Prism Laser- A focused blast of energy./36 BP/2 G
4. Lighting Storm- Lighting that rips the sky./68 BP/2 G
5. Berserker Rage- Countless arrows of light./172 BP/2 G

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#### Spiritual Class

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#### Technique/Description/BP Required/Gauges Required

1. Holy Sphere- Scorching sphere of fire./25 BP/2 G
2. Cleansing Wave- High frequency shock wave./38 BP/2 G
3. Judgement Day- Fiery spheres from the sky./45 BP/2 G
4. Armageddon- Engulfs enemies with fire./67 BP/2 G
5. Dragon Phoenix- Summons supreme dragon./304 BP/2 G

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#### Defense Class

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#### Technique/Description/BP Required/Gauges Required

1. Heal- Recovers HP./17 BP/1 G
2. Vengeance Orbs- Spheres of energy./50 BP/2 G
3. Heal-Maxis- Recovers more HP./30 BP/1 G
4. Shield- Time-limited shield./90 BP/2 G
5. Genesis- Restores HP completely./67 BP/1 G

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#### Agility Class

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#### Technique/Description/BP Required/Gauges Required

1. Phantom Slashers - Blades of Wind./25 BP/2 G
2. Escape- Mesmerizes enemies./5 BP/2 G
3. Wraith Slashers- Numerous blades of wind./45 BP/2 G
4. Recover- Normalizes status./50 BP/1 G
5. Onslaught- Countless blades of wind./102 BP/2 G

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#### Full-Gauge Class

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#### Technique/Description/BP Required/Gauges Required















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