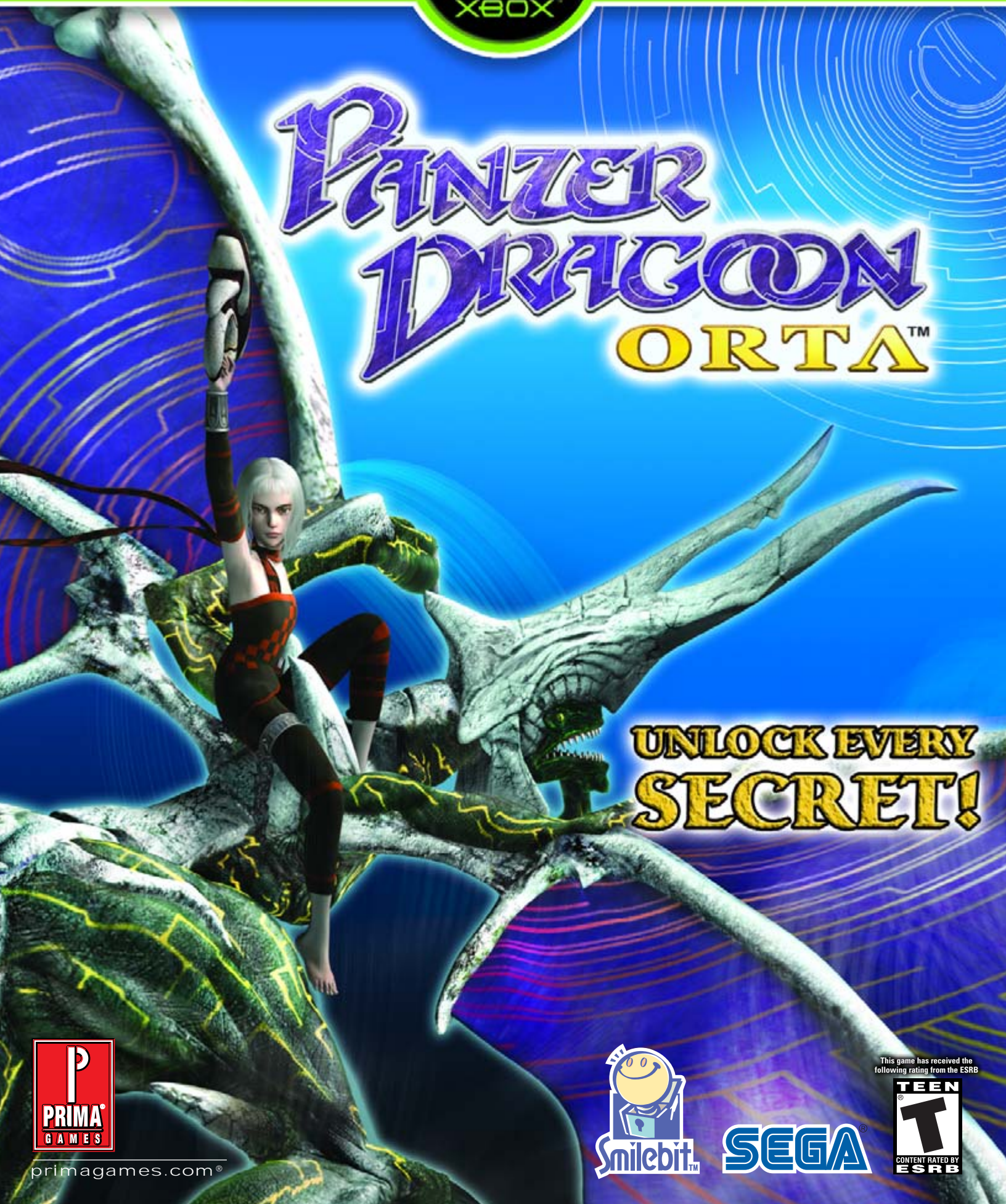




PANZER DRAGON ORTA™



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The cover art features a character with short white hair, wearing a black and red outfit, climbing a large, grey, scaly dragon. The dragon has yellow lightning-like patterns on its body and is set against a blue background with glowing red and yellow lines. The title 'PANZER DRAGOON ORTA' is prominently displayed in a stylized font, with 'ORTA' in yellow and the rest in purple.

PANZER DRAGOON ORTA™

PRIMA'S OFFICIAL STRATEGY GUIDE

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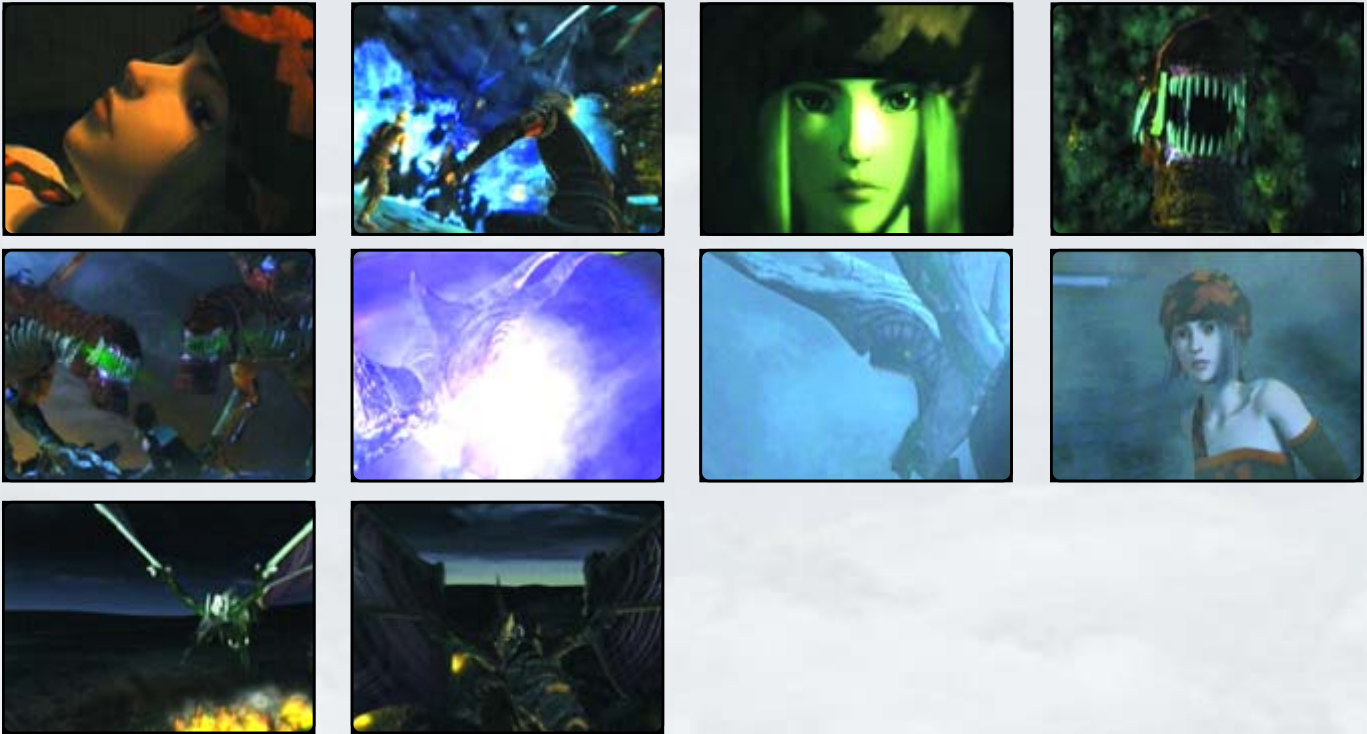
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INTRODUCTION



The wondrous civilization of the Ancients had long since passed. The remaining human population was scattered into a thousand tribes seeking a marginal existence on the barren land.

One tribe discovered an ancient ruin containing powerful weapons created by ancient sciences. Using these weapons, the tribe began to reclaim the land from the bioengineered creatures that had hunted them for so many years. An Empire was formed. It revived the Ancients' flying machines and exterminated all opposing tribes. Soon the whole world became dependent on the Empire's technology to protect it.

The Empire's greed grew, and their desire for power led them to uncover the ultimate weapons: the Towers, which held the promise of absolute world dominance. But the discovery of the Towers awakened the legendary Dragon of Destruction, which appeared to stop the Tower's activation.

Three times this horned dragon appeared, and each time it bore upon its back a rider carrying an ancient gun. Soon after, a fourth dragon appeared—a black dragon ridden by a young girl named Azel.

The black dragon's appearance marked the beginning of the dragon's final battle, which led to the destruction of the Towers and the near-destruction of the Empire. With the Towers gone, so, too, were the last of the dragons.

Gone, that is, until the Empire rose again and awakened dragons of its own....



FLIGHT SCHOOL: TRAINING



Welcome to the *Panzer Dragon Orta* flight academy! Here we take you through the elements of basic and advanced flying and show you how and when to shoot both lasers and manually aimed shots.

We also cover tactical dodging, changing direction, Berserk attacks, points multipliers, ranking, and various cunning hints to allow you to achieve "S" rank perfection in your dragon-taming quest!

We've also prepared charts of the game entities and characters, and supplied a detailed flythrough of the entire game. Finally, we reveal all the secrets of the infamous Pandora's Box!

THE MAIN MENU



Press **START** at the Title screen to reach the Main Menu screen. This offers you five choices: begin a new game; continue a game already in progress; inspect the wonders of Pandora's Box; learn the ropes in a Tutorial; or change options. Select the Tutorial first.

NEW GAME



You can play through the game on one of three difficulty settings: Easy, Normal, or Hard. After you begin a game, you must either complete all 10 episodes at this difficulty setting or start again.



The differences in gameplay are noticeable. The number of enemies you encounter is the same, but as difficulty rises, the enemies cause more damage, take longer to dispatch, and sometimes attack with a greater number of projectiles. Our flythrough is done in Hard mode.



Yondo-Worms attack your dragon. In Easy and Normal modes, the Yondo-Worms don't fire as many projectiles. In Hard mode, the projectiles are more numerous and more damaging.

NOTE

Various game secrets in Pandora's Box depend on completing the game at a certain difficulty mode. If you want to unlock the maximum number of secrets, play through the game on Hard.

CONTINUE



You can continue a game you have already started from the end of the previous episode. You can't use Continue before you start your first new game or before you start a new game after finishing a game.

PANDORA'S BOX



This feature takes you into a strange world of rotating Orbs and hundreds of gameplay secrets, extras, and other amazing elements. When you're ready to explore, check the back section of this guide for all related information.

TUTORIAL



Three tutorial missions are available to you. Basic covers initial flight maneuvering. Glide details techniques for increasing and decreasing speed. Form Change has tips for morphing between your dragon's three possible wing types. The relevant information is contained in the Flight School section.

OPTIONS



This is an important area for tweaking your game style. Up/Down shifts your Y-Axis, Vibration lets you turn controller vibration off and on. Button Config allows you to fiddle with your controls. The default set-up is user-friendly and is referred to throughout this guide.

BGM, SE, and Voice volume control changes the music, sound effects, and character chatter in the game. Instrument mode lets you add information to the screen as you play, and Video Settings let you change the brightness and contrast. High-definition visuals and Dolby Surround 5.1 sound setups are detected automatically.

TIP

Familiarize yourself the Up/Down and Instrument mode tweaks. If you have your Up/Down set at Normal, press \uparrow to rise and \downarrow to fall. Set it to Reverse, and press \downarrow to rise and \uparrow to fall. Experiment with both options—this adds immensely to your dexterity! You can change this option in-game, at the Pause screen.

The Instrument mode is also extremely important. At Normal, no additional information is shown. At Full, any points you receive from enemy takedowns, your time defeating a boss, routes you take, and points multipliers are shown. This is invaluable in learning route locations, how fast to tackle a boss, partly hidden enemy locations, and where pathways split. Switch to Full to learn your episodes more easily.

FLYING BASICS DRAGON CONTROL



Control your dragon mount with \odot . Green crosshairs appear in front of your dragon. This is used to target enemies and also indicates which direction your dragon's head is pointing.

LOCK-ON



Press the Shot button (\odot) to change your target from green to red (Base and Heavy Wing only). This engages Lock-on mode.



Lock-on to enemies by moving your targeting crosshairs over them. Your crosshairs must be red. You can lock-on to enemies until your dragon's laser reaches maximum capacity. For the Base Wing, this is eight (on Level 1). For Heavy Wing, it is three (Level 1). Glide Wing does not have a lock-on attack.

NOTE

As your dragon gains experience, the number of target lock-ons increases.



To fire, release \odot , and your dragon's homing lasers unleash a barrage at the targeted enemies. Some enemies require multiple hits to down (bosses require dozens or hundreds). Also remember that your Heavy Wing fires stronger lasers, but not as many.



The tutorial asks you to target and destroy some airships, using the lock-on. Remember to keep holding \odot as you target. Try to defeat all enemies with 18 seconds still on the clock.

MANUAL SHOT



The manual, or normal shot, is a hand-weapon attack. Press \odot to fire energy bullets from your gun. Pressing \odot once fires six bullets (in Base Wing). Press the button once per second for a steady stream of bullets.



Manual shots are used primarily to destroy incoming missiles or acid balls, because lock-on lasers cannot target this ordnance. Sometimes too many missiles are incoming to handle with manual fire. Shoot down only the ones that threaten you, and dodge or ignore the rest.



In this example, Orta cuts through a barrage of missiles, leaving a gap for her dragon to fly through; she ignores the other missiles. Missiles and fired ordnance do not count toward your enemy takedown totals.



Dodge an enemy or a missile by waiting until it nears, then flying to the extremes of the screen. If you strike an enemy or a missile, you lose health. If your Life Gauge (or health bar) disappears, you lose a life. Some enemy gunfire cannot be shot down and must be avoided.

KNOW YOUR ENEMY'S WEAPONS!



Missiles come in various types. All can be destroyed for a few extra points (5, usually, but sometimes 10).



Acid balls come from mutated monsters rather than machinery. All can be destroyed, for 5 points each.

TIP

Energy blasts cannot be targeted or shot manually—avoid them! The Dragoon Platoon section has a complete list of enemy attacks that you can shoot down. Invincible weaponry is shown in the flythrough.



In the tutorial, try shooting down all incoming missiles without dodging. It is possible!

MANUAL SHOOTING



At close range, double your firepower by launching laser lock-on attacks, then peppering your foe with manual shots as the laser travels to its mark. Hold 1 until you get a lock-on. Release 1, then tap 1 for the dual attack. Repeat until the enemy is dead.



Try shooting down the three Nayak enemies. With your enemy targeted, fire both lock-on and manual shots and hold 1 just as the laser hits. Try to do it in 18 seconds.

DIRECTION CHANGE



The circular positioning device in the screen's top right corner is the radar. You are always in the center, and enemies are shown as red dots. Use D and R to switch left and right and view the area around you.



Press D or R once to rotate your view 90 degrees. This is vital for attacking enemies to the sides. Keep pressing D and you look left, back, right, and front. Keep pressing R and you look right, back, left, and front.



The thumbstick (L) permits a more subtle and less jolting change of view. Move it in any direction to slowly view your targeted area. If movement stops, use D or R.



Using L to control movement is useful when attacking a moving target that starts off behind you and slowly moves to your side and then in front. Manipulate L to keep your adversary in view.



Press D and R together, and you spin 180 degrees. This is useful for quickly fending off a surprise attack behind you. It is easy to flick one of the triggers too lightly, however, or not press them at exactly the same time. If you have trouble, quickly press D or R twice in succession. This flips your view just as fast.



Look left, right, or behind you to combat enemies. To avoid obstacles, you must face forward. If you know an obstacle is ahead, look forward and use L to dodge it.



Enemies also attack from above and below. Your radar is two-dimensional. If you see a red dot in your triangular vision range-finder but can't see an object in front of you, look up or down. Then look out!

NOTE

Enemies turn from red to white when you lock-on with a laser target. Friendly craft are light blue. Larger entities show up orange or as huge red circles.



Test your directional attacks in the tutorial. Remember that enemies swoop down from above and below. Can you finish this challenge with 15 seconds on the clock?

BERSERK ATTACK



The cyan-colored gauge at the bottom left of your screen is your Berserk meter. Each time you hit an enemy with a manual or lock-on shot, your Berserk meter gains a point. It fills up at 512 points and starts pulsing.





When it pulses, press **X** or **Y** to release a Berserk attack. Attacks last between three and six seconds, depending on your dragon level, after which the gauge drops to zero. You are invulnerable during your Berserk attack. In the tutorial, try to finish both Berserk strikes with 18 seconds left.

BASE WING BERSERK: WHITE DEATH



White Death creates a stream of incredible laser power that obliterates swarms of weak enemies. Use this when you're swamped.

HEAVY WING BERSERK: LASER JUGGERNAUT



Laser Juggernaut creates a laser stream of immense focus and power. It severely damages a single enemy and must be aimed. Use this against larger foes.



GLIDE WING BERSERK: WINGED REGENERATION



Winged Regeneration creates a swarm of ethereal dragon serpents that writhe around an enemy, damaging strong foes and destroying weak ones. It also refills your health bar. Use it when you are low on energy.

INCREASING AND DECREASING SPEED GLIDING



Increase your speed by Gliding, Glide boosting, or simply boosting. Press **X** to accelerate. Press **B** to slow down.



Boosting can be used while facing in any direction, but you can only boost forward.



Boosting uses up a segment of your Glide bar. Base Wing has two segments. Glide Wing has three segments. Heavy Wing cannot boost at all. This bar is replenished as you continue. The bar is also used when you change Base or Glide Wing form. The Glide Wing bar refills faster.



Boost and ram for an exceptional attack. When enemies are near, press **X** to ram and destroy them. This is your Glide Attack. Use it on close enemies or clusters of tightly packed enemies.



Although you shouldn't boost too far from a foe, you will be surprised at how far you can boost and destroy an enemy. Learn this distance to help you accelerate into enemies earlier. And beat that tutorial boosting with eight seconds left on the clock!

USING GLIDE



Gliding (boosting) is also useful for avoiding obstacles or bullets you can't destroy. Either boost ahead of the obstacle (**X**) or slow down and let it pass in front of you (**B**).



In front view, you can move your dragon around the screen for extra dodging maneuverability. This only happens when facing front.

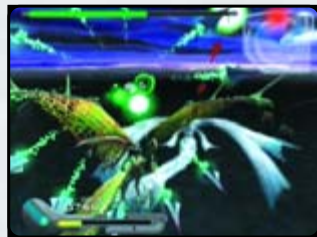
TACTICAL POSITIONING DURING BOSS BATTLES



Learn to position yourself near the sensitive part of the boss you're trying to take down. The radar display indicates when this is possible. Boost or slow down to the point shown by the arrows.



Accelerate once to fly to the boss's side. Boost again to fly to the front. Slow down once to return to the side, and again to drop to the area behind the boss. Sometimes you can control which side of a boss you land, so move in your preferred direction.



In this example, an Els-Enora fires shards of sharp crystals at your dragon. Boost forward to the side of the creature and avoid the attack.



Flashing X marks appear on some bosses, revealing their vulnerable spots. Target this area without delay, using your Heavy Wing. Boost and circle a boss until you find these marks.

CHANGING YOUR DRAGON'S FORM MORPHING



Use **V** to morph to a different dragon form. Press it once to change from your Base Wing to the larger Heavy Wing. Press **V** again to change to the smaller Glide Wing. Press **V** again to return to Base Wing.



Your boost power diminishes each time you transform, so boost into position before switching to the preferred dragon form.



You can morph only in the order shown above. To change from Base Wing to Glide Wing, for example, press **V** twice.

BASE WING



Base Wing is the standard dragon form. It has the most lock-on ability—eight targets at Level 1. You can boost twice in quick succession. Use this form until you familiarize yourself with the game.

HEAVY WING



Heavy Wing is an offensive-minded dragon. It fires damaging lock-on attacks, but only three at a time initially. Its manual shots are less effective, it's terrible at taking out lots of weaker enemies, and it cannot boost. Use Heavy Wing for larger foes, bosses, and slow-moving entities.



In tight quarters, don't stay in Heavy Wing form. It's difficult to dodge in this form, and if you're being attacked by missiles, you're easier to hit. When the tutorial asks you to use your Berserk attacks on enemies, lock-on during replenishment phases to hasten the enemy's defeat.

GLIDE WING



Glide Wing has exceptional mobility and defense. Your boost bar increases from two to three and replenishes faster than the Base Wing's bar. You have only a hand weapon, however. Press **A** for 10 shots; hold **A** for rapid fire.



Your target reticule is huge, allowing you to target an enemy quickly. As you fire at it, the shots continue, even if your target isn't over the enemy. This means you can look around while still firing at a foe.



However, you continue firing at your original enemy when others stray into your target, unless you stop firing and press **A** again. Remember this! Glide Wing is exceptional for taking out or swerving to avoid enemy missiles. Its lack of a lock-on laser makes it ineffective for distant or tough enemies. When attacking with your Berserk, fire manually as well.



RAISING YOUR DRAGON LEVEL



Some enemies release glowing circular objects called Gene Bases. Collect enough of these and you gain a level, increasing your energy and lock-on attacks. Each of the three dragon forms needs its own Gene Bases.



When you pick up a Gene Base, a Growth Gauge appears. Consuming the Gene Base fills a slot in the gauge. When all slots are filled, the dragon advances a level, transforming into a more impressive-looking beast. Use the Pause menu to see your dragon types' levels.

THE WAY OF THE DRAGON

The following table shows the characteristics of each wing form in detail. Check the nuances of each creature before you decide how to use them. Notes on when to use which mount follow the table.

DRAGON ABILITY

Classification	Details	Base Wing	Heavy Wing	Glide Wing
Basic Ability	1-20 (1=Worst, 20=Best)	10-20	10-20	10-20
Collision Radius	(in meters)	1.5	1.5	1.5
Movement	Glide Damage (0=worst, 400=best)	100-400	—	100-400
Movement	Boost Replenish Speed	Average	—	Quick
Movement	Horizontal Movement	Average	Low	High
Movement	Maximum Boost Gauge	2	—	3
Laser Ability	Lock-on Maximum	8-12	3-5	—
Laser Ability	Lock-on Time (1/60th of a second)	2	4	—
Laser Ability	Time until lock-on fires (1/60th of a second)	2	20	—
Laser Ability	Time until laser reaches target (1/60th of a second)	60	60	—
Laser Ability	Damage (1=Weak, 10=Strong)	2	7	—
Manual Weaponry	Speed (meters per second)	2,000	1,000	1,500
Manual Weaponry	Shot delay (1/60th of a second)	30	30	—
Manual Weaponry	Number fired per button press	6	4	10-14
Manual Weaponry	Damage rating	Average	Average	Average
Manual Weaponry	Shot Distance (meters)	1,000	1,000	1,000
Berserk Attack	Attack Time (seconds)	3-6	3-6	3-6
Berserk Attack	Amount Gauge increases (per gun shot, out of 512)	1.0	1.0	1.0
Berserk Attack	Amount Gauge increases (per laser shot, out of 512)	2.5	5.0	—

GLIDE DAMAGE: USE GLIDE WING



To boost into an enemy, use the Glide Wing. It offers the same damage rating as the Base Wing, but has an extra boost bar and recovers energy faster.

HORIZONTAL MOVEMENT: USE GLIDE WING



Glide Wing dodges faster and has a wider target area for manual fire.

LOCK-ON TIME AND STRENGTH: BASE AND HEAVY WING



It takes twice as long to target an enemy with the Heavy Wing than the Base Wing, but the Heavy Wing does more than three times the damage. Weigh your combat options, and follow the advice in the flythrough.

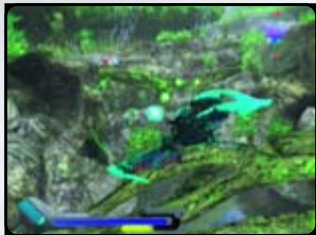
MANUAL WEAPONRY SPEED: BASE WING



The Base Wing's hand weapon hits an enemy twice as fast as the Heavy Wing, and one and a half times as fast as the Glide Wing. To manually fire at an escaping enemy, choose the Base Wing.



MANUAL WEAPONRY: GLIDE WING



The Glide Wing hand weapon has no delay and shoots 10 bullets each time you fire it. The Heavy Wing only manages four, and the Base Wing six. You get hit when using your hand weapon in Heavy Wing form. Choose Glide Wing instead.

BERSERK BUILD-UP: BASE WING LASERS



To rebuild a Berserk gauge, the Heavy Wing's lasers give you five points per shot. The Base Wing only gives you 2.5. But if eight Base Wing shots hit, that's 24 points. If all three Heavy Wing lasers hit, that's 15 points.

Either builds Berserk energy faster than the Glide Wing, which adds 10 points if all 10 of its hand weapon shots hit. The Berserk gauge is filled at 512 points. Base Wing fills it fastest, provided you have enough enemies to fire at. Otherwise, choose Heavy Wing.

LEVELING-UP ADVICE

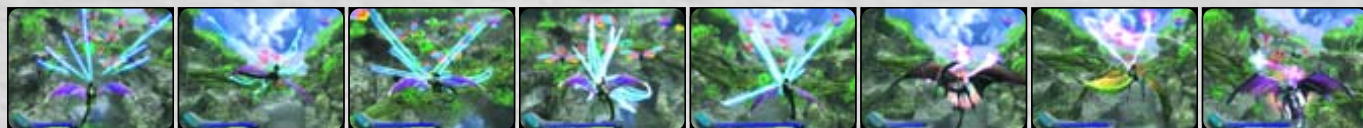


The chart below shows what additional benefits (aside from a health bar increase) you receive when your dragon gains levels. It also shows the increasingly impressive forms your dragon takes during its genetic transformation.



DRAGON LEVEL-UP TRANSFORMATION

Dragon Type	Lock-on Targets	Shots Fired per Burst (manual)	Berserk Attack Time (seconds)	Boost Attack Damage
Base Wing Level 1	8	6	3	Low
Base Wing Level 2	9	6	4	Low
Base Wing Level 3	10	6	5	Medium
Base Wing Level 4	11	6	6	High
Base Wing Level 5	12	6	6	Very High
Heavy Wing Level 1	3	4	3	—
Heavy Wing Level 2	3	4	4	—
Heavy Wing Level 3	4	4	5	—
Heavy Wing Level 4	4	4	6	—
Heavy Wing Level 5	5	4	6	—
Glide Wing Level 1	—	10	3	Low
Glide Wing Level 2	—	11	4	Low
Glide Wing Level 3	—	12	5	Medium
Glide Wing Level 4	—	13	6	High
Glide Wing Level 5	—	14	6	Very High



Base Wing Level 1 Base Wing Level 2 Base Wing Level 3 Base Wing Level 4 Base Wing Level 5 Heavy Wing Level 1 Heavy Wing Level 2 Heavy Wing Level 3



Heavy Wing Level 4 Heavy Wing Level 5 Glide Wing Level 1 Glide Wing Level 2 Glide Wing Level 3 Glide Wing Level 4 Glide Wing Level 5

NOTE

You need two Gene Bases to reach Level 2, four to reach Level 3, six for Level 4, and eight for Level 5. It takes 20 Gene Bases to take a dragon form from Level 1 to 5. For all three wing types, you need 60 Gene Bases.

BASE, HEAVY, GLIDE: THE ORDER OF GENES



Build up your Base Wing to Level 2 or 3, then catch up with your Heavy Wing, followed by your Glide Wing. Halfway through the game, alternate until your Base and Heavy Wings are at Level 5, then give any remaining Gene Bases to your Glide Wing.

GENE BASE DROPPING



Gene Bases fall from bosses, Carriers, and military aircraft of a different hue, usually gold.

GENE GENIE



Gene Bases only increase the power of the dragon that absorbs them. If you're flying a dragon already at Level 5 and spot a Gene Base floating your way, morph quickly to a form that needs leveling up, or you will waste the Gene Base.

WINGED DEATH: ADVANCED STRATEGIES



The tutorials teach you the basics of dragon combat, but to really survive and thrive in the game, you need cunning plans to make the most of your winged mount. These are discussed below.

ENEMY TYPES



Enemies fall into three categories. The first comprises enemies that can be shot by either lasers or hand weapons. Taking down these foes is straightforward.

Bosses fall into the second category. If they appear at the end of the episode, you're graded on how long it takes you to defeat them. If they appear earlier, you are not under any time pressure.



The final enemies are those that are damaged only by hand weapons. These are usually part of the scenery, and are difficult to locate. On the Full instrument setting, the point value of each enemy is visible, giving away its location, after you hit them.

FLEETING MEMORIES



Most enemies attack you, but some appear briefly and zoom off. Or they move into your distant view, then vanish. Check the flythrough for these entities and their locations.

THE BARREL ROLL



To execute a barrel roll, in Glide Wing, press **←**, then **←** again (or **→**, then **→** again) and hold the button on the second press. This allows you to dodge incoming enemy fire *and* look cool!

STAY ON TARGET



Move the targeting reticle to an enemy as soon as possible. In any wing type, increase the speed by double-tapping **←** or **→** (or your D-pad). Your target crosshairs move quicker than normal until you stop or reach the edge of the screen. Practice!

THE IN-GAME PAUSE



When you complete an episode and the next one starts, choose the Save & End Game option in the Pause menu. You can then start your game from the start of the next stage without completing it. Save after every level, so you don't lose scores from previous levels.

LOCK AND LOAD



When attacking a large creature, you should (especially in Heavy Wing) lock-one or two of the trio of shots on to your target, and fire.

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Immediately lock-on and fire another couple of shots. You hit your enemy once a second, which is better than manually moving your target and waiting until every lock-on is achieved. You can shave a third off your time.

RADAR LOVE AND MEMORIZATION



Radar is vital. So is memory. Look constantly at your radar and swing to face your enemies when they appear as red blips. As you repeat episodes, remember where enemies appear. This is the key to a high ranking. If you turn to view where a foe will appear, before it even appears, you're never overrun or outmatched! Practice, practice, practice!

SAVING THE BERSERK



Don't finish off bosses with a Berserk attack, or use it without forethought. Sometimes you need a full Berserk gauge at the beginning of the next episode to destroy all the enemies. Remember this when you're tempted to needlessly use a Berserk attack.

ROUTES AND PATHWAYS



The flythrough gives you all the information you need about branching routes, which are not included in all episodes. You're likely to find more Gene Bases if you choose Route A.



Routes show up on your Full instrument setting. You must make a choice when a path splits. Usually this means moving to one side of the screen, or boosting beforehand. Later in the game, routes are determined by enemies defeated or locks that you successfully shoot.

TOP RANKING: PROFESSIONAL GAME COMPLETION



Your score after completing each episode is very important. When you defeat the final enemy, you receive a rank of "S," "A," "B," "C," or "D," depending on your gaming prowess. "S" Rank is the highest. "D" is the lowest.



The four elements required for grading are Shot Down Ratio, Score, Hits Taken, and Boss Clear Time. The exact numbers needed for each episode and difficulty setting are listed at the end of each episode in the flythrough.



Shot Down Ratio, expressed as a percentage, indicates the number of enemies you hit. Score is how many points you accumulated during play. Hits Taken is how many times an enemy struck you (gunfire, special attacks, or running into them). Boss Clear Time is how quickly you defeated the end-of-level boss (mid-level bosses are not counted). The scores all contribute to your overall rank.

NOTE

A high rank is useful to unlock Pandora's Box elements. These are listed later in this guide.



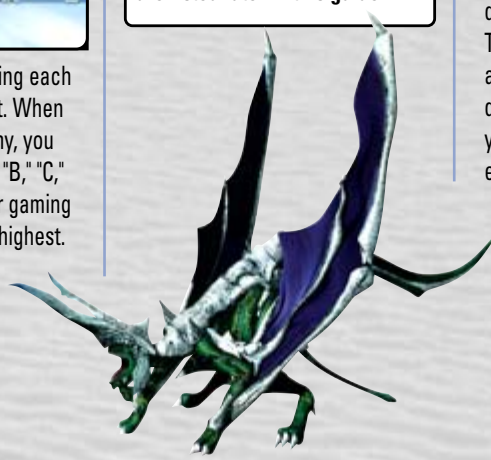
Enter the Flight Records part of Pandora's Box to view your ranking. You only have one chance to get a good ranking. When you finish an episode, you cannot retry it unless you start your game again and return to that episode.

If you're aiming for an "S" rank on every episode, look at the charts at the end of each flythrough, and pause and restart the game if you fail any criteria. You don't need an "S" rank on every episode to unlock any elements in Pandora's Box, although some require an "S" rank in at least three episodes.

SHOT DOWN RATIO AND HITS TAKEN: GETTING THE "S" RANK



Two parts of the ranking quartet require you to follow the flythrough exactly. It shows all the foes, and you must take out at least 95 percent—extremely difficult. Look at your radar often. To stay under the Hits Taken limit, avoid enemy fire and attacks, and dodge any enemies that might hit you. Practice and layout knowledge are key.



SCORE: GETTING THE "S" RANK

The best way to get an incredible score is to shoot every enemy. The flythrough and Dragoon Platoon sections of this guide show the points totals for every enemy. You must shoot over 90 percent!



The most important aspect of the scoring system is the points multiplier. Shoot down a foe with your hand weapon and your multiplier is X1. A foe worth 100 points stays at 100.



Target two foes with your laser lock-on, destroy at least one of them, and your multiplier is X2 for each enemy you dispatch. Target seven foes with your laser lock-on, and destroy one or more, and the multiplier is X7 for any enemy you dispatch.



Example: You target four airships and a Dragonmare with one laser lock-on spread. Fire. All four airships go down, but not the Dragonmare.

Five lock-on targets gives a multiplier of X5. Airships are worth 100 points each. Multiplied by 5, that's 500. Four of them, at 500 points each, yields a score of 2,000. If you destroyed the airships one at a time, your total would have been 100 X 4, or 400—a difference of 1,600 points! Imagine targeting eight foes at once!



The Base Wing, with its multiple lock-on target ability, is key to achieving a high points multiplier throughout your game. Boosting at enemies also works, however, sometimes even better! Boost and slam into a swarm of enemies and the multiplier becomes X10 or even X25! You see the points on your screen if you use the Full instrument setting.

BOSS CLEAR TIME: GETTING THE "S" RANK

Learn the patterns of the boss battles at the end of each episode. Read the flythrough and practice. Hard work pays off!

AN IMPERFECT "S"

You don't need a perfect score to gain an "S" ranking. Two of your subrankings can be "A" and you can still hit an "S" if you're lucky. If you're keeping mental notes of your ranking, remember you have some leeway.

A PERFECT "S"

Unless you're completing the last episode, a perfect "S" is almost impossible! Getting it means blasting every enemy, scoring over the required "S" total, not being hit once, and taking down a boss in a super-fast time.

It's not impossible to complete this task—but it's highly improbable. You succeeded? Good for you! Now do it on Hard. For all 10 episodes....

WELCOME TO THE WORLD OF PANZER DRAGOON ORTA!

It's time to take off, but be aware of one point. The flythrough refers to enemies "in front," "behind," to the "left," and to the "right." These descriptions refer to where enemies appear on the radar screen, and may differ from where enemies appear on screen.

This is usually the case only when your dragon viewpoint is behind. Enemies pass to your right as you face them, for example, but the guide shows them on the left because that's how they appear on your radar screen.



In this example, the Dragonmares are passing to the left of your location (based on radar), but they appear to be on your right if you've turned around to look at them.

DRAGON PLATOON: CHARACTERS AND ENTITIES

This section introduces the main players in Orta's adventure and details all the entities in the game's main episodic adventure. The flythrough has battle tactics for each enemy.

Creatures and troops are listed in the order you encounter them.

THE MAIN PLAYERS

ORTA



Orta is a strange young girl with white hair, trapped in a stone tower near the Seeker city in the Yelico Valley. She is around 13 or 14, but her actual age is unknown, even to her. The three sages of the city ordered her locked in the tower when she was still a child. She was never told the reason, nor was she told who she is.

When the Empire attacked with their Dragonmares, a winged dragon appeared from the ether and saved Orta. She climbed on the dragon's back and they flew off, freeing her from her prison. They were destined together to face new threats, uncover ancient secrets, and meet new friends.

What awaits them at the end of their travels?

MOBO THE WORMRIDER



The Wormrider encounters Orta in the Borderlands. The purpose of the helmet that he wears to hunt is unclear. Mobo is about 15 years old. Although young, he is the leader of the Wormriders' hunting group.

He may, on the surface, seem a little shallow, but he is a deep and caring person who would put a friend's life before his own. How will Mobo help Orta achieve her destiny?

CAPTAIN EVREN



Captain of the Imperial Dragonmare squad and the Empire's most capable pilot, she rides the only deep red Dragonmare. It is said that she earned her rank through her prowess in battle, but she is also the daughter of a highly ranked official within the Empire.

She was strong before, but after her father's death, she became even more determined to become the Empire's greatest warrior. She abandoned her widowed mother to devote herself to her martial training.

She is passionate in life and battle and is feared by all who encounter her ... even her comrades. Her gruff vocal styling belies her femininity.

ABADD

The Empire dug the genetically engineered Drone, Abadd, from an ancient ruin. He is approximately two meters tall and looks like a giant skeleton. He had been hibernating within the ruins for several thousand years when the Empire awakened him.

The Empire put Abadd to work as the Cradle's main operator. Through him, the Empire was able to create the ultimate biological weapons: the Dragonmares.

Shortly after the prototypes were finished, while the main Dragonmare forces were still in an embryonic stage, Abadd deserted the Empire. His whereabouts are unknown. Without a Drone, the Cradle is useless, so the Empire is frantically searching for Abadd.

In the Ancient Age, Drones were created for many purposes—soldiers, machine operators, etc. Most of the lower-level Drones were created without the capacity for emotion. But a few were created with vastly advanced artificial intelligence that allowed them to learn as humans do and to feel and display emotion.

These types were far superior to humans in every aspect. Abadd is a Drone of the latter type. Most Drones that have been dug up from the ruins have either been nonfunctional or irreparably damaged. But Abadd was perfectly intact.

Why this was so after so many thousands of years remains a mystery. He is a being of the Ancient Age, and his thoughts are beyond the comprehension of humans.

Abadd's Mare

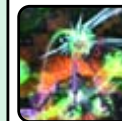


Category: Others
Length: 25.0
Height: 5.0
Width: 20.0

Abadd's Dragonmare. This Dragonmare is probably missing from the Imperial Research Institution. A white protective shell covers its body, presumably added by Abadd. Possibly Abadd made other modifications. This Dragonmare far surpasses other Dragonmares in combat capabilities.

Abadd

Category: Drone
Length: Unknown
Height: Unknown
Width: Unknown
Points (Form I): 500, 1,000 x 2, 9,000
Points (Form II): 10,000
Points (Form III): 10,000
Points (Form IV): 10,000



Interception Program Beta: 10



Crimson Shard: 5



Magenta Death Shard: 100

Episode: 7, 9, 10

ENTITIES: FOES, FIENDS, AND FRIENDS

Tamtiti



Category: Mutated monsters
Length: 20.0
Height: 1.2
Width: 5.7
Points: N/A
Episode: N/A

A flying creature found near the Borderlands. These creatures are mutated-type biogenetic creatures, but never attack humans. Many tribes use these creatures as beasts of burden.

Name: Peela



Category: Mutated monsters
Length: 6.0
Height: 0.3
Width: 2.5
Points: N/A
Episode: N/A

A winged bioengineered creature, the Peela has ultra-sensory powers and can read faint changes in wind patterns. This allows it to ride on currents of air, using its wings as a parachute.

The Peela feed upon ore, metallic dusts, and bioengineered organisms whose exoskeletons contain high metallic contents. These dusts are poisonous to humans. Human travelers know that nearby Peela indicate the presence of these toxic dusts and will head in the opposite direction.

Battleship Bhout



Category: Imperial Army
Length: 10.0
Height: 8.0
Width: 10.8
Points: 40
Episode: 1, 4, 8

A single-man airship, mounted with a revolving cannon. This ship is the main constituent of the Imperial forces, used in general attacks and aerial intercept missions.

Hovertank Dahra



Category: Imperial Army
Length: 13.0
Height: 13.5
Width: 8.0
Points: 100
Episode: 1, 8

A heavily armored weapons platform equipped with a Float Engine and four hydraulic legs for landing. The Float Engine allows the ship to hover over the ground—it can then move as rapidly as airborne units. It transports ground troops or acts as mobile turrets for ground support.

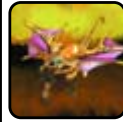
Carrier Bhout



Category: Imperial Army
Length: 10.0
Height: 8.0
Width: 10.8
Points: 100 (Gene Base)
Episode: 1

The Carrier Bhout airship collects defeated bioengineered creatures or newly discovered weapons and brings them back to the Imperial Academy, keeping the Empire outfitted with the latest in warfare technology.

Dragonmare



Category: Imperial Army
Length: 25.0
Height: 5.0
Width: 20.0
Points: N/A (Episode 1),
 2,000 (Episode 4)
Episode: 1, 4

A dragon type engineered by Imperial Academy scientists. Its combat capabilities far exceed other Imperial weapons. The Dragonmare has a regenerating exoskeleton, hot mucus balls shot from the mouth, and a tail used as a whip.

Imperial Soldier



Category: Imperial Army
Length: 0.30
Height: 1.75
Width: 0.40
Points: N/A
Episode: 1, 8

Most Imperial Army soldiers work on carriers or other flagships. Soldiers represent a wide variety of backgrounds within the Empire. Many are often called upon to perform the most dangerous and menial tasks, making them the Empire's unsung heroes.

The Seekers



Category: Seeker
Length: 0.30
Height: 1.70
Width: 0.35
Points: N/A
Episode: 1

Seekers are a secretive intelligence organization stationed deep within Yelico Valley. They are independent from any major political power and train heavily to survive harsh environments. They have perfected their guerrilla fighting tactics and can defeat armed soldiers with only primitive weapons. The Empire considers them a threat.

Seeker Anti-Aircraft Cannons



Category: Seeker
Length: 10.68
Height: 5.07
Width: 6.17
Points: N/A
Episode: 1

Seekers use anti-airship cannons that are capable of rapid fire. These cannons have little penetration power, however, and are used primarily to intercept light armored airships and unarmored flying creatures.

Anti-Aircraft Missiles



Category: Seeker
Length: 1.0
Height: 1.0
Width: 1.0
Points: 5
Episode: 1

The shells fired by the Seekers' anti-airship cannons. The Seekers put extra explosives around each shell to increase each missile's damage capabilities.

Coolia



Category: Mutated monsters
Length: 3.5
Height: 2.5
Width: 1.1
Points: N/A
Episode: 1

Domesticated beasts of burden that originated in the Continent's southwestern regions, Coolias also are excellent mounts for ground travel. They are gentle in nature, with strong constitutions to easily cross vast deserts.

Seeker Searchlight



Category: Seeker
Length: 11.97
Height: 13.09
Width: 10.42
Points: 50
Episode: 1

Searchlights light up the night sky if there's a night raid. They are placed strategically throughout the Seeker city in Yelico Valley. The searchlight lenses are made from the eyes of various bioengineered creatures and focus intense beams of light generated through large oil lamps.

Assault Carrier Vermana



Category: Imperial Army
Length: 230.0
Height: 108.0
Width: 148.0
Points: 9,000 (Episode 1),
 5,000 (Episode 8)
Episode: 1, 8

A Dragonmare squadron transport ship that is equipped with the latest defense technologies and is manned by top pilots and engineers from the Imperial Academy. The airship features a series of anti-missile weaponry, missile turrets, and two forward-facing auto-cannons. This ship is a formidable force.

Remote Missile Mines



Category: Imperial Army
Length: 11.0
Height: 4.0
Width: 4.0
Points: N/A
Episode: 1, 8

Guided missiles have four times the offensive power of normal Imperial shells. The remote missiles were developed to incapacitate reinforced installations and batteries within armored fortresses. The homing missile can take out entire ships in a single hit. It is also often used as an anti-aircraft missile, with one missile taking down several tightly clustered ships.

Sham



Category: Mutated monsters
Length: 9.0
Height: 3.0
Width: 10.0
Points: 50
Episode: 2

An aerial creature that nests within rivers, lakes, and deltas. They are aggressive when approached by intruders, and charge with a disregard for their own safety.

The Shams have a hard exoskeleton, protecting them from harsh environments and most conventional weapons. Shams are incapable of independent thought, but as a group, they can work as a single unit.

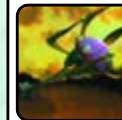
Purnam



Category: Mutated monsters
Length: 3.0
Height: 3.0
Width: 8.0
Points: 30
Episode: 2

A bioengineered creature that looks like a large leaf. These creatures have a symbiotic relationship with the rock-dwelling Golegs—sharing senses and warning each other of approaching predators and prey.

Goleg



Category: Mutated monsters
Length: 40.0
Height: 10.0
Width: 20.0
Points: 60
Episode: 2

A plantlike creature that matches the colors of its environment. It paralyzes prey and predators with blobs of toxic chemicals. It gains nutrients from the carcasses of dead animals the Purham leave behind.

Yarva



Category: Mutated monsters
Length: 7.0
Height: 1.0
Width: 8.0
Points: 40
Episode: 2

A bioengineered creature found near large bodies of fresh water. Researchers believe that they mutated from a different creature and soon became the dominant species. Seasoned travelers know that nearby Yarva indicate a close body of drinkable water.

Carrier Yarva



Category: Mutated monsters
Length: 21.0
Height: 3.0
Width: 24.0
Points: 1,000 (Gene Base)
Episode: 2

A rare bacteria strain infected these creatures, polluting their genetic structure and inducing mutations. Bioengineered creatures adjust to their surroundings, but bacteria and other organisms can influence their genetic makeup.

Morli



Category: Mutated monsters
Length: 30.0
Height: 14.0
Width: 40.0
Points: 500
Episode: 2

Enormous finlike appendages allow Morli to float through the air. Morli were created to control smaller, lesser creatures from a central point. However, they evolved beyond their initial purpose. Morli have six prehensile tails with which they catch their prey.

Yondo-Morli



Category: Mutated monsters
Length: 68.0
Height: 30.0
Width: 90.0
Points: 1,000 (Gene Base)
Episode: 2

The Yondo-Morli is gigantic compared to its Morli cousin and live near large bodies of water. It is more complacent than its cousin, which probably reflects its lack of natural predators.

Rokpur



Category: Mutated monsters
Length: 3.5
Height: 3.5
Width: 0.7
Points: 20
Episode: 2

An organism found near moving water, the Rokpur eats waterborne microorganisms. Rokpur are sometimes hunted for their wings, which consist of fine bones covered in a thin film of beautifully patterned flesh.

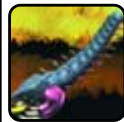
Baturn



Category: Mutated monsters
Length: 20.0
Height: 15.0
Width: 9.0
Points: 100
Episode: 2

A bipedal bioengineered creature, Baturn inhabit grassy plains. They are the same subspecies as the Coolia, but domestication attempts have failed. Imperial officers often decorate their homes with trophies taken from Baturn hunting trips.

Yondo-Worm



Category: Mutated monsters
Length: 110.0
Height: 18.0
Width: 25.0
Points: 3,000 (Gene Base)
Episode: 2

Amphibious worms that live in contaminated waters and marshlike areas in the Li Vis region. They can digest and absorb mercury from the polluted waters. The Yondo-Worm possibly acts as a living filter, making polluted waters drinkable.

Bubuk



Category: Mutated monsters
Length: Unknown
Height: Unknown
Width: Unknown
Points: N/A
Episode: 2

Colonies of insectlike creatures that feed on bacteria from bioengineered creatures' exoskeletons. Bubuks spread this bacteria as they travel, which is partly responsible for the rapid rate of evolution among bioengineered creatures. Much research effort is devoted to the bacteria and their genetic effects on bioengineered creatures.

Iktrakav



Category: Mutated monsters
Length: 65.0
Height: 60.0
Width: 50.0
Points: 8,000 (Gene Base)
Episode: 2

This plantlike bioengineered monstrosity floats along rivers and near lakes. Its sweet scent attracts insects, which then stick to the Iktrakav's sticky surface. It then devours the trapped prey. This creature has a putrid smell when it rots. An Imperial warship nearly crashed when its crew lost consciousness from the Iktrakav's foul smell ... and the ship was at an altitude of 2,000 leens!

Viscous Ball of Acid (Acid Ball)



Category: Mutated monsters
Length: Unknown
Height: Unknown
Width: Unknown
Points: 5
Episode: 2, 3, 5

Most mutated monsters, when provoked, excrete balls of phlegm, mucus, and waste matter that contain traces of many heavy metals that pollute the landscape. The ball's color indicates climatic moisture.

Seba



Category: Pure-type monsters
Length: 12.0
Height: 11.0
Width: 14.0
Points: 80
Episode: 3

These pure-type bioengineered creatures can open and close their exoskeletons to change speed. They are extremely mobile, capable of reaching a target in seconds, and have high firepower. They are highly effective seek-and-destroy units.

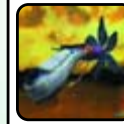
Kuru



Category: Pure-type monsters
Length: 4.5
Height: 9.0
Width: 11.0
Points: 30
Episode: 3

A creature bioengineered for defensive purposes, Kuru are harmless until an intruder wanders near. It then emits a field of high-voltage electricity capable of killing most biological creatures and temporarily paralyzing others. These creatures were created as living land mines to neutralize flying enemies.

Ramjanaki



Category: Pure-type monsters
Length: 20.0
Height: 12.0
Width: 12.0
Points: 200
Episode: 3

A bioengineered creature that projects a protective force field. The shield greatly distorts light polarization, rendering optical weapons such as lasers useless. These operated as front-line units, providing cover for creatures with ranged attacks.

Churmachum



Category: Pure-type monsters
Length: 180.0
Height: 30.0
Width: 30.0
Points: 600 (Gene Base)
Episode: 3

This creature floats slowly through the air, dragging its tentacles behind it. Its reaction time is slow for a pure-type bioengineered creature, but its energy beam is devastating when attacked, and it remains in attack mode until all enemies are dispatched. Churmachum were designed as mobile turrets, meant to engage enemies automatically upon attack.

Carrier Seba



Category: Pure-type monsters
Length: 12.0
Height: 11.0
Width: 14.0
Points: 80 (Gene Base)
Episode: 3

Pure-type monsters contaminated by mutation-triggering gene basics. In a case of pure-type monsters, ones that have gene basics that trigger mutation appear first, which stimulates others into starting mutation. Sometimes mutated monsters are found torn to pieces. This indicates that the same genus widely shares mutation-triggering gene basics.

Kurbek



Category: Guardian
Length: 7.0
Height: 12.0
Width: 2.0
Points: N/A
Episode: 3

This defensive trap, a pair of floating diodes, emits a high-voltage electric current. These fixtures are nearly impossible to destroy, and the electric current can shut off the victim's nervous system, causing instant death. Listen for the crackling sound it emits as it charges up to avoid getting caught in its traps.

Wormriders



Category: Others
Length: 12.8
Height: 3.2
Width: 2.0
Points: 4,000
Episode: 3

A primitive tribe of people domesticated these bioengineered creatures. The Baldors' wormlike appearance earned their riders the nicknames "Wormriders" or "Bug Herders." Scientists don't understand how these creatures, designed to instinctively target humans, were domesticated. Some think the humans don't control these creatures. Rather, the creatures control their riders by emitting a pheromone.

Smoke Bomb



Category: Others
Length: Unknown
Height: Unknown
Width: Unknown
Points: 5
Episode: 3

Used by hunters in Mobo's tribe to incapacitate their prey, this purple rattle-shaped object emits a powerful toxin.

Energy Ball (green)



Category: Pure-type monsters
Length: Unknown
Height: Unknown
Width: Unknown
Points: 5
Episode: 3

Some Carrier Seba have evolved a complex attacking system involving waste matter fused with internally generated energy. It's fashioned into a ball-shaped projectile that's fast and damaging.

Catharp



Category: Pure-type monsters
Length: 65.0
Height: 25.0
Width: 40.0
Points: 1,000 x 6, 8,000 (Gene Base)
Episode: 3, 8

The Catharp has outstanding offensive capabilities. They are highly adaptive, switching modes to fit the situation. Catharp run on all four limbs when speed is necessary, but can also rise on their hind limbs, using the front limbs in combat. Imperial Academy researchers have captured a live specimen and are studying it closely.

Electro Scythe (green)



Category: Pure-type monsters
Length: Unknown
Height: Unknown
Width: Unknown
Points: 5
Episode: 3

The Catharp's many ordnance capabilities include a series of circular scythelike energy bolts that emit from its carapace.

Airship Kartha



Category: Imperial Army
Length: 10.0
Height: 3.0
Width: 9.0
Points: 50
Episode: 4, 8

Imperial airships designed to intercept anti-airships. It trails long, flaglike objects used to visually communicate with other units. These airships are collapsible and can be stored in small areas. Giant fleets are easy to transport.

Homing Missiles (airships)



Category: Imperial Army
Length: 2.75
Height: 1.10
Width: 1.10
Points: 5
Episode: 4, 8

Used as standard ordnance by Imperial airships against both ground and air targets. Only a limited number of missiles can be equipped at a time. This forces gunners to choose their targets well.

Assault Hovership Taishak



Category: Imperial Army
Length: 112.0
Height: 95.0
Width: 48.0
Points: 500
Episode: 4

Leading battleships of the Imperial Armored Fleet, Taishak can store up to six smaller airships in their rear hatches. Six interceptors are mounted in each rear hatch. Each Taishak is capable of handling many opponents but is more deadly when it deploys the smaller airships.

Homing Airship Ajati



Category: Imperial Army
Length: 146.0
Height: 61.0
Width: 143.0
Points: 2,000 (Gene Base)
Episode: 4

These ships are equipped with powerful tractor beams that capture larger bioengineered creatures. They have low mobility and are not used in combat very often.

Shielded Warship Shaiha



Category: Imperial Army
Length: 30.0
Height: 30.0
Width: 25.0
Points: 1,000
Episode: 4

Medium-sized assault ships equipped with reflective shields that reflect light-based Ancient weaponry. They are used in large numbers in defensive formations, set to capture large bioengineered creatures.

Ceremonial Turrets



Category: Imperial Army
Length: 50.1
Height: 11.0
Width: 5.8
Points: 30
Episode: 4

Their specifications are similar to the standard turrets on most Imperial airships and are used in salute when the Imperial family visits.

Missile Launcher (Arm)



Category: Imperial Army
Length: 4.8
Height: 12.8
Width: 4.4
Points: 20
Episode: 4

Uses newly developed jet-propulsion technology and rapidly fires small shells, but the design is flawed and unpredictable.

Missile (Warship)



Category: Imperial Army
Length: 5.3
Height: 1.0
Width: 1.0
Points: 5
Episode: 4

Used for the experimental missile launcher. These shells self-adjust their trajectory and are more accurate than previous homing missiles, but they lack equivalent firepower. A new explosive is being developed to give these missiles extra destructive power.

Airship Kartha Prototype



Category: Imperial Army
Length: 10.0
Height: 3.0
Width: 9.0
Points: 50 (Gene Base)
Episode: 4

Experimental airships with engines based on Ancient technologies and genetic manipulation. The only improvement in the upgrade, however, is slightly better durability.

Floating Mine Mardai



Category: Imperial Army
Length: 2.5
Height: 3.8
Width: 2.5
Points: 100
Episode: 4, 8

These single-man airships are floating bombs; they sacrifice themselves to destroy enemy airships and are consequently given minimal fuel and self-defense armaments. They ram into large enemy ships and cause immense amounts of damage. Because of their battle success, more pilots have come forth to give their lives for their Empire. The Empire has also forced captured enemy soldiers to pilot these flying bombs.

Imperial Family Hovertank Dahra



Category: Imperial Army
Length: 13.0
Height: 13.5
Width: 8.0
Points: N/A
Episode: 4

This unique hovertank is custom-designed for the Imperial Family. It is identical in terms of combat abilities, but is plated in copper.



Imperial Elite



Category: Imperial Army
Length: 0.30
Height: 1.80
Width: 0.45
Points: N/A
Episode: 4, 8

Personal retainers to the Imperial Family, most Imperial Elite are not combat personnel; instead, they assist the Emperor and play important roles in the Empire's everyday operations.

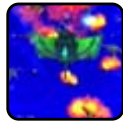
Guardian of Imperial Warship Foom-Barcli



Category: Imperial Army
Length: 40.0
Height: 55.0
Width: 80.0
Points: 5,000 (Gene Base)
Episode: 4

The current Emperor commissioned this guardian statue as a tribute to the previous Emperor—a godlike figure to the people. The flames shooting from the statue's arm represents the power that the Empire has brought to the people.

Flaming Bolt



Category: Imperial Army
Length: Unknown
Height: Unknown
Width: Unknown
Points: 5
Episode: 4, 9

These four flaming bolts of compressed matter appear from the Dragonmare's maw, hurtle toward their foe, and explode on contact.

Didar



Category: Mutated monsters
Length: 14.0
Height: 18.0
Width: 5.0
Points: 50 and 80
Episode: 5

A bipedal bioengineered creature found in colder climates, the Didar is covered in thick fur. The Didar's respiratory system is directly connected to and activated by its legs, so it must walk or run at all times. It attacks enemies with body fluid projectiles, but it can also cause immense damage with its massive legs.

Madidar



Category: Mutated monsters
Length: 14.0
Height: 18.0
Width: 5.0
Points: 80
Episode: 5

A Didar relative that hibernates in extremely cold climates. This subspecies has evolved under more moderate climates.

Yarva-Raum



Category: Mutated monsters
Length: 7.0
Height: 1.0
Width: 8.0
Points: 30
Episode: 5

A Yarva subspecies found in colder climates. The Yarva-Raum changes its body coloration to match its level of activity and the density of surrounding snow. The Yarva-Raum evolved from a sophisticated pure-type bioengineered creature.

Urimasan



Category: Mutated monsters
Length: 9.5
Height: 10.0
Width: 14.0
Points: 50
Episode: 5

This creature lurks beneath the snow, bursting out to catch unwary prey. This behavior originated from combat tactics for which the Urimasan was originally designed.

Erkist



Category: Mutated monsters
Length: 13.0
Height: 4.5
Width: 10.0
Points: 100
Episode: 5

A Goraias subspecies found near the Imperial Meccania district's southern regions. The Erkist is capable of chasing an enemy at extremely high speeds. Even without food, the Erkist is capable of surviving for decades by absorbing energy from sunlight.

Vont-Morli



Category: Mutated monsters
Length: 68.0
Height: 33.0
Width: 90.0
Points: 800
Episode: 5

An aerial-type bioengineered creature, the Vont-Morli is a member of the Morli species. The Vont-Morli feeds on Didar excrement, which then undergoes a chemical change during digestion. The resulting feces are highly volatile and explode on contact with moisture.

Pussa Bubo



Category: Mutated monsters
Length: 80.0
Height: 100.0
Width: 90.0
Points: 2,000
Episode: 5

The giant Pussa Bubo leaps up and crushes its enemies with its massive weight. Many who have ventured through the frozen northern wastelands reported seeing entire "mountains" moving—most likely a Pussa Bubo.

Excretion Ball



Category: Mutated monsters
Length: Unknown
Height: Unknown
Width: Unknown
Points: 5
Episode: 5

These giant rocklike waste balls collect in the Pussa Bubo's bowel sac and are used as an offensive weapon. They blast out of the vertical posterior of the Pussa Bubo in groups of about 10.

Els-Enora



Category: Mutated monsters
Length: 127.0
Height: 23.0
Width: 130.0
Points: 4,500, 100 x 8, 6,000
Episode: 5

The Els-Enora is the queen of the mutant types. It lives in the turbulent skies of colder climates, but can be seen hovering near ground level during mating season. Larger Els-Enoras are often thousands of years old. Its body is covered in a furlike substance similar to mica, which protects it from cold temperatures and enemy attacks. Moreover, it ejects crystallized spears of body fluids, sharp enough to penetrate the hulls of even heavily armored airships.

Crystallized Spear Shard



Category: Mutated monsters
Length: Unknown
Height: Unknown
Width: Unknown
Points: 5
Episode: 5

The Els-Enora is harmed as it fires off sinewy shards of sharp crystal that explode into heat-seeking needles. They should be destroyed before they separate.

White Shard



Category: Mutated monsters
Length: Unknown
Height: Unknown
Width: Unknown
Points: 5
Episode: 5

Els-Enora use the white shard when in great danger. It spins its sharp carapace skin off its body, creating thousands of airborne shards to rip its attacker apart.

Churook



Category: Pure-type monsters
Length: 6.1
Height: 16.5
Width: 4.1
Points: 60
Episode: 6

A turret that automatically engages targets when they draw near. These are found within Ancient Age ruins, where they meld into the walls in which they operate.

Degla



Category: Pure-type monsters
Length: 6.1
Height: 4.0
Width: 11.0
Points: 50
Episode: 6

These creatures maintain the aerial defense within the ruins. They initially engage intruders at high speeds and then drop destructive bombs. Degla are proficient at hit-and-run tactics.

Gat War & Kot-War



Category: Pure-type monsters
Length: 12.0
Height: 13.0
Width: 12.0
Points: 1,000 (Gene Base)
Episode: 6

Seek-and-destroy units that operate in trios. These pure-type creatures surround their target and emit intense fields of electricity. Attacking the blue units triggers a self-defense mechanism that makes them discharge even more electricity.

Nayak



Category: Pure-type monsters
Length: 30.0
Height: 25.0
Width: 20.0
Points: 200
Episode: 6

A medium-sized pure-type creature with a laser attached to its posterior that rotates in all directions. This creature is nicknamed the Horn.

Carrier Nayak



Category: Pure-type monsters
Length: 38.0
Height: 37.0
Width: 60.0
Points: 200 (Gene Base)
Episode: 6

A Horn variation. The Horn has achieved multiple variations, an unusual feat for pure-type bioengineered creatures. Each variation begins from a single modified unit in an evolution-like process.

Atish



Category: Pure-type monsters
Length: 130.0
Height: 40.0
Width: 40.0
Points: 4,000
Episode: 6

This building-like creature selectively filters out intruders. It is a fixed part of the ruins and launches explosive projectiles, instantly destroying most intruders. It also has a laser defense system.

Atish Rocket



Category: Pure-type monsters
Length: Unknown
Height: Unknown
Width: Unknown
Points: 60
Episode: 6

One of Atish's major offensive capabilities, these cyan-colored rockets jet out of external pods, skim along pipe walls, and explode when they near their victim.

Ocular Sensor



Category: Pure-type monsters
Length: Unknown
Height: Unknown
Width: Unknown
Points: 20
Episode: 6

An early warning and visual system for a Gateway mainframe from the Ancient Age, these mysterious eyes monitor the progress of infiltrators and summon offensive units.

Ceremonial Lock



Category: Unknown
Length: Unknown
Height: Unknown
Width: Unknown
Points: 600 (blue)
Episode: 6

Part of a gigantic series of corridors and traps, ceremonial locks allow safe passage to many locations, but only after the lock turns blue.

Interception Program Ver. 1.00



Category: Countermeasure
Length: Unknown
Height: Unknown
Width: Unknown
Points: 30
Episode: 7

An intrusion countermeasure developed in the Ancient Age to protect against foreign bodies within the network. It is released into the network stream, and after a set period of time, an antibody routine is executed, and the intrusion countermeasure is removed from the system.

Interception Program Ver. 1.50



Category: Countermeasure
Length: Unknown
Height: Unknown
Width: Unknown
Points: 50
Episode: 7

A more advanced version of the Interception Program 1.00, it seems to have been developed by the system itself.

Interception Program Ver. 2.00



Category: Countermeasure
Length: Unknown
Height: Unknown
Width: Unknown
Points: 500
Episode: 7

This intrusion countermeasure, a yet more advanced version of the Interception Program, is typically surrounded by support programs.

Interception Program Ver. 2.60



Category: Countermeasure
Length: Unknown
Height: Unknown
Width: Unknown
Points: 600
Episode: 7

This intrusion countermeasure developed in the Ancient Age releases unavoidable antibodies when it appears. It is a support program to the Interception Program Ver. 2.00.

Sealance Image (blue)



Category: Countermeasure
Length: Unknown
Height: Unknown
Width: Unknown
Points: 20
Episode: 7

An intrusion countermeasure developed in the Ancient Age to protect against foreign bodies in the network. It strongly resembles bioengineered creatures called Sealances that were first seen during the Shelcoof incident.

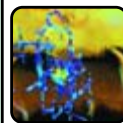
Carrier Sealance (red)



Category: Countermeasure
Length: Unknown
Height: Unknown
Width: Unknown
Points: 20 (Gene Base)
Episode: 7

An intrusion countermeasure developed in the Ancient Age to protect against foreign bodies within the network. It is a Sealance subspecies. The network constantly monitors surface activity and stores information in vast memory cells. The surface world is the network's testing ground.

Diopodure Lv1



Category: Countermeasure
Length: Unknown
Height: Unknown
Width: Unknown
Points: 1,500 (Gene Base)
Episode: 7

An intrusion countermeasure program that prevents intruders from countering other programs. Its mirage function renders the intruders' attack capabilities useless.

Diopodure Lv2



Category: Countermeasure
Length: Unknown
Height: Unknown
Width: Unknown
Points: 2,000 (Gene Base)
Episode: 7

A more advanced version of the previous Diopodure.

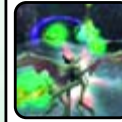
Central Data Unit Ofnir



Category: Countermeasure
Length: ∞
Height: Unknown
Width: Unknown
Points: 2,500
Episode: 7

A biological database that lives within the ancient network. It closely resembles a Baldor and acquires data from subjects by devouring them and analyzing their genetic structures.

Ofnir Error File



Category: Countermeasure
Length: Unknown
Height: Unknown
Width: Unknown
Points: 5
Episode: 7

A row of low-level, partly satiated processing files with specific built-in dismantling programming. They are sent to swarm and destroy unauthorized entrants.

Ofnir Error Cluster



Category: Countermeasure
Length: Unknown
Height: Unknown
Width: Unknown
Points: 5
Episode: 7

Similar to the Ofnir Error File but more powerful.

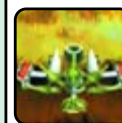
Data Coil



Category: Countermeasure
Length: Unknown
Height: Unknown
Width: Unknown
Points: N/A
Episode: 7

Computer programs send out packets of information throughout the Gateway. These coil structures are sonic amplifiers that can listen to thoughts from eons away.

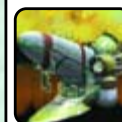
Airship Vahra



Category: Imperial Army
Length: 12.5
Height: 10.5
Width: 16.5
Points: 500
Episode: 8

A patrol unit used to defend the Capitol and underground excavation sites, it is equipped with the most recent technological advances. With its hardened, yet light, armor and compact engine design, this unit combines combat prowess and mobility.

Transport Tank Emden



Category: Imperial Army
Length: 62.0
Height: 42.0
Width: 27.0
Points: 500 (tank),
100 (carriage)
Episode: 8

Using the Hanser as a base, these mobile platforms have tractor beams and are used to transport equipment to excavation sites. They have more artillery power, for use as defensive posts in emergencies.

Patrol Airship Vayu



Category: Imperial Army
Length: 78.0
Height: 52.0
Width: 20.0
Points: 200
Episode: 8

A communication ship, it flies around excavation sites informing workers about the status of other sites. It is also sometimes used to transport supplies.

Artificial Sun



Category: Imperial Army
Length: 19.4
Height: 27.5
Width: 15.4
Points: N/A
Episode: 8

A mobile unit that generates intense light, it illuminates the deeper areas of excavation sites. The machine supplies a limitless supply of light, and to the workers, it is the most appreciated machine that the Empire has developed.

Crane



Category: Imperial Army
Length: 26.0
Height: 15.0
Width: 8.0
Points: N/A
Episode: 8

A crane used by workers at the underground excavation site. It lifts and transports exhumed relics and equipment.

Pump



Category: Imperial Army
Length: 40.0
Height: 30.0
Width: 10.0
Points: N/A
Episode: 8

A pump deployed by the Imperial Army. It pumps potable water and air from the surface, removes sewage from the underground site, and extinguishes fires.

Imperial Defense Unit Bacharsuha



Category: Imperial Army
Length: 86.7
Height: 157.3
Width: 135.0
Points: 7,000, 500 x ∞
Episode: 8

The ultimate defensive weapon created using the most advanced Imperial technology. Patterned after the human body, it comprises three battleships—the torso, which contains the bridge and the weapon's firepower core, and the right and left arms. The weapon's construction was driven by the Imperial Elite to protect the Capitol and Imperial Family.

Homing Missiles (Hovertanks)



Category: Imperial Army
Length: 2.70
Height: 1.05
Width: 1.05
Points: 5
Episode: 8

A homing missile equipped by Imperial tanks. The basic specifications are similar to those for the missiles used aboard airships.

Mini Homing Missiles



Category: Imperial Army
Length: 2.4
Height: 1.2
Width: 1.2
Points: 5
Episode: 8

The smallest homing missile used by Imperial forces. Generally used by infantry, either in the field or aboard tanks.

Reinforced Homing Missiles



Category: Imperial Army
Length: 4.0
Height: 2.0
Width: 2.0
Points: 5
Episode: 8

An upgraded version of the medium-sized homing missile, with greater destructive power. Used in larger armaments.

Civilians



Category: Others
Length: 0.4
Height: 1.7
Width: 0.4
Points: N/A
Episode: 8

As archeological excavations expand in scale, the sites attract civilians and merchants who cater to the site workers' needs. The site under the Capitol attracted a large number of people, some of whom set up permanent dwellings. The growing settlement is now faced with a slew of sanitation and public safety problems.

Dragonmare Embryo



Category: Others
Length: 25.0
Height: 5.0
Width: 20.0
Points: 300 (Episode 8),
 500 (Episode 9),
 2,000 (Episode 9)
Episode: 8, 9

These Dragonmares are in a development stage and still need their control cores implanted into their backs. After the initial five prototypes proved to be battle-worthy, the Empire put the Armament Production Facility into top gear, producing Dragonmares by the dozen. While the new Dragonmares were still in mid-development, however, the main operator of the facility, a Drone, disappeared, leaving the Empire with half-finished dragons.

Pod



Category: Imperial Army
Length: 2.25
Height: 1.60
Width: 1.00
Points: N/A
Episode: Episodion 1-7

A single-pilot airship, this aerial transport was created by the Imperial Arms Development Group. It is extremely effective for traversing dangerous and unstable landscapes. It's very durable and is the premium tool for soldiers on the field. It's also used by the Imperial Military School for battle training classes.

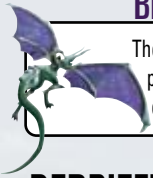


EPISODE I: CITY IN THE STORM

ENEMY INCURSION PARCHMENT: UNEARTHED

Troop Type	Points Awarded	Troop Type	Points Awarded	Troop Type	Points Awarded
Anti-Aircraft Missiles	5	Coolia	N/A	Remote Missile Mines	N/A
Assault Carrier Vermana	9,000	Dragonmare	N/A	Seekers	N/A
Battleship Bhout	40	Hovortank Dahra	100	Seeker Anti-Aircraft Cannons	N/A
Carrier Bhout	100	Imperial Soldiers	N/A	Seeker Searchlight	50

BRANCHING OUT



There are no branching pathways to locate during this episode.

DEBRIEFING INFORMATION



A quintet of Dragonmares pursues a girl atop her dragon mount. Desperate to escape the Empire army's terrible new flyers, the girl and dragon descend into the bowels of the armed city's underground filtration plant. From his Dragonmare mount, Captain Evren is surprised to spot the beast in her sector and orders all available units to attack. Empire airships hover behind the dragon, while the Dragonmares pursue and devastate the subterranean structures.

MISSION OVERVIEW



For most of this ride through the underbelly of the ancient city, deep within the catacombs, waves of Empire battleships (a.k.a. airships) attack you (usually from behind). Dragonmares are more of an annoyance than a threat. Only on a couple of occasions do the airships present a significant threat.

The Assault Carrier Vermana has massive hull strength, but is no threat as long as you can shoot down missiles and boost away from missile mines.

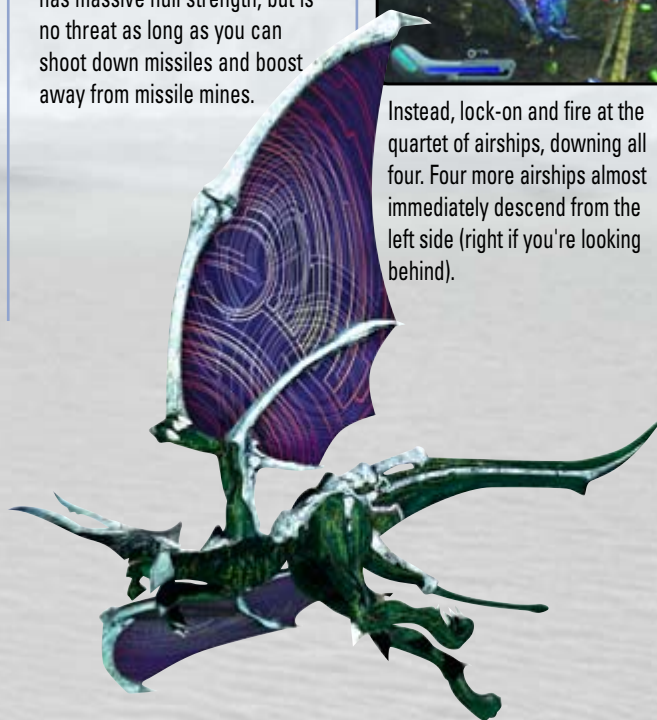
LET'S RIDE!



When you take control of your dragon, you're facing behind as two Dragonmares swoop to the left side of your radar. Don't try to defeat the Dragonmares—they are too powerful at the moment.



Instead, lock-on and fire at the quartet of airships, downing all four. Four more airships almost immediately descend from the left side (right if you're looking behind).



TIP

To rack up a high score, lock-on to all the airships at once, then launch the attack. The x4 point multiplier gives you 160 points per airship instead of 40!



Lock-on to the Dragonmare flying alongside the airships (9 o'clock-lock-on your radar) and you get a x5 multiplier. You don't destroy the Dragonmare, but you get 200 points per airship—a total of 1,600 for the initial waves.



As the Dragonmares continue to swoop, your radar indicates four more airships descending from the left and assuming attack formation behind you. Destroy these and keep looking behind you.



Another wave of four airships—the fourth and final attack wave from this direction—swoops down over the top of your mount. Ignore the Dragonmares in front, and look to the left.

NOTE

The underground metropolis is a maze of domed earthen buildings. Searchlights stab through the darkness and dozens of soldiers and Seekers mill about. Blast these structures and enemies with your hand weapon, and some (including the searchlights) are worth extra points. Individual enemies and items such as the searchlights are usually off to the side or below you. Target them only if you wish to defeat more enemies than necessary to complete your mission.



From a gap in the chasm through which you're flying, another quartet of airships hoves into view. Target and destroy them. The ship flying in the front left drops a Gene Base when it explodes.



Swing to the front, concentrating your fire on the Hovertank Dahras on the ledge ahead. Lock-on and fire, or wait for a moment.



Use the Base (Glide) Wing to boost at each Hovertank, causing massive damage and earning multiplied points. Avoid the Hovertanks' missiles and boost just before you hit the first to ram both at once.



As a Dragonmare lights up two nearby structures, face forward, then target the four airships swooping in from the right. Use your rapid fire to take care of the missiles before they hit you.



After you send these airships spiraling to earth, face behind you and ready yourself (in Base Wing form) to destroy two airships directly behind you.



Six Hovertanks trundle in, three from the left and three from the right, to stalk you. As soon as you down the two airships, target and destroy three of the Hovertanks.



Keep your viewpoint behind and target two more airships that fly in from the front, swing left, and swoop into attack formation. Go back and finish off the remaining three Hovertanks.



Annihilate the tanks before four more airships descend, three directly behind and one dropping in above you. Target the three behind, then swing around quickly to complete the lock-on with the one in front, and down them all at once.



Continue to lock-on to the attack craft, even if they're fleeing the combat zone. All these points help! Now pass a domed structure on your left.



The last of the airships should have dropped a second Gene Base. Change to the wing type you wish to upgrade (Base is recommended), and continue. Your Base Wing transforms to Level 2 if you collected both Gene Bases.



In the murky distance, there are three Hovertanks and three airships attempting to locate your dragon. Target them from extreme range. Hit the wayward missiles they spit out.



If you missed an airship, spin around and deal with it, then turn around and continue into a wider, flatter canyon area. Don't be distracted by the searchlights and buildings on either side—keep looking straight ahead.



You see a group ahead of you, just radar blips until they swoop down to the right slightly in front of you. Target them as they fly into your visual field, demolishing all as quickly as possible.



Immediately afterward, more airships fly in behind you, three from the left and three from the right. Keep facing forward, target all six with one lock-on shot, and demolish all.



Clean up any missiles your adversaries launched. Choose your preferred wing type and let another Gene Base meld with your dragon form. Keep your viewpoint straight ahead.



You pass a couple of campfires along a plateau at right, then spot a Dragonmare swooping in from the right side of your radar. Ignore him. Look into the distance and up into the right sky.



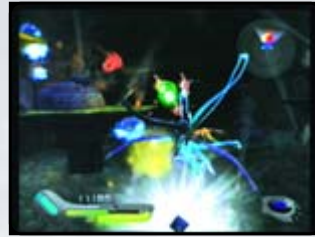
The Dragonmare sweeps downward, staying ahead, and another passes you on your left. Ignore the scaly beasts and target eight airships zooming in on you. Try to tag them all with a lock-on before they pass.



As soon as you attack and dispose of all eight, slow down and prepare for a fracas. Four airships ambush you from behind. Shoot the missiles they spit out.



The four airships swoop from left to right in a broad, circular path, joined by four more airships. Meanwhile, four more airships approach, heading from right to left slightly under your dragon.



If that weren't enough, another four airships move in from the left and sweep around to fly directly ahead of you. This gives you 16 airships to tear apart after the initial wave of eight. Target the eight heading right.



If you can manage to lock-on to all eight, so much the better. Then aim ahead at the final eight airships, locking on to each and demolishing them all at once. Your regular rapid bullets should mop up any stragglers and their missiles.



The two Dragonmares accelerate away from you after destroying a settlement building on your left. Target them if you wish. As you fly around a narrow gorge into an open expanse, one Dragonmare turns.



He fires some ineffectual green energy bolts, speeds by to your left, and disappears. Flip around to face behind and target the other Dragonmare. This action builds up your Berserk power, so keep firing!



As the Dragonmare pursues the lone dragon rider, a fierce electrical storm rages. The dragon dives into an ancient pillared structure while the gigantic Assault Carrier Vermana drifts through the upper clouds. Hurting through a narrow gap, the dragon loses the larger Dragonmare.



Regain control of your ride, look behind you, and prepare for five airships charging in from the passage behind you. Lock-on to them all, and shoot them out of the sky before they launch their missiles.



Peer into the blackness behind you, and wait for three more airships to zoom in on an attack run. Switch to your Glide Wing to fire at extreme range.



Swing ahead quickly and target two more airships ahead of you. As soon as these are destroyed, continue in Glide Wing to decrease your surface area and head into a short tunnel.



A giant cog partly blocks your path. Move your dragon to the lower left part of the screen to avoid the cog's grinding teeth. Alternatively, fire your large target weapon at the cog and dislodge its teeth.



Aim for the teeth at the bottom of the cog. This cog is turning counterclockwise, so any teeth you don't shoot out move higher around the cog edge. Gauge where the cog teeth will move, and shoot out enough to create a gap for you to pass through. You needn't shoot every tooth.



Directly ahead on the left wall is a second cog. Shoot out its teeth, dive to the bottom right of the screen and pass it (boost if you wish), and follow the path as it bends left.



Deal with a right-side cog and another on your left. The tunnel ends, and you fly into another narrow but deep catacomb system. As you pass a torch on your right, focus your attention ahead.



Three airships pass above you from behind, zoom to the end of the straight part of the passage, then turn and zoom past you on your left. Don't swing behind and blast them; they're moving too fast.



Instead, wait for them to pass overhead, lock-on to all three, and take them out. As they fall, three more airships approach from behind on your right. Swing around immediately.



Target them, then face forward as you finish locking-on to them, and let it rip! You can demolish them in seconds. Boost straight ahead. Shoot out the teeth of two cogs far above you, if you wish.



The little girl on the dragon's back ascends from the catacombs and heads straight into the huge searchlight of the Assault Carrier Vermana. Captain Evren orders her troops to deploy more airships to deal with this troublesome fly. The Vermana's weapons systems are armed.

BOSS BATTLE: ASSAULT SHIP VERMANA



This battle can be drawn out or end quickly, depending upon your skill with the Heavy Wing dragon. Change to that form if you want to take down the Empire's latest in airborne destroyers in an impressive fashion.



Aim at the reinforced missile towers atop the craft's main platform. Two are on either side of the carrier's central bulkhead. Launch a trio of heavy blasts into the two left-side towers.



Unleash the Berserk power of your Heavy Wing dragon! Aim the shuddering pink energy wave at the two towers on the right side and take them out instantly, before the power fades. Now return to the left towers.



It's best to take out the right towers first. Intact towers pump out three missiles every five seconds. The missiles from the left towers are easier to spot and avoid than those from the right.



If you used your Berserk to eliminate the right towers, you should only have to deal with missiles from the left towers. Lock-on and fire, blasting away with your hand weapon. Keep this up, and you only face about two rounds of missiles.



The dragon flies over the central bulkhead. Fire your hand-weapon at the bulkhead while locking on to the three ammunition barrels on the right side of the forward turret strut. The dragon falls away to the right side. Make sure all three barrels are down.



As you descend, swing the camera left and look up and left at the support strut area of the craft, beneath the platform you just attacked. You must destroy the bay shutters on this side of the craft. Lock-on and launch trios of heavy shots.



You must launch three lock-on shots a second. After suffering about nine bombardments from your dragon, the carrier emits three airships. Take these airships down, continuing to lock-on and fire at the shutters.



After another four or five lock-on barrages, the entire shutter section bursts into flame. The captain shrieks that airships cannot be deployed. Your dragon moves up and under the back end of the carrier.



Swing your camera right, still looking up, and tap out some hand-weapon shots at the underside of the hull. A second later, swing around to look behind and target the shutters on the opposite side of the craft.



You can launch about three lock-on triple shots before the craft's two front support struts obscure your view. As your dragon flaps away from the carrier, moving directly in front of it, ignore the gun emplacements at the end of each strut.



Instead, aim all your lock-on shots at the front of the main bulkhead. Keep up the barrage. After about seven triple shots, the exasperated captain yells that all the ship's systems have malfunctioned. It manages, however, to launch missiles.



Emplacements at the front end of each support strut launch 12 missiles each. Blast them with your hand weapon, strafing from left to right. Then return to the three-shot barrage.



If the missiles connect with you and threaten to knock you from the sky, change to Glide form, which lets you easily take the missiles out. Time is critical, however. Learn to dispatch missiles in the Heavy Wing form!



Wait until the right moment to use your Berserk power. Continue with trios of heavy lock-on shots until the carrier is just over half-strength. Your dragon begins to slow.



The dragon moves to the left of the carrier. As it slows, quickly launch continuous bursts of shots into the hull and near-side shutter area of the craft. You knocked out about half its energy.



Facing right, target the high control tower and the back end of the craft. The captain orders the launch of remote mines—powerful killing ordnance that should worry you. But not yet. Continue locking on!



Five huge missilelike mines launch from the central area of the craft, ascending straight up. They rotate to face you and boost in your direction. They cannot be blasted out of the sky in time!

PANTHER DRAGON ORTA

PRIMA'S OFFICIAL STRATEGY GUIDE



It's futile to blast the mines. Launch your Heavy Wing Berserk as the initial mine approaches and target the back end of the carrier. The mines won't harm you for a couple of seconds, if you time this right.



As the far left mine nears, transform into Glide Wing and instantly boost forward. If you timed the boost carefully, the mine passes harmlessly behind you. If not, you're struck repeatedly, and that means doom.



You need to repeat the tactic of switching to Glide Wing and boosting away from the mines four times. If you keep up the lock-on barrage in the meantime, the captain gets a damage report that the carrier's hull is critical.



You appear in front of the carrier for the final rapid-fire destruction! Aim at the bulkhead, blast the missiles coming from either turret, and launch a Berserk if you have one prepped. The gargantuan craft crashes to the ground.



The other way to avoid the mines is to keep firing at the craft, using your Heavy Wing until the very last moment. The mines attack from left to right, so it's likely you won't see the first one coming. Learn their trajectory pattern!



Make sure your boost is strong, then release it. Retreat to your previous position, and the remaining mines miss you. As you retreat, switch to Heavy Wing and continue the lock-on barrage.



In Heavy Wing, aim everything at the ship's bulkhead, switching to front view as you pass over it. Use your hand weapon as well. Switch view to watch from behind, and keep up the blasting.

SCORE RANKING PARCHMENT: UNEARTHED

SHOT-DOWN RATIO (96 ENEMIES)

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	95–100%	90–94%	80–89%	60–79%	0–59%

SCORE

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	35,000+	30,000–34,999	20,000–29,999	11,000–19,999	0–10,999

HITS TAKEN

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	0–3	4–8	9–12	13–16	17+
Hard	0–5	6–10	11–15	16–18	19+

BOSS CLEAR TIME

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	0:00.00–1:30.00	1:30.01–2:00.00	2:00.01–2:30.00	2:30.01–3:00.00	3:00.01+
Hard	0:00.00–3:00.00	3:00.01–3:30.00	3:30.01–4:00.00	4:00.01–4:30.00	4:30.01+

EPISODE 2: ALTERED GENOS

ENEMY INCURSION PARCHMENT: UNEARTHED

Troop Type	Points Awarded	Troop Type	Points Awarded	Troop Type	Points Awarded
Acid Balls	5	Ikkrav	8,000	Sham	50
Baturn	100	Morli	500	Yarva	40
Bubuk	N/A	Purnam	30	Yondo-Morli	1,000
Carrier Yarva	1,000	Rokpur	20	Yondo-Worm	3,000
Goleg	60				

BRANCHING OUT



There is one branching pathway. To the left is Route B; to the right is Route A.

ROUTE VARIATION CHART

Variation	Route	# of Enemies
1	A	220
2	B	207

DEBRIEFING INFORMATION



After eluding the Empire, Orta and her dragon fly toward the serene valleys, away from the city's industrial blight. Orta and her mount have lost the Drone on the great white dragon. They head into a giant riverbed near the old forest. As she flies down the river bank, she's joined by three strange fellows searching for something....

MISSION OVERVIEW



This mission introduces some of the prolific and constantly mutating plant and animal life that exists in the huge river far from the city smog. Dozens of startling flapping beasts attack Orta. You must use all available lock-ons, plus your dragon's boosting capabilities.

There's also a choice of paths and a plummet through a crevasse where split-second timing, ramming, and shooting is needed. A lengthy battle with two giant Worms follows—bring out your Heavy Wing and learn to precisely hit the acid balls that spit from these beings.

Then you drift along a rocky overhang where a constant barrage of acid appears from a giant floating Morli, and finally a boss battle with a floating plant island with a throbbing flower, protected by a cage on three of its four sides. Conserve your Berserk, learn to anticipate enemy appearances, and don't give up!

LET'S RIDE!



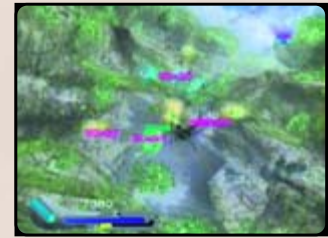
Choose your preferred wing type and begin the journey downstream. Use your radar to look for a group of red blips ahead. These are large, leaflike enemies called Purnams.



Lock-on and hit all eight with one barrage just as you pass under the first archway. Fire as the Purnams descend from their perch—another archway. Pass under this and aim ahead.



A mass of Purnams, startled by your gunfire, ascend from tree archways ahead of you. As you pass under the second, target all the Purnams on the tree archway ahead and fire. You should bag nine.



The instant you blast these nine from their perch, aim your dragon over the tree branch. Boost at the same time, in your Base Wing form. You ram through another nine Purnams as they try to escape.

TIP

Using your boost is essential for two reasons. First, you demolish more Purnams by boosting than by aiming or locking-on. Second, the points multiplier is exceptional. With a ram, you can earn up to 25x the regular score! Lock-on and demolish any Purnams you miss.



Boost just after you fly over the tree archway to catch another flock of Purnams flapping away just as the river turns to the right. Another 18 are here, and your boost can catch at least 14 of them.



Finish any remnants of the Purnam swarm, because they damage your dragon if they connect with you and you aren't boosting. Lock-on, face behind you, and destroy the final Purnams.

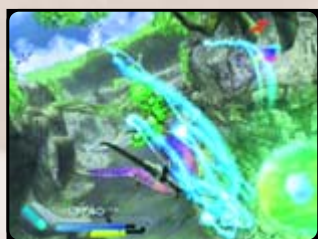
PANTHER DRAGON ORTA PRIMA'S OFFICIAL STRATEGY GUIDE



If you're playing exceptionally well, you're more than a quarter of the way to earning an "S" ranking for your score—20,000+ toward a target of 75,000 (hard) or 80,000 (easy/normal). As you fly to the bend in the river, swing around to face forward.



Emerging from the left riverbank are eight large, plantlike bulbs with vicious temperaments. These are Golegs, and you must dispatch each, no matter its size. Lock-on to all eight, turning to the left to complete the targeting.



Blast all eight with your Base Wing. As you pass them, target them all again—you must dispatch them with two hits—and then look behind you. Ignore the harmless green globules they release.



The instant you destroy the Golegs, four blue-winged beings known as Yarvas swoop down from behind you and pass you, two on each side. Target all four before they pass, or as many as you can after you spin to face forward.



The battle has disturbed more swarms of Purnams. They begin to flutter from the left and right sides of the river rocks. Target the first eight, fire, and target another eight.



Fire at the second set of targets and then, just as you're about to hit your first Purnam, execute a boosting charge. You destroy most of the remaining creatures, taking at least 15 with your ram.



To secure the maximum points, turn around as you ram the Purnams and target any you missed with your lock-on and ramming. The Base Wing is favored. When you dispatch all of them, turn to face forward.



Before you pass beneath the grassy archway, target and strike four Golegs dangling from it. As you pass, target and strike them again as soon as possible.



They fire more acid balls at you. Fire your hand weapon at the acid balls. Target six Yarvas flying down from above, still behind you. Lock-on and take down all six, blasting the acid they spit.



Target two groups of three Golegs hanging from a second archway and fire at them. Then swing across with another lock-on, and take them out just as they fire their acid.



A second later, six more Yarvas swoop in from behind, each releasing an acid ball, and attempt to fly out of harm's way. Lock-on to them, fire, then deal with their ordnance.



Shortly after you take out the Yarvas, you pass under another archway. More Golegs dangle here. Sweep from right to left, locking-on to the eight on the archway and the ninth on the wall side.



Fire, then repeat the lock-on on all nine and finish off the Golegs before dealing with their acid fire. Meanwhile, a gigantic and ferocious Yondo-Worm bursts from the water, with the two strange fellows you met in hot pursuit!



As the Yondo-Worm passes on your right, followed by your odd hunter friends, change to your Heavy Wing, and wait for the floating Gene Base to arrive from the previous successful combat. Now turn to face forward.



The leader is known as Mobo, and he's instructing his brethren to get in front of the Yondo-Worm. The Worm only harms you if it strikes you when it leaps from the water, so stay either behind or in front of it.



At the junction in the river, Mobo and his pals head left. You can ignore him and fly to the right path (Route A), or follow the hunting party (Route B). Route A offers more point potential.

TRAVERSING ROUTE A



As you reach the T-junction in the river, move your mount to the right path. Choose your Base Wing for this section, and prepare to show off your fancy shooting!



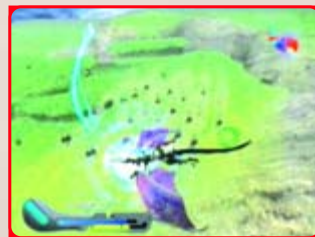
Just as you turn, four small aquatic beings leap from the water. These are Rokpurs, and this is your only chance to hunt them! Target all as they leap, aiming from left to right. They leap a second time.



On the second leap, the left Rokpur is almost impossible to target. Once they're all locked-on to your mount's lasers, dispatch them. They can be defeated underwater. Then your mount ascends high above the river.



Two sets of beings simultaneously invade your radar. The first is a Carrier Yarva, a big, red, flapping being that flies over your head and maintains a threatening flight pattern ahead and on your right. It's followed by a quartet of Yarvas.



On the ground, a herd of 25 Baturns trundle out of a wooded area and keep pace with you below and to your right. Swing to face right. Keep using your Base Wing.



Launch your Base Wing's Berserk attack on the herd. Check to make sure all 25 Baturns are taken out. You can try firing at them with lasers or using more Berserks, but the Berserk attack is the only guaranteed way to dispose of them all.



Moments later, look up and left while facing right, and you spot a load of acid balls floating your way from the Carrier and regular Yarvas. Blast the balls with your hand weapon. Transform into your Heavy Wing if you wish.



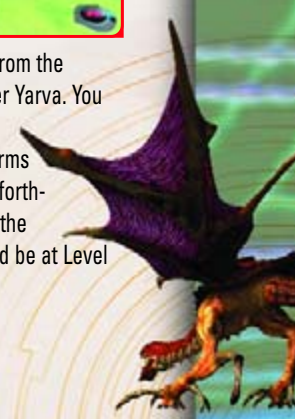
You can lock-on to five different areas of the Carrier Yarva (or three with the Heavy Wing). The Carrier Yarva explodes after five lock-ons. You must also deal with four more regular Yarvas and the acid.

TIP

To get the most points, don't destroy the second set of four blue Yarvas until you destroy the Carrier Yarva. That way you get the points multiplier.



A Gene Base floats from the remains of the Carrier Yarva. You can select any of your three dragon forms to receive it. For the forthcoming combat, use the Heavy Wing. It should be at Level 2 after this pick-up.





Swoop down toward the splashing sounds. Mobo and his two friends appear from rocky terrain above and on your right and join you. Fire at the Yondo-Worm, getting off as many lock-on strikes as possible as the Worm rises from the river. Route A has ended!

TRAVERSING ROUTE B



When you reach the T-junction in the river, with the Yondo-Worm splashing through the water either behind or in front of you, turn left.



Face forward for this entire route. There is no need to look to the sides or behind.



You also turn left if you remain stationary in the middle of the screen and elect neither branch as the path forks. Mobo and his brethren head right while you follow the Yondo-Worm along a narrow river course.



After you finish bombarding the Yondo-Worm's hide for extra Berserk energy and the beast disappears ahead of you, fly beneath a mossy bridge ahead of you. Avoid hitting it.



As you emerge from under the arch, lock-on to three Yarvas swooping down from the left in front of you. Target them immediately, using your Base Wing, and deal with all three before they fire acid balls at you.



If they release acid, blast the three globules with your hand weapon. Fly over an arched bridge directly ahead. Face ahead but aim slightly right.



This gives you enough time to target and fire at three more Yarvas before they release their missiles. Swoop under the moss archway ahead (use the Base or Glide Wing, although it is possible with the Heavy Wing), and aim up and to the left.



As you round a corner in the river, three more Yarvas swoop down. They speed off ahead of you, giving you ample time to take care of their missiles. Stay to the right as you lock-on and demolish all three, zooming past a large rock on your left.



Almost immediately, three more Yarvas descend from above and to the left. Use three lock-on shots and swerve left to avoid a rock on your right. Repeat with three more Yarvas descending from above and to the left.



Zoom right around a rock, and prepare for another three Yarvas swooping in from the top left. After you target and dispatch this trio, swerve left to avoid the rock and target another three swooping in from the top left.



Stay in the center or right of the screen to avoid the corner rock, then move up and left to avoid a jutting rock. When you pass it, deliver a trio of lock-on pain to a final three Yarvas dropping in from the top left.



Swerve up and to the right to fly around another jutting rock. You see the Yondo-Worm appear from the river depths, heading straight ahead. Target it with Base Wing lock-on shots, but fire them only when the beast writhes up out of the water, or the shots miss.

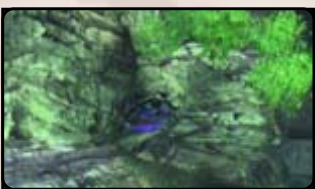




Swerve to the bottom left to dodge the final jutting rock. Continue to improve your Berserk power level by rattling more lock-on shots at the Yondo-Worm as it leaps from the water and turns to the left-hand river path.



Mobo and his two friends join you here from Route A and begin to fire at the Yondo-Worm. Get off as many lock-on strikes as you can as the Worm rises from the river. Route B is completed.



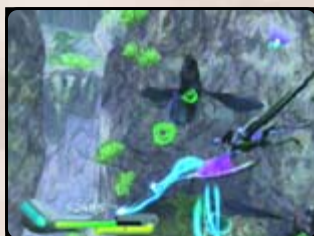
The Yondo-Worm should turn into a side channel of the river, giving you three more chances to power up your Berserk meter as it leaps from the water. Change to your Base or Glide Wing as the Yondo-Worm enters a giant tunnel.



You begin a narrow, swooping descent through a series of precarious rocky cliffs as the water gives way to a series of crevasses. Hold down your target in preparation as you emerge from the tunnel.



As soon as possible, target the left ledge on the left rock wall ahead of you. Two Shams fly from their hives. Target both the Shams and their hives and destroy all. Immediately swing your target (not your viewpoint) to the right.



You have less than a second to target a second set of two Shams and their hives. lock-on and blast them. You then begin a terrifying freefall down a gaping chasm. As your mount turns into the dive, boost forward.



The boost rams your mount into four flapping Yarvas, dispatching them for an excellent points multiplier. At the bottom of the crevasse, your mount calms down, and you enter another winding crevasse heading horizontally.



Quickly target four Shams and four hives in front of you with eight lock-ons, and blast them as you pass. Don't delay doing this or you hit a Sham! Just as the blasts connect, your mount dives again.



As you begin your dive, you see four Yarvas circling below. Wait until you're about to pass through the hole in their center, then execute a boosting ram, which instantly takes out the four Yarvas.



Time this boost correctly, and you have enough momentum to destroy a second set of four Yarvas farther down. Any Yarvas you fail to hit will pester you when the Sham hives need your attention, so don't miss any Yarvas!



Change quickly to Glide Wing to receive another Gene Base from the last quartet of Yarvas. Still in Glide form, prepare for another Sham hive destruction ahead.



You have enough boost power to blast through the four hives and Shams on the left ledge as well as two Shams and hives on the right ledge. Ramming is much easier than attempting to lock-on or fire a hand weapon, and it gives you extra points.





Orta and her mount fly through an opening in the far chasm wall and into a tree-lined, tangled, and marshy river tunnel. The strange Mobo and his two helpers arrive to spot two huge Yondo-Worms rearing out of the water. These beasts don't look happy!

BOSS BATTLE: YONDO-WORMS (2)



You can use any wing form to attack these fearsome Worms, but the Heavy Wing is preferred because your attacks inflict much more damage. Lock-on and fire while continuing to face behind you.

NOTE

Although these two gigantic Worms have large health bars and take multiple hits, they are not counted as the end-of-level boss. Take as long as you wish to dispatch them both.



Mobo turns tail and flies from the combat as the two Yondo-Worms close. Target them for another trio of Heavy Wing lock-ons, fire, then quickly shoot down the 10 acid balls (five from each Worm). Lock-on and fire again.

TIP

Use Base or Heavy Wing for most of the battle. The Heavy Wing is for professionals only, because the acid balls are more difficult to hit in this form, and you must boost to avoid the Worms when they dive at your mount.

TIP

When shooting acid balls, keep your target in the center of the screen. Check where the first ball is coming from, blast it with your hand weapon, then flick left and right near your mount until all balls are destroyed.



The Worms disappear underwater and retreat, appearing in the distance. Lock-on and fire a trio of volleys, then another two (assuming you're using the Heavy Wing) as the Yondo-Worms close in. Then blast another 10 acid balls.



You can tag the Worms with another two trios of lock-on shots as they retreat and then charge you. As they near you and fly out of the water, change to your Glide Wing and boost forward.



If you don't, the Worms' heads hit you as they dive toward the water. Change back to Heavy Wing and launch another three sets of trio lock-ons. The beasts should be missing about a quarter of their health.



The Worms continue to move toward you, but you don't need to boost—they're flying above you. You've still time to release another couple of lock-on trios. As the beasts pass overhead, face forward.



Ten more acid balls fly from the Yondo-Worms' bodies. Blast the balls immediately, then spin around to look behind you. The Worms have retreated to the same distance they were at when combat began. Start a lock-on!



Repeat the battle tactics listed above as the Yondo-Worms attack a second time in exactly the same manner as the first: They dive and fly toward you and launch acid balls. They retreat, dive, and fly again.



Then they charge and dive at your mount (boost away from this attack), fly toward you again, and release acid. Then they retreat, fly and dive over your mount (turn and face forward), then release acid, and retreat again.





Lock-on and fire volleys whenever possible, except when boosting away from their dive attack or blasting the acid balls. You can also launch a Berserk attack (Base or Heavy Wing Berserk attacks are preferred). This knocks a segment off one Worm.



Track one of the Worms (ideally the left one) and target it as it breaks out of the trees and crosses over the river in front of you. You can target a trio of shots for this Worm, then the same for the other, which is flying above it in the opposite direction.



Use your Berserk at the beginning of the battle so your gauge is replenished in time for the next part of this outing. Once the Yondo-Worms have flown over you a second time, they wiggle through the air and separate.



The Yondo-Worms retreat to their original distance, so face behind you and begin combat again. The battle repeats the beginning of the fight. Watch for acid balls when the Worms close, and boost away from the dive.



One crashes through the left wall of trees; the other goes through the right tree wall. Before they break through and fly on either side of you, you can let off five trios of lock-on shots. As the Worms pass you, face forward.



After another 10 or so volleys from your Heavy Wing laser, the Yondo-Worms yield, flying off into the tree-lined tunnel. You have safe passage out of this place and into a vast primordial valley.



Ahead of you is a long and massive rock overhang, with twisted tree roots clinging to the stone and waterfalls cascading down the left side. Switch to Heavy Wing, and look for a large, green flapping creature in the distance.



After you fire your first trio of shots into the Morli, look left and aim another barrage. Shortly after this, eight Yarvas come from a crack in the rock fissure below and appear ahead on your left.



It's a Morli. Launch a barrage of heavy lock-on blasts into it. Each Morli you see requires three trios of lock-on shots to defeat, so your attacks must be both extremely quick and deadly!



Target all of them with your Base Wing's laser weapon and fire, eliminating them all. Then flick back to your Heavy Wing and finish off the Morli. The Morli fires a volley of five acid balls. Blast them.



You can't aim at the Morli when you're passing a waterfall, so lock-on before the waterfall partly obscures your view. You can launch laser shots through water, however.



If you're running low on health, use your Glide Wing's Berserk attack to steal health from the Yarvas. Face left, and continue to fly along the huge rock overhang. You can target six more Yarvas flying in from above the lip in the cliff roof.





Target and blast the six Yarvas, then face forward, look ahead at the fissure below you, and target six more Yarvas as they pop out of the ground. Alternatively, you can wait until all 12 appear and target them all at once for more points. Or you can use your Glide Wing's Berserk instead, for a larger health bonus.



You now spot five Morli flying alongside your mount, all intent on inflicting major hurt. Fire off all the Heavy Wing volleys you can (trios of shots at a time), and eliminate the lone Morli at the back.



Then swing your target to the right (still looking left), and target the Morli in the upper right. Between waterfalls, fire and take him out as he attacks you with five acid balls. Then aim down.



The third Morli, below and slightly behind the one you just tagged, launches its acid balls. Shoot them down (in Heavy Wing form) and target the Morli with two trios of lock-on shots—one before and one after dealing with the acid.



Move your target left instantly and blast a stream of acid balls coming from the rear Morli, then the one lower and slightly in front of it. The Morli ahead of that one fires. Try to demolish the back two Morli with Heavy Wing lock-on targets.



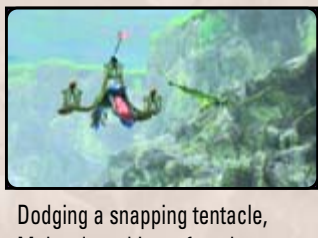
You must be fast, because a massive Yondo-Morli swoops down to the front of the pack and releases a constant stream of attacks. It takes six sets of Heavy Wing lock-on shots to eliminate, and it drops a Gene Base.



The only way to dispose of every Morli, including the big one, is to fire off your Heavy Wing Berserk attack just as the Yondo-Morli appears, then quickly target the remaining Morli. A second later, you move from this combat area.



Swooping down from the overhang rock onto the river again, Orta sees an odd floating island with tendrils snapped from its mossy mass. This is the Ikrakav, and Mobo's men are attempting to secure it for dinner!



Dodging a snapping tentacle, Mobo slows his craft and spots Orta. Puzzled, he mentions that he's not seen her before, but requests her help in defeating this fearsome and bizarre mutated monster. Orta is happy to oblige.

BOSS BATTLE: IKRAKAV



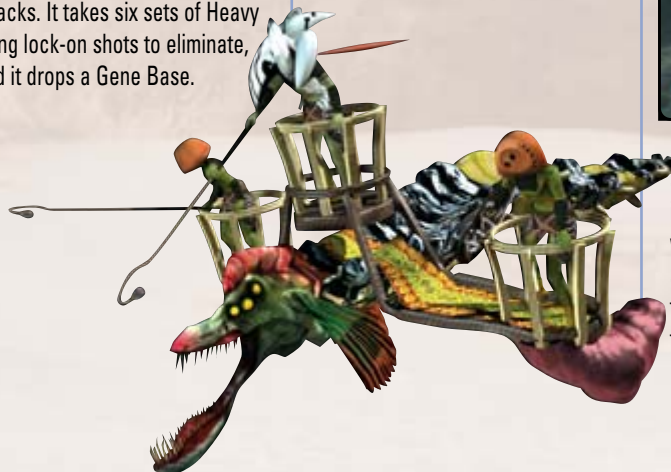
The Ikrakav is a monstrous and vicious foe possessed of a lethal combination of snapping tendrils, huge sacs of acid, and portable Yarva incubation chambers from which it releases Yarvas during the fight. First, find its weak spot!



Follow the hint on your radar. From your starting position, slow down and move to the beast's side. Then slow down again so you're behind the Ikrakav. When you're behind it, change to your Heavy Wing.



Stay away from its thrashing tail and launch trios of lock-on lasers into its central bud stem—the white flowerlike object that opens and closes and has a flashing target. Mobo remarks that the tactic is working!





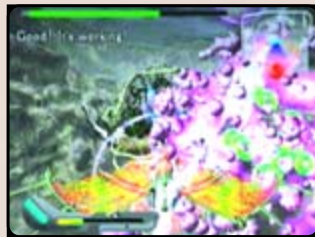
Keep this up without fear of retribution. But remember that the Ikrakav's dense outer structure means you can attack only from this opening. After about five volleys from your laser, the Ikrakav takes to the sky!



Your dragon follows behind it. When you regain control, fire off three sets of trio lock-on volleys at the Ikrakav. Ignore the purple acid balls Mobo fires—they are harmless to you.



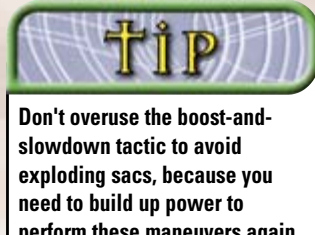
The Ikrakav turns to face you. If you stay in this position, its tendrils belt you, so change to your Glide Wing and boost forward, moving to the beast's side. Boost again so you're in front of it.



While Mobo prattles on about the white flower, continue your volleys of shots into it, mindful of the Ikrakav's huge, bulging sac on your right side. Around three volleys later, this explodes, sending acid balls your way!



Shoot down all the balls. If you feel timid, change to your Glide Wing and aim your target at the sac just as it bursts. Or slow down as the sac explodes, move to the side of the beast and let the acid pass you.



Tip
Don't overuse the boost-and-slowdown tactic to avoid exploding sacs, because you need to build up power to perform these maneuvers again. Remember that transforming also costs power, so stay in Glide Wing form when moving.



Tip
You can blast the Ikrakav with your Berserk power at any stage during the battle, but generally do it just after the Ikrakav exposes its flower after turning. The Heavy Wing provides good concentrated power, but the Base Wing can destroy any Yarvas later in the battle.



Tip
If you're low on health, launch your Glide Wing's Berserk just as you're being attacked by Yarvas or by an exploding sac. This provides temporary invulnerability and increases your health.



Keep on targeting and blasting the flower, dodge or use your hand weapon against a second exploding sac of acid balls, and keep pummeling the Ikrakav until it turns around again. Now switch to your Glide Wing, and slow down twice.



As you retreat behind the Ikrakav, another sac explodes; this one releases a half-dozen Yarvas. They circle the Ikrakav once, then fly straight at you. Take them out with your hand weapon.



Fire your Heavy Wing lock-on volleys until the Ikrakav turns again (another sac explodes, so watch for the acid balls). Now boost forward twice so you're in front of the beast. Watch for the exploding sac!



Again, target the circling Yarvas and blast them with your hand weapon before they charge and explode into you. Then attend to the flower. The Ikrakav turns once more. Slow twice, watch for another acid ball-filled sac, and fire at the flower.



SCORE RANKING PARCHMENT: UNEARTHED

SHOT DOWN RATIO

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	95–100%	90–94%	80–89%	60–79%	0–59%

SCORE

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	80,000+	60,000–79,999	55,000–59,999	50,000–54,999	0–49,999
Hard	75,000+	68,000–74,999	60,000–67,999	50,000–59,999	0–49,999

HITS TAKEN

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	0–2	3–5	6–9	10–15	16+
Hard	0–3	4–7	8–12	13–17	18+

BOSS CLEAR TIME (IKRAKAV)

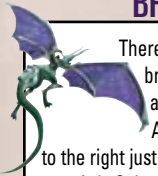
Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	0:00.00–1:30.00	1:30.01–1:50.00	1:50.01–2:30.00	2:30.01–4:00.00	4:00.01+
Hard	0:00.00–2:30.00	2:30.01–3:00.00	3:00.01–3:30.00	3:30.01–5:00.00	5:00.01+

EPISODE 3: THE FALLEN GROUND

ENEMY INCURSION PARCHMENT: UNEARTHED

Troop Type	Points Awarded	Troop Type	Points Awarded	Troop Type	Points Awarded
Acid Ball (purple)	5	Electro Scythe (green)	5	Ramjanaki	200
Carrier Seba	80	Energy Ball (green)	5	Seba	80
Catharp	1,000x6 + 8,000	Kurbek	N/A	Smoke Bomb	5
Churmachum	600	Kuru	30	Wormriders	4,000

BRANCHING OUT



There is one pathway branch: left is Route B, and right is Route A. Access A by boosting to the right just before you attack the set of six Seba. No action is needed to access B; if you do nothing, you take that route by default.

ROUTE VARIATION CHART

Variation	Route	# of Enemies
1	A	102
2	B	133

DEBRIEFING INFORMATION



Orta's constant chase of Abadd leads her to a gray and foreboding land, an old battlefield littered with remains of weapons dating back to the Old Century. This extensive, barren land is a constant reminder



that these are the Dark Ages. Here you encounter the Wormriders and many organic weapons from long ago, and Mobo the Brave joins you in your quest.

MISSION OVERVIEW



This mission's branching path is interesting. Route B yields more points and easier Gene Bases than route A. After you attempt to blast far too many Seba, Mobo accosts you.

Expert locking-on with your Heavy Wing weaponry and professional shooting of incoming ordnance wins you passage into a winding chasm where you perfect your ramming and locking-on skills.

Then comes a series of Seba, which you must destroy before their weapons strike you, followed by a branching path and a return to a huge plateau where giant Churmachums leave no room for firing delays. Finally, you must remove the mask of a giant, ancient trap monster known as the Catharp and blast its exposed head until it yields. Then you head for Mobo's home and a startling proposal!

LET'S RIDE!



As your mount swoops over the deserted landscape, a swarm of Seba burrows up from the ground and floats ahead of you. Sweep your Base Wing's lock-on to target all 12 and fire. This only wounds the Seba.



You need two shots to destroy each Seba. Sweep across from right to left, target as many of the 12 as possible, and ground them. There are three more Seba in front of you. Target all three at once.



Fire, target again, and finish them. Lose no time. Four more Seba pop out in front of you, and another dozen or so Seba are in the background. Target each twice, using all your lock-on targets. If this tactic isn't working, use the Heavy Wing's targeting.



Four more Seba burrow from the ground and hover in front of you. Lock-on and fire, then finish them with hand weapon shots. Quickly aim at any remaining Sebas, using radar to find them. Some may be behind you.

TIP

This area has 30 Seba, and all require two lock-on shots to dispatch. You need Level 2 or higher attacks and perfect aiming to strike the smaller groups of Seba in front of you before they fire their energy bolts.

You built up your Berserk power after the battle with the Ikrakav at the end of Mission 2. Use the Base Wing's incredible power to dispatch every Seba—catch all of them!



As the last Seba falls to earth, Mobo and his trio of Wormriders swoop down from behind. The tribesman has challenged you to battle, and it begins now!

BOSS BATTLE: MOBO AND WORMRIDERS (4 TOTAL ENEMIES)



NOTE

Although the tribesmen riding Baldors have large health bars, and it takes multiple hits to halt their menacing attack, they are not the end-of-level bosses. Take as long as you wish to dispose of them.



Attack the Wormriders using any Wing type. For a quick and professional fracas, try the Heavy Wing. Look left as combat begins, and you can lock-on to three of them. Fire!



The Wormriders fly counterclockwise around your mount. Aim three lock-on volleys and immediately three more. Unless stated otherwise, use this technique throughout the battle.



As the Wormriders fly around your dragon, follow them with your target rather than shift the camera. If you're fast, you can hit them with nine trios of lock-on shots before they complete a circle.



When your foes' health is down about one-eighth, Mobo informs his cohort that he's about to use a Smoke Bomb. Get off another three trios of lock-on shots as you follow the group until they fly to a spot ahead of you.



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Here, they unleash six Smoke Bombs. Destroy these at range, because they are faster than the acid balls you're used to and are difficult to avoid. If your Heavy Wing skill is limited, switch to the Glide Wing and retarget each bomb.



You can also avoid the bombs by entering Glide or Base Wing and slowing down as bombs are released. If you've already spotted them tumbling at you, it's too late! Slowing down gives you extra time to maneuver up, down, or around them and let them pass by. This isn't a wise plan, however. The bombs are difficult to dodge.



Switch back to Heavy Wing and face behind you. Let off four sets of lock-on trio shots as the Wormriders move clockwise to the front of your flight path again. They launch six more Smoke Bombs!



You've less time to react, so slow down in Glide Wing and blast the bombs before they harm you—not an easy task. Then face behind you and blast the quartet of Wormriders with four more trios of lock-on shots.



The Wormriders fly close, then back off and coax their mounts into releasing 20 purple acid balls. These are highly damaging. Unless you're exceptionally skilled at Heavy Wing piloting, switch to your Glide Wing.



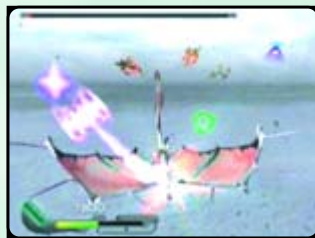
Blast all 20 acid balls out of the sky with your hand weapon. Then switch to your Heavy Wing, target the Wormriders as they fly over your head, and begin another barrage of lock-on trios of laser shots. Your enemy should be at around half health.



The confused Wormriders fly around you twice in a large counterclockwise circle. Pepper them with trios of lock-on shots (around 11 sets). When they drop to quarter health, they stop behind you.



Immediately, they start moving clockwise, fly to your front, drop six more Smoke Bombs, then retreat behind you. Slow down, blast the bombs, swing the camera around, and hit them again. They repeat this run once more.



Finally, they take formation and try to coax more acid balls from their mounts (this battle flight-and-fight path repeats continuously), but you should have crippled them sufficiently. The Wormriders back off.



Mobo's finally realizes you're no Imperial scumbag. Change to Base Wing. Mobo introduces himself and apologizes for his hasty reaction. He tells you to follow him down into a huge crevasse—a shortcut.



Get ready for some precision flying and locking-on! Giant stationary Kuru release damaging electrical charges, and you must destroy each one, ideally without being hit by their electrical orbs.



Target the first Kuru, then the one above you, and finally the one below. Lock-on to all three. Now fire! At the same time, drift left as you head into a tight left corner to avoid being struck by the middle Kuru. Aim for the high Kuru early, or you miss your chance!





You can use the Glide Wing, but its lack of lock-on capabilities makes aiming slightly more difficult. When you round the left corner, use your hand weapon on the three incoming Kuru, or simply boost through all of them for maximum points.



You turn a right corner, leading to a gargantuan series of vertical and horizontal beams. At the far end, a Kuru expands into three. Lock-on to each, fire, and dive under them to avoid being struck by the orb.



After another sharp right turn, continue to face forward and dive between the sets of jutting blocks. You just have time to lock-on to three more Kuru and dive under them. Look ahead.



Ahead are three more Kuru, plus a stationary Seba that's difficult to spot, hiding above a jutting stone. Target all four immediately, fly over or boost through the Kuru, and release your four lasers, taking out all four enemies.



After another quick right turn, you see that the Seba released a Gene Base. You've little time to change dragon forms. Pick your type quickly and let the Gene Base merge with your mount just as you begin a fast dive downward.



You dive down, swoop right, and zoom along a lower ledge area that opens into a huge, cathedral-like chamber. Change to your Glide Wing. Ahead are three vertically positioned Kuru.



Boost through these creatures. The Base Wing's lock-on isn't quick enough to tag the Kuru before one strikes you. You begin a long dive through the vertical columns of the gigantic cave.



Ahead and below you are three more vertical Kuru. Boost through them or lock-on with your Base Wing and fire. You must be quick! Position your dragon to the left of a set of five Kuru farther down.



Swing the camera to the right, pointing upward and then behind you, keeping a constant aim on the five Kuru. When you target all five, release your lasers and take them all out at once.



Emerging from the chasm, you appear along a dusty desert floor. Mobo insists you keep moving. Change to your Heavy Wing, and prepare to lock-on to a trio of targets.



Keep looking forward and lock-on to three Seba that pop into view. Fire as soon as you target the third Seba, or you won't have time to demolish them before they fire at you. Then move your target to the left (still facing forward).



Another three Seba drop in from the left. Use a hasty trio of lock-on hits. Farther down the path, three Seba drop in from the right and three more from the left.



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The left ones come and stop in a formation above the right ones. All six join to make a single formation. When they begin to form in front of you, lock-on to the top three. Fire, then repeat for the bottom three. Alternatively, change to your Glide or Base Wing before the Seba arrive and boost through them, ramming all six.



You may find you can only target five of the six Seba. An additional lone Seba sits atop the mouth of a giant tunnel in front of you. Lock-on to that Seba and destroy it, either after ramming through the others, or when you enter this area—you can target it when you see the tunnel entrance.



This lone Seba drops a Gene Base. Choose a Wing type to receive it (Heavy Wing is preferred), then enter the tunnel. Mobo informs you that the electrical creatures known as Kurbek are remnants of an ancient security system.



The Kurbek can't be harmed. Fly to the left of the first pair, right of the second, over the third, under the fourth, and left of the fifth. Use your Glide or Base Wing to avoid being electrocuted. The tunnel ends.



Outside the tunnel, a familiar series of enemies greets you. As Mobo finishes telling you about the security system, three Seba drop in from the right. Use the Heavy Wing's lock-on targeting to deal with them. More appear to the left.



Deal with the second wave and watch for six Seba that drop in from the right as you face forward. You now have a choice: You can aim at all six with your Heavy Wing targeting (two sets of three shots)...

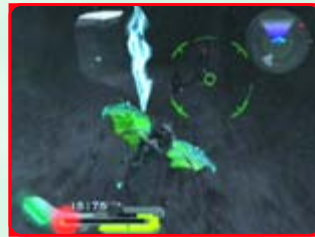


...or you can boost in Base or Glide Wing and ram them. There are two tunnels ahead: If you boost and move your dragon to the right, you defeat the Seba and head to Route A.

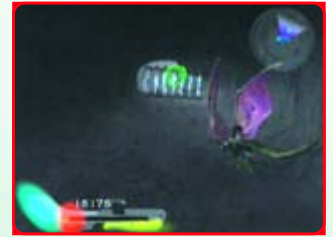


If you wait too long, don't boost, or move to the left, you automatically choose Route B, which is slightly easier than A, but both have challenging enemies to face. Below are tactics for each route.

TRAVERSING ROUTE A



Upon entering the right tunnel, change to the Glide Wing form. Dodge right around the first pair of Kurbek. Stay to the right and pass another. The tunnel bends to the right.



Stay to the right and pass a horizontal pair of Kurbek. Mobo tells you that "timing is everything." He's referring to the 14 Kurbek ahead, which are activating an electrical trap. Fly toward it.



You can't dodge the trap. You need to gauge when the Kurbek will stop their electrical discharge, then fly through. Electricity stops and starts in two-second intervals. When you get close to the trap, slow down.



Wait for the electricity to stop, then boost through into a long, deserted rocky pathway that stretches into the distance. Change to your Heavy Wing and prepare your Berserk attack. Look ahead as a being floats down.



TRaversing ROUTE B



This strange beast with tentacles is a Churmachum. Launch your Heavy Berserk energy beam at it. A second Churmachum floats in on your right. Ignore it for the moment and launch barrages of lock-on shots at the left beast.



Pieces of the Churmachum's plated hide begin to fall off. Keep pummeling it, and it releases a minor, harmless energy star. After eight hits, it boosts forward. Keep blasting it with lock-on shots until you shoot it down.



The beast releases a red laser beam that congeals into a tremendous, damaging blast. When this happens, release your last barrage, change to Glide Wing, and boost to the right.



After three more Heavy Wing barrages, the first Churmachum disintegrates. Apply the same combat strategy to the second Churmachum, now flying in front and above you. You won't defeat both in time unless you use the Berserk, have Heavy Wing power levels of 2 or above, and can aim consistently and fast. Be proficient!



Follow Mobo into a chasm with crisscrossing beams, like the one you traversed earlier. Before Mobo mentions it, swing around and target the Carrier Seba with your Heavy Wing lock-on. Fire!



As your mount flies through the chasm maze, try to blast the Carrier Seba about five times. Ignore its energy ball attacks, which strike the jutting stonework of the chasm. Follow the Carrier Seba overhead.



Swing around while changing to your Glide form. When the carrier is in front of you and extremely close, boost and ram it. You only have a split second. At the corner, look behind.



The Carrier Seba is still on your tail. Fire your hand weapon at its three energy ball attacks. As your dragon swings around horizontally, switch to Heavy Wing and target the carrier. You have another six chances.



One of these strikes will blast it from the sky. As it falls, take the Base Gene and exit through a dust-filled opening. Enter a huge plateau area, where you must dispatch two more Churmachums.



When you enter the left tunnel entrance, turn around in Heavy Wing form and target each of the three Seba pursuing you. Blast them out of the sky. Three more Seba drop from a hole in the tunnel roof.



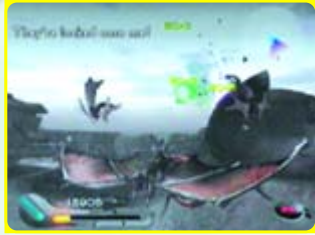
Dispose of the next three Seba (again, use a Heavy Wing lock-on for each). As you emerge from the tunnel, another three Seba drop down from another roof hole. Target and dispatch them as the tunnel ends.



Now look right, and you spot a friendly Wormrider with Mobo and three Seba swooping in. Lock-on and quickly blast the Seba before they reach attack position.



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If you fail to blast the Seba, they won't drop a Base Gene (which should be given to your Heavy Wing), and the Seba attack Mobo, changing his opinion of you. You have some time to destroy these Seba.



If you dispatch the Seba, you have five seconds of quiet flying, during which time Mobo insists that you love him. If he's under attack, however, he protests instead. When Mobo tells you that the enemy isn't letting up, face right.



A moment later, two Seba drop in from the right. Blast them before they even stop to hover and fire at you. A second later, two more Seba drop in, followed by two more. Target them in groups of two, lock-on, and blast.



Look left and you see two more Seba. If you wait for Mobo to tell you this, the Seba will have already arrived. Aim to dispatch the Seba as Mobo speaks.



A second later, two more Seba drop in, then two more—just as before. Take them out in pairs. Face left until you've blasted all four, then prepare to take out a final Seba that appears only briefly.



As the final two Seba fall, move your target to the right and slightly up, focusing on the background of the valley's left side. A single Seba rises, then drops. You have a second to dispatch it. Don't forget it!



This Seba delivers a Gene Base, but don't look for it. Instead, face forward and prepare for a nasty onslaught from three Ramjanaki. Blast each with a laser shot, then eliminate their energy ball attack. Boost forward.



They zoom away from you and head behind you. Turn around and target them again with another two sets of three lock-ons. That finishes them, but three more Ramjanaki are incoming.



Target, lock-on, and fire. Repeat, and blast the three energy balls with your hand weapon. Target them a final time as they pass underneath you and do it quickly, before Mobo takes one out. If he does, you don't get the kill and the points.



In a matter of seconds, your mount passes through a large tunnel entrance. Mobo bids you farewell, but he's back in a moment. Stay in Heavy Wing form. You emerge at a huge gray plateau. Route B has rejoined the main path.



Once you're away from this plateau, Mobo says you're almost at his settlement. Continue to face forward until another Churmachun appears in front of you. Lock-on now!



If you took Route B, you didn't need your Berserk, so it's fully charged. This is a fine time to aim your Heavy Wing's full strength at a cone-shaped Churmachun, and it's the only way to dispatch all the enemies in time.





The Churmachum moves slowly, allowing you to fly past it. Switch your camera left, then behind you. Lock-on and deliver three Heavy Wing shots. Continue to blast. Pieces of the beast begin to fall off.



You're in the path of the Churmachum's tentacle laser blast. Don't let it connect! When the laser begins to form, boost and move to the side, avoiding the blast completely.



The beast releases a series of minor, star-shaped energy blasts, then boosts forward. Turn to face left, then forward, continuously locking-on and launching Heavy Wing blasts. Mobo shouts for help!



After another four sets of lock-on blasts, the Churmachum explodes. Mobo expresses his captivation with your beauty, but there's no time for small talk. A second Churmachum flies into view. Look forward and right as the beast slows down.



Glance to your left and take care of two Seba disrupting Mobo's flight pattern. They drop a Gene Base. Switch back to face forward. The Churmachum releases a faint red laser beam straight at you. Change to your Base or Glide Wing.



This Churmachum is on your right, but the usual battle tactics apply. The beast slowly sheds armor as you hit it, then boosts ahead for a laser attack before finally yielding to your 12th set of three Heavy lock-on shots.



Mobo informs you that straight ahead is the ruins of an Elder war. Don't turn around to look. Continue to face back, because 24 Seba swarm in from behind in a moment. Change to your Base Wing.



You can fire off your Base Wing's Berserk attack or, in the style of a true professional, fire at the first 10 Seba you can target. Repeat, and repeat again. Gradually you knock down the swarm.



You must be extremely fast and lock-on to the remaining Seba before the cutscene starts. This is possible, but you're likely to have four to six stragglers to take care of before you exit this plateau.



Mobo and Orta fly through the rain-filled skies. Mobo proclaims surprise that Orta has met the Drone, Abadd. Drones are monsters created by the Ancients, Mobo informs her. Mobo's tribe has lost many friends to the Empire's Dragonmares.



It seems that the Empire is after Abadd to force him to make more Dragonmares for them! Orta and Mobo enter a ruined series of massive stone structures; Mobo's den is on the other side of this desert. But watch yourself. The area is full of ancient traps—and one has activated!

BOSS BATTLE: CATHARP



The Catharp is a monstrous giant with a carapace of thick plates. You must break all these plates off its galloping form. Start with the mask. Look to the rear and use Heavy Wing lock-on shots.



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The Catharp spits out two sets of four electro scythes from each of its shoulder-mounted depositories. Launch your trio of lock-on shots, then quickly blast the incoming Scythes with your hand weapon—they can't be targeted and blasted.



You knock the mask off the giant's head—aim at the spot throughout the rest of the combat, concentrating your fire on that uncovered central eye.



The Catharp charges and leaps over you. When this happens, wait for the beast to land and switch to your Glide Wing. When the Catharp launches greenish-blue electro scythes, boost forward along its left flank.



Execute another boost to get in front of the Catharp. Don't boost in Base Wing. You run out of power and get stuck here. The Catharp launches a barrage of eight electro scythes.



Boost again to avoid them. If you can't boost, either shoot them or fly lower or higher to avoid them. If you stay where you are, the Catharp begins to form a giant orb of devastating orange energy. Boost forward to escape!



Once in front of the Catharp, switch to Heavy Wing and blast the creature with as many barrages of three lock-on shots as possible. Keep knocking down electro scythes with regular gunfire before they hit you.



The creature leaps again, landing in front of you. Spin around to view the Catharp. When it lands, transform into the Glide Wing, and boost to the side to avoid its electro scythes. Boost in front of it, change to Heavy Wing, and begin the process again.



Repeat this strategy—boost, turn around, fire Heavy Wing salvos, watch the creature leap over you, boost again—for another minute or so. If you use Berserk, do it as early as possible—you must have a full Berserk attack for the beginning of the next mission. Remember this!



Gradually you whittle pieces of the carapace from the creature's legs and body. You enter about three bone-shaped scaffold tunnels, too. The structure won't harm you.



After you boost around the Catharp about nine times and hit the eye and head area each time, the beast loses its main armor and lopes forward on all fours. When it sheds its armor, turn to face backward.



Pump as many targeted lock-on shots into the head as possible. The Catharp leaps over you, lands in front of you, and gallops off into the distance. Mobo is worried that the Catharp will eventually find his tribal den and wreak havoc there.



Unload as many shots as possible into the fleeing Catharp. You don't cause it any more harm, but you increase your Berserk meter. Don't forget: The Berserk isn't to be used until the next mission. Follow Mobo down a desert corridor.



The Catharp stops and begins to form a bipedal structure. Fire at its limbs when you close in, but first change to your Glide Wing and boost to the side of it. The creature stares at you with its huge eye.



You can launch four triple lock-on shots at the Catharp. It leaps at you. The moment it leaves the ground, change to your Glide Wing. Wait a half-second, then boost forward to avoid the Catharp as it tries to land on you. If you don't boost away, it succeeds.



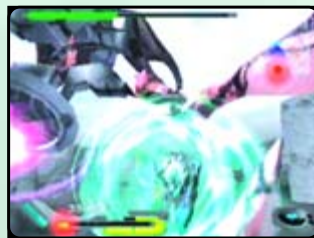
The Catharp scampers off again. Fly down the rocky desert floor. As you turn a corner, it's waiting for you again. Wait until it starts to walk forward, then boost forward twice in Glide Wing form, switch to Heavy Wing, look behind you, and begin firing again.



If you didn't quite manage to dispose of the Catharp with the last barrage, it runs off a third time and waits for you on top of a rocky mountain ahead. When you spot it, unleash a Heavy Wing barrage at its eye. When it drops, boost to avoid being landed on, and begin the attack strategy again.



Don't wait around in this position for it to launch a deadly barrage. Boost again so you're in front of it, look backward, and train all your Heavy Wing lock-on ordnance straight at that eye.



As it lands, blast it two more times with Heavy Wing volleys. It leaps again, flies over your head, and lands in front of you. Target and blast it again to build up your Berserk power.



The only difference is that after you avoid its first leap, it takes the Catharp longer to run away from combat. Keep up the Heavy Wing lock-on barrage, even if the Catharp lands behind you. You can take out the beast now.



Finally the Catharp falls. It shakes its head, rises on its hindquarters, and staggers for a second as orange sparks shudder through its system. Then it topples with a crunching thud. Congratulations! Your mission is complete.

SCORE RANKING PARCHMENT: UNEARTHED

SHOT DOWN RATIO

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	95–100%	90–94%	80–89%	60–79%	0–59%

SCORE

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	65,000+	50,000–64,999	40,000–49,999	30,000–39,999	0–29,999
Hard	50,000+	40,000–49,999	30,000–39,999	20,000–29,999	0–19,999

HITS TAKEN

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	0–3	4–10	11–25	26–40	41+

BOSS CLEAR TIME

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	0:00.00–1:30.00	1:30.01–2:30.00	2:30.01–4:00.00	4:00.01–6:00.00	6:00.01+
Hard	0:00.00–3:00.00	3:00.01–4:00.00	4:00.01–6:00.00	6:00.01–8:00.00	8:00.01+



EPISODE 4: GIGANTIC FLEET

ENEMY INCURSION PARCHMENT: UNEARTHED

Troop Type	Points Awarded	Troop Type	Points Awarded	Troop Type	Points Awarded
Airship Kartha	50	Flaming Bolt	5	Imperial Family Hovertank Dahra	N/A
Airship Kartha Prototype	N/A	Floating Mine Mardai	100	Missile Launcher Arm	20
Assault Hovership Taishak	500	Guardian of Imperial	5,000	Shielded Warship Shaiha	1,000
Battleship Bhout	40	Homing Airship Ajati	2,000	Warship Missile	5
Ceremonial Turrets	30	Homing Missile	5	Warship Foom-Barcli	N/A
Dragonmare	2,000 (per beast)	Imperial Elite	N/A		

BRANCHING OUT



This episode has no branching pathways.

DEBRIEFING INFORMATION



Mobo's people are threatened, and Orta's cold heart melts a little. She decides to help her new friend and destroys dozens of the hated Empire's crack troop vehicles. The action is not without potential cost—furious Dragonmares intend to devour her after she exhausts herself defeating an Imperial Warship. Captain Evren rears her ugly head and informs her of her real reason for being....

MISSION OVERVIEW



Going up against the full might of the Imperial fleet might seem a little foolhardy, especially considering that your back-up is an amorous green man sitting on a worm, but do not underestimate your power.

Use your Berserk power effectively and at the correct time. If you manage this, and perfect the blasting pattern, the initial section is a breeze. Alongside the Imperial warship, matters take a turn for the chaotic, but don't let your radar fool you into looking in every direction—focus on looking ahead and to the right.

Bring out your boost for the cubelike shielded warships. Finally, learn the attack pattern of the Guardian boss, and don't throw Berserk shots at her. Save them for the second part of the fight, in which you must stop five Dragonmares with a combination of careful lock-on aiming and quick blasting.

LET'S RIDE!



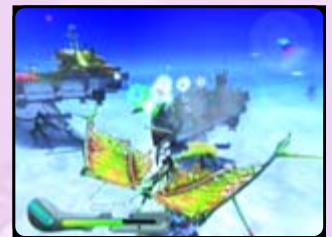
Orta and Mobo ascend into the skies through thousands of bullet streams from assembling Assault Hovership Taishaks. In the upper altitudes, Orta, flanked by Wormriders, halts her dragon by three hoverships. The combat begins!



Change to your Heavy Wing form. Look right, directly at the hoverships, and release your Heavy Wing's Berserk attack. You powered this up at the end of the previous mission's battle with the Catharp.



Concentrate on the middle ship for about two seconds, then move the energy beam left to the far ship. Then move it right, to the third hovership. This knocks one or two of the ships out of the sky and weakens the remaining ships.



Aim a trio of Heavy lock-on shots at the ship on the right and launch it as your Berserk power dies. This knocks the right hovership out of commission. Use your head weapon on the stream of 10 missiles the ship launches at you.



Mobo says that you two must keep the Empire busy so the villagers can escape. Face right as three more hoverships arrive from behind, drift your target left and destroy the far left hovership.



Three more hoverships take their places. Destroy the first hovership, lock-on to the second farthest hovership, then lock-on to the middle one with a trio of blasts. Finally, aim down and right at the lowest ship.



You can deliver two sets of Heavy lock-on trios before you must blast eight missiles it fires at you. Then aim up and left to take out a second volley of eight missiles, then a third. Now aim up at the far ship.



You damage but not destroy these three ships. As they accelerate past you, lock-on and follow them with your target. Aim for the far ship, at the top, then the one at your screen's top right. Then move to the center ship.



Destroying each ship requires four sets of trio lock-ons. Aim at the far ship first, because it disappears from your radar first if you miss it. With the remaining few seconds, launch trios of lock-on shots at the nearest craft before it disappears into the clouds. Destroy all three.



Each hovership takes four sets of three lock-on shots to destroy. Keep a mental note of how many barrages each ship has taken. After you deliver the fourth set, move to the next ship. Don't wait to see if the ship you shot explodes. Speed is the key to downing all your adversaries.



As you demolish the last hovership, Mobo instructs his men and you to dive. Change to your Base Wing and face forward. As you begin your dive, target the two middle hoverships below you.



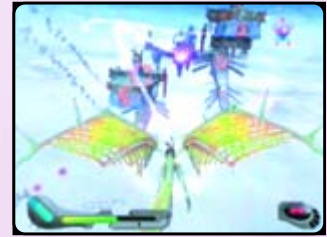
Hit them with one wave of lock-on shots as three Battleship Bhouts cross from right to left and three more from left to right. If you're in the midst of firing at the hoverships, you're less likely to target the battleships.



Aim carefully at the two trios of battleships. They pass in an instant, and there's no time to follow them. Shoot down all six, then blast the missile each one launches as it flies under you.



There's just time to target and fire another salvo at the middle two hoverships. Then target and blast four battleships coming in from the right. Immediately afterward, launch a second salvo at the four battleships incoming from the left.



Use your hand weapon to deal with the missiles each set of battleships deploys. As you halt your dive and begin to follow the four hoverships, change to your Heavy Wing.



While the Wormriders deliver pot shots, target the right of the two middle hoverships (right of the two you can see). If you pummeled it during your dive, you destroy it with two trios of lock-on fire.



Then blast the leftmost hovership with one or two salvos from your Heavy Wing. Previous damage weakened it to about half-strength. As it falls, shoot down three incoming missiles.



PANTHER DRAGON ORTA PRIMA'S OFFICIAL STRATEGY GUIDE



Now face left. The hovership at the far right has flown behind you, meaning that both remaining craft are on your left side.



Launch four sets of three lock-on shots at the nearest hovership. If you neglect these craft, they launch missiles just as you attack the platform ahead, so deal with them first. Down one, then repeat the firing to down the final hovership.



Count the number of shots each hovership takes (a total of 12 Heavy Wing lock-ons destroys it). Turn and face the Homing Airship Ajati.



This floating weapons platform is extremely dangerous. Continuously blast it with Heavy Wing laser lock-ons, three at a time. Maximize your triple lock-ons by moving the target quickly left to right and back again. Aim between the middle and outer turret.



Do this for one side, then the other. Make at least one of your lock-ons hit one of the airship's four large ceremonial turrets. After you launch about six trios of lock-on shots, the turrets fire.



If you destroy at least two turrets, you won't have to dodge the turrets' green electrical bolts. If they hit you, you lose health.

It's easier to dodge the bolts in Base Wing.



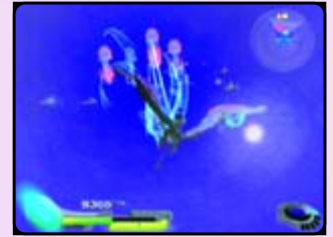
Keep pummeling the platform with Heavy Wing ordnance. Ten or so barrages destroys the three nearest corners. Aim behind the nearest corner at the remaining targets.



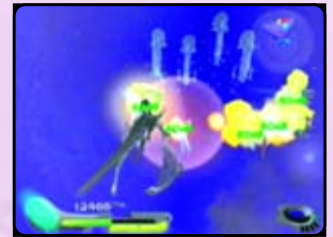
Mobo orders you to ascend vertically. There's still time to take out the airship before you change direction. Downing this ship takes 12 sets of Heavy Wing trio lock-ons. You can explode it just as you're about to ascend.



When you change direction, you have Mobo's Wormriders to your right and four huge hoverships above you in the distance. Change to your Base Wing and quickly launch a 10-hit lock-on strike at the hoverships.



Just after you receive the Gene Base from the destroyed Homing Airship Ajati, six smaller Airship Karthas—three on the left, three on the right—zoom in and stop above you. Target all six. For extra point multipliers, use your remaining lock-ons to target the hoverships.



Another six airships zoom in. If any survive, they drop homing fireballs at you that you cannot shoot down. Avoid these. Two strategies are available for the second set of airships.

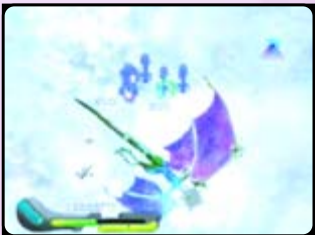


First, you can lock-on with your Base Wing and shoot them down, for a reasonable point score. Alternatively, boost into the six airships and ram them. Whichever method you choose, it's imperative that you also launch your Base Wing's Berserk attack.





Launch the attack just as the second Airship Kartha's fireballs are about to hit you. The fireballs miss you, and your Berserk attack demolishes all four hoverships!



An Airship Kartha in the second wave drops a valuable Gene Base. As the Berserk attack continues, fly through the middle of the four hoverships. Look behind and see the hoverships exploding.



When the action subsides, Mobo instructs you to concentrate on the mothership—the Imperial Warship Foom-Barcli. The Imperial warship hasn't been spotted yet, so face right, target two airships, and demolish them.

NOTE

If you didn't destroy all the hoverships in the previous ascent, you fly around the hoverships instead of flying around the sky in a long circular path. You must deal with 30 missiles from the hoverships as well as pairs of airships. In this case, ignore the larger hoverships and concentrate on the airship duos.



Almost immediately, two more airships zoom to your right side. Target both and blast them. If you eliminated the hoverships earlier, you won't need to blast 30 missiles at this point. Fly on, looking to the right.



A couple of seconds later, two more airships appear. Blast them while looking right, then look up while facing right and target the final two airships. Do this quickly, before they fire a missile.



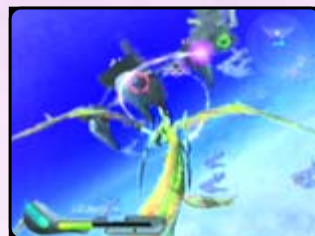
The airships speed off if you miss them, but you can still target them and lock-on at range. This is particularly important for the final two airships. The one with the gold ribbon holds a Gene Base.



Immediately after blasting the airships, look up and lock-on (in either Base or Heavy Wing form) to another Homing Airship Ajati. You can achieve an impressive number of lock-ons if you look up and target its underside.



When you can no longer target the underside, switch to Heavy Wing and attack the ceremonial turrets on each corner before they fire their electrical bolts.



As pieces of the Ajati fall away, you spot dozens of stationary hoverships. Ignore them, especially while you're taking apart the Airship Ajati. Your mount now heads for the gigantic Imperial warship.



Mobo and Orta jointly assault the Imperial warship. A squadron of battleships approaches Mobo's Baldor from behind and blasts it with missiles. Mobo tumbles from the sky—he's out!



The Imperial warship officer informs his superiors that one of the targets has been eliminated. Has Mobo really been defeated? You must assault the Imperial warship alone. Change to Base Wing.



Aim at the three overhanging ledges ahead, swinging your target back and forth on the two black slots above the middle ledge. Two missile-launcher arms extend from these slots. Target their six turrets.



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Fire, then retarget and fire again. All the turrets explode. Use your hand weapon to pick off the missiles on your flight path. Now face forward and fly alongside the Imperial warship.



If you miss any turrets, look right and blast them as you pass. Then lock-on to a single troop deployment arm that has a metal spike protruding down. It counts as an enemy. Blast it twice and it explodes.



At another ledge, two more missile-launcher arms rumble out. They appear just as you pass. Look right, lock-on to all six, and fire with your Base Wing. Turn, look behind, and lock-on again.



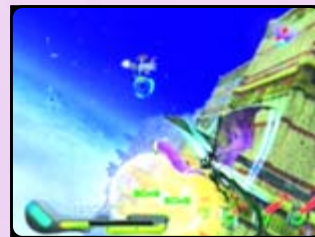
There are 16 missile-launcher arms in four rows of four. Target the bottom eight and fire, then repeat. You have just enough time to execute this plan before you must aim up and left.



In the far distance, two Battleship Bhouts fly near the Imperial warship. Target them just as white smoke appears from the side of the Imperial warship. Two more missile-launcher scaffolds pop out.



Face forward. Your mount flies down to another ledge with two more missile-launcher arms. Use your Heavy Wing to blast the first three, dodging under a hail of missiles. Then tag the second three.



Destroy any missiles coming in your direction, then face forward. Ahead of you is an Airship Kartha unloading scaffold. Three Battleship Bhouts and six airships launch from this area.



Aim at the 18 warship missiles targeted at your dragon. Shoot them all down. Turn right, target the upper eight missile-launcher arms twice and demolish them.



Target the two battleships and the six turrets in one lock-on series. Fire, then lock-on to the six turrets again. Fire to demolish them before their 30 missiles streak toward you.



A second later, change to Glide or Base Wing form. Take care of a couple of missiles that are headed your way, then turn and make sure all the missile turrets are destroyed. Now face forward.



Target the three battleships first, then the airships. Try to demolish them all in one lock-on strike. After you deal with three missiles fired by the battleships, train your Base or Glide Wing up at the side of the Imperial warship. The airships shouldn't leave their scaffold!

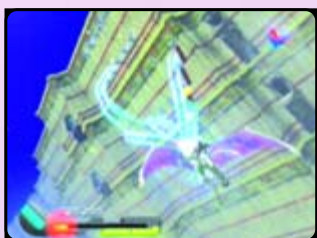


Face front and wait for four battleships to pass overhead and join formation with a Shielded Warship Shaiha (the cubelike object). Two more battleships join the formation and, as you dive to a lower deck, four Airship Karthas.





Use all your Base Wing's lock-ons on the battleships and airships. When only the shielded warship is left, boost straight into it before it can peel off to the left. If this isn't possible, fire Heavy Wing shots at it until it yields. Boost when you see the shielded warship, ideally through the other enemies, just after the dive to the lower level.



An airship yields another Gene Base to add to your power. You now have enough energy to release a Berserk strike. Four airships fly in from the left, toward a second set of 18 missile-launcher arms.



Launch your Base Wing's Berserk. It tears through all 18 missile-launcher arms and the airships. When the Berserk finishes, blast the missiles homing in on you, using your hand weapon.



With your camera pointing to the front, you see a missile-launcher arm protruding from the Imperial warship, and another underneath it. As you pass between the arms, six airships roll out to intercept you. Swing your camera around as you pass.



Lock-on to the six airships atop the first scaffold and four more from the second scaffold, and launch a salvo. Mop up with more lock-on barrages. Quickly turn and look forward.



Eight Airship Karthas lift off from a roof mounting and dive straight down in front of you. Dive after them, targeting as many as possible. Blast them all as you level out and fly forward again.



One ship holds a Gene Base, so shoot it early! A moment later, a Shielded Warship Shaiha shoots up from below. Your dragon follows it. Boost while climbing, and ram it. The blast destroys the shielded warship and four airships flying near it.



Flying horizontally, polish off any remaining airships. Look ahead and slightly to your right as a side vent expels six Floating Mine Mardais. Immediately lock-on and dispatch all six with your Base Wing, or use your Glide Wing's blasting attack.



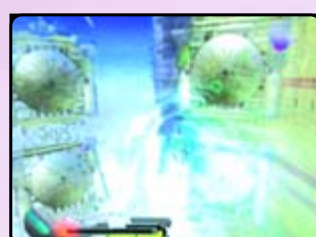
As you continue along the side of the Imperial warship, five more mines appear. Blast them with gunfire or lock-on shots. Do the same for yet another set of five. Look ahead and aim slightly to the right to deal with them.



Your dragon picks up its pace. Ahead are two Shielded Warship Shaihas. When you spot them, boost into them, preferably in Glide form, knocking one or both out of the sky. If one remains, pepper it with hand weapon fire until it falls.



Two more shielded warships appear ahead of you. Boost and ram these as well, constantly using your hand weapon (this does light damage and builds your Berserk meter). Just as you strike, turn and aim for the center of the Imperial warship for added points.



Four more shielded warships appear ahead of you. Boost immediately and knock out two of them, then turn and blast the others—one on each side—with your Glide Wing's hand weapon. Do this before the cutscene starts.





Amid a constant, steady stream of missile and weapons fire, Orta spies a weakened door in the vessel's interior and blasts it. Entering, she sees a giant Dragonmare hatchery, with beasts still in the embryonic state. With a screeching roar, the dragon flies out again.



Your dragon appears on the roof of the Imperial warship, in the main ceremonial chamber. Ahead is the Guardian of this structure. The Imperial army is intent on using its power to destroy you! Flanking the cobblestone street below are Imperial Family Hovertank Dahras.



You hear the Imperial army's radio chatter. The Guardian uses her pink laser to cut the dragon down. Stay in the middle as the laser passes through the left phalanx of hovertanks, destroying them all. They can't target you effectively.



The next laser sweep comes straight down the middle. Move to the left or right when it approaches. As you fly up the huge ceremonial steps to the Guardian's rooftop vantage, more lasers pass harmlessly by.



As you boost toward the Guardian, you see the full extent of this mechanical being. Stop near an exposed chest plate, and an officer shouts that no mercy is needed. The Guardian attacks with full ordnance!

BOSS BATTLE: GUARDIAN OF IMPERIAL WARSHIP FOOM-BARCLI



NOTE

This is the first part of a double boss battle! After you defeat the Guardian, five Dragonmares attack you. Your times for defeating each boss are added to produce a total boss clear time. Save a Berserk and some energy for the second fight!



To defeat the Guardian, use the boost and the Heavy Wing lock-on, and use precise timing. As combat begins, switch to the Heavy Wing and lock-on to the exposed chest cavity.



Fire off three salvos. The Guardian shoots out a faint pink laser. A moment before the laser congeals into a damaging blast, change to your Glide form and boost forward. You move to the side of the Guardian.



Wait until the Guardian fires off her first laser, then another. Then slow down, moving back to face her just as her third laser is released. Don't move back too soon, or her second and third lasers catch you.



Back in front of her, blast that chest cavity with around six sets of lock-on shots. Execute this move as quickly as possible. The Guardian moves her left arm.



Continue to lock-on and fire as the arm points at your dragon. It pours out 15 massive boulders in a straight line. Boost forward to avoid them. Do this at the very last second (dodge left, then boost as the third boulder is about to strike you).



When the final boulder pops out of the Guardian's palm, slow down and get into your regular position. To inflict more damage, you can slow down early, before the final two boulders emerge.





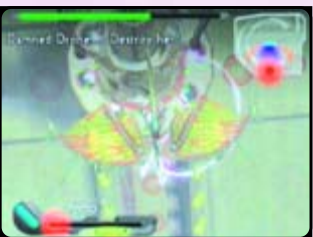
If you deliver enough damage, the Guardian's anti-laser system bursts into life and the chest cavity disappears. The Guardian flashes white for a second. Boost forward immediately.



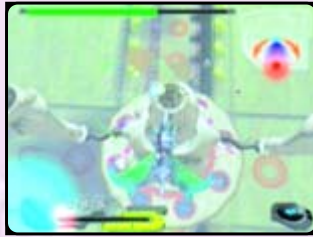
If the Guardian begins to move her right hand, make sure you're on the screen's right side—the arm intends to backhand your dragon. This attack usually misses, but slow down if it gets too close. Continue to fire at the chest cavity.



When the Guardian has lost about one-third of her energy, she powers up her anti-laser system. Boost again.



After your second boost, you stop high above the Guardian, looking down at her anti-laser battery. Use your Heavy Wing targeting to lock-on to the nine circular bays that have opened on the Guardian's base.



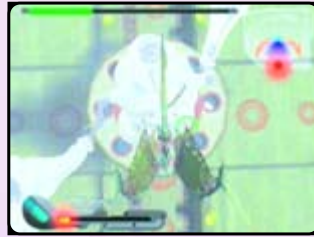
You can close about half the bays. A series of 10 missiles emerges from the top of the Guardian's head. Even in Heavy Wing mode, they are easy to stop. Or you can slow down and drop to the side to avoid them.



Blast the remaining bays with lock-on Heavy Wing shots. You may need to deal with another round of missiles. When the Guardian flashes white, you know you've done enough damage to cause the anti-laser system to malfunction. Slow down, in Glide form.



Slow down again, and begin your assault on the now-open chest cavity. After three lock-on rounds, the Guardian produces the pink laser again and repeats her tactics.



Dodge the laser, the arm's swing, and the boulder attack. Continue to pummel the chest. When the Guardian is down to one-half to one-third health, boost above her as the anti-laser system activates again. Defeat it just as you did before.



Boost or slow down when the Imperial soldier tells his team that the missile system is working or offline. If you wait around, or delay changing your speed, you may run into or be swatted by the Guardian's arms.



Combat continues until either you or the Guardian runs out of health. Don't waste Berserk power on the Guardian unless you must rebuild your health. Save it for the next battle. When you deliver a final blow to the chest cavity, the Guardian sags to one side.



If you're low on health, attack the Guardian using the Glide Wing only and build up your health using Berserk attacks. You can do this three times during combat. It helps immeasurably in the next confrontation, but your boss clear time will be horrendous.



As the Guardian's hull structure crumbles, Orta is shocked when the army officer calls her "drone." Is she nothing more than a weapon, like Abadd? Captain Evren and four other Dragonmare riders close in after Orta critically wounds five Dragonmares. Evren is intent on tearing her limb from limb for destroying the main Imperial warship!

BOSS BATTLE: CAPTAIN EVREN AND THE DRAGONMARES



Captain Evren instructs her men to fire on the dragon and retrieve the girl later. Lock-on with your Heavy Wing as Dragonmares close in behind you. They stop in a mass, making them easy to target with lock-ons.

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You get off about five Heavy Wing lock-on barrages before the Dragonmares each fire a quartet of flaming bolts. Switch to Glide Wing and blast all the bolts before they reach you. Experts might want to try this with the Heavy Wing hand weapon.



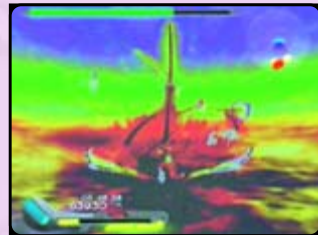
In Heavy Wing, lock-on again, switch your viewpoint to the right, and follow the swirling Dragonmares to the left. Look down and slightly behind you while facing left. The Dragonmares stop below and fire more flaming bolts.



Blast all 20 bolts out of the sky, using any hand weapon you want (Glide is the easiest). Then lock-on a couple of times and blast another 20 bolts. The Dragonmares move forward slightly, then speed off and up, high above your right side.



Dispose of all the bolts before turning to the right. Look up and target as many Dragonmares as possible. Wait until the flaming bolts are about to strike you, and blast them out of the sky. Change back to lock-on weapons.



As you blast the Dragonmares, three beasts flying ahead of the back two drop more flaming bolts. Destroy them while continuing to lock-on (preferably using the Heavy Wing). At this point, a Berserk from your Heavy or Base Wing can whittle down the energy.



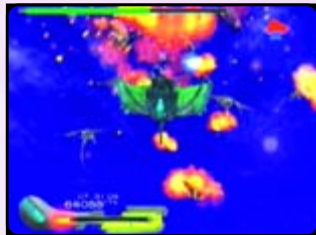
The back two Dragonmares release their bolts. After you deal with those bolts, all five Dragonmares retreat behind you. Spin the camera around, lock-on a couple of times, then deal with another 20 flaming bolts. These Dragonmares don't let up!



The Dragonmares boost behind you, getting dangerously close. When they let out a screech, they charge you one by one. The first two miss. As the third Dragonmare is about to strike you, boost forward, and all miss their charge. Do this too soon, and you're still struck.



The Dragonmares fly about, form up behind you, then fly over your head and stop in front of you. Keep striking them with lock-on shots. Blast the bolts that the far right Dragonmare releases.



The Dragonmare at far left follows suit. After this, you get a couple of prime seconds of lock-on fire as the Dragonmares drop down, slow down, then ascend above you. Change to the Glide form as they pass overhead.



The Dragonmares launch five sets of flaming bolts at close range. The extra target of your Glide Wing is much needed! Then they move past you and release some spinning discs—even more harmful than the bolts.



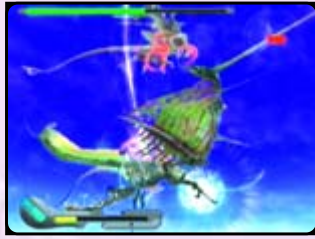
The discs miss you if you slow down as they head toward you. Continue to blast Dragonmares with lock-on shots as they launch several volleys of these discs. Dodge to the left and right, slow down again (in Base Wing), and keep blasting the Dragonmares.



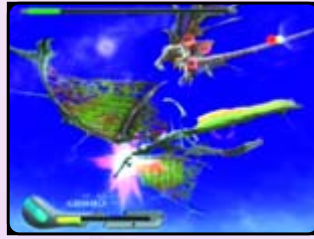
The spinning disc release is a great time to launch a Berserk attack, because you don't have to worry about the discs hitting you (using a small dragon form is helpful). After launching five rounds of discs, the Dragonmares boost downward.



Face forward and wait for the Dragonmares to come back up. As usual, they launch flaming bolts at you. Then they split up. Look forward, then shift to the left or right and target a specific Dragonmare.



The Dragonmares slow down and regroup behind you, and the entire battle begins again. Repeat the tactics from the previous bout, and continue the lock-on strikes. When the Dragonmares' health is reduced by half, one Dragonmare starts to smoke.



A short while later, another begins to smoke. Target one of the weakened enemies, and you eventually destroy your first Dragonmare. Fire everything you can at one of the smoking Dragonmares. After you destroy it, target the second smoking Dragonmare.



Three Dragonmares remain when their health is down to one-quarter. Just before they run out of health, two are left. Continue your barrage until the last one falls from the sky.



Follow it as it leaves a rainbow trail, dodging above the train so you aren't hit by the trail. This happens a couple of times, then the Dragonmares come together, in front of and close to you. Launch numerous lock-on strikes during this period.



SCORE RANKING PARCHMENT: UNEARTHED

SHOT DOWN RATIO (176 ENEMIES)

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	95–100%	90–94%	80–89%	60–79%	0–59%

SCORE

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	120,000+	90,000–119,999	70,000–89,999	50,000–69,999	0–49,999

HITS TAKEN

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	0–5	6–10	11–15	16–20	21+
Hard	0–10	11–15	16–20	21–40	41+

BOSS CLEAR TIME

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	0:00.00–3:00.00	3:00.01–3:30.00	3:30.01–4:00.00	4:00.01–5:00.00	5:00.01+
Hard	0:00.00–4:30.00	4:30.01–5:00.00	5:00.01–5:30.00	5:30.01–6:00.00	6:00.01+



EPISODE 5: ETERNAL GLACIES

ENEMY INCURSION PARCHMENT: UNEARTHED

Troop Type	Points Awarded	Troop Type	Points Awarded	Troop Type	Points Awarded
Acid Ball (green)	5	Els-Enora	4,500 (first battle)	Pussa Bubo	2,000
Acid Ball (purple)	5	Els-Enora	6,000	(second battle, initial targets)	
Crystallized Spear Shard	5	(end of second battle)		Urimasan	50
Didar	50	Erkist	100	Vont-Morli	800
Didar (large)	80	Excretion Ball	5	White Shard	5
Els-Enora	100x8	Madidar	80	Yarva-Raum	30

BRANCHING OUT



There is one branching pathway. To the left is Route B. To the right is Route A. Take Route A by moving to the right of the path before you target the Urimasan. Otherwise, you automatically take Route B.

ROUTE VARIATION CHART

Variation	Route	# of Enemies
1	A	88
2	B	112

DEBRIEFING INFORMATION



Exhausted by the confrontation with the Dragonmare quintet, Orta's once-mighty mount is reduced to running until its strength returns. It recovers steadily as it races across the landscape. Beasts native to this habitat don't take kindly to incursions. They gallop, bounce, or swim to intercept Orta and her mount. The majestic Els-Enora must be sacrificed to teach Orta the meaning of mortality. It is then that Abadd the Drone appears, offering answers to the girl's confused questions.

MISSION OVERVIEW



For most of this episode, you don't have to think about different weaponry types, Berserk attacks, or even flying. Your dragon is too weak to provide anything except Base Wing attacks from the ground.

This serves to sharpen your aiming skills—and earn you an incredible ranking if you cull all the native fauna! Remember to charge at a couple of opportune moments.

The battle with the Els-Enora is fought in two waves. You can't continue fighting the boss if you die, unless your dragon starts to fly. That's when all your wing forms are again pressed into service. The boost also becomes invaluable.

LET'S RIDE!



With only a Base Wing dragon available, no flying ability, and no Berserk power, you must rely exclusively on your lock-on skills and hand weapons. As your mount gallops over the ice, aim straight ahead.



Look right of the sun as you head over a hill to see a gigantic Pussa Bubo. Target its "head" and upper sac, and fire. You run across a dip and temporarily lose sight of the beast.



When you see the entire Pussa Bubo, target it with all eight shots. Fire as it begins to leap. Race toward it and target it as many times as possible.

TIP

Don't worry if you can't lock-on with all eight shots. Time is of the essence. Firing six or seven shots, then targeting again, is much better than waiting for your last target to lock-on. If you wait, you won't destroy this creature!



It takes four to five sets of lock-ons to burst this huge Pussa Bubo. Just before you defeat it, it spits out 10 excrement balls in an arcing trajectory aimed straight at you. Blast them with your hand weapon.



The Pussa Bubo goes down as a couple of red radar blips appear behind you. Swing around and look down. You see 12 Didar loping toward you.



After you spot three or four, target and fire at any you see. It takes four shots to destroy a Didar. You can strafe across and aim at up to eight with one lock-on, or you can bring down two at a time.



Take out four Didar before they run across the hillside to your left. Target them, destroying about eight acid balls they fire as they begin to overtake you.



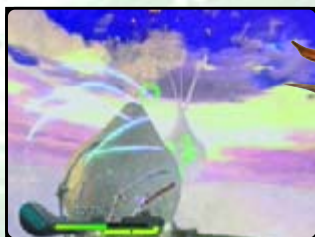
Switch to front view and bring down the Didar from behind. Whittle the number to one or two as they run for a gap between two hills, heading to the right. Blast another three acid balls as you give chase.



Bring down a final Didar as it attempts to disappear over the hill to your left. As you aim at it, you also catch another Pussa Bubo in the distance with some of your lock-ons. Focus on this beast.



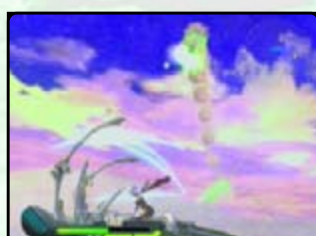
Lock everything on the Pussa Bubo ahead. Lock-on and shoot it repeatedly until it deflates. A second Pussa Bubo bounces in.



The newly arrived Pussa Bubo begins to bounce away. Fire at it while facing right. On your second volley, a third Pussa Bubo moves into the foreground. Aim at both, but keep tracking the second Pussa Bubo.



The second Pussa Bubo almost disappears behind a hill. Blast it until it yields. Then focus on the final Pussa Bubo. Swing your target slightly left and catch its upper body as you pass it.



It may launch 10 excrement balls at you. When you see them appear, aim up and blast them with your hand weapon. The Pussa Bubo then bounces into the sky, speeding ahead of you. Keep locking on.



The beast is destroyed as it lands near the ruins of an ancient temple entrance. When you near this temple, four Urimasan poke out of the ground to greet you.



Target all four and fire, then blast away their four acid balls. If you're far enough from the temple ruins, you can take Route A to the path's right. If you keep left or don't choose a side, you automatically head for Route B.

NOTE
Route A is a little more difficult than B. Keep this in mind during your first attempt to complete this episode.

TRaversing ROUTE A



As you pass to the right of the ruined temple entrance, face ahead and lock-on to a bouncing Pussa Bubo. It leaps to the left, and a second Pussa Bubo follows. Keep pummeling the first one you aimed at.



These fiends overrun you! Keep facing forward. Two more Pussa Bubo appear from your left. Keep focusing on the first Pussa Bubo, aiming any extra lock-on shots at the one on the right.



TIP

You can increase your points multiplier in this Pussa Bubo battle by making sure your final strike on a dying Pussa Bubo also targets other Pussa Bubo in the area. You get 8,000 points for the first Pussa Bubo you take down, instead of 2,000, if you simultaneously target the three others. This is extremely difficult!



After one Pussa Bubo goes down, aim at the next. Fend off a barrage of excrement balls with your hand weapon. Continue to target the nearest Pussa Bubo on your left, (the majority are on the right and eventually move left) until all move to the left side.



Targeting a single Pussa Bubo takes too long. Lock-on to any available Pussa Bubo until you've locked on to the maximum, then fire. Keep pummeling the right side Bubo until it pops.



Now destroy both the middle and left Pussa Bubo as they disappear behind a snow bank. If you blast until the last second, you can take out both.



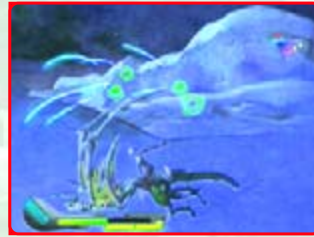
Your dragon runs deep into the glaciers of this eerie region. Ahead and to your right is a large mountain range. Look to your right, but aim halfway up the mountain to your left.



A herd of Didar appears from a narrow ledge that runs around the mountain. Take them down two at a time, always aiming at the Didar leading the pack. They turn the corner and continue to run.



Shoot down their acid balls and lock-on to at least four at a time. If you succeed, your points multiply when you defeat them. After another short volley of acid balls (use the hand weapon), four Didar drop behind you.



Concentrate on these and dispose of them. Aim at the leading Didar as the group turns the corner. If you haven't been proficient, look behind you and continue to target them until the last possible moment, until they clamber up the hillside and are out of view.



After the last Didar-dispatching moment, an Erkest leaps out of the snow behind you and tries to ram you. You can destroy the Erkest with your hand weapon.



Blast a second Erkest out of the air and look behind. Three more Erkest are "swimming" through the snow behind you. As the first one leaps out to ram you, aim right (while facing behind).



You can't lock-on to these creatures quickly enough to launch a shot before they strike. Shoot down the second, then the one on the left. Now turn and face front, even though three enemy blips appear behind you on your radar.



These are three more Erkests. They "swim" under your path to an area in front of you just as you enter a narrow gorge. Aim slightly right and blast the first, second, and third. Be accurate, or the third one hits you.



This next section is a straightforward lock-on barrage festival. Four Didar—two from each side—drop from the top of the gorge above you. Aim at them until you have eight lock-ons, then fire. Aim again as they land.





Six more Didar leap down in front of you. Concentrate on this half-dozen, sweeping from left to right, taking them down one or two at a time. A few seconds later, three dark-blue Madidar—stronger hybrids—join the Didar.



Continue your barrage. Ignore the first three acid balls that pass over your head, but shoot the second three as you emerge from the gorge. As you spot the valley ahead, shoot and destroy another three acid balls. Only one or two Madidar remain.



The final Madidar attempts to run left. Aim and fire. Each of these critters takes about 12 lock-on shots to destroy. Look left and pummel the last Madidar until it falls. Then look ahead.



Three radar blips appear behind and to your left. These are three more Erkists, which attack when they're in front of you. Enter another gorge, and blast each of them as you did earlier.



Five Didar leap from right to left across the top of the gorge. There's a group of three, then a group of two. They leap right to left, then left to right. They never land and you must expertly target them.



Target and take down at least three of them by the time four Madidar approach. There are only five Didar and Madidar total. Keep aiming!



Launch a full lock-on salvo as the four Madidar leap left to right. Shoot down the three acid balls, immediately aiming at them again, because they leap right to left in the distance. Defeat the two Didar that leap across the gorge twice in the distance.



Take care of the final four Madidars as they try a final left-to-right leap. If there are still creatures at left (right, on your radar), look right as you emerge from the gorge. Ignore the five new radar blips.



Look right and behind you and spot the surviving Didar and Madidar scaling a cliff wall in an attempt to escape. This is your last chance to finish them off. In the future, take care of them in the gorge!



When you finish the Didar, face forward. Five final Erkist beasts swim underfoot, and all have moved directly in front of you. Ready your hand weapon and fire, starting on the right.



All five leap, one after the other. Keep a constant spray of bullets, right to left, and you soon take care of them all. A second later, your mount glides over a cliff ledge, heading for an ancient ocean bridge.

TRaversing ROUTE B



As you pass the ruins on your right, face forward. On a snow bank ahead and right, eight Urimasan appear from the ground. When they appear, lock-on to all eight and demolish them!



Afterward, target another eight Urimasan on a ridge ahead and left—these appear when you take out the first set. Target them all and fire. After blowing up the Urimasan, shoot the acid balls they launch at you.



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Target another eight Urimasan popping out of the ground. Launch the salvo at them, then shoot down their acid balls. Look right to accomplish this, then face forward.



Four final Urimasan appear directly in front of you. These pop up too quickly for you to target. You take damage if you don't boost and ram them to pieces.



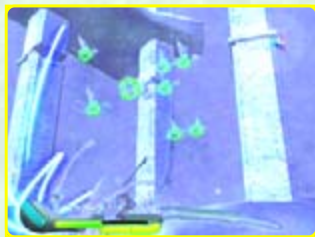
Your mount runs down the mountains and into the ruins of an old temple. Face forward and aim slightly left. A group of red blips coming in from the left appear on the radar.



Twenty Yarva-Maum flap into your lock-on sights. Target the first eight and fire. As they cross from left to right in front of you, target another eight and fire. They launch acid balls.



These balls pass over your head; concentrate on the final few. As the last four Yarva-Maum try to escape across to the right, lock-on and destroy them. Now turn and look right.



A second later, eight more Yarva-Maum appear. Target them all and fire as they cross into the middle of your pathway. This is an easy multiple takedown.



Face forward and look up. A giant Vont-Morli descends from the sky, acting as a troop carrier for four Didar. Aim a volley of shots at it.



As it passes behind a stone column, aim and lock-on for a third time as the Didar drop from the Vont-Morli's back. You defeat the Vont-Morli, allowing you to focus on the four Didar in front of you.



Lock-on and take down the Didar two at a time, blasting their acid balls as soon as they are launched. Check the radar to make sure all have fallen and you don't have one chasing you.



A final Vont-Morli sweeps through the sky to your left. Launch a lock-on salvo when you see him. Ignore the six Didar that the Vont-Morli drops, locking on and destroying the Vont-Morli before it departs.



Now aim upward while facing forward, and blast a second Vont-Morli. Do it again as four more Didar fall to earth, and again as the Vont-Morli tries to escape. Then quickly shoot the acid balls from the four Didar.



Turn and look left. Six Didar gallop around the left side of some stone columns, firing acid balls. Shoot all the acid balls down, and lock-on as the Didar gallop back in front of you.



Target two Didar at a time and pummel them with lock-on shots. You may have to turn around and target the final Didar, but do this quickly before the next Vont-Morli arrives. Turn and look left, aiming up.



Take three down before they pass, then swing right and target the remaining three as they disappear behind a pillar and then a ruined building. You have two gaps to try a final volley before they're hidden.



Now face left and target the dark blue Madidar, a tougher version of the Didar. Target it with four lock-ons, then fire. Do it again, fire, then shoot the acid balls it launches. Target it once more and it falls.



That Madidar falls just as a second Madidar appears in front of you. Target it and fire. Four Urimasan pop out of the ground ahead of you. Boost and ram them. Lock-on to the three Madidar.



Lock-on from left to right. Lock-on to each Madidar with four shots, then another until your targets turn red. Continue this lock-on pattern as you emerge from the ruined temple area. When only one Madidar remains, prepare to ram!



A final four Urimasan appear from the snow in front of you. Boost and ram them, then target any remaining Madidar before they run over the snow bank to your left. A second later, your mount glides over a cliff ledge, heading for an ancient ocean bridge.



As your dragon gallops across this bridge, look out! In the distance, a huge Els-Enora rises from behind the bridge—you are encroaching on its territory. Get ready for a fight!

**BOSS BATTLE:
ELS-ENORA**



NOTE

The battle against this foe is split into two sections. If you die in battle during the first section, you must repeat the entire episode. If you die during the second section, you can retry from the start of the second section.



Whittle down the Els-Enora's energy to around half. Lock-on to the eight targets on the Els-Enora, fire, and repeat. Five red, ribbon-like shards fly from its form.



The crystallized shards split into three shards each and dart toward you. Look for the green flashes of light and aim your hand weapon at this area. Blast the middle shard, then move to the next green flash.



You can lock-on with all eight targets four more times as the Els-Enora flies forward, stops in the distance, then slows slightly and moves to the right. As you look forward, switch to your hand weapon and take out the five sets of shards when they emit the green light.



The Els-Enora boosts forward, then slows down and passes over your head. All the while, target and lock-on with your main weapon, continuing to fire. When you outdistance that enemy, more shards appear.



The Els-Enora launches four ribbons of red crystallized shards from its interior. Strafe these shards from left to right horizontally, using your hand weapon. Then aim at a second, third, and fourth wave of shards. Ignore the main body of the beast while you're defending yourself.



The Els-Enora flies to your right side. Follow it, launch another barrage, then switch to your hand weapon. Strafe left to right and take out six shards, then another six. Now target and lock-on to the beast as it descends.

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It is hiding behind the bridge you're on. Look right and behind you, keeping the radar blip in your field of vision. The Els-Enora soon rises up from behind the bridge.



Target and lock-on to it with two sets of shots, then use your bullets as the beast soars to the left of you and releases another two sets of six shards. Strafe left to right to dispatch them. Then lock-on to the Els-Enora again.



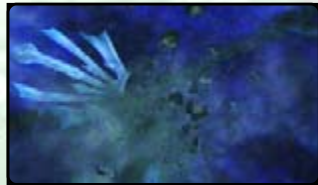
Blast it with laser fire 10 times (about 80 lock-on shots) as the Els-Enora flies ahead of you. Then it slows down and repeats its initial attack pattern.



Repeat the strategy above as the Els-Enora launches more shards, flies to the right, and launches a few more shards. It then boosts ahead of you, slows and flies over your head, then launches four waves of shards again. Repeat the strategy above.



Repeat the attack strategy until the Els-Enora loses around one-third of its total health. It begins to fall out of the sky and sweeps around underneath the bridge.



As the beast flies low to the sea, it blasts at the bridge supports, using a gigantic energy pulse. After it destroys three supports, part of the bridge collapses. Orta's mount regains its strength and takes to the sky.

BOSS BATTLE: ELS-ENORA II



You now have all your previous abilities (three wing types and weapons) to take out this Els-Enora's secondary attacks. Remain in Base Wing form and target the lock-on spots on your adversary's back.



As you target, the creature releases 10 shard attacks, one at a time. Each flashes green and splits into three more shards. Locate each green flash and blast it, then move to the next.



If you continue to trail the creature and pummel the targets on its back and wings, it releases a more impressive shard display. These four shards explode in green light, but also release a circle of 12 shards, plus three in the center!



You only need to aim for the middle shards because the others pass around you. The creature stops and begins its shard attacks again. This is repeated until you destroy all eight targets on its back and wings.

TIP

You can target the Els-Enora without confronting the shard attacks. When the second battle begins, boost in Base Wing form, accelerating to an area underneath the beast's right wing.



Now lock-on to the beast's back and wings and the four flashing targets on the underside of the right wing. These are your primary targets for the second part of this battle. Look to your left, aim up, and target all four spots.



Your Heavy Wing isn't quick enough to deal with the beast's acid ball attacks, and the Glide Wing doesn't damage it fast enough. Stay in Base Wing and fire two lock-on salvos.

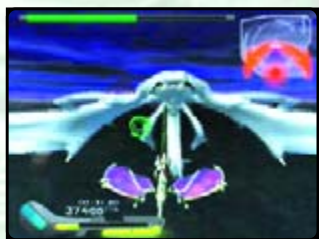




Now blast the 15 purple acid balls the creature releases from its wing. Be quick, with sharp left-to-right strafing, and avoid getting hit. As you strike the final acid ball, lock-on to the wing again.



Fire at it again, then manually blast 15 newly released acid balls. After three to four sets of lock-on hits, the creature slows down. Spin to face behind him. Note: You can still lock-on to those targets now.



The creature is ready to charge straight at you and bite. As it rears up and moves, slow down—don't accidentally speed up, lest you suffer severe damage. Park yourself under the wing. Shoot it again.



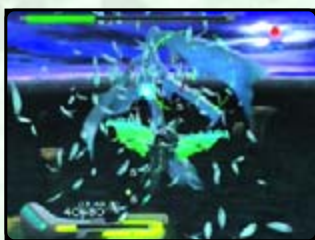
After another two sets of 15 acid balls, the creature slows and attempts again to bite you. Launch your Berserk power-up at the beast, especially since you're just about to fire at the acid balls.



Hit each of the four targets on the wing 10 times, using your Base Wing. The wing then flops down, useless. Change to your Glide Wing and boost in front of it. When the creature tries a charging bite, slow down.



Move to the left side of the Els-Enora and lock-on to its other wing. Target the wing, manually shoot the acid balls, and slow down when the creature slows to bite you.



After about five hits on the four wing targets, the Els-Enora speeds ahead, leaving you behind. It then boosts vertically, releasing hundreds of white shards. When this happens, start firing in your Glide Wing form.



You can't shoot down all the shards, so aim at the ones ahead and below you. After around three seconds of shooting, the shards float at you. Tearing through them creates dangerous drag damage.



Just before you hit your first shard, boost and point your Glide Wing downward. You zoom down to the right side of the Els-Enora. From here, boost again and wait for it to rear up to bite. Slow down, hover at its left side, and begin to whittle down its wing again.



Tip
Don't simply boost out of the shards and wait behind the Els-Enora, or it launches dozens more spear shards at you. Don't waste time shooting them—boost quickly to the Els-Enora's side. If you wait for the shards' release to boost, you move directly to the remaining wing.



After another 15 seconds of wing-attacking, the beast accelerates and releases more white shards. Repeat the previous strategy and move counterclockwise around the beast in Glide Wing to reach the remaining wing.



It launches yet another white shard attack. Avoid the attack, then move back under its remaining wing. Keep locking on and blasting until you cripple the beast's wing. Immediately change to your Glide Wing form!



The Els-Enora goes into spasms, launching countless shards. These rip through the creature itself, and it slowly succumbs to its own weaponry. Wait out the destruction.



Wait on the creature's right side. In your Glide Wing form, launch manual shots at the two sets of shards, looking for the green explosions for an aiming point. Continue this defensive firing until the Els-Enora falls.



SCORE RANKING PARCHMENT: UNEARTHED

SHOT DOWN RATIO

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	95–100%	90–94%	80–89%	60–79%	0–59%

SCORE

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	60,000+	45,000–59,999	35,000–44,999	30,000–34,999	0–29,999

HITS TAKEN

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	0–3	4–8	9–12	13–16	17+
Hard	0–5	6–10	11–15	16–20	21+

BOSS CLEAR TIME

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	0:00.00–4:10.00	4:10.01–4:40.00	4:40.01–5:10.00	5:10.01–5:40.00	5:40.01+
Hard	0:00.00–5:10.00	5:10.01–5:40.00	5:40.01–6:10.00	6:10.01–6:40.00	6:40.01+

EPISODE 6: LEGACY

ENEMY INCURSION PARCHMENT: UNEARTHED

Troop Type	Points Awarded	Troop Type	Points Awarded
Atish	4,000	Degla	50
Atish Rocket	60	Gat-War and Kot-War	1,000
Carrier Nayak	200	Nayak	200
Ceremonial Lock (turned blue)	600	Ocular Sensor	20
Churook	60		

BRANCHING OUT



This episode has three branching pathways. The first branch choice appears when you follow Abadd down a circular chute. To the left is Route B. Straight ahead is Route A. Do nothing, and you access Route B. Access Route A by following Abadd down the side passage.

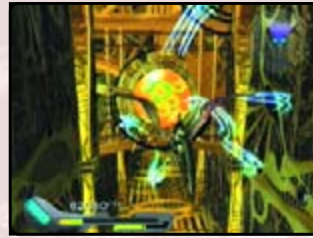
The second choice presents itself deep within the central computer, at the first security lock. This area has four identical locks, one after the other. They are red, but the color changes when they're shot. The color of each lock determines which of the two remaining routes you take.



COLOR LOCK CHART

Lock Color	Action
	Initial color (do not fire)
	First color (fire one set of shots)
	Second color (fire two sets of shots)
	Third color (fire three sets of shots)
	Fourth color (fire four sets of shots)

MISSION OVERVIEW



Your second pathway depends on the color of the first and second locks. Your third pathway depends on the color of the third and fourth lock. In general, turn all locks blue for the A routes and to any color except blue for the C routes. For the B routes, change

the first or third lock to blue, and leave the second or fourth lock any other color, as shown in the table below.

ROUTE COLOR TABLE

Route Desired (Pathway 2, 3)	Lock 1 Color	Lock 2 Color	Lock 3 Color	Lock 4 Color
AA	Blue	Blue	Blue	Blue
AB	Blue	Blue	Blue	Not Blue
AC	Blue	Blue	Not Blue	Not Blue
BA	Blue	Not Blue	Blue	Blue
BB	Blue	Not Blue	Blue	Not Blue
BC	Blue	Not Blue	Not Blue	Not Blue
CA	Not Blue	Not Blue	Blue	Not Blue
CB	Not Blue	Not Blue	Not Blue	Blue
CC	Not Blue	Not Blue	Not Blue	Not Blue

ROUTE VARIATION CHART

Variation	Route 1	Route 2	Route 3	# of Enemies
1	A	A	A*	188
2	A	A	B	194
3	A	A	C	198
4	A	B	A	192
5	A	B	B	198
6	A	B	C	202
7	A	C	A	196
8	A	C	B	202
9	A	C	C	206
10	B	A	A*	202
11	B	A	B	208
12	B	A	C	212
13	B	B	A	206
14	B	B	B	212
15	B	B	C	216
16	B	C	A	210
17	B	C	B	216
18	B	C	C	220

* To get 100 percent in every category for all enemies dispatched in this episode, take the AAA route or the BAA route.

DEBRIEFING INFORMATION



Orta and her mount, following the path of Abadd the Drone, enter the ruins of a massive machine built in the Old Century. This mysterious place is filled with machinery from past eons that churned out organic tools for long-ago wars. The chase

here is frantic. Orta discovers that this is her birth place. But to fully comprehend this—and the secrets of her creation—she must access the huge Old Century network.

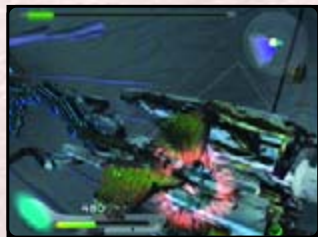


There are 18 pathway variations for this place, but for now concentrate on the A routes for the second and third route branches. That's the only pathway to a perfect rating, collecting Gene Bases as you go.

This also is the only episode with no boss at the end. Instead, one appears at the beginning. As enemies get progressively more bizarre, it is important to learn which dragon form is best to use against each enemy.

Finally, use your slowing boost for extra time to turn the four locks blue. And learn how to fly in tight spaces—stay in the middle!

LET'S RIDE! BOSS BATTLE: ATISH



NOTE

This giant interception device has a large health bar and takes multiple hits to destroy, but it isn't counted as an end-of-level boss. So take your time blasting it—until it emerges from this duct!



This buildinglike entity has an intruder-filtering program and intends to use it on you. Switch to Heavy Wing and lock-on and fire streams of laser fire at the creature.

TIP

Demolish the Atish in record time by consistently targeting its central maw, locking on two shots, firing, then locking on again. This results in a more constant stream of fire than locking all your targets, and reduces your foe's strength faster. Hold the \blacktriangleleft button once a second, release, and hold again.



You can also fire at the Atish's four rocket bays—one at each corner of its body—as it hurtles through the entrance duct. The rest of this battle is straightforward. Continually blast the Atish in these locations until it explodes.



This simple demolition strategy comes with a caveat about the Atish's defense mechanism. After about three volleys, it launches a single rocket along the wall tracks. This rocket flies toward you and explodes with highly damaging consequences.



The Atish fires its rockets from a random pod. Look for a cyan-colored flash, which indicates the rocket is launched. Stop locking on and switch to your hand weapon. Target the area just in front of the rocket's nose cone.



The Atish fires seven or eight rockets. Sometimes they don't reach you and explode along the wall, but don't count on it. Hover your manual target over the Atish's release bays and blast the rockets when they're far away—and a lot easier to hit.



Continue the lock-on pummeling after the rockets stop. Stay in Heavy Wing form and blast the rockets throughout the fight, but transform to Glide Wing if the rockets are constantly rocking you.



The nonmorphing rule has one exception. At the end of the first entrance duct, both you and the Atish fall into a larger link chamber with large columns. The Atish then picks up speed and attempts to ram you.



Continue the Heavy Wing barrage of lock-on shots, but at the last instant, switch to your Glide Wing and boost forward, away from this gaping maw and into a second duct. Switch back to Heavy Wing, and continue the lock-ons.





The Atish is at half health or lower as you enter the second duct. Continue pummeling the beast with lock-ons until it launches more missiles. This time, it launches eight missiles in much quicker intervals.



Bring out the Glide Wing. Look for the initial rocket that appears from the lower right pod, and demolish them all. If you fire fast enough, you have a Berserk power ready. Use it to finish off the Atish before the first rocket hits.



Defeat the Atish before you reach a second large link chamber so you don't have to engage the beast in the next two chambers. If the Atish is still alive, boost away from its second charging attack in Glide Wing form.



You enter a short duct and pull out to one side. The Atish zooms out of this duct and passes you. Execute another three or four lock-ons as it zips by. You should have destroyed the Atish before it moved ahead of you.



Face forward and follow the Atish's whipping tail as it floats down a larger duct, releasing white balls of light. Throw everything you have at the Atish before this happens. Destroy it now!



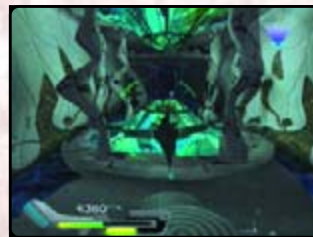
If you don't, the light balls activate a series of beams that tear into your mount. If this happens more than once, your chances of completing this mission drop sharply. But the Atish is now incapacitated—it rams into a duct entrance.



Inside the duct, Orta sees the flailing Atish hurtling downward, straight at her. At the last second, she flies into a side chamber. The Atish continues to fall, malfunctioning as it plummets. Looking forward, Orta is surprised to see Abadd!



Abadd, riding a white dragon, tells her that this is where she was created. Orta is coming home! Her mount lets out an ear-piercing screech, and Orta slowly flies down a tunnel designed to bewilder and entice.



You drift into a central chamber, but you can transform to Glide Wing to speed up your journey. You must, however, change to your Heavy Wing as you reach the shimmering green blob.



This metallic blob houses a Gat-War and Kot-War. The Gat-War is a red creature inside a ball of electricity; Kot-War are two blue creatures that link to the Gat-War. Face forward, in Heavy Wing form.



Look down and to your left, and lock-on to three targets, following the red Gat-War clockwise. After two sets of lock-ons, the Gat-War explodes, destroying the entire trio. Switch to your Glide Wing!



If you use the Base Wing or Glide Wing, you won't destroy the Gat-War in time to deal with secondary enemies lurking ahead. Use the Heavy Wing's lock-on attack. Don't aim at the blue Kot-Wars or the electricity increases and harms you severely!

PANTHER DRAGON ORTA PRIMA'S OFFICIAL STRATEGY GUIDE



Once the Gat-War and Kot-War pop, train your manual Glide weapon up and left at a trio of dark gray Ocular Sensors bolted to the ceiling. You cannot lock-on to them. Manually aim with a hand weapon at all three, then three more on the right side facing you.



When you hear another Gat-War and Kot-War, change to your Heavy Wing and face front. Lock-on to the red Gat-War, fire, and switch your camera to follow it around to the right. It does a complete circle before the beasts envelope you.



Lock-on with two sets of Heavy Wing shots and destroy the beasts just as you look right. This gives you time to face forward and manually shoot down six more Ocular Sensors, three on either side of the passage.



After you dispatch these six Ocular Sensors, switch to your Heavy Wing and aim at your final Gat-War. These beasts spin clockwise around you at an accelerating rate and change direction. Fire your lock-on rounds early to avoid targeting them as they spin around you.



Quickly switch to your Glide Wing, look forward, and attend to six more Ocular Sensors left and right of a lattice-shaped side wall area ahead. When you destroy the third Gat-War and Kot-War, you get a Gene Base.



As you finish the last Ocular Sensor, switch to Base Wing and face forward, staying in the middle of the screen. Four Nayak ahead of you fire four streams of laser fire from their rears. Quickly lock-on to the two locations of each Nayak and fire a flurry of shots.



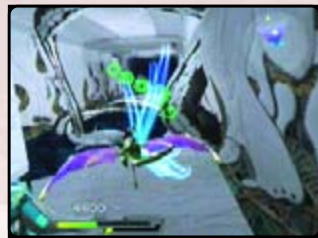
A computer voice initiates a purge of interlopers. That's you. You're attacked nonstop as you delve deeper into this system's defenses. Look behind you and fire at three Nayak closing in. Destroy them in one mass lock-on attack.



The computer closes the security walls. The first moves from left to right, so fly right, boost into the next area, and target two Nayak on the right wall, then two along the left wall. Fire and take them down in a single attack.



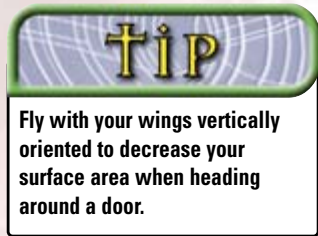
Another security door closes, right to left. Before the door closes, lock-on to three more Nayak that appear in a vertical line behind it. Launch the attack as you boost around the left side of the door.



Afterward, another door closes from left to right. If your previous boost was early enough, you regain enough power to dodge to the right of this door. Change to Glide Wing if you're having problems in this section.



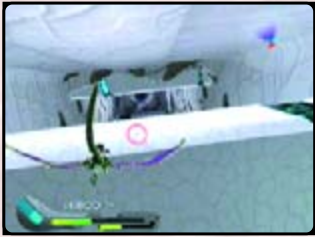
Target and fire at three more Nayak behind this door (boost and ram through them if you wish, heading left), then zoom around the left side of another door closing right to left. Then change to Base Wing.



The next door closes from bottom to top, but it moves slowly enough to let you fly over it without boosting. Swoop down and wait for four hit-and-run Degla to whoosh past you. Continue facing forward, lock-on, and blast them all in one volley.

TIP

Fly with your wings vertically oriented to decrease your surface area when heading around a door.



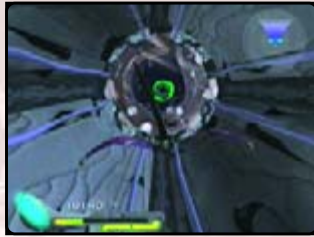
Or, you could simply boost into them as you scoot underneath the final security door, which drops from above—use the boost whatever happens, or you hit the door as it closes. Abadd meets you at the end of this corridor.



Abadd and his mighty dragon fly down the mass of tunnels, informing you about the essence of life and how Drones should pass on their essence. This can never be when Drones are kept as slaves. Mysteriously, Abadd says there is one exception....



While you're listening to Abadd (boost past his dragon if you wish), choose your first branching pathway. Fly up a rotating duct corridor and choose Route A ahead or Route B to the left.



To access Route A, continue down the corridor, boosting if you wish. Abadd turns and flies down a side entrance to your left. To access Route B, move your mount to the left of the rotating corridor, and you turn and follow Abadd. Route B is the easier of the two.

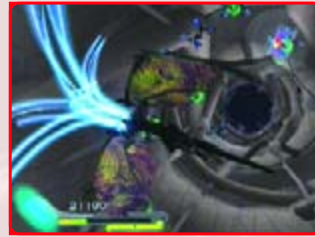
TRAVERSING ROUTE A: FIRST PATHWAY



Route A isn't recommended if you want an exceptional score. It's harder to shoot all the enemies in this substructure. Fly into a pinkish chamber, change to your Base Wing, turn to the right, and look up.



A swarm of Degla follow you. Look up throughout this passageway investigation. After the cutscene finishes, boost forward, disposing of three Degla.



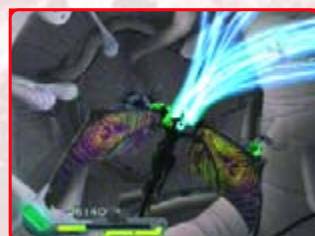
Target the remaining two, then the six following you from above. Do this quickly, before they drop past your viewing point. Destroy these with one salvo and keep looking up.



Nine Degla ascend from your left in a single-line pattern that loops above you and then drops to your right. Target them all in one lock-on attack and fire. If you miss any, they shoot you from underneath.



Five more Degla rise above you from behind. Target and lock-on to them. From your left side, five more zoom upward. Target them all and fire.



Continue to keep the viewpoint beneath your dragon and look up. Fly through a series of narrow ducts and appear in an identical pink room. Get ready to target eight Degla that drop to your left.



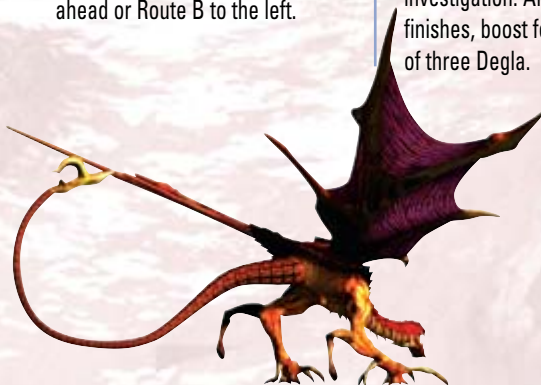
Target and defeat all in one strike, then wait for five more Degla to ascend from your left side. Destroy them all. Now prepare for an invasion of Degla—50 are incoming!



They drop down the hole from which you dropped. Target them all by lining up the lock-on target at this area. Lock-on until your target turns red, and repeat four times as a deluge of Degla falls toward you.



Use your Base Wing's Berserk attack to take them all out—which is perfect for delivering a death blow to all 50. As a bonus, you collect two Gene Bases when the Degla are dispatched.





Take the Gene Bases and exit this chamber, following Abadd into a large golden chamber. Your pathway rejoins the main route. Keep in Base Wing as you emerge.

TRAVERSING ROUTE B: FIRST PATHWAY



As you enter a white corridor, segments of the wall undulate and close behind you. Fly through this section, with Degla in pursuit. Face forward as you regain control of your mount.



Six hit-and-run Degla zoom in from behind and pass you. When you see them all on the screen, boost through and ram them. Alternatively, lock-on and target them. Dodge to one side to avoid their energy bolts if you're too slow in dispatching them.



Fly through dozens of wall segments closing in on you. Boost once, stay in the middle of the screen, and you pass into the next chamber, coming almost to a standstill. Look forward in Base Wing.



You see the burrowing shadows of five Churook ahead. They move in from behind, then pop out in a horizontal line from the center of the ground in front of you. Strafe left to right, lock-on to all five, and destroy them.



If you're too slow, the Churook fire a damaging electrical beam. Be quick on the lock-ons, moving to one side to avoid the electrical beam. Five more Churook appear from the left wall in front of you.



Lock-on and fire, then lock-on to take out another five Churook that appear on the right-hand wall. Take them out five at a time. Aim forward and lock-on to another five that appear from the ground.



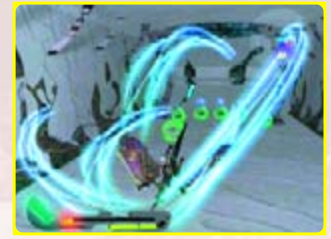
Aim left, through the organic pillar, to lock-on to another five. Then swing right, aiming at another five on the right wall. For vertical lock-ons, sweep your target up and down until you target all five.



Follow Abadd to the next chamber, where the walls also close in. Another six Degla zoom in from behind. Wait for them to fly in front of you, then ram them.



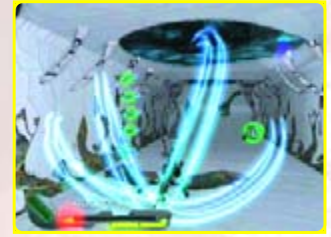
Now fly through the remainder of the passage, staying in the middle. Boost if you wish.



As you enter a second bare passageway, remain in Base Wing but look behind you. Five Churook zoom under your dragon and pop up behind. Strafe left to right and hit them with one salvo.



Deal with the Churook using the same tactics as before. Aim up and down the left wall for five, swing to the right wall for another five, then strafe left to right for five along the ground. Keep looking behind!



You have one more quintet of Churook to blast on the left, and again on the right, before this room is clear. Now you move into your final moving-wall corridor. Keep looking behind you.





As you accelerate, four Degla approach from behind. This time they stay behind, and you must take out all four with one lock-on salvo. A second set of four Degla appear. Repeat the plan. If you don't blast the first four, the second four don't appear.



Fly through the closing walls (stay in the middle and boost if you want), and you appear in a deserted corridor with golden organic structures at its end. Turn and face forward in your Base Wing form.



A final series of Churook appear on the ground and walls in front of you, but now they emerge in two places, in two groups of three. To maximize your score, target all six before firing.



Sweep from right to left, targeting the three on the ground, then sweep up along the left wall for three more, and demolish the first six. Now aim farther along the passage at three on the ground and three on the right wall. Fire!



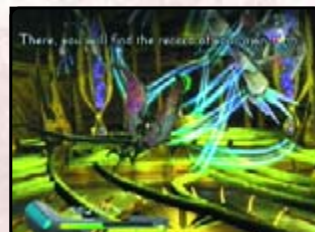
Aim at and blast three more on the ground and three up the left wall. Finally, aim at three on the ground and three on the right wall. After you destroy all Churook, an ancient locking mechanism opens ahead of you. Route B is completed!



Abadd and his dragon fly into a circular room of the ancients. Beyond it is a room that contains the recorded history of the world. Orta's secret lies behind this cog-like circuitry. Face forward, in Base Wing form.



Ten Nayak emerge from a corridor ahead, and all emit a blast of green energy. Stay put and it misses you. At the earliest juncture, lock-on to the Nayak with your Base Wing's targets and fire.



You take out three or four Nayak. They boost toward you, then turn around and prepare to release energy blasts. Target them as they turn—they're sitting ducks while they're moving!



Abadd tells you that the room beyond has the records of Orta's creation. Before they get to fire another energy wave, demolish the remnants of the 10 Nayak. Then decide which pathway to follow.



Change to Heavy Wing. From the middle of this circular chamber, target a round, colored lock before you see it—aim through the fallen remains of the Atish that crashed through the roof.



From a duct above come four Degla. Use your Heavy Wing to destroy three (or four if you're powerful enough), then take out the final one. Follow these Degla. If you miss them, they drop an energy bomb that's highly damaging in this confined space.



If they drop the bomb, swing right to avoid the energy blast. You come to your first lock. It is red, or will have changed color if you shot it from the circular room. For best results, change it to blue.



Shoot at it four times, as fast as possible, with your Heavy Wing's lock-on targeting. If you're slow or use another Wing type, it takes twice as long and you can't enter Route A. You also get extra points for turning the lock blue.

TRAVERSING ROUTE A, B, AND C: SECOND PATHWAY

NOTE

The A, B, and C pathways are almost identical; the important differences are listed in the flythrough below. You fly exactly the same path, but the enemies are different and the passage width changes from route to route.

Lock 1 must be blue to unlock Route A, or B.

Lock 1 must be any color except blue to unlock Route C.

Lock 2 must be blue to enter Route A.

Lock 2 must be any color except blue to enter Route B, or C.



When the lock is your chosen color, blast three or four of the Degla approaching from behind. Then blast the final one before switching back to forward view. You fly above the lock.



Ahead of you is a second lock. Turn it blue to enter Route A. Leave it another color to enter Route B (but only if Lock 1 was blue). Leave it another color to enter Route C (but only if Lock 1 wasn't blue). Turn around.



You spot four incoming Degla. Fire four targeted shots at them and they blow up. If you miss, they fly in front of you. Face forward and attempt to lock-on as you travel. Change to Glide Wing and dodge right to avoid the blasts.



Turn the corner and prepare for combat with Carrier Nayak. During this battle, the computer tells you that the security wall is either sealed (Route C) or has opened (Route A and B). If you travel Routes B or C, the wall remains extremely narrow.



If you travel Route A, the wall opens slightly. Ahead are four (Route C), three (Route B), or two (Route A) Carrier Nayak. Target them, avoid their red energy wave, and dispatch them all. Defeat them, then change to your Glide Wing form.



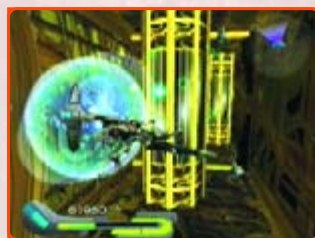
Ahead are a series of horizontal gold beams. Move under and over them until you pass the last one. Four Degla approach. Easily dispatch them with your Glide Wing's manual aim—you can even keep it pointing straight ahead!



Another four Carrier Nayak wait for you in a narrow corridor. Change to your Heavy Wing and dispatch them all, while keeping your camera fixed front. You have the time to aim and fire at them.

TIP

The most important point to remember is that if you move through Route A, two of the Carrier Nayak drop a Gene Base. This does not happen in Routes B or C. Pick up the Gene Base and change to your Glide Wing.



Swerve left and right through a series of vertical beams, firing your manual weapon at four Degla that pass you from behind. Don't turn around to fire at them or you crash into a beam as they pass.

TRAVERSING ROUTE A, B, AND C: THIRD PATHWAY

NOTE

The final A, B, and C pathways are almost identical. The important differences are listed in the flythrough below. You fly through exactly the same path, but the enemies are different and the passage width changes depending on your route.

Lock 3 must be turned blue to unlock Route A or B.

Lock 3 must be turned any color except blue to unlock Route C.

Lock 4 must be turned blue to enter Route A.

Lock 4 must be turned any color except blue to enter Route B or C.



Ahead is Lock 3. Change it to blue to unlock Route A or B. Make it any color except blue to unlock Route C. Shoot it from your Heavy Wing's lock-on. Change when you see the device and fire immediately!



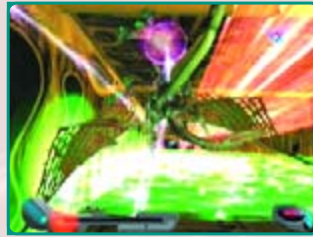
Swing the camera behind you and destroy four approaching Degla, then fly under the lock, down a corridor to the fourth and final lock. Switch this to blue to enter Route A (if Lock 3 is blue). If it's not blue, you enter Route B (if Lock 3 is blue), or Route C (if Lock 3 isn't blue).



Swing down and right. On Routes A and B, the computer opens a security wall and the area is less narrow. This is important right now, because six Degla approach.



These drop in front of you and carpet-bomb the ground, creating a wave of energy that's difficult to avoid. If you aren't quick enough, use a Berserk in Glide Wing. It works great if you're almost dead!



The camera shifts to the side in the final section. Blast the six Degla that head toward you from above, swoop down, then accelerate away and drop their energy waves. Deal with them using two sets of Heavy Wing targeting.



Your third route is complete! You slow down while a computer confirms your Gene Base code as 12. "Welcome home Master," the computer intones. The Data Transformation Gateway opens.



Target them with your Heavy Wing, and the other three as they drop down, before they drop their energy wave attacks. Blast them before they jet away. Then aim at another six Degla in formation.



After the second wave, change to Glide Wing, and head over and under a series of horizontal beams. Blast four Degla that enter from behind, just as before. Change to Heavy Wing.



Immediately target six final Degla that swoop in from above. If you don't, they blast a huge wave that covers the entire passageway.



Orta and her dragon enter the center of the computer, which holds the secret of her birth. She flies to the middle of the chamber and releases the Data Transformation Gateway. In a shower of blue and white light, she teleports to the Sestren data circuit.

SCORE RANKING PARCHMENT: UNEARTHED

SHOT DOWN RATIO

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	95–100%	90–94%	80–89%	60–79%	0–59%

SCORE

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	82,000+	75,000–81,999	68,000–74,999	60,000–67,999	0–59,999
Hard	80,000+	73,000–79,999	66,000–72,999	58,000–65,999	0–57,999

HITS TAKEN

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	0–3	4–7	8–12	13–20	21+
Hard	0–5	6–10	11–15	16–20	21+

EPISODE 7: FORBIDDEN MEMORIES

ENEMY INCURSION PARCHMENT: UNEARTHED

Troop Type	Points Awarded	Troop Type	Points Awarded	Troop Type	Points Awarded
Abadd, Form I (Head Wound)	500	Data Coil	N/A	Interception Program Ver. 2.00	500
Abadd, Form I (Almost Destroyed)	1,000x2	Diodupure Lv1	1,500	Interception Program Ver. 2.60	600
Abadd, Form I (Destroyed)	9,000	Diodupure Lv2	2,000	Ofnir Error File	5
Carrier Sealance (red)	20	Interception Program Ver. 1.00	30	Ofnir Error Cluster	5
Central Data Unit Ofnir	2,500	Interception Program Ver. 1.50	50	Sealance Image (blue)	20

BRANCHING OUT



There are two branching pathways. Defeat the Diodupure Lv1, and you take the first branch of Route A. If you don't defeat the Diodupure Lv1, you take the first branch of Route B.



Defeat the Diodupure Lv2 to access the second branch of Route A. If you don't destroy the Diodupure Lv2, you take the second branch of Route B.

ROUTE VARIATION CHART

Variation	Route	# of Enemies
1	AA	174
2	AB	62
3	BA	187
4	BB	75

DEBRIEFING INFORMATION



You are navigating the network Sestren. Time plays tricks on you. Orta seeks a revelation and eventually decides to live in the mortal world rather than become a ruthless and efficient Drone. Orta is a child created by Azel, whose final wish was that her will be passed on to a descendant. This wish was finally granted. Abadd's intent is also apparent—to fuse Orta's information with his own to mass-produce hybrids. He must be overcome.

MISSION OVERVIEW



This section is an information pipe to an approval room, where you enter a Memory Cell if you're proficient enough.

The main part consists of two arena-like zones where you must destroy a guardian worm and dozens of computerized creatures. Choose the two A routes. They're the easiest to complete and the most fun.

This episode isn't difficult to complete after you figure out if those Interception Programs are attacking from the front or behind.

LET'S RIDE!



Interception Programs have been dispatched to attack an unauthorized presence in the system—you and your mount. You must thwart the attacking programs. Continue in Base Wing.



Target four Interception Programs Ver. 1.00 in a diamond pattern ahead of you. You can destroy them with a single hit, so use either Base or Heavy Wing (if it can target four enemies).

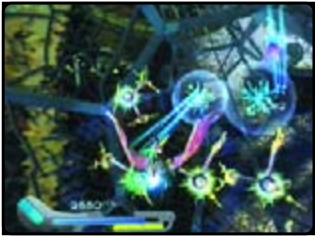


In Base Wing, immediately turn around as the central computer attempts to identify your properties. With a U-shaped motion, lock-on and blast a set of seven Interception Programs Ver. 1.00.

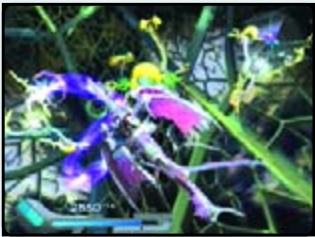


As you drift through a lattice-shaped information tunnel, face forward. Your radar shows four dots zooming at you, but they stop in front of you. Target and lock-on to these programs.





Then look behind you. Six programs emerge from the ether. Target all six and fire. If you miss any, they emit energy beams that then merge and blast you.



Now face forward and change to Heavy Wing. An Interception Program Ver. 2.00 is emerging in front of you. It takes three sets of lock-ons to explode it.



Just as you destroy it, two Interception Programs Ver. 1.00 appear. Lock-on and dispatch both. If they link with the Ver. 2.00, the blast will be much more damaging, so keep firing your lock-on! Now change to Glide Wing.

BOSS BATTLE: DIODUPURE LV1



NOTE

You fight two Diodupure in this episode. Although they have sizable energy bars, they aren't counted as the end-of-level boss. Take as much time as you need to destroy them.



The tunnel ends in an information memory passage. Ahead is an information cluster. A Diodupure Lv1 has been dispatched to investigate the memory block infiltration. When it congeals into a ball, aim at the triangular sensor moving about it.



Fire a continuous stream of Glide Wing bullets into the sensor, and watch the Diodupure Lv1's energy bar. This blasts out every couple of seconds, then moves either up and down or left to right.



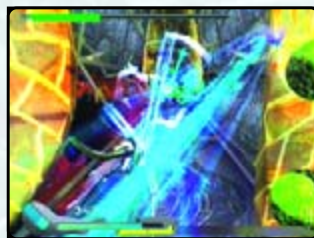
Maneuver your Glide Wing to the side the beam isn't moving to. The beam disappears, then reappears in the same location a second later, so move again.



As you dodge the beam, continuously blast the sensor. Re-aim if you miss your mark, but your target doesn't have to be over the sensor. Continue the battering as you pass through the first information cluster.



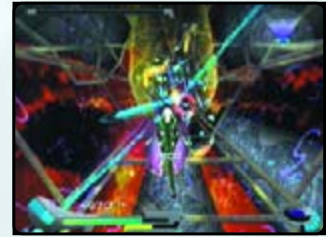
Continue to fire at the Diodupure Lv1 until its outer bubble casing shatters, exposing its nerve system. The being refills its health.



It shoots a series of blue energy blasts at you. Slow down to avoid them. Change to the Base Wing, target the Diodupure Lv1's central body, and launch repeated salvos at it.



If it launches a second wave of blue energy blasts, boost forward and they pass over you. Steady pummeling in Base Wing is the preferred way to down the Diodupure.



If you destroy the Diodupure Lv1 before you reach the far end of the cluster corridor, the computer informs you that the analysis was successful. You receive a Gene Base and are transported to Level 1 of the Memory Cell. This is Route A.



If you don't defeat the Diodupure Lv1 before it reaches the gray maelstrom at the end of the corridor, the computer says it needs more data. You are sent to Route B—the re-analysis chamber.

TRAVERSING ROUTE A: FIRST BRANCH



As you enter Route A, you appear inside a memory passage filled with the consciousness of the omniverse. This is Memory Cell Level 1. Ahead and to the right is a spinning Data Coil. Shoot it to release a message.



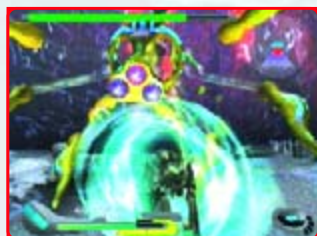


The message informs you that resuscitating the ancient masters is impossible. Farther along on the left is a second Data Coil. Shoot this, and Abadd's voice murmurs something about fulfilling a mission.



The Memory Cell freezes, and you're transported to a genetic substructure. Ahead of you is a huge, wormlike form bathed in bright light—the Central Data Unit Ofnir, which is submerged.

BOSS BATTLE: CENTRAL DATA UNIT OFNIR



NOTE

This biological database, intent on devouring your data, has a sizable energy bar, but is not counted as an end-of-level boss. Take as long as you wish to defeat it.



After weaving a bright path around you, the Ofnir streams through the substructure behind you. Look behind your dragon. Choose the Heavy Wing mount. This combat lasts for seconds!



When the Ofnir rises, launch as many lock-on shots as possible. Make sure these strike it before it dives again, or your hits have no effect.

NOTE

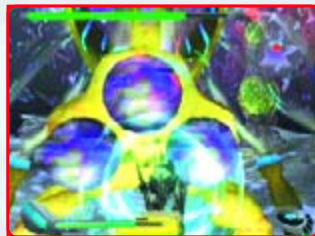
You can target the segments of the Ofnir and fire as long as you want (which increases your Berserk power), but shots only harm Ofnir when its head is out of the ground. Otherwise, your attacks have no effect.



The Ofnir rises, just after the first dive. Lock-on and fire immediately, before it disappears again. Then wait for the Ofnir to emerge and fly over your head, giving you a couple of lock-on opportunities.



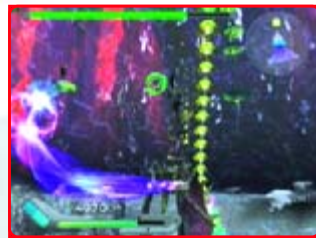
The Ofnir dives again, then rises once more. Lock-on and offload! When it turns white, follow it around and behind you. Look behind, and prepare for a short and effective offensive maneuver followed by a defensive one.



The Ofnir rears up. Target it with your Heavy Wing's full lock-on and fire. Switch to your Glide Wing and boost forward before the Ofnir descends. If you don't, you take damage when the Ofnir hits you as it dives back down.



Change to your Heavy Wing as the Ofnir circles behind you. It rears again and descends. Lock-on and fire, then change to Glide Wing and boost away. The Ofnir misses you on the way down.



Keep facing backward and launch more Heavy Wing ordnance as the Ofnir emerges, flies over your head, and dives into the ground ahead of you. When it reappears, let rip with lock-on attacks.



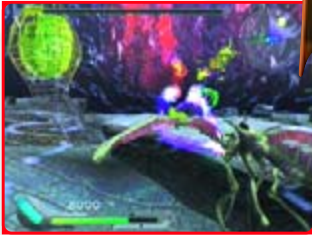
Target and fire at the Ofnir for five seconds, whittling the beast's health down to around one-third of its total. Its segments shrink, and it stays above ground. Now use a Berserk if you wish.



The Ofnir then fires off about 20 spiraling Error Files at you. Blast them with your hand weapon until all are gone or pass you. The Ofnir then descends into the ground.



It makes a swift turn, boosts out of the ground, and flies to your right. Face forward and target it again. You get two sets of lock-on shots before it moves toward four Interception Programs Ver. 1.00.



You must target the four programs and destroy them before the Ofnir passes into the middle of them. If you don't, the Ofnir regains its entire health, and you must repeat the combat. Use the previous strategy; the attack pattern is identical.



If you don't blast the Ver. 1.00 Programs before they heal the Ofnir, this combat lasts indefinitely. If you destroy them, the Ofnir regains no health and you can tear it apart with a final barrage of Heavy Wing ordnance.



If the combat repeats at least a second time, the Ofnir also throws out a blanket of Error Clusters, rather than Error files, in future combat. Blast these in Glide Wing.



After you defeat the Ofnir, it changes to a ghost version and deposits a Gene Base. You are transported to a second cluster corridor where you rejoin the main pathway.

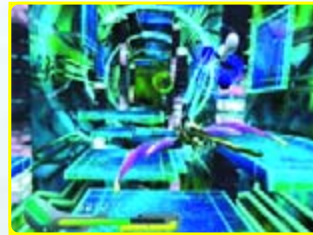
TRAVERSING ROUTE B: FIRST BRANCH



Inside the re-analysis chamber, change to your Base Wing and lock-on to, then destroy, three Interception Programs Ver. 1.00. Three more instantly appear. Turn right and down three more.



Turn left (double tap), and deal with three more groups of three. Target three more behind you, then move to the right side and take out three more. Stay facing right for three more.



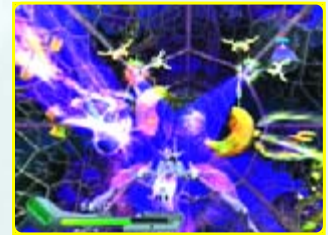
Now face left, and lock-on to three more. The computer halts the program. The re-analysis was successful and you are sent to Memory Cell Level 2, a strange passage filled with millions of memories.



Ahead and right is a ball-shaped Data Coil. Fire at it and a computer chatters about you. A second Data Coil appears ahead and left. Lock-on and shoot. Unidentified voices wish your legacy to end—right now!



You are sent into a new information tunnel. Change to your Heavy Wing, because you instantly attack an Interception Program Ver. 2.00. Do this quickly, as two Interception Programs Ver. 1.50 fly over your head.



Turn around and target the three locations on a second Interception Program Ver. 2.00 that's chasing you. Target and dispatch the two Ver. 1.50 Programs that flank it before they fire at you and then disappear to the left and right.



A second later, two more Ver. 1.50 Programs dash overhead. Face front and target both. The tunnel dips forward at a steep angle, and another Ver. 2.00 appears. Target and fire in your Heavy Wing.



Spin around as three Ver. 1.00 Programs fly overhead and chase you from behind. Three Ver. 1.50 Programs immediately take their place. Keep looking behind and lock-on to these as well. Quickly look forward.





A blue and red Interception Program Ver. 2.60 floats ahead. This takes four or five Heavy Wing shots to take down, so blast it apart with quick lock-on attacks. It drops a Gene Base when you reach a second cluster corridor and rejoin the main pathway.

BOSS BATTLE: DIODUPURE LV2



NOTE

This is the second Diodupure you fight. Its energy bar may be bosslike, but it isn't counted as the end-of-level adversary.



This is an information cluster, and the Diodupure Lv2 is here to investigate an infiltration. When it congeals into a ball, aim at the triangular sensor moving about it.



Fire a continuous stream of Glide Wing bullets into the sensor, and watch the Diodupure Lv2's energy beam. This blasts out every couple of seconds, then moves either vertically or horizontally.



Maneuver your Glide Wing to the side the beam isn't moving to. The beam disappears and reappears in the same location, at which point you move again. You can always stay to one side of it.



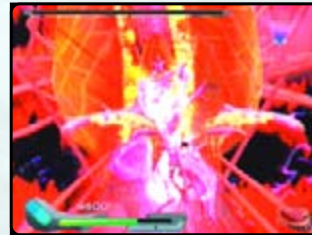
As you dodge the beam, continuously blast the sensor. Re-aim if you miss your mark; your target doesn't have to be over the sensor. Keep up the battering as you pass through the first cluster.



Fire at the Diodupure Lv2 until its outer bubble casing shatters, exposing its nerve system. The being refills its health.



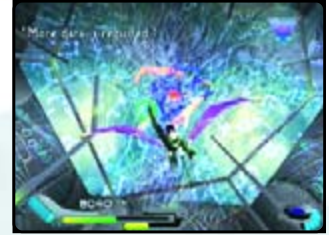
This Diodupure Lv2's unshielded form attacks like its earlier version, but instead of emitting a dispersed string of blue bolts, it congeals its energy blast into a long, winding strand of powerful energy. Dodge to the side and keep pummeling.



If it launches a second wave of blue energy blasts, dodge again and they pass to the side. Use the Base Wing to down this adversary. Don't use your Berserk attack—you need it later.

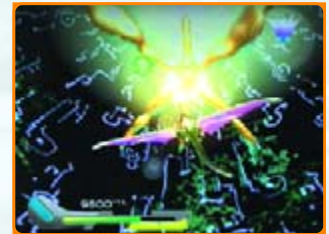


If you destroy the Diodupure Lv2 before you reach the end of this cluster corridor, the computer informs you that the analysis was successful. You receive a Gene Base and are transported to the Deep Memory Cell: Route A.



If you failed to defeat the Diodupure Lv2 before it reaches the end of the corridor, where the colors turn to a darkening Sanskrit, the computer remarks that it requires more data. You are sent to the re-analysis chamber: Route B.

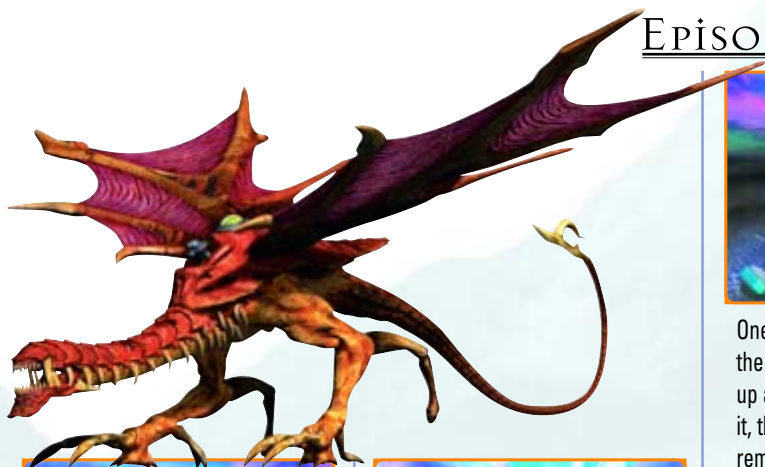
TRaversing ROUTE A: SECOND BRANCH



You appear inside Memory Cell Level 5. A star-shaped figure forms against the binary language through which you're floating. A voice says your mission is complete and asks why you want to remain. It tells you that your body is mortal and fragile.



It tells you that if you continue to exist in the real world, your life is more likely to end. It seems to understand, says "farewell my other half," and asks that you watch over your mutual friends. You leave its sanctum.



You appear in a desolate, purple landscape. Change to your Base Wing, and target four Sealance Images. Fire, then swing your target left at six more. Then a final four appear, heading at you.



Dispose of all 14—these are easy to target with your Base Wing lock-on. The pinkish Sealance Image is a Carrier Sealance, which releases a Gene Base when you destroy it.



Continue to face forward as two sets of six Sealance Images move in from the left and right. Target six and fire, then target the other six and fire. If they pass you, swing around and finish them off before they disappear.



Face forward in your Base Wing and target 11 Sealance Images floating in ahead, to your left. The middle one is a Carrier Sealance and releases another Gene Base. If you're at Level 1 power, you can target all 11 at once.



After these 11 Sealance Images are destroyed, a fleet of Sealance Images appears beneath the floating rock ship ahead. Target and blast as many as possible. Repeat.



Don't aim at them a third time. Fifteen Sealance Images appear ahead and to the right. You have milliseconds to target them all. Fire manually to destroy the rest. They vanish a second after they pass you, so be proficient!

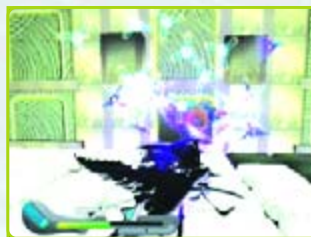


One of the 90 Sealance Images on the left is a final Carrier and gives up another Gene Base. Float into it, then quickly target the remaining Sealance Images.



You can aim and destroy more Sealance Images even after the screen freezes and you're taken to meet Abadd. That's one way to destroy all 90. The other is to use the Base Wing's Berserk power just before the group of 15 Sealance Images appears. You are teleported to Abadd's location, and Route A ends.

TRaversing ROUTE B: SECOND BRANCH



When you're once again inside the re-analysis chamber, two Interception Programs Ver. 1.50 arrive to check you. Blast them with your Base or Heavy Wing. Two more appear to your left. Then two more appear in the same place.



Face right and take out two more. Then face left and destroy two more. Face front and take out two more. Look right and take down two more. Finally, look left and take out the final Ver. 1.50.



Re-analysis was a success. You are sent to Memory Cell Level 4, a gray- and purple-hued passage. Smash the first Data Coil. A voice utters that purging of the bug has been initiated!



Smash the second Data Coil, and a voice utters that "he will always be with me." A moment later, you are removed from the memory chamber and sent to an open-topped information tunnel, deep within the system.





In Base Wing, target five Interception Programs Ver. 1.00 in a horizontal line in front of you. Execute them quickly, because four more appear, two on either side of the tunnel. Lock-on and fire.



Soon after, another four Ver. 1.00 programs appear. Fly below them, then spin around and target all four behind you. Stay looking behind as an Interception Program Ver. 2.60 appears in the ether. Change to your Heavy Wing.



Blast the Ver. 2.60 before it fires and disappears. Keep looking behind you. As you appear out of the tunnel and float through the construct memory allocation program, a Ver. 2.00 appears. Tear through that with Heavy Wing ordnance.



Take the Ver. 2.00, then tag two sets of four Ver. 1.50 programs that fly above you and stop in front of your mount. Target them all at once, then concentrate on another Ver. 2.60 that appears in the narrow tunnel.



Quickly defeat it, then target and destroy nine Ver. 1.50 programs that appear and form a squareish shape. Finally, another Ver. 2.60 appears. Lob as many Heavy Wing lock-on shots as possible at it. You are teleported to Abadd's location, and Route B ends.



A birdlike angelic being with a female voice begins an ancient recorded message. It asks why we were brought into this wretched world. Only our free will and chosen paths will bring inner peace. The being doesn't know if Orta will understand its plight.



But Orta is the being's only answer. As memory particles flood the mainframe, the being continues: Orta was born of human and Drone, with the power to change the world. Despite hardships, this being will always be there. Orta will always carry her parents' spirit.



Orta recovers from her mother's message as an ominous pink glow calls to mind the central mainframe. Abadd has appeared! Her mother, a Drone, and the genes of a human who entered the Gateway were responsible for Orta's creation. Abadd wants Orta's form to reproduce itself indefinitely. Abadd will not be refused.

BOSS BATTLE: ABADD THE DRONE



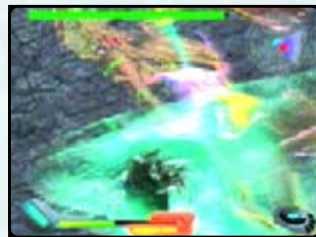
A half-ethereal Abadd gusts forward. Lock-on with your Heavy Wing and launch a salvo or two, then face forward. Continue locking on and launching.



Throw out a couple more targeted shots until Abadd conjures a series of white energy bolts and starts firing them at you. You can switch to Glide Wing, swerving to avoid them.



Or, you can boost forward, dodge a bolt, then boost again so you're ahead of Abadd. Then launch a series of attacks that eventually topples him. Begin lock-on salvos.



Abadd accelerates to your right and attempts to swat you out of the air with a giant hand. Switch from Heavy Wing to Glide Wing, and accelerate forward so that Abadd misses. Change to Heavy Wing, look behind, and continue firing.



Abadd boosts forward and attempts to conjure more white bolts. Weave left and right, boost near him, then boost ahead again. When you're in front of him, look behind and repeat the Heavy Wing barrage.





Keep this barrage up for as long as possible. You can launch a Berserk attack, but you should save a Berserk power for the beginning of the next episode. When Abadd boosts to your left, boost forward.



Change back to Heavy Wing, and continue the lock-on pummeling until Abadd swoops first down, then above you, and stops ahead of you. Look forward. A target appears in the center of Abadd's body.



Fire at the target until Abadd twitches, then boost to his side. A second target appears on the Drone's head. Start whittling down Abadd's energy. Boost so you're ahead of him, look behind, and start a Heavy Wing barrage. Don't move behind Abadd and fire—he launches white bolts from his head.



Aim at the stomach target, or vertically between the head and stomach. After eight lock-ons, Abadd emits an explosion of color, and a white energy starts to build.



He leans toward you and strikes out. Don't let him hit you! When Abadd starts to stretch, change to Glide Wing and slow down, stopping at Abadd's side. Now change back to Heavy Wing and hit his stomach from the side, or boost back in front of Abadd.



Continue this barrage of attacks, staying at his side until Abadd attempts a swat (Glide and boost forward) or a stretch (Glide and slow down). Move between Abadd's side and front, launching ordnance.



Don't boost accidentally when you should slow down, or vice versa! Keep attacking until Abadd reaches half energy. A good head attack makes him rock back, clutching his ethereal cranium.



As Abadd assumes a fetal position, stay in front of him and tear his stomach target apart with lock-on strikes. If you're quick, you can get his health down to near the yellow range.



Abadd attempts a strike or swat, then moves in front of you. Then he disappears and reappears behind you. He boosts forward, flies toward three stone blocks floating in the distance, and picks them up. He takes only minimal damage during this time.



Hold your fire until he releases the first block. This turns into an aggressive Termination Program that floats in front of you. It fires a series of white bolts that appear first in a vertical line, then in an S shape (regular and reversed), and finally in a circle.



Stay in the middle surrounded by bolts, within the curve of the S, or on either side of the vertical line, and you're unharmed. After nine blasts, the program finishes, and Abadd slows down. Check his location.



In a moment, he boosts forward and grabs another three stones floating in front of him. Boost in front of him and wait for him to conjure up a spiky black Interception Program. Change to your Heavy Wing.



PANTHER DRAGON ORTA

PRIMA'S OFFICIAL STRATEGY GUIDE



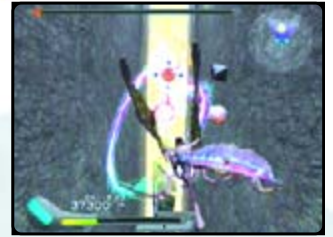
Now whittle Abadd down and finish him off. Ignore the rock until it launches three smaller satellites. Boost in Glide Wing to avoid them. Then launch Heavy Wing shots at Abadd.



The stones create another program that fires nine sets of white bolts at you. This time, it starts with a horizontal blast, and the S shapes are reversed from the earlier attack. Move slightly right to stay in the middle of the shots.



Abadd grabs a final trio of stones and conjures the spiky ball. Boost to avoid the three smaller balls it launches, as you did before. Abadd returns to his languishing position, with his head and stomach targets exposed.



Now destroy this form of Abadd. He remains in this position until the combat ends. Switch from side to front positions, dodging the swat and stretching attack. Defeat him!



Repeat this twice more until the spiky program moves back to Abadd. Abadd boosts in front of you, spins violently, and emits two damaging solar waves. Slow down in Glide form to avoid both. He picks up another set of stones. You can finish Abadd by this point.



SCORE RANKING PARCHMENT: UNEARTHED

SHOT DOWN RATIO

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	95–100%	90–94%	80–89%	60–79%	0–59%

SCORE

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	40,000+	35,000–39,999	30,000–34,999	20,000–29,999	0–19,999

HITS TAKEN

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	0–15	16–30	31–40	41–50	51+
Hard	0–20	21–35	36–45	46–60	61+

BOSS CLEAR TIME

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	0:00.00–4:00.00	4:00.01–5:00.00	5:00.01–6:00.00	6:00.01–8:00.00	8:00.01+
Hard	0:00.00–6:00.00	6:00.01–6:30.00	6:30.01–8:00.00	8:00.01–10:00.00	10:00.01+

EPISODE 8: IMPERIAL CITY

ENEMY INCURSION PARCHMENT: UNEARTHED

Troop Type	Points Awarded	Troop Type	Points Awarded	Troop Type	Points Awarded
Airship Kartha	80	Floating Mine Mardai	100	Imperial Soldier	N/A
Airship Vahra	500	Homing Missiles (Airships)	5	Patrol Airship Vayu	200
Artificial Sun	N/A	Homing Missiles (Hovertanks)	5	Pump	N/A
Assault Carrier Vermana	5,000	Hovertank Dahra	100	Remote Missile	N/A
Battleship Bhout	50	Imperial Defense Unit		Reinforced Homing Missiles (Carriage Emden)	5
Catharp	5,000	Bacharsuha	7,000	Transport Carriage Emden	100
Civilians	N/A	Imperial Defense Unit		Transport Tank Emden	500
Crane	N/A	Bacharsuha (each arm)	500x∞		
Dragonmare Embryo	300	Imperial Elite	N/A		

BRANCHING OUT



This episode has one branching pathway, in the Dragonmare incubation chamber. Destroy all Dragonmare Embryos to access Route A. Fail to destroy all Dragonmare Embryos, and you take Route B.

ROUTE VARIATION CHART

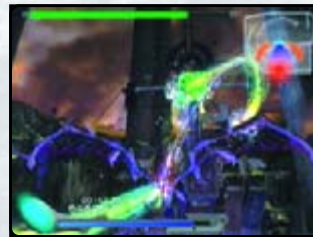
Variation	Route	# of Enemies
1	A	162
2	B	155

DEBRIEFING INFORMATION



A factory from the Old Century groans into the upper atmosphere. The structure houses arcane experiments and shelters the latest Dragonmare hatchlings. Orta and her mount are determined to ascend from the factory's bowels to its very top, where the base's most formidable defense unit is waiting.

MISSION OVERVIEW



This quest, one of the most frantic since you encountered and destroyed the Empire's gigantic fleet, is a slow ascent through numerous laboratory chambers. You stay straight ahead or look behind you most of the time, shooting airships before they peel away from you.

Airship destruction is interspersed with flights around huge indoor chambers, demolishing a disabled Catharp, a rebuilt Assault Carrier Vermana, and 30 Dragonmare Embryos to scuttle the Empire's hopes.

Finally, remember complex combat patterns to demolish the monstrous Imperial Defense Unit Bacharsuha. Give Gene Bases to your remaining wing types, and remember where each enemy is and what wing type best defeats it.

LET'S RIDE!



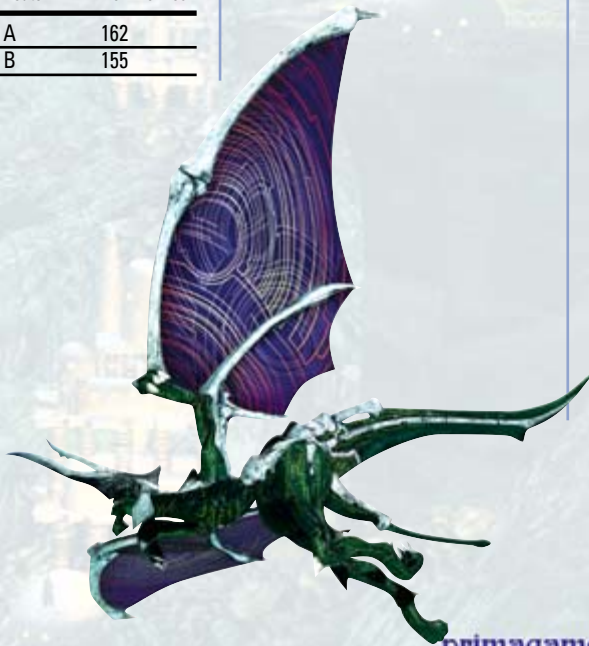
As you gain control of your mount, you hear a Transport Tank Emden moving along a circular track around the interior perimeter of the base. Face forward, look right slightly, and change to your Heavy Wing.



From left to right, target all five Transport Emden vessels (the tank and four carriages). If your Heavy Wing isn't up to Level 5, just lock-on to the carriages. Fire!



And repeat. Then blast two sets of four missiles the carriages launch. Change to Glide Wing. When the missiles are downed, change to Heavy Wing and target them again.

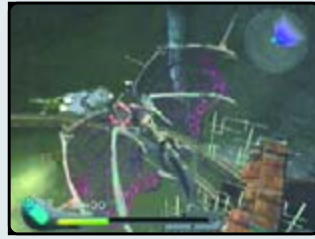




Three lock-on shots per vehicle segment finishes off the tank and carriages. As an Imperial soldier screams that Orta is heading for the Cradle, you pass through a train station. A second tank waits here. Lock-on and fire at it.



Target the third tank train for a second sweep; if you haven't already destroyed the second tank train, forget it. You won't have time to destroy the third tank train before another tank train moves along a track.



As you begin to ascend, you should have destroyed all four tank trains. If you haven't, look right and target the tank train's remaining sections below. You've time for one or two more targeted volleys. Alternatively, launch your Berserk attack, either Base or Heavy, at the third and fourth tank trains.



On the way out of the first duct, you enter a cavernous production chamber where four Battleship Bhout launch on an intercept course. Three chase you, and you pass a fourth as you reach an upper exit duct. Target the first three on the way up.



Keep looking behind as a second Transport Tank Emden with four more carriages rumbles out. Lock-on to all vessels, fire, then lock-on again as you look down at the foe to your right.



Launch four or five lock-on volleys at this last tank train, which follows the third one, before both sets of carriages unleash missiles—sixteen in total, two from each carriage. Shoot all of them down, in either Heavy or Glide Wing form.

TIP

Aim at the tank, not the carriages, for a sure-fire way to destroy all four tank trains without the hassle of missile combat. Launch three or four targeted shots into the tank. It explodes, and a chain reaction wipes out the remaining carriages. A superb strategy!



The fourth battleship, joined by one of the original three if you miss it, chases you up a second piece of ductwork. Target your pursuer(s) and dispatch them quickly before they fire.



Blast its missiles, then target and destroy the entire tank train just as a third Transport Tank Emden passes on a track slightly above you. If possible, sweep and target its carriage with a set of lock-ons.



As you pass under another station, target the back tank train with a volley of lock-on shots and try to destroy it. Fend off a couple of stray missiles, then concentrate all your lock-on power on the remaining tank train.



Your mount flies up from the base area, through a vent, and up an ancient ductwork into a second chamber. As you enter the ductwork, change to your Base Wing and face backward.



Out of the duct, target four more Battleship Bhout in the next chamber. As you enter the ductwork, change to your Base Wing and face backward. As you enter another duct, two Bhout vehicles chase you. Again, lock-on and fire at both.





You fly up into another large chamber. Two Battleship Bhout, joined by two more, chase you up the tunnel. Continue locking on in Base Wing and blast them. You speed out into a final chamber.



Target the two Battleship Bhout. You then move into another pipe. Zoom out into a huge Dragonmare incubation chamber. In Heavy Wing mode, look to your right.



Your red radar shows three incubation scaffolds, each with 10 Dragonmare Embryos. Destroy all Embryos before you leave this room. Get a quick start as you fly up toward the scaffold.



With your Heavy Wing lock-on targeting, send lasers systematically into the Embryos. These Dragonmare babies are tough—you need about three lock-on volleys (each volley targets each Embryo twice) to defeat each one.



As you fly around and move down the right side of the first row of Dragonmares, look forward and blast Embryos ahead or look left and target Embryos in all three rows.



You fly around for another pass, so don't worry about missing any Dragonmares as you near the end of the first row. By now, you should have destroyed at least eight Dragonmare Embryos. Release lock-on shots every second to hasten the task.



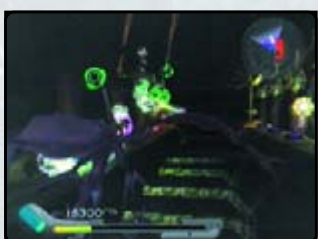
At the end of the first row, you have enough built-up energy to release a Heavy Wing Berserk attack. Target specific Dragonmare Embryos and blast away, switching entities to weaken seven or eight Dragonmares or staying with the original targets to finish off four.



One of the Dragonmare Embryos in the first row drops a Gene Base. Get your Heavy Wing to Level 5 as soon as possible! As you turn around and fly between the first and second rows (Row 2 is on your right), try to have destroyed all the Embryos at the far end of Row 1.



Another Gene Base drops out of an Embryo in the first row. Blast any Embryos you spot, flicking between the first and second rows until a giant robotlike entity rolls, trying to halt your destruction. This is a Patrol Airship Vayu.



The Patrol Airship Vayu tries to lock-on to your craft with its heavy lasers. If it connects, it dishes out considerable damage. When the airship rolls in, look left and target its midsection and two laser arms.



One Heavy Wing blast to each location finishes it off. Look right (still facing forward) and target a second airship rolling down between Rows 2 and 3. Launch another three laser shots before it homes in on you.

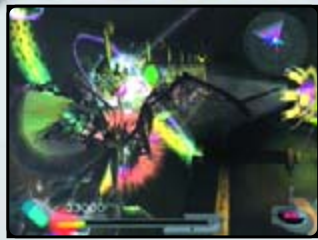


Spend the remaining time destroying as many Embryos as possible. By the time you begin attacking the Embryos in Rows 2 and 3, you must have destroyed all Embryos in the first row. Turn the corner and take out any that remain in the second row.



Two of the Embryos hold Gene Bases. Snag them and try to finish all remaining Embryos in Row 2. Then turn left and demolish as many in Row 3 as possible. When you start making the left turn, target any remaining Row 2 foes.





Two of the Embryos on Row 3 also contain Gene Bases. Grab those while flying down the final row. Change forms if your Heavy Wing is at Level 5, and keep blasting.



When you're halfway down this row, swing slightly right, aim up, and target the torso and arms of another Patrol Airship Vayu before it locks on to you. Then flick your lock-on to the left and take the other out between Rows 2 and 3.



Spend your final moments checking the rows with radar for any remaining Embryos. If no red blips appear, you succeed and enter Route A. If one or more Embryos still live, you enter Route B.



Think about using the Base Wing to cull Embryos (not recommended if you're playing at Hard difficulty level). You can target up to 12 Embryos at a time at Level 5. Each time you achieve a multiple lock-on and destroy an Embryo, you get a points multiplier. The real challenge is blasting all 30 Embryos with a x12 multiplier: That's 108,000 points!

TRaversing ROUTE A



Your dragon enters another duct. A startled Imperial trooper informs central command that all the Dragonmare Embryos have been destroyed. As you fly up an empty chamber, the Captain orders all units to open fire!



You fly through a long, twisting tunnel until you appear in another large chamber. As you fly up, 20 Floating Mine Mardai hove into view. Look slightly down and target as many as possible with your Base Wing.



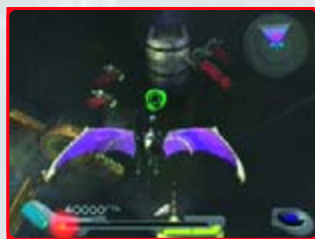
Fire and then target the remainder before they swarm, destroying themselves and damaging you. If you keep a sharp look-out, fire at least 10 shots early and then another 10 to target the rest, you won't need to use your Berserk. But using it is an option.



As you destroy the last of the mines, an Airship Vahra zooms past you and scoots up the duct ahead. It boosts up into another chamber, then drops down another series of tunnels, leaving behind firebombs to damage you.



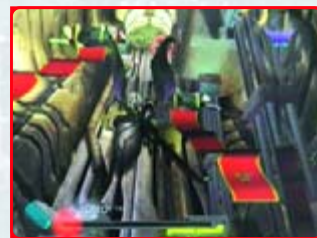
Don't just target it, lock-on, and receive a firebomb beating. You can boost straight into it, ramming it and tearing it apart. If you boosted through the mines, the airship appears behind you. In that case, defeat it with your Glide Wing's firepower.



You receive a Gene Base from this enemy. Once out of the tunnel, dart right into another duct. Seconds later, you're in another large chamber. In your Base Wing form, look up.



Four Airship Kartha are flying upward. Two peel off left and two right. You've a half-second to lock-on to all four and fire before you leave this chamber. Dodge the fireballs they leave.



Head into another duct. In a second, two more Airship Kartha boost forward in front of you. Target them both and fire. Dodge upward to avoid their fireballs. You now rejoin the main pathway.

TRaversing ROUTE B



Your wing gradually rises to a lower duct and zooms inside. An annoyed Imperial trooper informs central command that the enemy is in the laboratory. Defensive action is called for. Change to your Base Wing and begin targeting.





You enter a large chamber, shoot upward, and have a millisecond to react to four Airship Kartha. Target them before they split into two groups of two, left and right of you. Dodge up to avoid their fireballs and enter the duct.



Two airships pass you. Face forward and target them, dodge around the two fireballs they leave behind, and enter another laboratory chamber. When you point upward, target four more airships and let rip with your lock-on shots.



Dive under or over their fireballs, and demolish two more airships that fly past you in the tunnel (dodge up to avoid those fireballs). Enter another chamber that has two airships behind. Wait until you disappear into another duct.



The airships pass, allowing you to blast them and swerve to avoid their fireballs. In another chamber, target four more airships, and in another tunnel, blast two more airships that pass you. You now rejoin the main pathway.



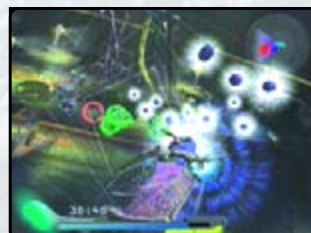
Switch to Heavy Wing and face left. You enter an Imperial capture room, where the powers of an ancient Catharp are being harnessed. You can destroy the Catharp in a moment. For now, target the two Hovertank Dahra on the ground.



Get off around three lock-on barrages before the hovertanks' missiles get too close to ignore. Blast them with your manual weaponry. Continue this tactic by taking out the three Battleship Bhout's missiles.



Lock-on and destroy the three battleships as they fly past, then blast more missiles from three battleships that pass from right to left as you continue to skirt the edge of this room. Now destroy the battleships.



Five hovertanks are at the foot of a giant Catharp that is restrained by gigantic clamps. Take out as many hovertanks as possible, then destroy their missiles. Take out three more battleships flying left to right.



There's another hovertank near the foot of the Catharp as you complete a circuit of this room. Three more battleships pour from a vent opposite. Target them as they pass, then mop up any remaining hovertanks.



As you ascend and circle, three more battleships pass from left to right. Keep facing left, but look right, targeting them early to avoid having to take out their missiles. Now destroy the ground hovertanks.



You can now target the various joints on the immobilized Catharp. All this does is sway the already-impotent giant. You're behind its face mask, which has five target points at which to aim. As you round the beast, aim only for the head.



Continue volleys of Heavy Wing headshots as the head spasms. You pass around the top of the Catharp and spot its arm tied to a laboratory restraining cable. You have a final chance to tear off the Catharp's mask. Lock-on with five targets for 5x the multiplier. You earn a Gene Base if you remove the Catharp's mask.





You now emerge from the giant chamber and head into an upper duct. Change to your Base Wing. As you hit the ramp area in the middle of the duct, you spot five Floating Mine Mardai. Boost and ram through them all.



You enter a large chamber and shoot upward, causing four Airship Kartha to peel off left and right in the same formation you saw before. Target them all and dispatch them with laser fire.



Two Airship Kartha pass you inside another tunnel. The drill is the same as before: Target each as it passes, destroying them all with lock-on fire, then dodge up, out of the way of their fireballs.



You emerge in another large chamber and shoot straight up. Target and demolish another four airships, enter another duct, blast two more airships as they pass, and dodge the fireballs that both sets of enemies leave behind.



In the next chamber is a formation of eight Floating Mine Mardai. As you reach the bottom two, boost up through all of them and destroy them. Aim down slightly to run through them. Enter a duct and take out two airships.



In a final chamber, you shoot upward and into another winding tunnel structure. The Empire is aware that the dragon is approaching the airship production area. The base commander orders that the newly refurbished carrier Vermana be mobilized.

BOSS BATTLE: ASSAULT CARRIER VERMANA (REFURBISHED)



As you emerge, you have the opportunity to briefly target the carrier's underside. Make these shots count. You then emerge from beneath the production bay and target the hull structure as you did in Episode 1.

NOTE

Although it bristles with killer ordnance and has an ample health bar, the refurbished Assault Carrier Vermana is not the end-of-level boss. Take your time demolishing this force.



Face left and launch a barrage at the hovertanks resting on the carrier's landing strip. Although the enemies are stronger, this battle resembles your first face-off with this carrier. Check Episode 1 for a refresher.



Taking out the four hovertanks is more taxing this time around. Avoid the missiles they fire and throw lock-on barrages at them. Look right as you pass over them.



As your mount ascends, keep locking on and firing at these hovertanks and two more below you at the front of the carrier. By the time you slow down and begin to climb, you should have destroyed all the tanks.



Switch to your Glide Wing and dispatch the second wave of missiles (about 30 each time). Then take out the barrel-like structures on the scaffold arms of the carrier, near the gun emplacements. You soon swoop down. Try to remove the remaining two front hovertanks.





Target the hull of the craft and pummel it. After crossing the landing area where the hover-tanks were, the carrier launches five green remote missile mines at you. Continue locking on to the carrier's hull.



Just before the first remote missile strikes you, change to Glide Wing and boost forward. Wait a second before boosting again, or the three missiles that haven't yet reached you adjust their course. Revert to Heavy Wing.



You're able to target the hull and destroy it as your dragon dives under the ship and out the other side. Keep on blasting the hull as your dragon remains stationary. Then target the tower in the middle of the craft.



The yellow-colored hull is the prime target for the rest of this battle. Boost up over the carrier's front and repeat the attack pattern. Batter the carrier hull until it explodes.



You and your mount leave the burning hulk of the Assault Carrier Vermana and fly up through the roof vent. While the Imperials attempt to contact the Captain, infiltrate the facility's upper level. Face behind you.



In Base Wing, there's time to set off a barrage of lock-on shots at five Battleship Bhout and an Airship Vahra. As you fly through moving pumps and machinery, the airship launches missiles at you.



Face forward, and you see that five Airship Vahra hope to see you off. They run ahead of you and boost into a second chamber through a short tunnel. If you're quick enough, boost and ram them into oblivion.



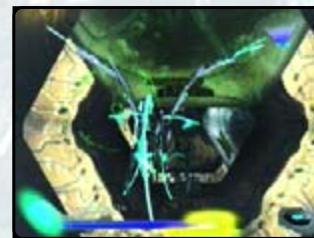
If not, target and fire at them as you follow them into the chamber, then target them again behind you—they drop down as you pass overhead. They follow you into another chamber, accelerate past you through another short tunnel, and into another large room.



Continue blasting (or take your chances with a well-timed boost) and you enter another room where the five airships (if still alive) peel off. This is your last chance to demolish them with Heavy or Base Wing lock-on fire.



Dodge the fireballs they deposit. If they're still alive, you can spin, face backward and target them as you continue up and out of the facility. One airship drops a Gene Base. Power up your remaining wings with this.



Switch to your Glide Wing as you ascend through an exit chute. Boost under a door closing from top to bottom. Pass a large chamber and dodge over another door that closes bottom to top.



Swoop and dodge to your screen's bottom left, avoiding a door that closes top to bottom and another that closes right to left. After going through another large chamber, head left and avoid another right-to-left door, pass another large chamber, and avoid a left-to-right door by dodging right. You burst out of the facility at extreme speed!



BOSS BATTLE: IMPERIAL DEFENSE UNIT BACHARSUHA



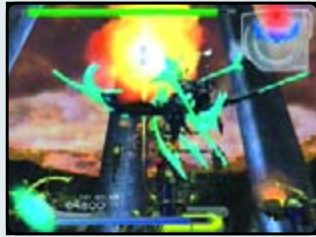
Waiting for you at the top is a gigantic structure with tremendous power—the Bacharsuha. It has numerous armlike gun emplacements surrounding a central tower device. Three laser silos in the foe's head area are its only weak points.



Launch Heavy Wing targeted ordnance into the three vertical laser housings, ducking as a giant mechanical arm swings left to right overhead. Then dodge upward as a second arm misses you going right to left.



Target each arm and lock-on with as many shots as possible to disable both arms. Now focus on the laser bays and pummel them with more Heavy Wing fire.



The Imperial Defense Unit Bacharsuha throws out 20 missiles—10 from the left and 10 from the right. They approach on a narrow trajectory, so look up while facing forward and demolish them with your hand weapon. The Glide Wing is optional.



With both of your adversary's arms out of commission, blast at its laser bays until it rotates left. This blocks your targeting, so boost forward (Glide Wing), and forward again to regain your lock-on. Note the radar arrows.



Pile on the damaging lock-on shots from your Heavy Wing until the enemy has about three-quarters energy. The commander roars that "you won't be able to dodge this!" as the above arm wings power up a massive blue energy blast. When you see them light up, boost!



A large electrical ball blasts forth and through the area where you were. Slow down and take up a position in your previous location, continuing the Heavy Wing bombardment. Destroying these two arms gets you an extra 500 for each arm!



More missiles fire from the Bacharsuha's head area. Dispatch them in Glide Wing, then continue the bombardment until the defense unit transforms. It instantly brings down eight arm wings!



When the commander screams "Damn you!", you know you're in for it. Change to your Base Wing and dodge downward as the arms move to your level. Target the first arm to the right. The arms move clockwise.



They blast a continuous stream of electrical energy, which is severely harmful. Repeatedly dodge under and over, continuing this weaving avoidance path as the arms make two complete circuits around the central body.



Aim right, targeting each arm, and blast it while dodging. Stay in Base Wing. When the arms finish their attack, change to Heavy Wing and demolish them as they stack up, four on each side minus any you've taken out.



Look up and look out for 20 more incoming missiles. Shoot them manually, as before. Ignore any arms you missed and change to your Glide Wing as the arms move in front of the Bacharsuha's body.





Look up as the Bacharsuha ascends between a circle of giant pillars. When it stops (you can still target the arms to increase your Berserk power), each of its eight arm wings lets out a giant ball of electricity in a clockwise pattern.



Fly ahead of the first ball and continue in a large clockwise circle, letting each ball fall behind where your mount was. If you remain stationary or change direction, you're struck. Complete three entire clockwise circles until the arms stop.



The entire unit ascends the pillars. As you follow, change to your Heavy Wing and target as many arms as possible. Each is worth 500 points and increases your Berserk attack, which you may use on the arms.



At the top of the tower, stop and hover, facing the three laser bays. In Heavy Wing form, quickly plow some lock-on shots into the three bays. The lasers begin to warm up. Ignore the faint red beams.



As the beams congeal into a huge energy wave, change to Glide Wing and boost forward. The three lasers follow your mount clockwise. Change to Heavy Wing, launch a quick volley, then boost forward again in Glide Wing.



You reach the opposite side, but the rotating laser beams are still coming! To avoid being blasted, slow down and continue in a clockwise circle. If you boost forward or stay where you are, you're hit.



Between each boost or slowdown, change to Heavy Wing, blast the laser bays, then change back to Glide Wing and boost away or slow down. Just after completing a three-quarters rotation, the lasers stop.



The laser bays move to face your mount and the harmless red lasers start to form. When the third appears, the massive power surge occurs. You can target the arm wings on the exterior of this area, adding points to your total.



The combat continues just as before. Avoid the laser beams by boosting or slowing down. Look at your radar to see if you need to boost or slow down. If you're facing the laser beams and looking forward or right, boost forward.



If you're looking behind or left at the laser beams, slow down. This works only if the lasers are turning clockwise—boosting and slowing down are reversed if the lasers move counterclockwise.



Continue this combat until the unit closes up its laser housing and begins to descend. Look behind you, switch to Heavy Wing, and destroy any arm wings remaining as you follow the craft down, facing forward on the way.



Any remaining arms attempt to blast you with electrical beams. Like before, you must dodge up and down between them. If you took them all out, don't worry about this attack. Destroy the remaining arms.



PANTHER DRAGON ORTA

PRIMA'S OFFICIAL STRATEGY GUIDE



As before, target the laser bays, fire on them with Heavy Wing ordnance, then switch to Glide Wing and destroy the incoming 20 missiles. After the missile attack, all arm wings begin to glow inside a massive ball-shaped light!



This isn't an attack, so ignore it—keep on pummeling the laser bays. The Defense Unit is simply repairing its eight arm wings. Afterward, the entire structure ascends up the pillars, like before.



Take out the arm wings to avoid electrical attacks below. As before, face behind and look up, dodging the clockwise balls of energy. Follow the enemy to the very top, taking arms out with Heavy Wing fire as you go.



Combat continues at the top and bottom of the pillars until you deliver the killing blow to the laser bays. The Defense Unit shudders with a huge internal explosion. You defeated it!

SCORE RANKING PARCHMENT: UNEARTHED

SHOT DOWN RATIO

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	95–100%	90–94%	80–89%	60–79%	0–59%

SCORE

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	180,000+	90,000–179,999	60,000–89,999	30,000–59,999	0–29,999

HITS TAKEN

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	0–10	11–15	16–20	21–40	41+

BOSS CLEAR TIME

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	0:00.00–2:30.00	2:30.01–4:00.00	4:00.01–6:00.00	6:00.01–7:30.00	7:30.01+
Hard	0:00.00–3:00.00	3:00.01–5:00.00	5:00.01–6:00.00	6:00.01–7:30.00	7:30.01+

EPISODE 9: SHOWDOWN



ENEMY INCURSION PARCHMENT: UNEARTHED					
Troop Type	Points Awarded	Troop Type	Points Awarded	Troop Type	Points Awarded
Dragonmare Embryo	500	Dragonmare Embryo (Boss Battle)	2,000x10	Flaming Bolt	5

BRANCHING OUT

This episode has no branching pathways.



DEBRIEFING INFORMATION



The Cradle spews forth the Empire's bioengineered masterpiece—squadrons of deadly Dragonmare Embryos, newly hatched but already a formidable force. To again confront Abadd the Drone and cement her destiny, Orta must end the Empire's attempts to thwart her.

MISSION OVERVIEW



This episode, a short but furious ride through the orange skies, is filled with Dragonmare Embryos that quickly strike from all directions. Learn their locations and retaliate quickly for Gene Base prizes.

A final confrontation pits Orta against 10 Embryos bred to tear your mount apart. This is a longer version of the fight against Captain Evren in Episode 4, but with more flaming bolts and fewer spinning discs.

Keep manually blasting the bolts and delivering Heavy Wing targeted ordnance, and you should prove victorious—but keep a Berserk ready for the final fight!

LET'S RIDE!



A Dragonmare Embryo charges your location, quickly joined by six more that pour out of the Cradle. Five more dive out, one at a time, for a total of 12 winged creatures, all attempting to savage your dragon.



Blast apart four flaming bolts that the second Embryo fires as it passes you, and use your Base Wing's lock-on target to tag all the Embryos as they pass. Then fire at them. You won't see the Embryos fall, because they're hit as they pass you.



You must be quick to attack all 12 Embryos (the ones you missed are still on your radar). One Embryo drops a Gene Base; use this to power up your Base Wing to maximum, then your Glide Wing. Your Heavy Wing is already maxed.



Face left when you see a red blip on your radar, and target another seven incoming Embryos. You have one chance to target them as they pass, so make these attacks count! Blast the flaming bolts that one Embryo fires, and pick up another Gene Base.



Look right to see five incoming Embryos. Lock-on and destroy them as they close. Then face behind, then left, to kill off any stragglers. Another Gene Base is yours!



Look behind you as seven more Embryos fly over you and attack from behind. This time, they release a wave of four bolts, then three more waves of bolts. Use your lock-on, downing the first attacker before it disappears below your view.



Then either boost forward to avoid or attack the Embryo flying in your screen's top right corner before it swoops in and scratches you. Quickly target the remaining Embryos. Claim one more Gene Base!



Your radar screen fills with 10 red dots surrounding you! Embryos attempt to devour you. Because the creatures drift around you, face in one direction.





Target and deliver lock-on blasts to each one, then deliver another blast to the one nearest you and quickly move along the enemy circling around you. Don't trail an Embryo as it circles in the same direction you're turning. You can't catch up to it.



The rewards are exceptional. Three Gene Bases from fallen foes wait for you to take them, and these enemies fire nothing damaging. Your only problem is targeting them all in time.

BOSS BATTLE: DRAGONMARE EMBRYOS (HOST)



NOTE
This battle is an enhanced version of the confrontation you had at the end of Episode 4 with Captain Evren and his five Dragonmares. You can get four lock-ons per foe. Follow the strategy in that section, in addition to the tactics in the flythrough.



Huge red dots on the screen announce 10 Dragonmare Embryos that are almost fully developed and attack as a single fighting unit. These Embryos block your progress.



All 10 fly ahead and hover in front of you. Bring out the Heavy Wing guns and blast away at the Embryos until the boss health bar appears. Now swerve evasively, left or right, and slow down.



After a couple of Embryos start to swerve and hit you (slow down), all begin to crisscross the sky, leaving a rainbow trail. This trail damages you if you fly into it. Change to a smaller dragon and dodge these trails.



When the Embryos finish their vapor trails, they fly ahead of you. Switch to your Heavy Wing and target them. Throw down a huge Berserk attack, using the Heavy Wing for this, too.



The Embryos release spinning discs. Two or three release three discs each from the left and right side of the screen. While you pummel the enemy, swerve to avoid the discs or slow down.



The foes slow and drop behind you. Switch to your back view, and target and blast all the ones in sight. Target the four flaming bolts on your left, dealing with them before they hit you.



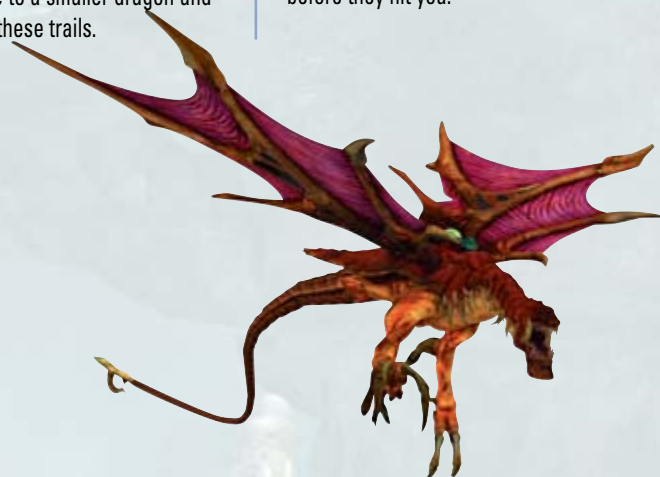
An Embryo on the right releases another set of flaming bolts. Continue your lock-on attacks and manually blast the bolts out of the sky. The Embryos converge and fly over your head.



Almost immediately, rainbow missiles begin to fall through the air. Just avoid or ignore them. The Embryo group turns and flies over your head behind you.



Continue to target and blast the enemy as they fire ineffective green energy blasts that almost never hit. You may be able to use a second Berserk attack. Do it when flaming bolts are approaching.





Four sets of four flaming bolts tumble in from your left (right as you look behind). After that, really lay into the Embryos for a couple of seconds as they fly about, then drop behind you on your left side (on the right as you look back).



Turn right, look up, and continue the attack. Shoot down another eight sets of flaming bolts as the dragons gradually slow down and move behind you. Some of the Embryos begin to smoke. The enemy should be at around one-third health.



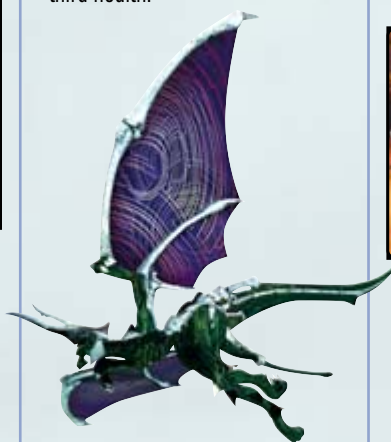
With another flaming-bolt quartet, the Dragonmare Embryos charge your beast (swerve left, right, or boost forward to avoid it) and fly in front of you. Spin around and take care of three flaming bolt groups. Keep up the lock-on devastation.



Fire at the Embryos as a mass, rather than pick on a lone (and smoking) foe. If you blanket-target, you spend less time attempting to lock-on. Switch to your Base Wing when killing a specific foe for a points multiplier—as usual, target as many enemies as possible.



You can continue your lock-on barrage, but now you also need precise manual firing. Eight Embryos each launch four flaming bolts. Blast these, then follow your foes as they fly above and to your right.



The remaining Embryos begin to fly about, trailing rainbows. Their combat strategy has come full circle. You can follow the strategy above for the rest of the fight. Each time, you drop more Embryos.



As you target the final few Embryos, keep a Berserk filled and ready for the next and final episode as the sky darkens and the Gateway's main creation attempts to dominate Orta once and for all.

SCORE RANKING PARCHMENT: UNEARTHED

SHOT DOWN RATIO (55 ENEMIES)

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	95–100%	90–94%	80–89%	60–79%	0–59%

SCORE

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	65,000+	50,000–64,999	40,000–49,999	32,000–39,999	0–31,999

HITS TAKEN

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	0–3	4–10	11–25	26–50	51+
Hard	0–6	7–15	16–30	31–50	51+

BOSS CLEAR TIME

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	0:00.00–1:50.00	1:50.01–2:10.00	2:10.01–2:40.00	2:40.01–4:00.00	4:00.01+
Hard	0:00.00–4:00.00	4:00.01–4:30.00	4:30.01–6:00.00	6:00.01–8:00.00	8:00.01+

FINAL EPISODE: THE END OF DESTINY

ENEMY INCURSION PARCHMENT: UNEARTHED

Troop Type	Points Awarded	Troop Type	Points Awarded	Troop Type	Points Awarded
Abadd (Form II)	10,000	Abadd (Form IV)	10,000	Interception Program Beta	10
Abadd (Form III)	10,000	Crimson Shard	5	Magenta Death	100



BRANCHING OUT

This episode has no branching pathways.

DEBRIEFING INFORMATION



Gathering lightning and dark clouds around its embryonic form, Abadd's great white dragon cocoons itself and steadily gains power. It generates many forms. This is the most ferocious battle Orta has fought in her young career. But confront Abadd she must. Her being cannot be used by the Drone for his unharmonious machinations.

MISSION OVERVIEW



There is one foe left to defeat. But Abadd has three forms, each endowed with a viciousness beyond any you've encountered.

Circle the armored embryonic form (II) and deal with its Program Betas and Crimson Shards before whittling its outer shielding. Attack when the white dragon appears and change forms to avoid its powerful energy blasts.

Choose the Base Wing when it attempts to cut you down with the Magenta Death, the most infuriating attack in the game. Learn your adversary's attack patterns. Harmony and nature depend upon it.

LET'S RIDE! BOSS BATTLE: ABADD (FORM II)



NOTE

This is Abadd's second form. The first was encountered at the end of Episode 7.



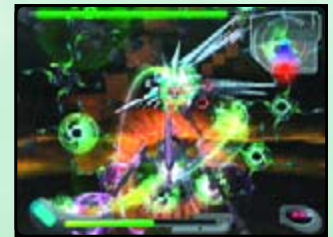
When the episode begins, look back at a giant crystalline structure, surrounded by bronze, armored objects that revolve around the structure, changing shape from balls to cubes to stars.



Fire a salvo of targeted ordnance, then switch to your Glide Wing. Six Interception Program Betas soon surround the being. Bring out your hand weapon and blast them in a circular pattern. If you don't, you're rocked by a focused energy blast.



After you dispatch the Betas, fire off as many Heavy Wing lock-on salvos as possible before another eight Betas appear. Shoot them in Glide Wing, then switch back to Heavy Wing and continue the pounding.



You see a red, pulsing mass behind the bits you've blasted off. Change to Glide Wing as a third series of Interception Program Betas appear—12 of them. Manually blast them, then continue with the lock-on pummeling.



When you destroy the final series of Betas, hit home with your targeted shots until you expose red, pulsing matter. Then boost around and destroy the crystalline structure from the other side.





BOSS BATTLE: ABADD (FORM III)



Using your radar arrows to guide you, boost around the structure, taking care to outrun a wave of energy blasts rocketing from the spheres that surround the creature. These objects shatter.



Thirty crimson shards head upward, shattering into daggerlike pieces. These circle the main structure, then drop toward you. Blast them before they hit you, using the Glide Wing's hand weapon.



Hover and blast the structure until its health is almost zero and is no longer declining. Boost around it or stay where you are and wait for more targets to appear. Then continue the barrage until the structure explodes.



From a crystalline pupa, a seething red mass forms. It shatters and transforms into Abadd's third form—the fully realized Drone mounted on his huge white dragon. He utters formless prose about the dreamless sleep of eons and emptiness being the true fear, then he attacks!



Launch your Heavy Wing blasts into the eight target points on the white dragon. You've time for a salvo before the dragon dives into the liquid below you. A second later, the dragon resurfaces.



Fire only as the dragon rises. Don't waste fire-launching attacks as the dragon falls and disappears, because lock-ons miss. The white dragon leaps and falls into the liquid five times while moving in front of you, at left.



On the sixth ascension, the white dragon disappears into an ethereal pool in front and on the right. Change to your Glide Wing form and slow down. If you don't, a tremendous energy beam hits you.



The white dragon moves right to left, disappears again, and launches a second energy bolt. Boost or slow down to avoid this. When the dragon appears again, target any of its 12 target areas with more lock-on attacks.



Follow the white dragon. Its whipping tail is the only obstacle to avoid while you unload targeted ordnance. You can hit the torso or any of the seven tendril-like wings.



Dodge left and right to avoid the tail until you pass over the dragon. Use your Berserk. Then watch the dragon as it flies high above you and disappears through the ceiling.



It drops from the ceiling in front of you and begins its most terrifying attack. When you hear a warning sound and your mount's head glows green, target the creature's body with your Base Wing.





A split second later, eight purple energy beams—the Magenta Death—emerge from its body and coalesce into a massively damaging laser blast aimed at you. If you haven't taken out the tips of each beam, there's no way to avoid this.

TIP

The Magenta Death is extremely difficult to fight. You can't avoid it, so blast the dragon's center before it launches the lasers. You also can let rip with a Berserk attack and use your temporary invincibility to your advantage.



You can be hit by the blast even as you fire off your lock-on barrage. You must target the head and the beams departing from the head, and destroy them all in one second, or your lasers don't reach their targets before they fire.



To obtain an "S" ranking, blast all Magenta Death tendrils before they coalesce and strike. A red circular script surrounding your dragon is another enemy target indicator.



Expertly mark and blast eight of these strikes before they are launched. It's extremely difficult. Practice and dead-on aiming are the keys. Once the barrage ends, you can severely weaken the creature with Heavy Wing lock-on fire.



The creature eventually disappears into the ether ahead, and fires four damaging energy beams. When you see the tip of the first one, slow down to avoid it. Dodge left and right in Glide Wing form to miss the other three.



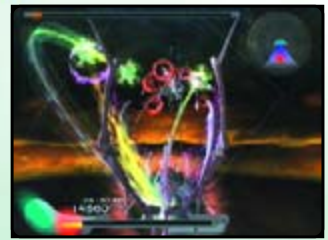
After a second set of four energy beams, the beast turns left slightly and becomes visible again behind you, turning and dropping into the liquid ether. It then swims up, bobs in the ether, and attempts to leap up and ram you. When you hear it screech and see its head, boost!



It then retreats, flies up into the liquid ether of the ceiling, and repeats the attack upside down. Boost again to avoid it. It reappears, sinks into the ether below you, swims under you, and appears in front of you.



You can target its tendrils wings in only six places, so make these count. Swerve between the two main fins as they pass you, or you're hit. The beast then boosts forward and presents its fins again. Swerve to avoid them.



It then appears behind you, leaping from the ether, and repeats its entire attack pattern. First it leaps and dives to your left, continuing its sequence of attacks. Follow the strategy above to defeat it.

BOSS BATTLE: ABADD (FORM IV)



Sparks flicker through the white dragon as it writhes and falls into the ethereal wastes. "We must save this doomed world," gasps Abadd, as his final, serpentine form emerges and weaves ahead of Orta.



Change to Base Wing and target the serpent's head. In an attempt to attack the Magenta Death, eight branches appear from its head. Blast all eight before they elongate. Focus and fire.



If you don't, you're dead. The serpent tries to destroy you with this strike 10 times. Keep aiming at the head, launching early and accurately. After this, it speeds off ahead of you, giving you ample lock-on opportunities.



It boosts past you, heads behind you, then turns to launch three minor Magenta Death attacks. Your Heavy Wing takes care of them if you aim at the head. Continue a barrage of lock-on shots as the beast passes on your left.



It slows in front of you, giving you the best chance of defeating it. Use the Berserk attack if you didn't use it earlier to avoid the Magenta Death. Dodge left and right to avoid the tail.



The serpent drops behind you and prepares more Magenta Death attacks. By this time, it is defeated. Shards break from the serpent's head, and it floats without controlling itself.

SCORE RANKING PARCHMENT: UNEARTHED

SHOT DOWN RATIO (1 ENEMY)

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal/Hard	100%	—	—	—	—

SCORE

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	37,500+	35,000–37,499	32,500–34,999	30,000–32,499	0–29,999
Hard	40,000+	37,500–64,999	35,000–49,999	30,000–39,999	0–31,999

HITS TAKEN

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	0–3	4–10	11–25	26–50	51+
Hard	0–6	7–15	16–30	31–50	51+

BOSS CLEAR TIME

Difficulty	Requirements: "S"	Requirements: "A"	Requirements: "B"	Requirements: "C"	Requirements: "D"
Easy/Normal	0:00.00–1:50.00	1:50.01–2:10.00	2:10.01–2:40.00	2:40.01–4:00.00	4:00.01+
Hard	0:00.00–4:00.00	4:00.01–4:30.00	4:30.01–6:00.00	6:00.01–8:00.00	8:00.01+



OPENING PANDORA'S BOX

Gamers with previous Panzer Dragoon experience know that completing the main episodic adventure is only half the fun. The real challenge is unlocking the secrets of Pandora's Box.



Enter the Pandora's Box option to see spheres called Orbs. There are five Orbs to explore, and an exit Orb that returns you to the Main Menu. You can also use **O** to return to the Main Menu or exit an Orb. The following chart shows the Orbs inside Pandora's Box.

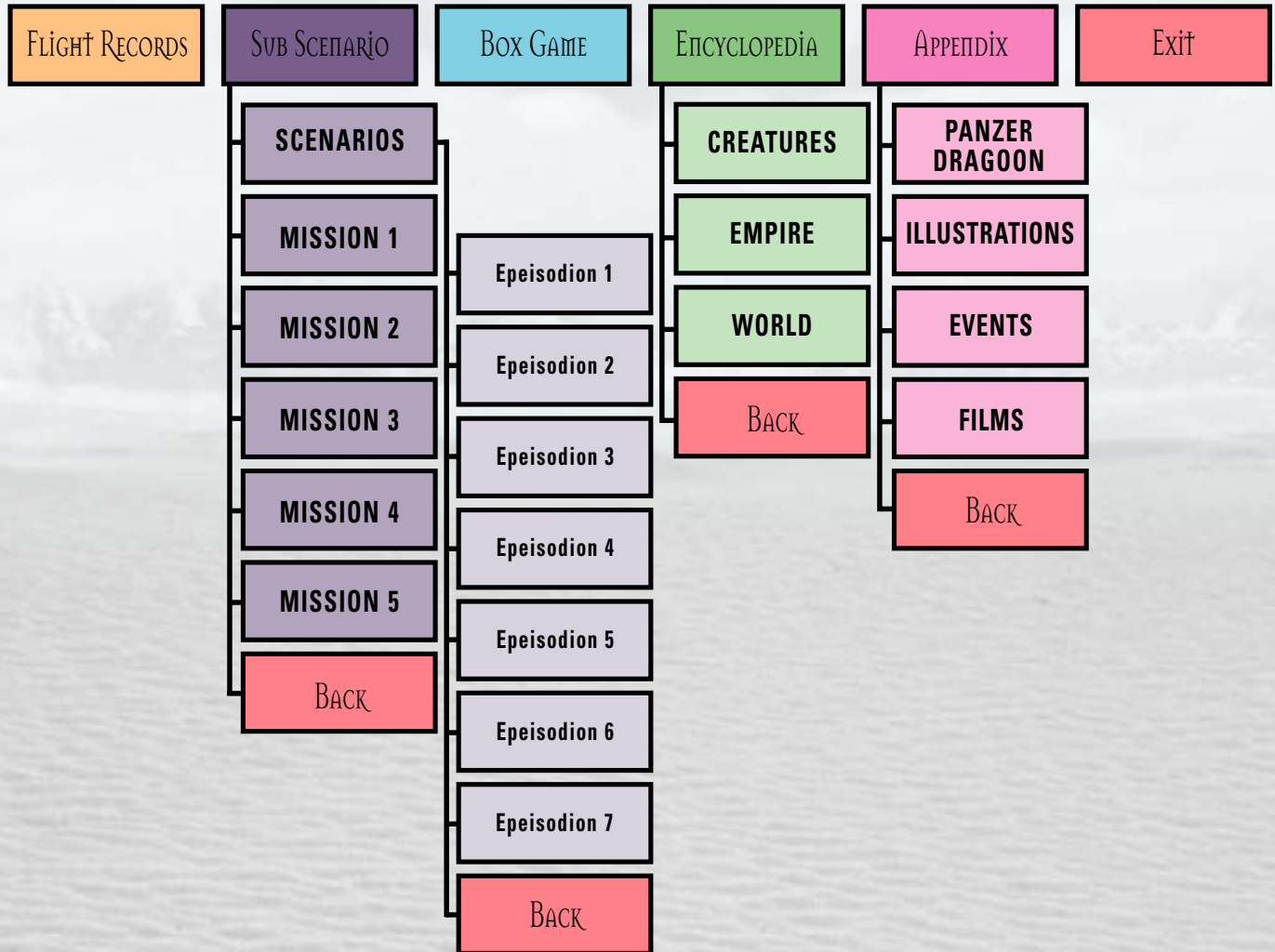
The rest of this guide shows more than 300 unlockable games, dragons, artwork, movies, and information about the *Panzer Dragoon* universe. The following sections detail what each Orb contains in the order in which you encounter them.

At the end of this guide, a chart lists every element to unlock, with appropriate colors and information, and has a checklist to use as you uncover each element.

NOTE

"Element" means item, cinema, artwork, mount, character, clothing, mini-game, world information, simulation scenario, and other assorted gameplay enticements.

Read on only if you wish to learn the secrets of Pandora's Box! Remember: You need a great deal of information—not to mention considerable gameplay—to achieve 100 percent of the secrets. Are you ready? Then let's begin....



ORB I: FLIGHT RECORDS



This Orb is available to explore at the beginning of the game. Enter to view all your available play records on the Flight Records menu.



The Main Menu screen holds information on your progress through the main game and Sub-Scenarios. It does not show information about simulated scenarios available in the Box Game. Enter this menu to check on your game status and to get your rank information (some Pandora's Box secrets are rank-sensitive).



From the Flight Records Main Menu, use **⏪** or **⏩** to cycle through detailed score results for each of the episodes, Epeisodions, and missions in the game. Press **⏩** to cycle in correct order (Easy, Normal, Hard, Sub-Scenarios). These display all the episodes, how many times you attempted each episode, the last score, the hit ratio, and the total rank. When you reach a screen, hit **⏩** to select a particular episode to view.



Inside the sub-menu, view the rankings for each episode. The rankings for Easy, Normal, and Hard are Shot Down Ratio, Score, Hits Taken, Boss Clear Time, and Total Rank. "Best indicates the where you performed most impressively." Next is "Average," based on the averages of all your combined attempts. Finally, "Before" indicates your ranking the last time you attempted the level.



These scores change only when you return to a previously completed episode. You must complete the entire game, then start again, battle to the chosen section, and play through it. Then your charts are updated.



Inside the Sub-Scenario menu, you can choose to view your attempts at any of the mini-games you've unlocked. All of these are accessible via Pandora's Box (see the Scenario Orb for more information). When you select an episode (Epeisodion or mission), you can view specific information as normal, which is different for some mini-games (such as the lack of Shot Ratio for Epeisodion Proto). The ranking is pertinent to the particular game.

FLIGHT RECORDS EXPLAINED



Most of the information on the Main Menu is self-explanatory, but there are variations to the calculations. The following a list with remarks on each part of the menu information you can influence.

TOTAL PLAY NUMBER

This shows how many times you have played the Episode game (on Easy, Normal, or Hard levels). This records how many times you've played a game, not the number of times you've tried a specific episode.

TOTAL PLAY TIME

This indicates how long you've been playing the game. It totals the Flight Records, but does not include the time spent navigating the Menu screens or pausing. Note that some of Pandora's Box secrets unlock when play time exceeds 5, 10, 15, and finally 20 hours. You can add to your time by playing the game and the Sub-Scenarios (but not the Box Game versions).

TOTAL CLEARED GAME NUMBER

This refers to the number of times you have successfully completed the game (Episodes 1–10), on any difficulty setting. It increases by one every time you finish the main game.

HI-SCORE

This gives you the high score for the game you are playing. The figure increases as you progress through the game as each episode's score is added to the total.

BEST SHOT-DOWN RATIO

This allows you to look at your emerging hi-score total, which increases by 10 percent each time you complete an episode. The number is your shot-down ratio for the level, divided by 10 and added to the divided shot-down ratios of the previous level. When you complete Episode 2, this total is out of 20 (2 of 10 episodes completed). Episodes yet to be completed aren't counted. When you finish the game, this is your grand total.

BEST DRAGON RANK



Pandora's Box translates your rankings into a title that best suits your Play Style. This changes as you gain in expertise, from Rank 30 (embarrassing) to Rank 1 (incredible!). The following table shows the titles and how to attain them. Gain notoriety and name stature by playing in Hard mode without missing anything. Your ultimate goal is to be known as Winged Death.

DRAGON RANKING CHART

Dragon Rank	Total Hit Rate	Difficulty Level
30. Pigeon	—	—
29. Weakling	10% or better	—
28. Grunt	20% or better	—
27. Rookie	25% or better	—
26. Peevish	30% or better	—
25. Hunter	35% or better	—
24. Captain	40% or better	—
23. Master	45% or better	—
22. Hitman	50% or better	—
21. Assassin	55% or better	—
20. Exterminator	60% or better	—
19. Predator	65% or better	—
18. Raider	70% or better	—
17. Officer	75% or better	—
16. General	80% or better	—
15. Defender	82% or better	—
14. Dominator	84% or better	—
13. Gladiator	86% or better	—
12. Destroyer	88% or better	—
11. Lunatic	90% or better	—
10. Dragoon	91% or better	—
9. Weaponmaster	92% or better	Normal mode or higher
8. Vanguard	93% or better	Normal mode or higher
7. Sniper	94% or better	Normal mode or higher
6. Dragoon Warrior	95% or better	Normal mode or higher
5. Panzer Leader	96% or better	Normal mode or higher
4. Dragoon Master	97% or better	Hard mode or higher
3. Perfectionist	98% or better	Hard mode or higher
2. Dragoon Lord	99% or better	Hard mode or higher
1. Winged Death	100%	Hard mode or higher

DRAGON USE



This refers, in percentage terms, to the proportion of time during the episodes that you use the three various dragon types: B for Base, H for Heavy, and G for Glide. For example, if you just finished Episode 1, having used your Base Wing half the time and your Heavy and Glide equally for the rest of the time, the percentage would read "B-050% H-025% G-025%." Aside from showing your favorite wing type, this also determines your Play Style.

PLAY STYLE

Pandora's Box verbalizes your wing-type choices into a title that best suits your preferences. Other factors also influence your Play Style name. If your Play Style encompasses many different conditions, the one used most applies. Note that your Play Style changes only after you play the game for more than 45 minutes. Before this, you are always labeled Fighter. The following chart shows the different Play Style descriptions.

PLAY STYLE CHART

Style	Description	Conditions
Berserker	Berserk used many times	Cumulative Play Time ÷ Berserk < 2.7
Grappler	Glide boost used most often to destroy	Glide attack x 5.5 > lock-on attack x 1
Gunner	Manual hand weapon used most often to destroy	Hand weapon attack x 1 > lock-on attack x 3
Specialist	Dominant use of Heavy and Glide Wing	Excluding Base, use of Heavy + Glide is same or more than 50%
All Rounder	Use of three dragon types is roughly equa	Use is 33% for all three wing types
Seeker	High lock-on use	Play Time ÷ Cumulative Number of Lock-on Attacks < 15%
Undead	Use of continues is high	Cumulative Play Time ÷ Continue Number < 15
Fighter	Play Style not in any category	Play Style not in any other category

PANDORA'S BOX OPEN



The final piece of information shows how much of Pandora's Box you have opened. Your goal is to access 100 percent of Pandora's Box. How is this possible? By completing every task mentioned in this part of the guide!



ORB 2: SUB-SCENARIOS



The Sub-Scenario Orb is available for exploration after you complete Episode 4 of *Panzer Dragoon Orta*. Within the Orb are six more Orbs—Scenarios, Mission 1, Mission 2, Mission 3, Mission 4, and Mission 5.

SCENARIOS



Unlock Scenarios after you complete Episode 4 of *Panzer Dragoon Orta*. Scenarios leads to seven Imperial Boy adventures, starring Iva, an Imperial soldier's son. These are Epeisodion 1, Epeisodion 2, Epeisodion 3, Epeisodion 4, Epeisodion 5, Epeisodion 6, and Epeisodion 7. Also available is the Back Orb, which returns you to the Sub-Scenario area.

EPEISODION 1: DEATH OF MY FATHER

Unlock Epeisodion 1 after you complete Episode 4 of *Panzer Dragoon Orta* and five hours of gameplay.



A young boy questions his father about the Empire, calling him a murderer. The father sternly orders the boy to be silent. The boy's father, a researcher at the Imperial Academy, is off to a Seeker city for materials.

The boy knows the materials are for killing people. His father asks the boy to take his medicine, but the boy doesn't care. If his father leaves, the boy never wants to see him again.



That night, the boy's father is killed by a bioengineered creature, an irony that doesn't escape the boy. The boy isn't sad. A co-worker gives the boy an amulet from the boy's father. This wasn't like his father. Now the boy faces either Imperial Military School and the army, or leaving the Empire. The boy knows he wouldn't last a day in the desert, so he enters school and attempts the hoverpod entrance exam.



Using **A** is easier when rising.



As the hoverpod becomes maneuverable, focus on using only your directional stick and **A**—it makes moving your pod easier. Your target is important, because it shows you where you're steering your pod.



Use your pod's "rise" (the only move, which propels you forward) in short bursts. The top bar on the bottom left of your screen shows your thrust, and the bottom bar shows your craft's health. Just tap **A**.



Aim your craft toward the upper right of the pipe structure ahead of you, where the red wall arrows are pointing and the two spotlights are crossing. Boost for half a second, and wait for your craft to move.



Adjust your direction during the short boost, then boost again. Don't boost too long—you hit a pipe, the ceiling, or move so quickly that you lose control. You begin to descend until you boost again.

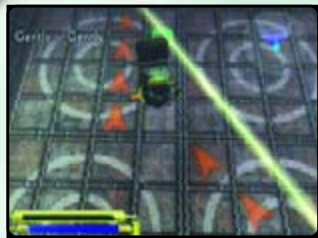


As you reach the gap in the upper right corner of the wall ahead, look down with your target. Boost before you reach the gap, so your miss scraping its bottom.



Drop down, and head left to line up with a second gap in another wall. It's in the middle, at the bottom. Boost early, so your head skims the roof of the gap. Fly through heading left slightly, then boost up.





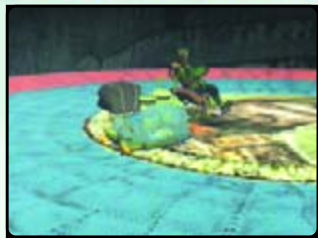
Boost up the left side of a third wall. Don't over-boost as you head through the final wall gap, or you hit your head on the mesh ceiling and descend too quickly. As you float over the gap, look down.



The instructor requests that you land on the portrait of the Emperor. Locate the red and blue target and descend. Tap the boost to control your descent—aim your target at the portrait.



Aim to execute a smooth landing, boost gently to slow your descent, and touch down on the red part of the target. You scrape along until inertia halts your progress, ideally in the middle of the target.



If you land on the portrait, you overshoot the target and hit the wall, failing the exam. Slow your descent by tapping **A** swiftly and lightly. Retries affect your grade, as does how close you came to the middle of the target.

TIP

If you want top ranking, always Quit and restart this episode if you think your grade will be low.

EPEISODION 2: IMPERIAL MILITARY SCHOOL

Unlock Epeisodion 2 after you complete Epeisodion 1 and 20 hours of gameplay.



The boy tells of his sickly physical nature. He was weaker than other boys, and prone to severe fits. He never went to school and rarely left the house. Now he's supposed to join the army?

Still, his father always brought home the black medicine and forced him to take the foul-tasting stuff before bed.



His father told him that without the medicine, the boy would die. He looks at his supply. He has only enough for another 50 days. This worries him less than his second test—a display of timed gunmanship and piloting, firing from the pod against bioengineered creatures.

NOTE

You don't need the reload (**R**). The rapid gun fire (**Q**) is preferred over the regular fire (**E**).



Follow the Instructor's advice and begin your creature takedowns. Boost to the left and upward as eight Yarva appear. Fire in strafing lines, following the entrance pattern of the creatures.



The Yarva at the far left moves in first, so target and fire at him first. Then strafe from left to right in a shallow U-shaped gunfire pattern. Tap the boost to keep from hitting the ground.



If you don't blast the creatures as they appear, they fly off in the same formation. The first to arrive is the first to leave. Don't target them as they fly off, or you miss the next wave.



The next wave appears! Boost upward to gain height, and take out 20 Yarva. Strafe in an E shape, starting at the top right. Strafe left, then down, then across to the right, then back to the left, down, and across to the right.



The third wave arrives. Boost up a little and blast 21 Yarva from right to left. Shoot from the top right, diagonally down and to the left, then up-left, down-left, and up-left, tracing a W. Watch those acid balls if your firing is late!





You can spin around to tag any Yarva you missed, because you're about to ascend through the mesh ceiling to the floor above. Iva remarks that his hands are going to be sore tomorrow. As you ascend, continue to face forward.



You move upward, then swing around. Ahead is a second square mesh rock room. A single Seba speeds in from right to left. Blast it at once. Now turn and look to your right. Three more Seba zoom in and stop in a triangle-shaped formation.



Blast them, then look behind you. Boost a little so you don't hit the ground. Three more Seba fly in and take up an inverted triangular position. Out with the gun!



If you miss the three Seba behind you, quickly turn and look left, because they move there before they disappear. Your test is complete. You are graded on your Shot Down Ratio only. Hit all 56 entities for the "S" ranking!

EPISEODION 3: LONELINESS

Unlock Epeisodion 3 after you complete Epeisodion 2 and 20 hours of gameplay.



The boy doesn't need friends. Even among the students at military school, he feels alone. Nothing's changed since his hermitlike upbringing. Enforced exile because of poor health and temperament doesn't make the boy lonely. Or so he thinks. He thinks he is strong. He thinks he can survive on his own. He's going to start by shooting more enemies in his pod.



You don't need to reload (V). Use both the rapid gunfire (B) and the missile (M).



This is very much like the testing in Epeisodion 2. You shoot a series of enemies within a set time before they disappear. The only difference is that your pod now comes equipped with a trio of missile lock-ons. Use them!



Face forward as you gain control of your pod, and target three of the four Seba that move in front of you. Lock-on and fire, then blast the remaining Seba with your regular gun.



You can use your regular gun on all the foes, but it is easier to mix guns and missiles. The skill is useful in future episodes, too. When the four Seba are destroyed, turn right.



Boost up a little to avoid hitting the floor, then target four more Seba. Finish the fourth with regular guns, and then spin around to face forward. Ten enemy points are there to be won!



Five enemies hover into view in front of you. The two Yarva count as one hit, but the Morli in the middle counts as eight—it takes eight shots (or bursts of gunfire) to destroy it. Strafe right to left.



Take out the two Yarva, lock-on to the Morli and fire. Continue left and take out the other two Yarva, before they fly off. Boost to avoid both the ground and the acid balls, then aim another three missiles into the Morli.



Continue to fire into the Morli with missile lock-ons and regular gunfire, or it disappears before you can down it. Destroy all enemies, instead of avoiding the acid balls. You automatically ascend.



As you move to the second mesh rock chamber, look behind you. Stay in this position as six Yarva (each worth a point), and another Morli (again worth eight points) fly into position. Sweep the six Yarva from left to right.



As you hit the middle of your sweep, lock-on to the Morli with three missiles and fire. Finish the remaining Yarva, then focus all your attention on the Morli, launching more missiles and gunfire at it until it is destroyed.



Be swift, or the enemies fly past you and disappear. At the same time, three Seba appear in front of you. Immediately, face front. Drop them with a missile each, or with gunfire, or with both.



Now turn behind you, boosting to avoid the ground, and target eight Seba. Target the three on the left, then use your gun to fire at the rest while the missiles launch. Lock-on or fire at the others.



This training exercise stops, and just as in the previous episode, you're graded on your Shot Down Ratio. To claim the "S" ranking, take down all 45 adversaries.

EPEISODION 4: FRIENDS

Unlock Epeisodion 4 after you complete Epeisodion 3 and 20 hours of gameplay.



Resting in his pod after training, Iva is assaulted by a rogue bioengineered creature. He is saved at the last moment by one of the older students.

The older student talks with Iva, asks if he's okay, and tells Iva that he's a gifted pilot. The older student introduces himself as Stratei Uramis. The boy says he's called Iva Demicol.



Stratei asks if Iva is related to the famous Academy scientist Letral Naus Demicol, whom he's heard a lot about. Stratei tells Iva to call him if he needs anything. Iva breaks down. He misses his father and thinks he's responsible for his death. Stratei tells him not to be ridiculous—Iva's father was slain by a dragon!



Iva thinks the dragon is a myth, and he doesn't believe in fairy tales. Stratei scoffs at his skepticism. The dragon is indeed real. What does Iva think destroyed the Imperial fleet?

If Iva's going to blame anyone for his father's death, it should be the Dragon of Destruction and its rider! Two weeks later, the students are sent into battle. A real battle.



Those in charge need more pilots, and are afraid to say why. Iva's mission is to attack a nest of bioengineered creatures in the Arad Desert and retrieve valuable research material. Rumors circulate that the primary target of the mission is the Dragon of Destruction, and the little witch who rides it.



The dragon is a living nightmare from the Ancient Age. Some call it Winged Death. It soars through the skies, destroying everything in its path. It is a harbinger of sorrow.

Iva must destroy the beast that killed his father, so he sneaks aboard Stratei's airship. After startling Stratei, Iva struggles into his friend's armor, and Stratei coaxes him to fly!

NOTE

Aside from moving your viewpoint, you use only your homing missile (A), which has one shot.





Iva spots the bioengineered creatures. He notices that this creature feels different from those he battled earlier. Stratei informs you of incoming Wormriders. Prepare for combat—and be quick and accurate!



Thirteen Wormriders appear in the first wave. Stratei yells out the direction (read the text and check the radar). Turn and look in the appropriate direction (front, right, rear, or left).



You spot the Wormrider accelerating toward you. Lock-on and fire your missile. Stratei shouts another direction. The 13 directions are random each time you play.

TIP

Face front after each shot. You can react to another direction without becoming disoriented.



Keep your viewpoint higher than usual, because some Wormriders zoom in low or high, and you may not see them if your airship is in the way. Target all enemies as quickly as possible.



After you shoot down 13 Wormriders, Stratei remarks on your incredible accuracy. Another 11 Wormriders attack, one at a time. These appear more quickly than the first group, and accelerate from a random direction, just as the first Wormriders did.



Target and fire when you spot each Wormrider. Don't fire by accident, because you can't restock your missile in time to bring down a Wormrider. Be aware that the 16th Wormrider tries to outrun the missile. It fails, but it's tagged very late.



If you miss the 21st enemy, the attacks stop and the adventure ends. A total of 24 Wormriders can attack you. Wormriders 21–24 are on purple Baldors and fire acid balls.



They are harder to hit, and must be tagged instantly. They hide under your craft. Attack two at once, and the 24th Wormrider is Mobo himself! Hit him with four aimed missiles to destroy him. If you do, an "S" rank is yours!



The Dragon of Destruction appears! It cuts a swathe through your colleague Osman and the radio operator. It blasts all the airships out of the sky. The dragon then appears in front of Stratei, and Iva's airship is hit!

EPEISODION 5: VILLAGE OF THE SEEKERS

Unlock Epeisodion 5 after you complete Epeisodion 4 and 20 hours of gameplay.



Iva hears voices talking about killing him for being an Imperial spy. A female voice orders such nonsensical talk stopped. The dragon... Iva had never seen such power, speed, and destruction.

The male sounds perturbed. Iva has no wounds, but his companion, Stratei, is dead. All the students are dead. Iva swears revenge on the dragon.



The man is concerned about Iva informing the Empire about this building. The woman, happy that Iva is waking up, tells him he is in a Seeker's den. The woman tells Iva she is Emid. Iva acts dumb.

Chief Damad appears. He wants to test Iva's worthiness to live. Iva must draw water from the river and drop it into a storage container, without falling in.

NOTE

Use your rapid gun and your missile—the missile on larger creatures.



PANTZER DRAGON ORTA

PRIMA'S OFFICIAL STRATEGY GUIDE



You are judged on two factors: how fast you complete the task and how many enemies you shoot down. Start near the water container behind you. Cross the river and come back again in a circle. Hover over the container to drop your water, and repeat.



To get an "S" rank, you must completely fill the jar of water dangling from your pod on the first and second river circuit. This is harder than it sounds.



First, drift left and descend into the canyon, boosting in small bursts if you drop too quickly. Face forward and target the Carrier Yarva and six Yarva that drop from the sky.



Lock-on to the Carrier Yarva, pick off the rest, then return and finish the carrier. Do this as you descend the rocky wall toward the river below. Don't crash into the rocks!



Quick, tiny boosts keep you from descending too quickly. As you reach the water, six more Yarva and a Carrier Yarva fly low over the river. Target them if you can, but don't worry about them for a moment.



Drop your bucket into the water. The bucket icon at the bottom right fills. It flashes blue when it's topped off. Fill the bucket until the icon flashes or until you see a white horn in the water ahead.



If you see a white horn, boost up quickly. A moment later, a huge Yondo-Worm rises out of the river to devour you. If he succeeds, you must restart the mission.



Whether you have a full bucket or not, boost upward out of the water, looking up and slightly left. Boost continuously until you're high enough to avoid the rocky bank on the other side.



Attack the second wave of six Yarva and the Carrier Yarva. When they're all destroyed, turn and search for a Morli floating across from the plains on the side of the river where you are hovering.



Launch a trio of missiles, peppering the Morli until it drops from the sky. Then spin around to face forward. If your bucket isn't full, descend to the river again.



When the bucket has filled, Iva remarks he's done here. Boost out of the water, avoiding that Yondo-Worm. Target a third set of Yarva and a Carrier Yarva appearing low over the river.



Now spin around and look for a gigantic water purifier container on the bank of the river where you started. With missiles and gunfire, dispose of another six Yarva and a Carrier Yarva on the way.



If you're high enough, you fly over the container and automatically drop the water. Don't fly too low and crash into the container's side! Now make a second trip to the river.



Six Yarva and a Carrier Yarva descend from the sky as you fly to the rocky river edge. Take them apart before they fly off. Then wait for a Morli to pass under you. Take it out before you descend.



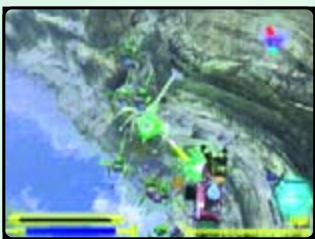
You must drop fast after dealing with the Morli. When you reach the water, look out for the Yondo-Worm and six Golegs that appear on the far riverbank. Lock-on to them.



You die if you run into them, so take them out, fill the bucket, and climb. Avoid the rock wall on the far side. Then turn and lock-on to the remaining Goleg and another Morli flapping across the river.



Turn and head across the river for the last time. Drop only if you need more water, and avoid that Yondo-Worm—you can't destroy it. As you cross the river, turn left (and down if you're over the riverbank).



Blast another set of Yarva and a Carrier Yarva, but don't crash into the far rocky bank. Deal with them quickly, using a mix of missiles and gunfire.



Finally, strafe the river wall, aiming at the six Golegs. Once these are destroyed, fly up to the container and release the water to complete the level. Dispatch all the creatures except the Yondo-Worm!

EPEISODION 6: VENGEANCE

Unlock Epeisodion 6 after you complete Epeisodion 5 and 20 hours of gameplay.



The Seekers hold a party to honor Iva, and the crude man apologizes for misjudging him. This is Noof. Emid offers the sweet Zarrl fruit to Iva. Noof protests that they don't even get to eat that stuff!

Iva laughs, for the first time that Emid can remember. Noof then tinkers with your pod, providing you a much faster engine.



It looks like you'll need it. Emid tells Iva that the Seekers are nomadic, going wherever they can make a living. They are also explorers, finding ways to make the land hospitable. It's a hard life. Their primary den is in the Yelico Valley. Iva is startled—that's where the dragon killed his father!



Emid tells how her den was attacked by the Empire and wiped out by Imperial Dragonmares. Iva is stupefied. What had his father done? The entire city was destroyed in minutes. Iva is shocked that his father was partly responsible for creating the beasts. Was his father really a murderer?



Emid shows Iva a picture of a weapon from the Ancient Age. Emid's father told her it was found deep within the ruins. It looks like a drum. Emid thinks it is a bomb that can level mountains. It is sealed deep within the Yelico Valley. Why is Emid telling Iva this? She thinks it is her destiny.



Outside, there's a commotion. Noof runs in to tell Emid and Iva that the dragon was spotted near the northern snowfields. Iva says he must kill the Dragon of Destruction. Without waiting for a response, Iva runs to his pod and sets off.

NOTE

Use your rapid gun and missile—the missile on larger creatures.



The overriding plan of action for this episode is to move quickly. Don't slow down at all. You don't need to destroy any enemies. You must catch up to the dragon.



As you start, you notice a couple of new diodes and information bars. The pointer to the left, above your boost and health, shows your speed. Keep it just under the red. Along the right side is a distance marker, indicating your position on the left and the dragon's on the right. A red arrow marks the end of the level.



Accelerate to top speed. Boost every three or four seconds for a second at a time. As you start, eight Yarva appear from the right, then eight from the left. Blast them with your gun.



Ignore any you miss. The dragon appears in front of you. Aim and boost as fast as you can. Ahead, three Didar appear. Lock-on to them and fire your missiles. Drift to the right. When their acid balls fly at you, glide left.



TIP

If you are hit at any time during this mission, you lose speed and don't catch up to the dragon. If that happens, notice the directions the enemy came from, and start over.



Another two Yarva swarms congeal. Blast only those in your flight path. Ignore the rest. Three Morli and two more Didar appear. Fire at the left Morli for a second (use guns), then lock-on to the Didar.



Swerve right to avoid the Didar acid balls. Stay low and left, and tear apart the left Morli, creating a space to fly through. If you run into a Morli, forget about catching the dragon! Keep boosting.



Watch out for four groups of eight Yarva appearing from the right, left, right, and left. Then boost toward four more Morli that move in to block your path. Choose one and target it.



Blast it with both weapons and fly through the space you created. Four groups of eight Yarva appear from the right, left, right, and left. Take out what you can.



Two more sets of eight Yarva appear near the ground level. Fly over or blast through them. Target the front Morli of the four that block your path, and destroy it to make room for your pod. Tear through into a swarm of Yarva.



These make a star shape. Blast through the middle, then engage the dragon—or watch it disappear if you've been hit or haven't boosted consistently. If you haven't caught it by the time you get through this set of enemies, it's too late.



For an "S" ranking, catch up to the dragon around two-thirds of the way through the level, just after negotiating the first quartet of Morli. Iva and Orta draw their weapons, but cannot fire at each other. There is something familiar about her. Perhaps she, too, is alone?

EPEISODION 7: INESCAPABLE FATE

Unlock Epeisodion 7 after you complete Epeisodion 6 and 20 hours of gameplay.



Iva returns to the Seeker den, apologizing that he couldn't shoot the dragon and girl. He then collapses, stammering about his medicine. Emid forces the last black pill down Iva's throat.

Iva awakens later, realizing that next time this happens, he may not wake up. His medicine supply is exhausted. He clutches his father's amulet.



Emid says the amulet is also a letter container used by frontier tribes, and opens it for him. Inside is a letter that tells the secret of Iva's ailment. Iva is carrying a virus contracted after drinking poisoned water. Most victims suffer fits and lapse into a coma, but Iva's father could not allow this.



He extracted chemicals from bioengineered creatures to create a medicine. It didn't kill the virus, but it did prevent it from spreading. Alas, the virus developed resistance to the remedy, and Iva's father searched for more powerful creatures to extract more powerful medicine. After numerous temporary treatments, he ran out of options. This drove him to join the Dragonmare development program.



The medicine Iva just swallowed was extracted from Dragonmares. His father ends the letter by telling his son never to give up. Iva must find the cure alone. He asks for forgiveness.



Suddenly, Dragonmares attack the settlement. Iva flies after them. He enters a waterfall in search of the ancient weapon Emid told him about, and flies far from the Dragonmares.

Heading for the Yelico Valley, Iva runs into Murat, Hamuz, and Pia!—colleagues from military school. They guard the waterfall. Iva pleads with them to leave and they agree.

NOTE

Use your rapid gun as well as your missile. Take great care with your boost.



This episode is difficult to complete, let alone to earn an "S" ranking in! You're judged on how closely you land to the center of the first and second teleports, and on the number of enemies you shoot down.



Tap the boost slightly. Float over the gap atop the wall in front of you. Arrows point to the location you need to fly to. Your powerful engine has overheated, so your pod handles the same way it did in Episode 1.



Boost to float over the gap and toward a second gap along the ground. Boost as you near it so you almost hit the roof of the gap as you move through, and begin to climb to the next wall.



Look up and target the gap in the middle of the wall. As you near it, two Churook appear. Blast them with your gun and boost left as you move through the gap to another wall adjacent.



This next wall has two gaps. Move to the left, where there are enemies to take out. Boost up, drift left, and tackle two Churook hanging from the roof of the gap. Don't over-boost or you either hit the ceiling or don't drop down the other side in time.



As you drift over the gap, look down. At the base of the next wall are five Churook. Use your gun to destroy them and pass through, drifting left as you go. You can quickly look left and take out the Churook if you don't spot them ahead of time.



Now boost upward and to the right. Bring your target up and demolish the Nayak with missiles and gunfire, boosting up and left in delicate spurts. Stop as you near the gap, so that you drift over slowly. Drift right to float over.



Drop down to the right quickly and without boosting. As you near the ground, look to the gap in the lower right-hand corner of the next wall. Take out three Churook, then drift left immediately, heading to the gap in the bottom left of the next wall. Blast three more Churook.



Once you're through here, boost lightly up to a gap in the middle of the final wall. Blast a lone Churook as you near, and drift over. Below is a teleporter.



Drop down, taking care not to under- or overshoot your mark. Softly touch down onto the teleporter and drift into the very center. Remember you're being graded on this! If you overshoot the teleporter, you die.



A second after you land on the teleporter, you appear at the start of another corridor of walls. Boost upward and wait for four large Nayaks to appear in a diamond pattern. Lock-on to the left Nayak, shoot the top one, lock-on to the right creature, and shoot the bottom one.





Four more appear in a square formation in front of the wall ahead. Lock-on to the top right one, shoot the bottom right, then drift left and lock-on to the top left Nayak. Finally, shoot the bottom left one.



The Nayak you fire at and the order in which you fire is important. You must be near the left side of the first room to drift through the wall gap, or you have to attempt a difficult sharp left drift. Use your gun on the five Churook in the gap.



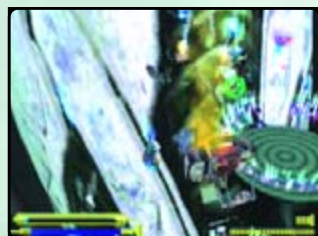
This next room has eight Nayaks. The first four are on the right wall. Boost a little to avoid hitting the ground, and move right slightly. Swing right and lock-on to two of the four, and shoot the rest. You have just enough time to swing forward again.



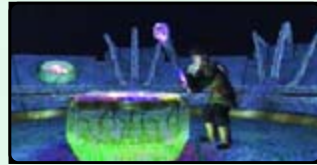
Drift forward and destroy the four Nayaks hovering on the left side of the room. They are at different heights, so be careful and quick. When all eight are destroyed, face forward, boost up and right, and drift over the gap.



Drift left as you emerge into the final chamber, or a Carrier Nayak's laser hits you and you'll have too much momentum to stop. Look down as soon as you can, lock-on to the Carrier Nayak and demolish it with both weapons.



As you descend, quickly strafe left to right, taking out a semi-circle of Churook that surround the final teleporter. Then gently descend, land on the near edge of the teleporter, and drift to the middle to complete this episode.



With the engine destroyed, Iva runs to the drumlike device in the middle of the chamber. He picks up a baton and swings it. The entire structure starts to shake. Dragonmares are coming! As they approach, Iva shouts a plea for forgiveness, and strikes the drum.



A mass of sound and light bursts from the drum. Around the chamber, power focusers beam steady blasts of light. Iva is stunned to be alive. The light cascades into the valley, and the Dragonmares flee.



The weapon wasn't a weapon of mass destruction, but a sound generator to combat bioengineered creatures. It also bathes the land in beautiful sonic light. The sound stops the fighting for a moment. Emid keeps Iva safe as he sleeps. Iva realizes people are stupid and hateful, but also capable of feats of wonder. Iva is glad he came into this world.

MISSION 1: A SHOT IN THE DARK



Unlock Mission 1 after you clear the *Panzer Dragoon Orta* on Hard mode or accrue more than 20 Continues.



All forces are being deployed to the Yelico Valley. Anti-aircraft guns have been placed in the area. While the main forces strafe the area with air-to-ground weaponry, you're to dispose of terrestrial anti-aircraft weapons, keeping casualties to a minimum.

NOTE

You may not need your reload (⓪), but turn left and right, and use that shotgun!



As five airships cruise overhead, bring your shotgun to bear on five anti-aircraft towers ahead. As you reach the fire on the left, destroy six more. Defend the three airships by flicking to the right as soon as possible.





Destroy two turrets to your right. Now aim ahead at six more turrets. When you reach a cluster of buildings, aim left and destroy four more turrets. Look right at a single turret in an alcove. The airships continue forward—look ahead.



Strafe left to right and destroy five more turrets, then turn right and take out two turrets on the raised ground to the right before they fire. The road narrows, then widens. Take out four more turrets ahead.



In the inky distance are five more turrets. When Seekers begin to run beneath your feet, take out 15 turrets in the area ahead of you with the domed building and rock fall. Take out the single turret in the alcove to your right. As you pass the domed building, aim again.



Strafe left and right to snag eight more turrets (watch the ones on your left—they're partly hidden). Aim for the two turrets on the rock platform above the road. As you pass the rock fall on your left, shoot four more, and three on your left.



Shoot more than 95 percent of the enemies for an "S" ranking, and keep five airships intact for your other "S" rank. This means firing early, before the turrets fire. Whatever your score, the Fourth Squadron of the Empire suffers heavy losses.

MISSION 2: THE FURY OF MOBO



Unlock Mission 2 after you complete Episode 4 of *Panzer Dragoon Orta* on Easy mode (or higher) and 5 hours of gameplay.



Mobo sneezes. He's half-awake in a snowfield. He finds his mount, Hamah-hamah, which has been injured in a vicious fight. Mobo gently pats his beast's wounds and it screams, attracting an Imperial soldier. Seeing the creature, he runs for his life.

Mobo catches the soldier, who tells of a little girl on a dragon that the Empire is chasing. After punching out the soldier, Mobo and Hamah-hamah take to the skies.

NOTE

Your main attack is **Q**, and you must press the button as rapidly as possible.



This mission is straightforward. Avoid the Empire's ordnance and aircraft, run into 15 soldiers who are fleeing your wrath, then blast a Shielded Warship Shaiha as it plucks the remaining soldiers from the ground.



In this adventure, your firing speed influences the outcome. Fire as fast as possible, because your smoke bombs (the lock-on attack) can't demolish obstacles in your path.



Rely on your mount's acid ball attacks. As you begin, you see a counter above your beast's health. This shows your speed. To the right is the number of soldiers you've hit, and the distance remaining.



You are judged on the number of soldiers you hit and the amount of time the mission takes. For an "S" rank get 15 soldiers and don't ram anything or slow down. When you begin, shoot down the two airships approaching on the left, and keep low.





Take out another two (one from the left, the other from the right), and hammer **A** to launch dozens of acid balls at the six Morli that block your path (a seventh on the right doesn't need to be shot).



Blast the next group of Morli or fly under them. By now, you should have caught up to the fleeing soldiers. Fly near each of them to cause them to fly off. Watch for missiles dropping in.



Dodge the missiles, then defeat the three Morli that arrive. Continue to fire as you head along a sloping valley, attempting to take down your seventh or eighth soldier. Dispatch two Morli that appear.



Eight airships arrive on an intercept course. Fire acid balls before they turn and drop missiles, then stay in the air to avoid two more airships delivering a load of missiles. Destroy any Morlis in your way.



As five airships fly overhead in formation, blast all of them. Stay in the air to get two more dive-bombings from above. Scoop up more soldiers before you blast through more Morlis.



Stay up in the air and launch shots at three airships, then three more. Blast any incoming missiles. Dispatch another three airships. Scoop up any nearby soldiers, then blast airships on a collision course for Moba.



About 12 airships are incoming. Break out the smoke bombs or hammer **A** furiously. Four Morli and another 12 airships follow. Cut a space through these foes—don't shoot them all.



A final couple of airships attack from above. Dodge those missiles, and scoop up the remaining soldiers as they climb into the warship. The warship takes off. Wait until it turns around.

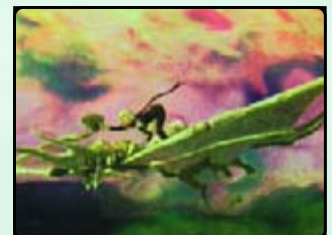


Now pour acid balls and smoke bombs into the rear of the craft. It explodes, sending soldiers flying everywhere. If you don't pound on **A**, you won't deliver enough ordnance to explode it. Moba's fury subsides as he spots Orta.

MISSION 3: ENEMY ATTACK



Unlock Mission 3 after you complete *Panzer Dragoon Orta* in Hard mode, accrue more than 20 Continues, or have 10 hours of gameplay.



Inside the ancient computer Gateway, World Analysis System is re-booting and accessing Level 4. Circuit connection is established. The Continuous Battle Simulation Program (CBSP) begins.

NOTE

You have your main game control system without Berserk. Check the Flight School section for more information.



This mission has seven levels, and you need 80 percent accuracy to continue from one to the next. An "S" ranking requires 95 percent accuracy or better on each level.

LEVEL 1



Shoot a Ramjanaki that appears behind you. It is shielded for four seconds, prone for two seconds, then shielded again until it disappears. Fire three seconds after it appears.



Two more Ramjanaki appear above. Like the first, they are shielded. Fire three seconds after they appear. Four Ramjanaki appear behind you.



Four Ramjanaki appear under you. Target them and fire three seconds after they appear. Two groups appear above you. If you shot 16 of the 19 enemies, enter Level 2 or repeat Level 1. If you shot down 15 or fewer enemies, shoot the Retry cube.

LEVEL 2



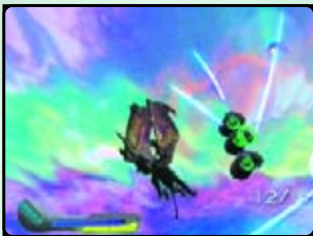
Shoot a Ramjanaki that appears behind you. It moves quickly around you, using your Ramjanaki-destroying strategy.



Three Ramjanaki appear in front of you. Target and shoot them after a three-second delay.



Shoot three more Ramjanaki with the usual technique. Three Ramjanaki appear high above you. Fire three seconds after they appear.



Finally, shoot six Ramjanaki that appear. Fire three seconds after they appear, as they move behind you.

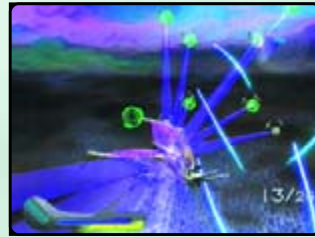


If you shot 13 or more of the 16 enemies, enter Level 3 or repeat Level 2. If you shot 12 or fewer, shoot the Retry cube.

LEVEL 3



First up are eight Interception Programs Ver. 1.00. They appear for four seconds, fire a focused beam at you, then disappear. Target them with a lock-on barrage as they spread out. Eight Interception Programs Ver. 1.00 appear to your right. Target these, too, with a lock-on barrage.



Eight Interception Programs Ver. 1.00 appear in an X shape to your left. Destroy them. The next eight Interception Programs Ver. 1.00 form a backward Z formation—blast away.



A final eight Interception Programs Ver. 1.00 form a smaller circle. Apply the usual battle strategy. If you shot 32 or more of the 40 enemies, enter Level 4 or repeat Level 3. If you shot 31 or fewer, shoot the Retry cube.

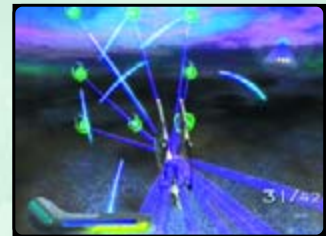
LEVEL 4



Sixteen Sealance Images appear. Target eight adjacent Images, then the other eight, and fire. Switch to Heavy Wing, and target the Interception Programs Ver. 2.00 that appears in the middle. Fire two Heavy Wing shots at it, then change to Base Wing. Then come eight Interception Programs Ver. 1.00. Handle them with a lock-on barrage.



Eight Interception Programs Ver. 1.00 and a larger Ver. 1.00 appear. They appear for four seconds, fire a focused beam at you, then disappear. Target the perimeter Interception Programs with a lock-on barrage; fire regular bullets at the center foe.



The next eight Interception Programs Ver. 1.00 form a square behind you. Finally, eight Interception Programs Ver. 1.00 and a larger Interception Program Ver. 1.00 appear. Use the same strategy as before. If you shot 41 or more of the 51 enemies, enter Level 5 or repeat Level 4. If you shot down 40 or fewer, shoot the Retry cube.



LEVEL 5



Change to your Heavy Wing. Target the three Interception Programs Ver. 1.50 that appear for four seconds. Now change to Base Wing. Target eight Interception Programs Ver. 1.00 and fire a barrage. Change back to your Heavy Wing. Target the three Interception Programs Ver. 1.50.



Eight Interception Programs Ver. 1.00 appear behind you. Dispose of them as usual, then change to your Heavy Wing. Target the three Interception Programs Ver. 1.50.



The next eight Interception Programs Ver. 1.00 form an X shape in front of you. Shoot them, then change to your Heavy Wing. Target the three Interception Programs Ver. 1.50.



Eight Interception Programs Ver. 1.00 appear behind you. Blast away, then change to your Heavy Wing and target the next three Interception Programs Ver. 1.50.



A final eight Interception Programs Ver. 1.00 form a circle in front of you. Lock-on, fire, switch to Heavy Wing, and blast the three Interception Programs Ver. 1.50. If you shot 47 or more of the 58 enemies, enter Level 6 or repeat Level 5. If you shot 46 or fewer, shoot the Retry cube.

LEVEL 6



Turn right and target eight of the fifteen Sealance Images. Target the remaining seven. Target eight close together at the top first, then the bottom ones. Fire regular bullets, too. Eight Interception Programs Ver. 1.00 form a square behind you. Use the familiar routine for Interception Programs Ver 1.00.



Below, target eight of the fifteen Sealance Images. Then target the remaining seven. Target eight close together on the right, then target those on the left. Fire regular bullets, too.



More Interception Programs Ver. 1.00 appear. Target, then blast the larger Ver. 1.00 that appears. Eight more Interception Programs Ver. 1.00 to your right. First blast the smaller Programs, then blast the larger one.



If you shot 47 or more of the 58 enemies, enter Level 7 or repeat Level 6. If you shot 46 or fewer, shoot the Retry cube.

LEVEL 7



This final level differs from the earlier levels. In front of you are nine Shielded Warship Shaiha. They are invulnerable to your attacks until they expose their dark gray workings. Inflict damage only during this time.



Switch to your Heavy Wing. Target the top left warship and blast it with both gunfire and lock-on shots (try for three lock-on hits). Hit the top middle warship, followed by the one at the top right.



Shoot any incoming missiles with your regular gun. Then target the middle row and then the lower row. Lock-on to adjacent warships, and fire when they turn.



Each warship requires four lock-on shots to bring it down. Shoot the entire top row as they turn. Then the middle three. Then the bottom three. Then the top left, middle, and bottom right. Then the bottom left, middle, and top right.

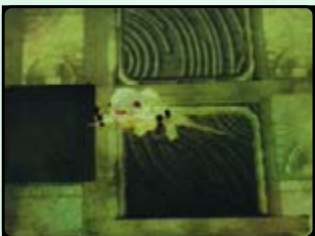


You should have demolished most of the warships. Wait for the remaining few to turn. If you didn't use your Heavy Wing, you get a few more adjacent warships. To get an "S" rank, have no more than one Retry and a Shot Down Ratio of 95 percent or more.

MISSION 4: QUICK SHOOTER 1



Unlock Mission 4 after you complete *Panzer Dragoon Orta* on Easy mode (or higher) and 10 hours of gameplay.



An intruder has been detected in the system. Target containment is attempted. The intruder is being recorded.

When combat begins, the 15 targets to be destroyed are sets. Each quartet of enemies counts as one target. Clear all 24 target quartets to claim the "S" rank.



You have your main game control system without Berserk or Wing transformation. Check the Flight School section for details.



Ahead of you, four Interception Programs Ver. 1.00 appear. These are close together and easy to target. Shoot all four within two seconds, or they disappear. Shoot them all, and you score a point.



Another quartet of Ver. 1.00 Programs appears. The remaining targets appear randomly, either in front, to the left, right, or behind you.



Use your radar to find the next Programs. Target them, fire, then continue with the next. When you've destroyed 15, you have succeeded in your mission. If you wipe out all 24, you receive an "S" rank.

MISSION 5: QUICK SHOOTER 2



Unlock Mission 5 after you complete Mission 4 and 15 hours of gameplay.



A request comes from central consciousness. Memory Cell connection is requested. Memory units are incoming, formed from analysis data.

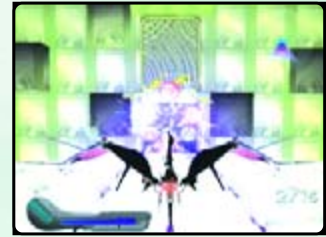
When combat begins, note that the 15 targets to be destroyed are sets. Each group of enemies counts as one target. Clear all 24 target quartets to claim the "S" rank.



You have your main game control system without Berserk. Check the Flight School section for details.



This mission is almost identical to Mission 4, but with more numerous and varied enemies. You face up to 24 attack waves. The faster you shoot your foes, the more you encounter.



The enemies appear in clusters and randomly. You also face three different varieties. You never face the same enemy twice in a row.



Above is the regular Interception Programs Ver. 1.00. Target eight with your Base Wing. This screen shows a single Interception Program Ver. 2.00. Use your Heavy Wing to demolish it. Below are 13 Sealance Images in a diamond pattern. Use your Glide Wing gun for these.



Switch between wing types when you face an enemy. Use the radar for incoming enemies. Face forward after every takedown to keep your bearings. If you shoot 18 groups before the mission stops, shoot faster! If you destroy all 24 groups, the "S" rank is yours.



ORB 3: BOX GAME

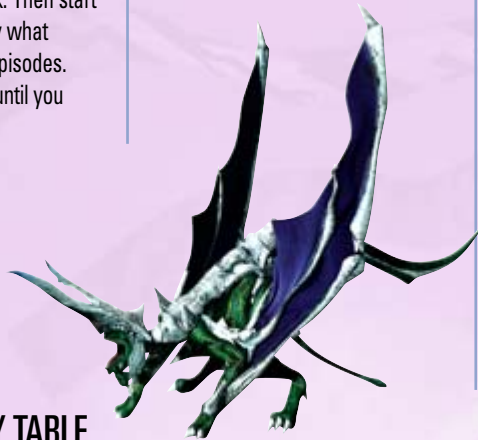


Unlock Box Game after you complete *Panzer Dragoon Orta* in Hard mode and 15 hours of gameplay.

Enter the Orb to create simulated scenarios with Orta and the dragon. Use Box Game to fiddle with dragon forms, to power up your mounts, and to perfect the "real" game. To score an "S" ranking, start a Box Game at Episode 1. Repeat it until you learn where everything is and achieve an "S" rank. Then start a "real" game and apply what you've learned to the episodes. Repeat this technique until you master the game.



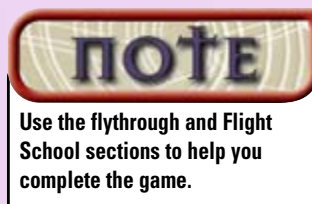
When you unlock the elements in this Box Game menu, shift to a second menu screen with **Ⓚ** (and back with **Ⓛ**). Use **Ⓢ** to select the scenario and press **START** to play.



EPISODE



This area lets you begin your game in one of 11 different locations. Episodes 1–10 unlock after you complete the game in Hard mode and 15 hours of gameplay. Ending unlocks after you defeat the final form of Abadd.



- Episode 1:* City in the Storm
- Episode 2:* Altered Genes
- Episode 3:* The Fallen Ground
- Episode 4:* Gigantic Fleet
- Episode 5:* Eternal Glaciers
- Episode 6:* Legacy
- Episode 7:* Forbidden Memories
- Episode 8:* Imperial City
- Episode 9:* Showdown
- Episode 10:* The End of Destiny
- Ending*

DIFFICULTY



Difficulty lets you change the difficulty level to one of the three settings: Easy, Normal, and Hard. Unlock Difficulty after you complete *Panzer Dragoon Orta* in Hard mode and 15 hours of gameplay.

DRAGON



Dragon lets you change Orta's mount during the simulated game to one of seven variants. Unlock Dragon after you complete *Panzer Dragoon Orta* in Hard mode and 15 hours of gameplay.

As you play through the game, you discover each mount's strengths and weaknesses. We've condensed this information into a handy comparison chart.

DRAGON ABILITY TABLE

Classification	Details	Base Wing	Heavy Wing	Glide Wing	Dragonmare	Baby Wing	Blue Dragon	Panzer Wing	Wormrider	Airship
Difficulty to Clear Episode	—	—	—	—	Somewhat easy	Somewhat easy	Easy	Easy	Difficult	Very difficult
Basic Ability	1–20 (1=Worst, 20=Best)	10–20	10–20	10–20	20	5	8	20	10	1
Collision Radius	(in meters)	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5
Movement	Glide Damage (0=worst, 400=best)	100-400	—	100-400	300	100	100	100	100	0
Movement	Boost Replenish Speed	Average	—	Quick	Average	Quick	Average	Quick	Average	Quick
Movement	Horizontal Movement	Average	Low	High	Average	Average	Average	Average	Average	Very High
Movement	Maximum Boost Gauge	2	—	3	2	2	2	2	2	2
Laser Ability	Lock-on Maximum	8–12	3–5	—	32	4	8	7	3	3
Laser Ability	Lock-on Time (1/60th of a second)	2	4	—	2	2	2	2	4	4
Laser Ability	Time until lock-on fires (1/60th of a second)	2	20	—	8	2	2	2	8	20
Laser Ability	Time until laser reaches target (1/60th of a second)	60	60	—	40	60	60	60	60	60+
Laser Ability	Damage (1=Weak, 10=Strong)	2	7	—	2	2	10	7	7	7
Manual Weaponry	Speed (meters per second)	2,000	1,000	1,500	3,000	2,000	2,000	2,000	1,500	3,000
Manual Weaponry	Shot delay (1/60th of a second)	30	30	—	30	30	40	30	30	30
Manual Weaponry	Number fired per button press	6	4	10–14	10	6	8	6	2	12
Manual Weaponry	Damage rating	Average	Average	Average	Exceptional	Average	Average	Good	Average	Average
Manual Weaponry	Shot Distance (meters)	1,000	1,000	1,000	1,000	1,000	1,000	1,000	250	1,000
Berserk Attack	Type	Base Heavy	Glide	—	Base	—	Base	—	—	—
Berserk Attack	Attack Time (seconds)	3–6	3–6	3–6	—	3	—	12	—	—
Berserk Attack	Amount Gauge Increases (per gun shot, out of 512)	1.0	1.0	1.0	—	2.0	—	1.5	—	—
Berserk Attack	Amount Gauge Increases (per laser shot, out of 512)	2.5	5.0	—	—	12.5	—	5.0	—	—

BASE WING

Base Wing is a default form. It has great all-round performance, upgradeable weaponry, and a good mix of power, dodging, and boosting.

HEAVY WING

Heavy Wing is a default form. It has exceptional combat potential against larger foes and poor multiple-hit capabilities and maneuverability.

GLIDE WING

Glide Wing is a default form. It has excellent manual shooting, boosting, and dodging capabilities, but is disappointing against larger foes.

WORMRIDER

Unlock Wormrider after you complete Mission 2 in Sub-Scenarios and 20 hours of gameplay. You ride the Baldor (Worm) as Mobo without his mask. You can use smoke bombs and purple acid ball weaponry.

BABY WING

Unlock Baby Wing after completing Mission 4 of the Sub-Scenarios at "A" rank or higher and 20 hours of gameplay. Damage rating and attack capabilities are weak, although Glide and Berserk gauges refill quickly.

BLUE DRAGON

Unlock the Blue Dragon after you complete the original *Panzer Dragoon* in Orb 5: Appendix. You get incredible laser power, eight lock-ons, but no Berserk attack and limited health. Use the Invincibility cheat and only play on Hard.

DRAGONMARE

Unlock the Dragonmare after you complete the Imperial Boy Epeisodions at "S" rank. You get 32 lock-on shots at once, but weak laser fire.

PANZER WING

Unlock Azel's mount when you complete *Panzer Dragoon Orta* without taking more than 44 total hits (for all episodes) in Easy mode or higher. You get incredible power and Base Wing Berserk.

AIRSHIP

Unlock an Imperial Airship after you complete Mission 1 in Sub-Scenarios at "A" rank or higher. You are small in size and have fast manual weaponry, but limited lock-on capabilities and no deadly boosting.

BOX OF TRICKS

Invulnerability codes exist, but only in Box Game simulations. There are a couple of interesting and bizarre tricks to uncover. Here are a couple of highlights.

WHITE DRAGONMARE EMBRYO

To unlock the Dragonmare, select it as your mount, and hold down **W** as you press **START**. If you're successful, you begin on a white Dragonmare Embryo.

POSTERIOR POSTURING

Select the Default Form for your dragon. At the Load screen for your chosen episode (except 5), press **Y** on the left thumbstick. Orta rides the level sitting down, as she normally does for Episode 5.



At the Load screen for Episode 5, press **Y** on the left thumbstick. Orta rides with her buttocks in the air, as she does for the rest of the game.

LIFE

Life lets you choose one of seven health variants for Orta's mount. Unlock Life after you complete *Panzer Dragoon Orta* in Hard mode and after 15 hours of gameplay.

- Phoenix:** Invincible
- Normal:** Normal damage
- x2:** Half damage, x2 health
- x3:** One-third damage, x3 health
- x4:** One-fourth damage, x4 health
- Increase:** Regenerate health after damage
- Sudden Death:** Death each time enemy hits dragon

BERSERK



Choose one of six amounts of Berserk energy that Orta's mount collects. Unlock Berserk after you complete the game in Hard mode and 15 hours of gameplay.

- Normal:** Normal Berserk energy; 60 hits to fill gauge
- x2:** Twice the normal amount; 30 hits to fill gauge
- x3:** Three times the normal amount; 20 hits to fill gauge
- x4:** Four times the normal amount; 10–15 hits to fill gauge
- Zero:** No Berserk energy
- No Limit:** Unlimited Berserk energy

LEVEL (BASE)



In Box Game change to one of six lock-on laser levels. Keep your dragon form at Default Forms, or there will be no effect. Unlock Level (Base) after your Base Wing reaches Level 2, complete *Panzer Dragoon Orta* on Hard mode, and reach 15 hours of gameplay.

- Laser Level 1:** Complete the game on Hard mode.
- Laser Level 2:** When Base Wing reaches Level 2 in Normal or higher
- Laser Level 3:** When Base Wing reaches Level 3 in Normal or higher
- Laser Level 4:** When Base Wing reaches Level 4 in Normal or higher
- Laser Level 5:** When Base Wing reaches Level 5 in Normal or higher
- Laser Level 6:** When Base Wing reaches Level 6 in Normal or higher
- Growth:** Complete the game on Hard mode

LEVEL (HEAVY)



In Box Game change the Heavy Wing laser level to one of six variants. Keep your dragon form at Default Forms, or there will be no effect. Unlock Level (Heavy) after your Heavy Wing reaches Level 2, you play the game in Hard mode, and you have 15 hours of gameplay.

- Laser Level 1:** Complete the game on Hard mode.
- Laser Level 2:** When Heavy Wing reaches Level 2 in Normal or higher
- Laser Level 3:** When Heavy Wing reaches Level 3 in Normal or higher
- Laser Level 4:** When Heavy Wing reaches Level 4 in Normal or higher
- Laser Level 5:** When Heavy Wing reaches Level 5 in Normal or higher
- Laser Level 6:** When Heavy Wing reaches Level 6 in Normal or higher
- Growth:** Complete the game on Hard mode

LEVEL (GLIDE)



In Box Game change to one of six Glide Wing laser levels. Keep your dragon form at Default Forms, or there will be no effect. Unlock Level (Glide) after your Glide Wing reaches Level 2, you complete the game in Hard mode, and have 15 hours of gameplay.

- Laser Level 1:** Complete the game on Hard mode.
- Laser Level 2:** When Glide Wing reaches Level 2 in Normal or higher
- Laser Level 3:** When Glide Wing reaches Level 3 in Normal or higher
- Laser Level 4:** When Glide Wing reaches Level 4 in Normal or higher
- Laser Level 5:** When Glide Wing reaches Level 5 in Normal or higher

- Laser Level 6:** When Glide Wing reaches Level 6 in Normal or higher
- Growth:** Complete the game on Hard mode

RIDER



Change your rider type to one of five variants. Some dragon forms don't allow other riders. Unlock Rider after you complete the game in Hard mode and 15 hours of gameplay.

ORTA



Start a Box Game with Orta after you complete the game on Hard mode.

IVA



Start a Box Game as Iva after you complete the Imperial Boy Episodions.

DRAGON ONLY



Start a Box Game with no rider after you complete the Imperial Boy Episodions.

MOBO



Start a Box Game with Mobo when you complete Mission 2 of the Sub-Scenarios at "A" rank or higher.

AZEL



Start a Box Game with Azel after completing the game without taking more than 44 total hits (for all episodes) in Easy mode or higher.

START AREA



Change where you begin the game. You can start at the original starting point, or from the end-of-level boss battle. Unlock Start Area after you complete the game in Hard mode and 15 hours of gameplay.

COSTUME



Change Orta's outfit. If Orta isn't your default rider, nothing happens. Unlock Costume after you complete the game in Hard mode and 15 hours of gameplay.



Normal: Orta's regular flowing scarf outfit.



Ending: Orta in a flowing brown cloak, with brown hair.



Azel: Orta wearing her mother Azel's skin-tight outfit.

ORB 4: ENCYCLOPEDIA

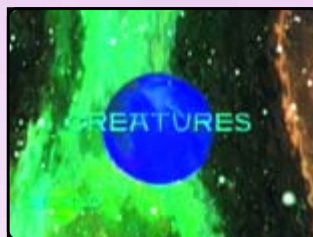


Encyclopedia is available from the beginning of the game. It contains three Orbs: Creatures, Empire, and World.



The information pages list the name, category, body length, height, and width of each entity in the *Panzer Dragoon Orta* universe. You can rotate the entity using **○**. Zoom in with **□**. Zoom out with **△**. Close the page with **×**. Go back a menu with **←**. Read data on the entity with **○**.

CREATURES



Unlock this illustrated Creature Book after you achieve a Shot Down Ratio of 90 percent or more in Episode 1 and 15 hours of gameplay.



Play through on Easy to achieve this objective.



Enter and encounter the Creature menu with Mutated Monsters, Pure-type Monsters, and Others.

MUTATED MONSTERS



On this menu, you can select 24 Mutated Monsters. To view Mutated Monsters score 90 percent or more in your Shot Down Ratio in the following episodes:

- Coolia: Episode 1
- Shahm: Episode 2
- Purnam: Episode 2
- Goleg: Episode 2
- Yarva: Episode 2
- Carrier Yarva: Episode 2
- Morli: Episode 2
- Yondo-Morli: Episode 2
- Ikrikav: Episode 2
- Didar: Episode 5
- Nididar: Episode 5
- Madidar: Episode 5
- Yarva-Raum: Episode 5
- Urimasan: Episode 5
- Erkist: Episode 5
- Vont-Morli: Episode 5
- Pussa Bubo: Episode 5
- Els-Enora: Episode 5
- Tamtiti: Episode 9
- Peela: Episode 9

PURE-TYPE MONSTERS



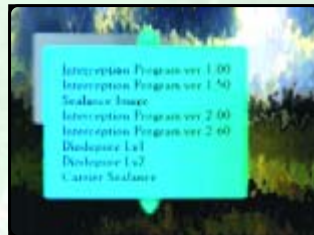
Unlock information about 13 Pure-type monster. You can access the creatures in this menu after you've achieved a Shot Down Ratio of 90 percent or more in the following episodes:

- Seba: Episode 3
- Kuru: Episode 3
- Ramjanaki: Episode 3
- Churmachum: Episode 3
- Carrier Seba: Episode 3
- Kurbek: Episode 3
- Catharp: Episode 3
- Churook: Episode 6
- Degla: Episode 6
- Gat-War & Kot-War: Episode 6
- Nayak: Episode 6
- Carrier Nayak: Episode 6
- Atish: Episode 6

TIP

Play through on Easy to achieve this objective more easily.

OTHERS



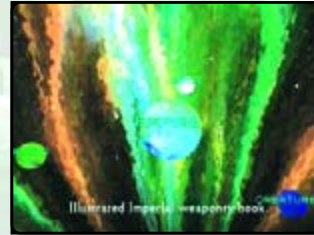
From this Creature menu, you can explore nine other monsters types. Others is available after you achieve a Shot Down Ratio score of 90 percent or better in the following episodes:

- Interception Program ver. 1.00: Episode 7
- Interception Program ver. 1.50: Episode 7
- Sealance Image: Episode 7
- Interception Program ver. 2.00: Episode 7
- Interception Program ver. 2.60: Episode 7
- Diodpure Lv1: Episode 7
- Diodpure Lv2: Episode 7
- Carrier Sealance: Episode 7
- Central Data Unit Ofnir: Episode 7

TIP

Play through on Easy to achieve this objective more easily.

EMPIRE



Empire is an illustrated Imperial weaponry book. There are Imperial Weapons, Enemies, and Others. Unlock the menus when you achieve a Shot Down Ratio of 90 percent or higher in the following episodes:

IMPERIAL WEAPONS

- Battleship Bhout: Episode 1
- Hovertank Dahra: Episode 1
- Carrier Bhout: Episode 1
- Dragonmare: Episode 1
- Assault Carrier Vermana: Episode 1
- Remote Missiles: Episode 1
- Imperial Soldiers: Episode 1
- Airship Kartha: Episode 4
- Assault Hovership Taishak: Episode 4
- Homing Airship Ajati: Episode 4
- Shielded Warship Shaiha: Episode 4
- Ceremonial Turrets: Episode 4
- Missile Launcher: Episode 4
- Missiles: Episode 4
- Airship Kartha Prototype: Episode 4
- Floating Mine Mardar: Episode 4
- Imperial Family Hovertank Dahra: Episode 4
- Imperial soldiers: Episode 4
- Guardian: Episode 4
- Airship Vahra: Mission 8
- Transport Tank Emden: Mission 8
- Patrol Airship Vayu: Mission 8
- Artificial Sun: Mission 8
- Crane: Mission 8
- Pump: Mission 8
- Imperial Defense Unit Bacharsuha: Mission 8
- Homing Missiles (airships): Episode 1
- Homing Missiles (hovertanks): Episode 1
- Mini Homing Missiles: Episode 1
- Reinforced Homing Missiles: Episode 4
- Pod: Epeisodion 5

ENEMIES

- The Seekers: Episode 1
- Seeker Anti-Aircraft Cannons: Episode 1
- Anti-Aircraft Missiles: Episode 1
- Seeker Search Light: Episode 1
- Abad's Mare: Episode 9
- Mare-embryo: Episode 9

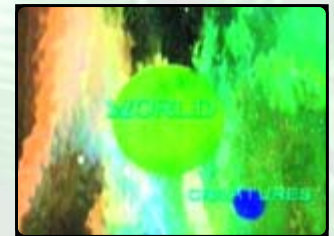
OTHERS

- Civilian: Episode 8

TIP

Play through on Easy to achieve this objective.

WORLD



The World Orb is an illustrated encyclopedia. You can start exploring it when you complete Episode 1 in any difficulty mode.

The first type of information is about dragons, and you can explore it when you clear Episode 1.

The second entry concerns the Empire, and becomes available after Episode 4.

The third type is of interest to those researching the Ancient Age. It becomes accessible after you complete Episode 1.

The fourth area of interest deals with the BioEngineered. Access this when you complete Episode 2.

The final section of the encyclopedia is geography. Start delving into it after you complete Episode 1.

You must have 10 hours of game-play to access this area.

ORB 5: APPENDIX



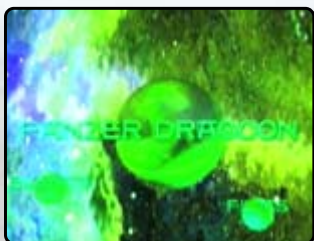
This Orb has five Orbs inside. You can start exploring it as soon as you finish your first game and save it.

The five Orbs are *Panzer Dragoon*, Illustrations, Events, Films, and the Back Orb, which takes you back to the main Pandora's Box Orb screen.

The four Orbs contain graphic art. In Illustrations, you can view six pages of hand-drawn art. Events has three pages of in-game moving cinematics from throughout the game and beyond.

Films has a page of pre-rendered cinematics from Orta's adventure and previous quests in the *Panzer* series. In the *Panzer Dragoon* Orb, you can explore the adventure of *Keil and the Blue Dragon*—the full game originally released on the Sega Saturn in 1995!

PANZER DRAGOON



This Orb lets you re-experience the epic adventure of the Blue Dragon. The Orb first becomes available for exploration as soon as you complete the game in any mode and after 5 hours of gameplay.



When you accept the responsibility of playing through *Panzer Dragoon* (this is the full game!), you're greeted with the introduction and the Main Menu screen. Press **START** to reach the game menu screen, where you can choose Easy, Normal, or Hard difficulty, the Y-Axis for your aiming (Normal or Reverse), or Exit back to the Orb. Finishing this game (on Hard) unlocks more features in Pandora's Box and in *Panzer Dragoon Orta*.

GAME SECRETS

This version of *Panzer Dragoon* is a perfect clone of the original *Panzer Dragoon*, right down to the cheat codes! If you wish to play without codes, a flythrough has been provided. To complete the game quickly, play through on Hard and use the Invincibility code.

To practice particular episodes, unlock Episode Select. Unless stated otherwise, the codes are entered at the menu screen where you choose your difficulty and Y-Axis.

TIP

To get a good accuracy rating, memorize the levels and look at the radar for yellow enemy blips at every opportunity. Memorizing the enemy locations and appearance points is the key to completion. As you progress, take this one step further and change your camera in anticipation of the enemy blip!

INVINCIBILITY, DRAGON AND RIDER

Ⓛ, Ⓛ, Ⓡ, Ⓡ, Ⓜ, Ⓜ, Ⓜ, Ⓜ

INFINITE CONTINUES

Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ

SECRET EPISODE 0

Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ

EPISODE SELECT

Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ

WIZARD MODE

Game runs at twice the normal speed: **Ⓛ, Ⓡ, Ⓛ, Ⓡ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ**

ROLLING MODE

Tap any diagonal directions (**↖, ↗, ↘, ↙**) and your mount does a barrel roll: **Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ**

KEIL-ONLY MODE

Change your boot-up language to German. Then input **Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ**

HANDGUN CHANGE

Changes appearance of hand weapons: **Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ**

DRAGON-ONLY MODE

After inputting the Handgun Change cheat, input **Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ**

CLEAN PAUSE

Ⓜ + Ⓜ + Ⓜ (during game, while paused)

SUICIDE

Ⓛ + Ⓡ + Ⓜ + Ⓜ + Ⓜ (during game)

VIEW THE HARD ENDING

Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ

VIEW HARD MODE CONGRATULATIONS SCREEN

Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ

SEGAMAN TOMFOOLERY

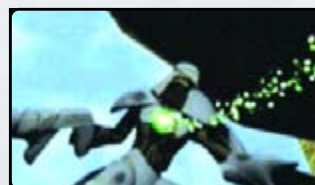
At the Segaman introduction screen, press **A + B + Ⓜ + Ⓜ** on a 2P controller. Control on the 1P Controller.

FLYTHROUGH



Riding the great plains, Keil the scout sees the shadow of an Imperial Assault Ship. His raiding party is being attacked.

Racing to a rock fall in the valley ahead, Keil enters an old structure and is set upon by two foes. Fortunately, a boulder flattens his adversaries, allowing Keil to watch a battle between a dragon rider and a Dark Dragon.



The dragon rider and his mount receive a lethal wound and land on the rocky ledge near Keil. The rider grasps for Keil's hand, and images of a portentous black tower flicker through his mind. His life force spent, the rider falls from his beast.

He asks Keil to ride the mount and prevent the Dark Dragon from reaching the tower. With more than a little trepidation, Keil clambers on to the Blue Dragon, and sets off across the ocean.

PANTHER DRAGON ORTA PRIMA'S OFFICIAL STRATEGY GUIDE

EPISODE 1: OCEAN RUINS



This is a simple mission. Unload on any enemy that appears in front of you. Your first rotation occurs when the second trio of winged entities enters from the right side. Be ready for this intrusion.



As you progress through the ruined pillars, be aware that they can sink into the water and damage your mount. Shoot them from a distance, or fly over them. Be ready when you reach the green archways, and manually target the leaping foe in front of you.



It's not easy to tell the tendrilled life forms from their dark gray acid balls. Target them all. Let none pass you.



As you pass through another archway set, you're accosted by a couple more dragon-like entities. These should face the wrath of Keil's hand weapon, not his lasers. As you approach the ruined buildings, target all enemies from far away.



Target the insects fluttering above the water snappers, keeping high or flying to the side to avoid the plant's leaves as they shut. You enter an ornate temple structure. Note: You can target groups of creatures here through the walls.

BOSS BATTLE: IMPERIAL BATTLESHIP



The ceiling explodes, and you're out on the ocean. Take out the six smaller airships around the battleship, then lock on to the barge of the battleship. Optionally, destroy the soldiers on board with manual gunfire.



When the ship rotates, move your camera so you have a clear view of it. At closer range, change from the lock-on to a combination of this and Keil's gun. When the ship moves to your left, it launches three missiles. Shoot them as they close, using your hand weapon.



Continue to batter the barge, changing to your hand weapon when the ship releases a barrage of cannon shots. Finally, the battleship yields and Episode 1 is complete. You can't save midway through the game—you're on to the next mission immediately.

EPISODE 2: DESERT STORM



The moment you start, swing your viewpoint behind you and target the swarming enemies. Take down the airborne enemies first, and then blast the sand worms with as many targeted and manual shots as you can. You need these beasts dead. Use your manual weapon quickly.



Look for the radar blips and strafe with manual fire. Coming from the front is a series of giant gnat-like entities. A mixture of weapon types is good here.



Inside the cave system, deal with the floor foes first, ideally with your handgun. A circle of foes appears in the next chamber. Blast them as they pop out of the sand, before they latch onto your face.



Continue along the cave passage, blasting enemies out of the ground (ideally with targeted lock-on shots). Switch to the handgun if you miss any. In the next room, aim at the center of the screen.





This targets incoming enemies as they arrive without the need to rotate as they circle you. Through the rest of the tunnel, shoot the enemies on the ground, then target those on the walls. Wait for each to jump, and blast them manually if you wish.



Outside the cave, ignore the fluttering enemies and destroy the five ground entities that pass you at high speed. Lock-on to them, then aim at the sand worms, shooting as rapidly as possible. Change to manual targeting when facing the rear, to shoot both the worms and their green acidic belchings. Face forward to dodge the missiles they fire from their hindquarters. These worms are difficult to dispatch.

BOSS BATTLE: DARK DRAGON ARCHETYPE



A desert tornado announces the arrival of the Dark Dragon Archetype. Switch to rear view when you see the twister, and lock on to as many of the monster's eight damage sections as you can.



Use only your manual weapon when blasting the missiles the dragon fires. As he boosts forward, he creates an energy wave. Dodge it by flying above or below it. If he flies to one side of you, blast away at both dragon and missiles with Keil's hand weapon. When he takes enough damage, the Dragon departs.

EPISODE 3: THE BURROWS



Destroy the flying ship to the right, along with the two smaller vessels. Watch for a small craft to your right that appears only briefly. Continue battering the main ship and blast the cannon fire.



Look right at a second flying ship. Drop it out of the sky, and dispose of the four sub-ships it releases shortly afterward. Then face forward and deliver lock-on fire to the burrowing foes.



Take out another flying ship (ideally from a distance). Pass through an archway and take out the enemy turrets in front. Then quickly spin around and deal with more burrowing enemies before switching back to your front view.



The next section has turrets at its entrance. Target them through the wall you're about to enter and deal with both without rotating your viewpoint. The remaining entities are ahead, and only a couple are hidden behind stones.



Enter a circular flying zone and destroy the turrets with some aiming help from the left. Blast the ground burrower in front of the archway. You're now into the final stretch, so target the enemy airships boosting along the ground.



These are tricky to destroy. Hit them once on the ground and then, after they split apart, hit them again in the air. Swerve to avoid their barrels. Don't target the barrels by accident!

BOSS BATTLE: IMPERIAL MOBILE ASSAULT ARCHETYPE



Wait until both parts of the boss fit together, then lock on to the body parts. Avoid the upper unit's propeller blades. When it's damaged, it separates. Continue hammering until it gains another health bar.



It then boosts into the air over your head and lands behind you. Shoot the bullets it fires with your hand weapon, then lock on, and fire after swiveling to look behind you. Blast the bullets it fires from the rear. Track it when it leaps by looking at its shadow.



When it lands in front of you again, lock on to the four missiles it fires before they split into shards. Deliver continuous lock-on blows to the targeted parts of the ship until it yields.

EPISODE 4: ANCIENT EXCAVATIONS



Destroy the five ships chasing you. Flick forward and blast the four craft ahead. Then, as you descend along a tunnel, tag three more ships ahead and attack four more coming from behind.



Deal with more craft ahead. As you fly deeper into the complex, take down two foursomes of ships. All your locking-on must be quick. Shoot the two duos of ships heading across from side tunnels.



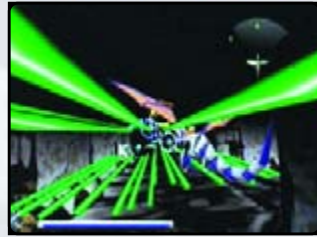
Destroy more quartets of ships, then wait for two more to pass in front of you. Tag them. Three more pairs of the same ship type try this identical move. Wait for them to pass, and destroy them.



At the first doorway, target two craft on the other side and the ships that appear in this passage. Deliver quick killing blows to more entities in the tunnel section (they appear from side chambers), and head to another door passage.



Head left and three craft appear at the door. Target them and blast the foes in front of you. Enter another doorway and repeat the frontal lock-on blasting. Take out two more entities afterward.



When you're done turning, you head to another hallway. Turn right, but first target the three enemies. Repeat the previous strategy with three more ships. Dip into a tunnel for two more trios and a quartet. Aim carefully at the foursome, because they appear only briefly.



Take down a pair of ships boosting in front of you as you descend a steep tunnel, and enter another passage with four pairs of enemies. Take down the same number of foes dropping from above. To negotiate doorways that aren't fully open, dodge through the gaps.

BOSS BATTLE: CATACOMBS SENTINEL



Fly above the sentinel, then look behind as he follows you and his health bar appears. When you attempt lock-on shots, he protects his torso with his arm. Either manually fire at the torso the entire fight, or shoot the arm with Keil's hand weapon to weaken it.



You can destroy the energy balls as the sentinel fires. Keep aiming at the arm or midsection. If his arm is destroyed, the sentinel uses his other appendage to launch energy balls at you. Dodge as you see them coming.



When he spins around, he launches a series of energy balls. Rotate your dragon around them. Finally, he stops moving and launches a green laser beam—rotate your dragon in a circle. Don't stop, or you're struck by the beam. Fire at his torso until the battle is over.

EPISODE 5: FOREST OFFENSIVE



Lock on to the trio of battleships as they peel away to different locations: rear and left, rear and right, and in front. Quickly dispatch them, and the four craft behind you. Then blast the four waves of ships appearing ahead of you.



Immediately, look right for four craft moving horizontally, and look left for another four. Attack two additional battleships that appear behind you and an oddly shaped craft hovering to your right. With the battleships down, deliver lock-on mayhem to the cone-topped pyramid until it disperses.



There is a trio of ships ahead. Another trio appears on your right, and six sets of craft appear from below. These ships are difficult to blast. Use your hand weapon. Then begin another battleship takedown.



Don't forget the five craft to the right of the battleships. Deliver as much firepower as you can. They intend to depart, and both must be destroyed. Lock on to the cone-topped pyramid and take it down, marking and firing at the eight fast-moving craft it releases. Watch for two pairs of ships on the left and right before the boss confrontation.

BOSS BATTLE: IMPERIAL AIRBORNE ASSAULT CITADEL



A flying fortress hovers into view, and two battleships fly in behind you. Destroy the battleships first. When they're destroyed, aim at the rotating rows of crimson cannons on the citadel.



Dodge the bullets these cannons fire, and tear through the rows of weaponry. The citadel moves to a higher position, exposing a blue joint area. Use your hand weapon to blast this and the airborne mines it releases. Dodge the mines as well.

EPISODE 6: IMPERIAL STRONGHOLD



A dozen waves of enemies are incoming at the start, so this episode is difficult to complete successfully. Ignore the Archetype Dragon. You cannot harm him. Blast the missiles he fires to prevent them from hitting you.



Look left on the ground for a couple of foes, then peer right for a trio of boats. After those are defeated, tackle four flying entities that zoom past, and four boats on the right that are difficult to take out. Then five more boats appear to the left.



Check the paving on your left for four enemies, then destroy all the enemies to your rear. Face left and take out the dive-bombing craft.



Launch lock-on attacks at the larger troop carrier in front of you and deliver killing blows to the walker units it drops. Kill four enemies atop the third bridge, including the walker units that boost from the water to your left.



Blast three more boats, then on your handgun on the walker units. Attack a trio of flying serpents on your right and three more to your left. Take out the single unit under the next bridge.



Deal with two close flying serpents on your left and three on your right. Head down the flooded streets and blast two quick-moving enemies at the first junction. Then take out three more serpents, and another three as the street turns left.



Look right at the walker units—these take precedence over the serpents you're shooting. Now deal with two more sets of three serpents and wait for the diamond to release two airborne enemies. The next one releases four. Blast them all!



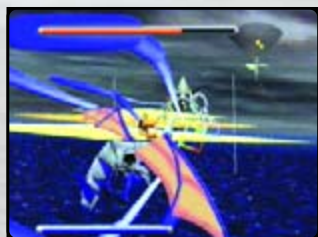


Watch for three more ships on the water, and the troop carrier you saw earlier. Take out two boats on your right, and the four walker units the carrier drops. Dispatch three more pairs of walker units, a set of three units, and finish off the carrier. Blast two more boats before the Archetype Dragon swoops in and releases its missiles, and the episode ends.

EPISODE 7: DARK DRAGON ARCHETYPE



Wait for the mammoth beast to pass in front of you (face forward), and lock on as often as you can. Manually shoot the guardian units that fly from its head. It releases a series of blue energy balls, but ignore them while you deliver lock-on death to the dragon's head.



Dodge the homing energy ball blasts it releases. When you're attacked with the energy wave, move up and down to avoid it. Keep moving.



When the dragon moves behind you, it releases latching parasites. Fend them off with manual gunfire. Dodge beneath the dragon's tail.



As the dragon's head emits more entities, continue with the lock-on attacks until the dragon's cranium turns green. Then flee to the farthest corner of the screen to avoid a blast of green energy globules. They cause a lot of damage.



The Dark Dragon Archetype fires fast-moving parasites at you. Shoot them manually and the dragon attacks again. When you destroy this form, it changes to its original form. Dodge to avoid the energy wave.

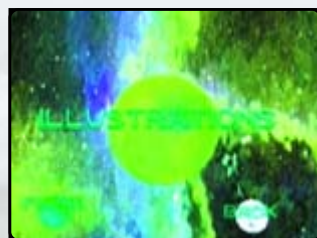




Turn to the sides as it closes in, and manually blast its missiles while continuing lock-on shots. The attack pattern is identical to the one it used in the desert. Lock on as many times as you can. It reverts to energy waves before you finally defeat it.



Entering the Dragon Archetype's ocean monolith, the Blue Dragon creates an energy field that saves Keil as the entire structure collapses. He loses consciousness and awakens on a desert mountain with only the dragon's footprints to prove his adventure wasn't all a dream.

ILLUSTRATIONS



In this Orb, you can view six pages of concept art pieces. To see them, flick  and .

Explore this Orb as when you complete the game in Easy mode or above, or complete three episodes with an "S" rank. You must also complete five hours of gameplay.

TIP

Achieving "S" rank is difficult, but remember you can achieve this in Easy mode, and the Episodes can be any you wish (easiest are 1, 6, and 7).

PANZER DRAGON ORTA "ORTA & DRAGON" OFFICIAL CG



View after completing the game in Easy mode and 10 hours of gameplay.

PANZER DRAGON ORTA "ORTA" OFFICIAL CG



View after completing the game in Easy mode and 10 hours of gameplay.

PANZER DRAGON ORTA "ORTA & DRAGON 2" OFFICIAL CG



View after completing the game in Easy mode and 10 hours of gameplay.

**PANZER DRAGON ORTA
"DRAGON" OFFICIAL CG**



View after completing the game in Easy mode 10 hours of gameplay.

**PANZER DRAGON ORTA
"ORTA" OFFICIAL ART**



View after completing the game in Easy mode and 10 hours of gameplay.

**PANZER DRAGON ORTA
"MOBO" OFFICIAL CG**



View after completing the game in Easy mode and 10 hours of gameplay

**PANZER DRAGON ORTA
"ABADD" OFFICIAL ART**



View after completing the game in Easy mode and 10 hours of gameplay.

**PANZER DRAGON ORTA
"IVA" OFFICIAL ART**



View after completing the game in Easy mode and 10 hours of gameplay.

**PANZER DRAGON ORTA
"DRAGON" OFFICIAL ART**



View after completing the game in Easy mode and 10 hours of gameplay.

**PANZER DRAGON ORTA
"GIRL & DRONE"
CONCEPT ART**



View after completing three episodes at "S" rank and 20 hours of gameplay.

**PANZER DRAGON ORTA
"GIRL & DRAGON"
CONCEPT ART**



View after completing three episodes at "S" rank and 20 hours of gameplay.

ENDING 1



View after completing the game in Easy mode and 20 hours of gameplay.

ENDING 2



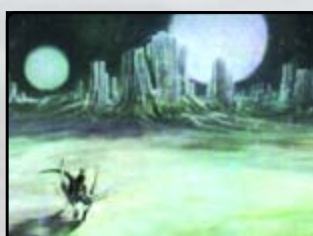
View after completing the game in Easy mode and 20 hours of gameplay.

ENDING 3



View after completing the game in Easy mode and 20 hours of gameplay.

ENDING 4



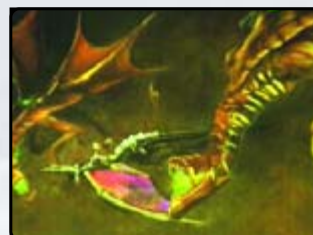
View after completing the game in Easy mod and 20 hours of gameplay.

ENDING 5



View after completing the game in Easy mode and 20 hours of gameplay.

ENDING 6



View after completing the game in Easy mode and 20 hours of gameplay.

ENDING 7



View after completing the game in Normal mode and 20 hours of gameplay.

ENDING 8



View after completing the game in Hard mode and 20 hours of gameplay.

ENDING 9



View after completing the game in Easy mode and 20 hours of gameplay.

IMPERIAL BOY: A BOY REBELS AGAINST HIS FATHER



View after completing Episode 1 and 20 hours of gameplay.

IMPERIAL BOY: A FATHER'S GIFT



View after completing Episode 1 and 20 hours of gameplay.

IMPERIAL BOY: THE SYMBOL OF THE EMPIRE



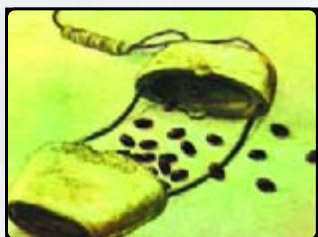
View after completing Episode 1 and 20 hours of gameplay.

IMPERIAL BOY: LONELINESS



View after completing Episode 2 and 20 hours of gameplay.

IMPERIAL BOY: MEDICINE



View after completing Episode 2 and 20 hours of gameplay.

IMPERIAL BOY: TEARS



View after completing Episode 4 and 20 hours of gameplay.

IMPERIAL BOY: FRIENDS IN THE IMPERIAL ARMY SCHOOL



View after completing Episode 4 and 20 hours of gameplay.

IMPERIAL BOY: THE DRAGON AND ITS RIDER



View after completing Episode 4 and 20 hours of gameplay.

IMPERIAL BOY: THE ELDER'S BATTLE AIRSHIP



View after completing Episode 4 and 20 hours of gameplay.

IMPERIAL BOY: SEEKERS



View after completing Episode 5 and 20 hours of gameplay.

IMPERIAL BOY: A SEEKER CELEBRATION



View after completing Episode 5 and 20 hours of gameplay.

IMPERIAL BOY: NOOF AND A POD



View after completing Episode 6 and 20 hours of gameplay.

IMPERIAL BOY: EMID TELLING A TALE



View after completing Episode 6 and 20 hours of gameplay.

IMPERIAL BOY: RETURNING TO THE SEEKER'S VILLAGE



View after completing Episode 7 and 20 hours of gameplay.

IMPERIAL BOY: EMID CARING FOR IVA



View after completing Episode 7 and 20 hours of gameplay.

IMPERIAL BOY: A LETTER FROM FATHER



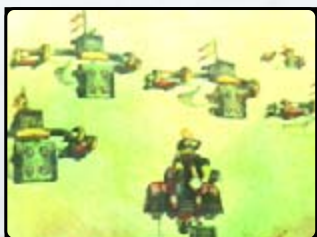
View after completing Epeisodion 7 and 20 hours of gameplay.

IMPERIAL BOY: DRAGONMARE'S ATTACK



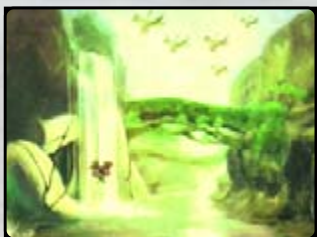
View after completing Epeisodion 7 and 20 hours of gameplay.

IMPERIAL BOY: A REUNION OF FRIENDS



View after completing Epeisodion 7 and 20 hours of gameplay.

IMPERIAL BOY: ENTRANCE TO THE RUINS



View after completing Epeisodion 7 and 20 hours of gameplay.

IMPERIAL BOY: FINAL CHANCE



View after completing Epeisodion 7 and 20 hours of gameplay.

IMPERIAL BOY: A LONG-AWAITED REST



View after completing Epeisodion 7 and 20 hours of gameplay.

IMPERIAL BOY. TREE OF ENLIGHTENMENT



View after completing Epeisodion 7 and 20 hours of gameplay.

PANZER DRAGON "BLUE DRAGON" OFFICIAL CG



View after launching *Panzer Dragoon* and 10 hours of gameplay.



Simply start a game—it doesn't matter if you finish it or quit out.

PANZER DRAGON "KEIL & DRAGON" ADVERTISING CG



View after launching *Panzer Dragoon* and 10 hours of gameplay.

PANZER DRAGON ENDING ART



View after launching *Panzer Dragoon* and 10 hours of gameplay.



Use the *Invincibility* cheat and only play on *Hard*.

PANZER DRAGON MANUAL ART (JAPAN)



View after completing *Panzer Dragoon* and 20 hours of gameplay.

PANZER DRAGON "KEIL & DRAGON" ADVERTISING ART



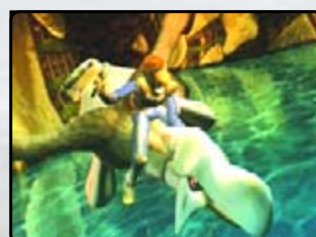
View after completing *Panzer Dragoon* and 20 hours of gameplay.

PANZER DRAGON ZWEI "LUNDI & LAGI" OFFICIAL CG



View when you achieve a *Shot Down Ratio* of 90 percent or better in all 10 episodes and 20 hours of gameplay.

PANZER DRAGON ZWEI "LUNDI & LAGI 2" OFFICIAL CG



View when you achieve a *Shot Down Ratio* of 90 percent or better in all 10 episodes and 20 hours of gameplay.

PANZER DRAGON ZWEI "LAGI" ADVERTISING ART



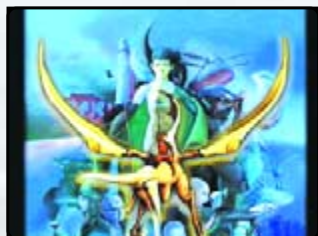
View when you achieve a Shot Down Ratio of 90 percent or better in all 10 episodes and 20 hours of gameplay.

PANZER DRAGON ZWEI "LUNDI" ADVERTISING ART



View when you achieve a Shot Down Ratio of 90 percent or better in all 10 episodes and 20 hours of gameplay.

AZEL PACKAGE ART (JAPAN)



View after completing Episode 6 at "A" rank or higher and 20 hours of gameplay.

AZEL PACKAGE ART 2 (JAPAN)



View after completing Episode 7 at "A" rank or higher and 20 hours of gameplay.

AZEL "MAIN CHARACTERS" ART FOR SHOW



View after completing Episode 8 at "A" rank or higher and 20 hours of gameplay.

AZEL "AZEL" OFFICIAL ART



View after completing Episode 9 at "A" rank or higher and 20 hours of gameplay.

AZEL "EDGE" OFFICIAL ART



View after completing Episode 10 at "A" rank or higher and 20 hours of gameplay.

AZEL "A GIRL OF DRONE" CONCEPT ART



View after completing three or more episodes at "S" rank and 20 hours of gameplay.

EVENTS



This Orb offers three pages of in-game cinemas showing various events that Orta and her dragon encounter on their adventure (28 art pieces total). To view them, flick **[D]** and **[E]**.



Simply play through the game, choosing Normal or Hard mode. Ranking is unimportant.

EPISODE 1 EVENT 1



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 1 EVENT 2



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 1 EVENT 3



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 2 EVENT 1



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 3 EVENT 1



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 3 EVENT 2



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 3 EVENT 3



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 3 EVENT 4



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 4 EVENT 1



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 4 EVENT 2



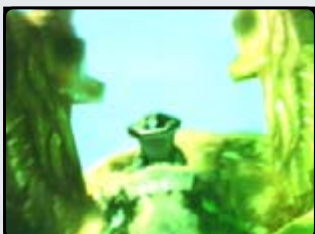
View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 4 EVENT 3



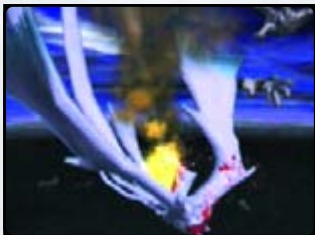
View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 4 EVENT 4



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 5 EVENT 1



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 6 EVENT 1



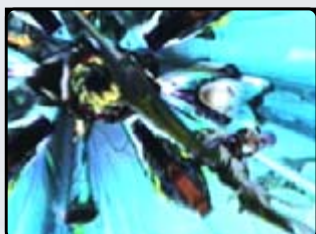
View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 6 EVENT 2



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 6 EVENT 3



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 6 EVENT 4



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 7 EVENT 1



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 7 EVENT 2



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 8 EVENT 1



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 8 EVENT 2



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 8 EVENT 3



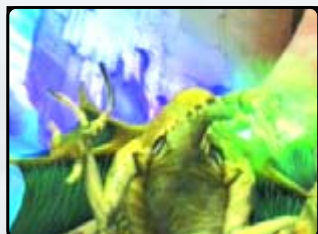
View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 8 EVENT 4



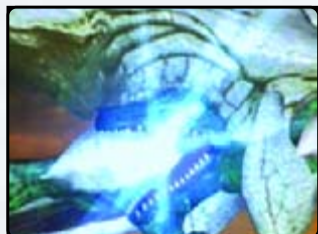
View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 9 EVENT 1



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 9 EVENT 2



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPISODE 10 EVENT 1



View after completing the game in Normal mode or higher and 20 hours of gameplay.

EPILOGUE



View after completing the game in Normal mode or higher and 20 hours of gameplay.

IMPERIAL BOY LAST EVENT



View after completing Episode 7 and 20 hours of gameplay.

FILMS



This Orb offers a page of pre-rendered cinemas showing various recordings of actual events in the Panzer world. To view the page, flick **⏪** and **⏩**.

You can start exploring this Orb when you play the game once.

TIP

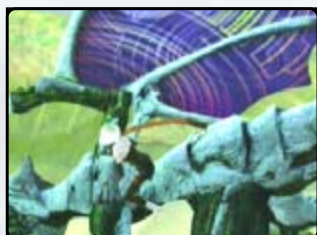
Simply start a game! You can Quit immediately and view the first cinema. For cinemas that require completion of certain episodes, play through on Easy to meet the objective more easily.

PANZER DRAGON ORTA OPENING



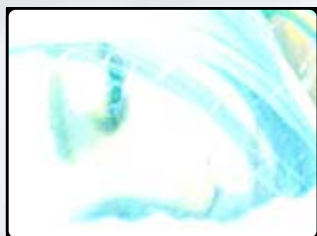
View after you begin a game and 5 hours of gameplay.

PANZER DRAGON ORTA INTERMISSION 1



View after completing Episode 3 and 20 hours of gameplay.

PANZER DRAGON ORTA INTERMISSION 2



View after completing Episode 4 and 20 hours of gameplay.

PANZER DRAGON OPENING



View after launching *Panzer Dragoon* (original game) and 20 hours of gameplay.

PANZER DRAGON ENDING



View after completing *Panzer Dragoon* (original game) and 20 hours of gameplay.

TIP

Use the **Invincibility** cheat and only play on **Hard**.

PANZER DRAGON ZWEI DEMO



View after completing Episode 1 at "A" rank or higher and 20 hours of gameplay.

PANZER DRAGON ZWEI ENDING



View after completing Episode 2 at "A" rank or higher and 20 hours of gameplay.

**PANZER DRAGON ZWEI
TRAILER**



View after completing Episode 3 at "A" rank or higher and 20 hours of gameplay.

**PANZER DRAGON ZWEI
OPENING**



View after completing Episode 4 at "A" rank or higher and 20 hours of gameplay.

**PANZER DRAGON ZWEI
ENDING**







View after completing Episode 5 at "A" rank or higher and 20 hours of gameplay.







PANDORA'S BOX REVELATION CHART

TIME FLAG

-  Available after 5 hours of play
-  Available after 10 hours of play
-  Available after 15 hours of play
-  Available after 20 hours of play

This table show all of Pandora's Box and how to unlock each element. The play time here indicates the time you are actually playing the game. The play time halts when you go to the menu screen or pause the game. Unlockables of the same color are available all at the same time. Unlockables without a color are unique and open one at a time.

Pandora Orb	Sub Orb	Sub Orb 2	Orb Interior Title	Specific Mission Needed to activate	Unlocking Conditions	Time Flag
<input type="checkbox"/>	Flight Records				Play through the entire game once or more	
<input type="checkbox"/>	Sub Scenarios					
<input type="checkbox"/>	Scenarios				Episode 4 is cleared at Easy or above	
<input type="checkbox"/>		Epeisodion 1			Episode 4 is cleared at Easy or above	
<input type="checkbox"/>		Epeisodion 2			Epeisodion 1 is cleared	
<input type="checkbox"/>		Epeisodion 3			Epeisodion 2 is cleared	
<input type="checkbox"/>		Epeisodion 4			Epeisodion 3 is cleared	
<input type="checkbox"/>		Epeisodion 5			Epeisodion 4 is cleared	
<input type="checkbox"/>		Epeisodion 6			Epeisodion 5 is cleared	
<input type="checkbox"/>		Epeisodion 7			Epeisodion 6 is cleared	
<input type="checkbox"/>	Mission 1				Game cleared at Hard or Total "continues" is 20 or more	
<input type="checkbox"/>	Mission 2				Episode 4 is cleared at Easy or above	
<input type="checkbox"/>	Mission 3				Game cleared at Hard or Total "continues" is 20 or more	
<input type="checkbox"/>	Mission 4				Cleared at Easy or above	
<input type="checkbox"/>	Mission 5				Mission 4 is cleared	
<input type="checkbox"/>	Box Game					
<input type="checkbox"/>	Episode				Game cleared at Hard	
<input type="checkbox"/>		Beginning			Game cleared at Hard	
<input type="checkbox"/>		Episode 1			Game cleared at Hard	
<input type="checkbox"/>		Episode 2			Game cleared at Hard	
<input type="checkbox"/>		Episode 3			Game cleared at Hard	
<input type="checkbox"/>		Episode 4			Game cleared at Hard	
<input type="checkbox"/>		Episode 5			Game cleared at Hard	
<input type="checkbox"/>		Episode 6			Game cleared at Hard	
<input type="checkbox"/>		Episode 7			Game cleared at Hard	
<input type="checkbox"/>		Episode 8			Game cleared at Hard	
<input type="checkbox"/>		Episode 9			Game cleared at Hard	
<input type="checkbox"/>		Episode 10			Game cleared at Hard	
<input type="checkbox"/>		Ending			Game cleared at Hard	
<input type="checkbox"/>	Difficulty				Game cleared at Hard	
<input type="checkbox"/>		Easy			Game cleared at Hard	
<input type="checkbox"/>		Normal			Game cleared at Hard	
<input type="checkbox"/>		Hard			Game cleared at Hard	
<input type="checkbox"/>	Dragon				Game cleared at Hard	
<input type="checkbox"/>		Default Forms			Game cleared at Hard	
<input type="checkbox"/>		Wormrider			Mission 2 is cleared at A rank or higher	
<input type="checkbox"/>		Airship			Mission 1 is cleared at A rank or higher	
<input type="checkbox"/>		Baby Wing			Mission 4 is cleared at A rank or higher	

<i>Pandora Orb</i>	<i>Sub Orb</i>	<i>Sub Orb 2</i>	<i>Orb Interior Title</i>	<i>Specific Mission Needed to activate</i>	<i>Unlocking Conditions</i>	<i>Time Flag</i>
<input type="checkbox"/>		Blue Dragon			When Panzer Dragoon (original game) is cleared	
<input type="checkbox"/>		Dragonmare			When Epeisodion 1-7 are cleared at S rank	
<input type="checkbox"/>		Panzer Wing			All stages are cleared with 44 or less shot damage from enemies (Easy or above)	
<input type="checkbox"/>	Life				Game cleared at Hard	
<input type="checkbox"/>		Normal			Game cleared at Hard	
<input type="checkbox"/>		X2			Game cleared at Hard	
<input type="checkbox"/>		X3			Game cleared at Hard	
<input type="checkbox"/>		X4			Game cleared at Hard	
<input type="checkbox"/>		Increase			Game cleared at Hard	
<input type="checkbox"/>		Zero			Game cleared at Hard	
<input type="checkbox"/>		Phoenix			Game cleared at Hard	
<input type="checkbox"/>	Berserk				Game cleared at Hard	
<input type="checkbox"/>		Normal			Game cleared at Hard	
<input type="checkbox"/>		X2			Game cleared at Hard	
<input type="checkbox"/>		X3			Game cleared at Hard	
<input type="checkbox"/>		X4			Game cleared at Hard	
<input type="checkbox"/>		Zero			Game cleared at Hard	
<input type="checkbox"/>		No Limit			Game cleared at Hard	
<input type="checkbox"/>	Level (Base)				Game cleared at Hard	
<input type="checkbox"/>		Growth			Game cleared at Hard	
<input type="checkbox"/>		1			Game cleared at Hard	
<input type="checkbox"/>		2			When Base Wing reaches Level 2 in Normal game or higher	
<input type="checkbox"/>		3			When Base Wing reaches Level 3 in Normal game or higher	
<input type="checkbox"/>		4			When Base Wing reaches Level 4 in Normal game or higher	
<input type="checkbox"/>		5			When Base Wing reaches Level 5 in Normal game or higher	
<input type="checkbox"/>	Level (Heavy)				Game cleared at Hard	
<input type="checkbox"/>		Growth			Game cleared at Hard	
<input type="checkbox"/>		1			Game cleared at Hard	
<input type="checkbox"/>		2			When Heavy Wing reaches Level 2 in Normal game or higher	
<input type="checkbox"/>		3			When Heavy Wing reaches Level 3 in Normal game or higher	
<input type="checkbox"/>		4			When Heavy Wing reaches Level 4 in Normal game or higher	
<input type="checkbox"/>		5			When Heavy Wing reaches Level 5 in Normal game or higher	
<input type="checkbox"/>	Level (Glide)				Game cleared at Hard	
<input type="checkbox"/>		Growth			Game cleared at Hard	
<input type="checkbox"/>		1			Game cleared at Hard	
<input type="checkbox"/>		2			When Glide Wing reaches Level 2 in Normal game or higher	
<input type="checkbox"/>		3			When Glide Wing reaches Level 3 in Normal game or higher	
<input type="checkbox"/>		4			When Glide Wing reaches Level 4 in Normal game or higher	
<input type="checkbox"/>		5			When Glide Wing reaches Level 5 in Normal game or higher	
<input type="checkbox"/>	Rider				Game cleared at Hard	
<input type="checkbox"/>		Orta			Game cleared at Hard	
<input type="checkbox"/>		Iva			When Epeisodion 1-7 is cleared on Hard	
<input type="checkbox"/>		Dragon Only			Game cleared at Hard	
<input type="checkbox"/>		Mobo			Mission 2 is cleared at A rank or higher	
<input type="checkbox"/>		Azel			When all stages are cleared with 44 or less shot damage from enemies (Easy or above)	

PANTHER DRAGON ORTA PRIMA'S OFFICIAL STRATEGY GUIDE

Pandora Orb	Sub Orb	Sub Orb 2	Orb Interior Title	Specific Mission Needed to activate	Unlocking Conditions	Time Flag
<input type="checkbox"/>	Start Area				Game cleared at Hard	
<input type="checkbox"/>		Normal			Game cleared at Hard	
<input type="checkbox"/>		Boss			Game cleared at Hard	
<input type="checkbox"/>						
<input type="checkbox"/>	Costume				Game cleared on Hard	
<input type="checkbox"/>		Normal			Game cleared at Hard	
<input type="checkbox"/>		Ending			Game cleared at Hard	
<input type="checkbox"/>		Azel			Game cleared at Hard	
<input type="checkbox"/>		Costume 3			Game cleared on Hard	
<input type="checkbox"/>	Encyclopedia					
<input type="checkbox"/>	Creature					
<input type="checkbox"/>		Mutated Monsters				
<input type="checkbox"/>			Coolia		If shot down ratio is over 90 percent at Episode 1	
<input type="checkbox"/>			Shahm		If shot down ratio is over 90 percent at Episode 2	
<input type="checkbox"/>			Purnam		If shot down ratio is over 90 percent at Episode 2	
<input type="checkbox"/>			Goleg		If shot down ratio is over 90 percent at Episode 2	
<input type="checkbox"/>			Yarva		If shot down ratio is over 90 percent at Episode 2	
<input type="checkbox"/>			Carrier Yarva		If shot down ratio is over 90 percent at Episode 2	
<input type="checkbox"/>			Morli		If shot down ratio is over 90 percent at Episode 2	
<input type="checkbox"/>			Yondo-Morli		If shot down ratio is over 90 percent at Episode 2	
<input type="checkbox"/>			Rokpur		If shot down ratio is over 90 percent at Episode 2	
<input type="checkbox"/>			Baturn		If shot down ratio is over 90 percent at Episode 2	
<input type="checkbox"/>			Yondo-Worm		If shot down ratio is over 90 percent at Episode 2	
<input type="checkbox"/>			Ikrikav		If shot down ratio is over 90 percent at Episode 2	
<input type="checkbox"/>			Wormrider		If shot down ratio is over 90 percent at Episode 3	
<input type="checkbox"/>			Didar		If shot down ratio is over 90 percent at Episode 5	
<input type="checkbox"/>			Nididar		If shot down ratio is over 90 percent at Episode 5	
<input type="checkbox"/>			Madidar		If shot down ratio is over 90 percent at Episode 5	
<input type="checkbox"/>			Yarva-Raum		If shot down ratio is over 90 percent at Episode 5	
<input type="checkbox"/>			Urimasan		If shot down ratio is over 90 percent at Episode 5	
<input type="checkbox"/>			Erkist		If shot down ratio is over 90 percent at Episode 5	
<input type="checkbox"/>			Vont-Morli		If shot down ratio is over 90 percent at Episode 5	
<input type="checkbox"/>			Pussa Bubo		If shot down ratio is over 90 percent at Episode 5	
<input type="checkbox"/>			Els-Enora		If shot down ratio is over 90 percent at Episode 5	
<input type="checkbox"/>			Tamtiti		If shot down ratio is over 90 percent at Episode 9	
<input type="checkbox"/>			Peela		If shot down ratio is over 90 percent at Episode 9	
<input type="checkbox"/>		Pure-Type Monsters				
<input type="checkbox"/>			Seba		If shot down ratio is over 90 percent at Episode 3	
<input type="checkbox"/>			Kuru		If shot down ratio is over 90 percent at Episode 3	
<input type="checkbox"/>			Ramjanaki		If shot down ratio is over 90 percent at Episode 3	
<input type="checkbox"/>			Churmachum		If shot down ratio is over 90 percent at Episode 3	
<input type="checkbox"/>			Carrier Seba		If shot down ratio is over 90 percent at Episode 3	
<input type="checkbox"/>			Kurbek		If shot down ratio is over 90 percent at Episode 3	
<input type="checkbox"/>			Catharp		If shot down ratio is over 90 percent at Episode 3	
<input type="checkbox"/>			Churook		If shot down ratio is over 90 percent at Episode 6	
<input type="checkbox"/>			Degla		If shot down ratio is over 90 percent at Episode 6	
<input type="checkbox"/>			Gat-War & Kot-War		If shot down ratio is over 90 percent at Episode 6	

Pandora Orb	Sub Orb	Sub Orb 2	Orb Interior Title	Specific Mission Needed to activate	Unlocking Conditions	Time Flag
<input type="checkbox"/>			Nayak		If shot down ratio is over 90 percent at Episode 6	
<input type="checkbox"/>			Carrier Nayak		If shot down ratio is over 90 percent at Episode 6	
<input type="checkbox"/>			Atish		If shot down ratio is over 90 percent at Episode 6	
<input type="checkbox"/>		Others				
<input type="checkbox"/>			Interception Program ver. 1.00		If shot down ratio is over 90 percent at Episode 7	
<input type="checkbox"/>			Interception Program ver. 1.50		If shot down ratio is over 90 percent at Episode 7	
<input type="checkbox"/>			Sealance Image		If shot down ratio is over 90 percent at Episode 7	
<input type="checkbox"/>			Interception Program ver. 2.00		If shot down ratio is over 90 percent at Episode 7	
<input type="checkbox"/>			Interception Program ver. 2.60		If shot down ratio is over 90 percent at Episode 7	
<input type="checkbox"/>			Diodopure Lv1		If shot down ratio is over 90 percent at Episode 7	
<input type="checkbox"/>			Diodopure Lv2		If shot down ratio is over 90 percent at Episode 7	
<input type="checkbox"/>			Carrier Sealance		If shot down ratio is over 90 percent at Episode 7	
<input type="checkbox"/>			Central Data Unit Ofnir		If shot down ratio is over 90 percent at Episode 7	
<input type="checkbox"/>		Empire				
<input type="checkbox"/>		Imperial Weapon				
<input type="checkbox"/>			Battleship Bhout	1,4,8	If shot down ratio is over 90 percent at Episode 1	
<input type="checkbox"/>			Hovertank Dahra	1,4,8	If shot down ratio is over 90 percent at Episode 1	
<input type="checkbox"/>			Carrier Bhout		If shot down ratio is over 90 percent at Episode 1	
<input type="checkbox"/>			Dragonmare	1,4,8,9	If shot down ratio is over 90 percent at Episode 1	
<input type="checkbox"/>			Assault Carrier Vermana	1,8	If shot down ratio is over 90 percent at Episode 1	
<input type="checkbox"/>			Remote Missiles		If shot down ratio is over 90 percent at Episode 1	
<input type="checkbox"/>			Imperial Soldiers		If shot down ratio is over 90 percent at Episode 1	
<input type="checkbox"/>			Airship Kartha	4,8	If shot down ratio is over 90 percent at Episode 4	
<input type="checkbox"/>			Assault Hovership Taishak	4,8	If shot down ratio is over 90 percent at Episode 4	
<input type="checkbox"/>			Homing Airship Ajati	4,8	If shot down ratio is over 90 percent at Episode 4	
<input type="checkbox"/>			Shielded Warship Shaiha		If shot down ratio is over 90 percent at Episode 4	
<input type="checkbox"/>			Ceremonial Turrets		If shot down ratio is over 90 percent at Episode 4	
<input type="checkbox"/>			Missile Launcher		If shot down ratio is over 90 percent at Episode 4	
<input type="checkbox"/>			Missiles		If shot down ratio is over 90 percent at Episode 4	
<input type="checkbox"/>			Airship Kartha Prototype		If shot down ratio is over 90 percent at Episode 4	
<input type="checkbox"/>			Floating Mine Mardai	4,8	If shot down ratio is over 90 percent at Episode 4	
<input type="checkbox"/>			Imperial Family Hovertank Dahra		If shot down ratio is over 90 percent at Episode 4	
<input type="checkbox"/>			Imperial soldiers		If shot down ratio is over 90 percent at Episode 4	
<input type="checkbox"/>			Guardian		If shot down ratio is over 90 percent at Episode 4	
<input type="checkbox"/>			Airship Vahra		If shot down ratio is over 90 percent at Mission 8	
<input type="checkbox"/>			Transport Tank Emden		If shot down ratio is over 90 percent at Mission 8	



PANTHER DRAGON ORTA PRIMA'S OFFICIAL STRATEGY GUIDE

Pandora Orb	Sub Orb	Sub Orb 2	Orb Interior Title	Specific Mission Needed to activate	Unlocking Conditions	Time Flag	
			Patrol Airship Vayu		If shot down ratio is over 90 percent at Mission 8		
			Artificial Sun		If shot down ratio is over 90 percent at Mission 8		
			Crane		If shot down ratio is over 90 percent at Mission 8		
			Pump		If shot down ratio is over 90 percent at Mission 8		
			Imperial Defense Unit Bacharsuha		If shot down ratio is over 90 percent at Mission 8		
			Homing Missiles (airships)	1,4,8	If shot down ratio is over 90 percent at Episode 1		
			Homing Missiles (hovertanks)	1,4,8	If shot down ratio is over 90 percent at Episode 1		
			Mini Homing Missiles	1,4,8	If shot down ratio is over 90 percent at Episode 1		
			Reinforced Homing Missiles	1,4,8	If shot down ratio is over 90 percent at Episode 4		
			Pod		Epeisodion 5 is cleared		
			Enemies				
			The Seekers		If shot down ratio is over 90 percent at Episode 1		
			Seeker Anti-Aircraft Cannons		If shot down ratio is over 90 percent at Episode 1		
			Anti-Aircraft Missiles		If shot down ratio is over 90 percent at Episode 1		
			Seeker Search Light		If shot down ratio is over 90 percent at Episode 1		
			Abad's Mare		If shot down ratio is over 90 percent at Episode 9		
			Mare-embryo		If shot down ratio is over 90 percent at Episode 9		
			Others				
			Civilian		If shot down ratio is over 90 percent at Episode 8		
			World				
			Dragon				
			Dragon		Episode 1 is cleared at Easy or above		
			Dragon unit		Episode 1 is cleared at Easy or above		
			Dragonrider		Episode 1 is cleared at Easy or above		
			Bioluminary Oscillator		Episode 1 is cleared at Easy or above		
			Berserk		Episode 1 is cleared at Easy or above		
			Glide		Episode 1 is cleared at Easy or above		
			Morphing		Episode 1 is cleared at Easy or above		
			Self-evolution		Episode 1 is cleared at Easy or above		
			Gene		Episode 1 is cleared at Easy or above		
			Blue Dragon		Episode 7 is cleared at Easy or above		
			Lagi		Episode 7 is cleared at Easy or above		
			Edge's Dragon		Episode 7 is cleared at Easy or above		
			Empire				
			Empire		Episode 4 is cleared at Easy or above		
			Capital		Episode 4 is cleared at Easy or above		
			Southern Peoples		Episode 4 is cleared at Easy or above		
			The Great Fall		Episode 4 is cleared at Easy or above		
			Imperial Academy		Episode 4 is cleared at Easy or above		
			Imperial Army		Episode 4 is cleared at Easy or above		

Pandora Orb	Sub Orb	Sub Orb 2	Orb Interior Title	Specific Mission Needed to activate	Unlocking Conditions	Time Flag
<input type="checkbox"/>			Bio-Tech weaponry		Episode 4 is cleared at Easy or above	
<input type="checkbox"/>			Imperial Elite		Episode 4 is cleared at Easy or above	
<input type="checkbox"/>			Dragonmare		Episode 4 is cleared at Easy or above	
<input type="checkbox"/>			Cavalry		Episode 4 is cleared at Easy or above	
<input type="checkbox"/>			Bio-Reactor		Episode 7 is cleared at Easy or above	
<input type="checkbox"/>		Ancient Age				
<input type="checkbox"/>			Ancient Age		Episode 1 is cleared at Easy or above	
<input type="checkbox"/>			The Ruins		Episode 7 is cleared at Easy or above	
<input type="checkbox"/>			Drones		Episode 1 is cleared at Easy or above	
<input type="checkbox"/>		Bio-Engineered Creatures				
<input type="checkbox"/>			Bio-Engineered Creatures		Episode 2 is cleared at Easy or above	
<input type="checkbox"/>			Pure-type Monsters		Episode 3 is cleared at Easy or above	
<input type="checkbox"/>			Mutated Monsters		Episode 2 is cleared at Easy or above	
<input type="checkbox"/>			Wormriders		Episode 3 is cleared at Easy or above	
<input type="checkbox"/>		Geography				
<input type="checkbox"/>			Yeico Valley		Episode 1 is cleared at Easy or above	
<input type="checkbox"/>			Forest of Mutation		Episode 2 is cleared at Easy or above	
<input type="checkbox"/>			Glacial Plains		Episode 5 is cleared at Easy or above	
<input type="checkbox"/>			Glacial Plains		Episode 5 is cleared at Easy or above	
<input type="checkbox"/>			The Borderlands		Episode 7 is cleared at Easy or above	
<input type="checkbox"/>			Former Meccania Federation		Episode 7 is cleared at Easy or above	
<input type="checkbox"/>			Former Li Vis		Episode 7 is cleared at Easy or above	
<input type="checkbox"/>			Former Teed		Episode 7 is cleared at Easy or above	
<input type="checkbox"/>		Appendix				
<input type="checkbox"/>			Panzer Dragoon		Easy or above is cleared	
<input type="checkbox"/>		Events				
<input type="checkbox"/>			Episode 1 Event 1		Normal or above is cleared once event has been viewed in game	
<input type="checkbox"/>			Episode 1 Event 2		Normal or above is cleared once event has been viewed in game	
<input type="checkbox"/>			Episode 1 Event 3		Normal or above is cleared once event has been viewed in game	
<input type="checkbox"/>			Episode 2 Event 1		Normal or above is cleared once event has been viewed in game	
<input type="checkbox"/>			Episode 3 Event 1		Normal or above is cleared once event has been viewed in game	
<input type="checkbox"/>			Episode 3 Event 2		Normal or above is cleared once event has been viewed in game	
<input type="checkbox"/>			Episode 3 Event 3		Normal or above is cleared once event has been viewed in game	
<input type="checkbox"/>			Episode 3 Event 4		Normal or above is cleared once event has been viewed in game	
<input type="checkbox"/>			Episode 4 Event 1		Normal or above is cleared once event has been viewed in game	
<input type="checkbox"/>			Episode 4 Event 2		Normal or above is cleared once event has been viewed in game	

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Pandora Orb	Sub Orb	Sub Orb 2	Orb Interior Title	Specific Mission Needed to activate	Unlocking Conditions	Time Flag
<input type="checkbox"/>		Episode 4 Event 3			Normal or above is cleared once event has been viewed in game	●
<input type="checkbox"/>		Episode 4 Event 4			Normal or above is cleared once event has been viewed in game	●
<input type="checkbox"/>		Episode 5 Event 1			Normal or above is cleared once event has been viewed in game	●
<input type="checkbox"/>		Episode 6 Event 1			Normal or above is cleared once event has been viewed in game	●
<input type="checkbox"/>		Episode 6 Event 2			Normal or above is cleared once event has been viewed in game	●
<input type="checkbox"/>		Episode 6 Event 3			Normal or above is cleared once event has been viewed in game	●
<input type="checkbox"/>		Episode 6 Event 4			Normal or above is cleared once event has been viewed in game	●
<input type="checkbox"/>		Episode 7 Event 1			Normal or above is cleared once event has been viewed in game	●
<input type="checkbox"/>		Episode 7 Event 2			Normal or above is cleared once event has been viewed in game	●
<input type="checkbox"/>		Episode 8 Event 1			Normal or above is cleared once event has been viewed in game	●
<input type="checkbox"/>		Episode 8 Event 2			Normal or above is cleared once event has been viewed in game	●
<input type="checkbox"/>		Episode 8 Event 3			Normal or above is cleared once event has been viewed in game	●
<input type="checkbox"/>		Episode 8 Event 4			Normal or above is cleared once event has been viewed in game	●
<input type="checkbox"/>		Episode 9 Event 1			Normal or above is cleared once event has been viewed in game	●
<input type="checkbox"/>		Episode 9 Event 2			Normal or above is cleared once event has been viewed in game	●
<input type="checkbox"/>		Episode 10 Event 1			Normal or above is cleared once event has been viewed in game	●
<input type="checkbox"/>		Epilogue			Normal or above is cleared once event has been viewed in game	●
<input type="checkbox"/>		Imperial Boy			Epeisodion 7 is cleared	●
<input type="checkbox"/>	Illustration					
<input type="checkbox"/>		Panzer Dragoon Orta "Orta & Dragon" Official CG			Easy or above is cleared	●
<input type="checkbox"/>		Panzer Dragoon Orta "Orta" Official CG			Easy or above is cleared	●
<input type="checkbox"/>		Panzer Dragoon Orta "Orta & Dragon 2" Official CG			Easy or above is cleared	●
<input type="checkbox"/>		Panzer Dragoon Orta "Dragon" Official CG			Easy or above is cleared	●
<input type="checkbox"/>		Panzer Dragoon Orta "Orta" Official art			Easy or above is cleared	●
<input type="checkbox"/>		Panzer Dragoon Orta "Morbo" Official Art			Easy or above is cleared	●
<input type="checkbox"/>		Panzer Dragoon Orta "Abadd Official Art"			Easy or above is cleared	●
<input type="checkbox"/>		Panzer Dragoon Orta "Iva" Official Art			Easy or above is cleared	●

Pandora Orb	Sub Orb	Sub Orb 2	Orb Interior Title	Specific Mission Needed to activate	Unlocking Conditions	Time Flag
<input type="checkbox"/>		Panzer Dragoon Orta	"Dragon" Official Art		Easy or above is cleared	
<input type="checkbox"/>		Panzer Dragoon Orta	"Girl & Drone" Concept Art		More than or equal to 3 Episode or more are cleared at S rank	
<input type="checkbox"/>		Panzer Dragoon Orta	"Girl & Dragon" Concept		More than or equal to 3 Episodes or more are cleared at S rank	
<input type="checkbox"/>		Ending 1			Easy or above is cleared	
<input type="checkbox"/>		Ending 2			Easy or above is cleared	
<input type="checkbox"/>		Ending 3			Easy or above is cleared	
<input type="checkbox"/>		Ending 4			Easy or above is cleared	
<input type="checkbox"/>		Ending 5			Easy or above is cleared	
<input type="checkbox"/>		Ending 6			Easy is cleared	
<input type="checkbox"/>		Ending 7			Normal is cleared	
<input type="checkbox"/>		Ending 8			Hard is cleared	
<input type="checkbox"/>		Ending 9			Easy or above is cleared	
<input type="checkbox"/>		Imperial Boy: A Boy Rebels Against His Father			Epeisodion 1 is cleared	
<input type="checkbox"/>		Imperial Boy: A Father's Gift			Epeisodion 1 is cleared	
<input type="checkbox"/>		Imperial Boy: The Symbol of the Empire			Epeisodion 1 is cleared	
<input type="checkbox"/>		Imperial Boy: Loneliness			Epeisodion 2 is cleared	
<input type="checkbox"/>		Imperial Boy: Medicine			Epeisodion 2 is cleared	
<input type="checkbox"/>		Imperial Boy: Tears			Epeisodion 4 is cleared	
<input type="checkbox"/>		Imperial Boy: Friends in the Imperial Army School			Epeisodion 4 is cleared	
<input type="checkbox"/>		Imperial Boy: The Dragonrider			Epeisodion 4 is cleared	
<input type="checkbox"/>		Imperial Boy: The Elder's Battleship			Epeisodion 4 is cleared	
<input type="checkbox"/>		Imperial Boy: Seekers			Epeisodion 5 is cleared	
<input type="checkbox"/>		Imperial Boy: A Seeker Celebration			Epeisodion 5 is cleared	
<input type="checkbox"/>		Imperial Boy: Noof and Pod			Epeisodion 6 is cleared	
<input type="checkbox"/>		Imperial Boy: Emid Telling a Tale			Epeisodion 6 is cleared	
<input type="checkbox"/>		Imperial Boy: Returning to the Seeker's Village			Epeisodion 7 is cleared	
<input type="checkbox"/>		Imperial Boy: Emid Caring for Iva			Epeisodion 7 is cleared	
<input type="checkbox"/>		Imperial Boy: A Letter From Father			Epeisodion 7 is cleared	
<input type="checkbox"/>		Imperial Boy: Dragonmare's Attack			Epeisodion 7 is cleared	
<input type="checkbox"/>		Imperial Boy: A Reunion of Friends			Epeisodion 7 is cleared	
<input type="checkbox"/>		Imperial Boy: Entrance to the Ruins			Epeisodion 7 is cleared	
<input type="checkbox"/>		Imperial Boy: Final Chance			Epeisodion 7 is cleared	

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Pandora Orb	Sub Orb	Sub Orb 2	Orb Interior Title	Specific Mission Needed to activate	Unlocking Conditions	Time Flag
			Imperial Boy: A Long Awaited Rest		Epeisodion 7 is cleared	●
			Imperial Boy: Tree of Enlightenment		Epeisodion 7 is cleared	●
			Panzer Dragoon "Blue Dragon" Official CG		When Panzer Dragoon (Original) is launched	●
			Panzer Dragoon "Keil & Dragon" Advertising CG		When Panzer Dragoon (Original) is launched	●
			Panzer Dragoon "Ending art"		When Panzer Dragoon (Original) is cleared	●
			Panzer Dragoon "Manual art" (Japan)		When Panzer Dragoon (Original) is launched	●
			Panzer Dragoon "Keil & Dragon" Advertisement art		When Panzer Dragoon (Original) is cleared	●
			Panzer Dragoon Zwei "Lundi & Lagi" - Official CG		When shot down ratio is over 90 percent at all stages (Easy or above)	●
			Panzer Dragoon Zwei "Lundi & Lagi 2" Official CG		When shot down ratio is over 90 percent at all atages (Easy or above)	●
			Panzer Dragoon Zwei "Lagi" Advertisement Art		When shot down ratio is over 90 percent at all stages (Easy or above)	●
			Panzer Dragoon Zwei "Lundi" Advertising Art		When shot down ratio is over 90 percent at all stages (Easy or above)	●
			Azel Package Art (Japan)		When Episode 6 is cleared at A rank or better (Easy or above)	●
			Azel Package Art 2 (Japan)		When Episode 7 is cleared at A rank or better (Easy or above)	●
			Azel Art for Show		When Episode 8 is cleared at A rank or better (Easy or above)	●
			Azel "Azel" art		When Episode 9 is cleared at A rank or better (Easy or above)	●
			Azel "Edge" art		When Episode 10 is cleared at A rank or better (Easy or above)	●
			Azel "A girl of Drone" Concept Art		More than or equal to 3 stages are cleared at S rank	●
			Films			
			Panzer Dragoon Orta Opening		Play the game once or more on Easy or above	●
			Panzer Dragoon Orta Intermission 1		When Episode 3 is cleared on Easy or above	●
			Panzer Dragoon Orta Intermission 2		When Episode 4 is cleared on Easy or above	●
			Panzer Dragoon Opening		When Panzer Dragoon (Original) 1 is launched	●
			Panzer Dragoon Ending		When Panzer Dragoon (Original) is cleared	●
			Panzer Dragoon Zwei Demo		When Episode 1 is cleared at A rank or better (Easy or above)	●
			Panzer Dragoon Zwei Ending		When Episode 2 is cleared at A rank or better (Easy or above)	●
			Azel Trailer		When Episode 3 is cleared at A rank or better (Easy or above)	●
			Azel Opening		When Episode 4 is cleared at A rank or better (Easy or above)	●
			Azel Ending		When Episode 5 is cleared at A rank or better (Easy or above)	●