

Front Cover

Thank you for purchasing Panzer Dragoon ORTA™. Please note that this software is designed only for use with Xbox™. Be sure to read this instruction manual thoroughly before you start playing.



SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

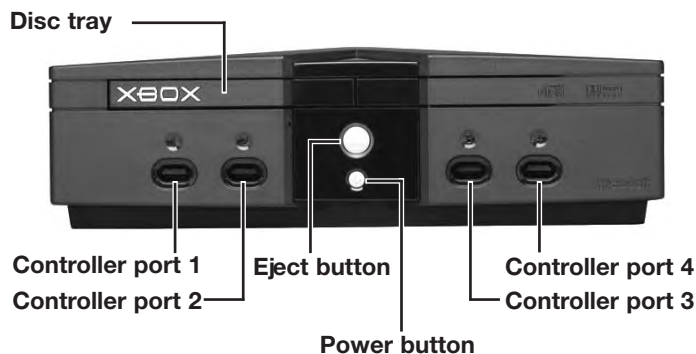
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The backup files of this game can be saved on the Xbox’s internal hard disk unit. Never turn off the Xbox™ console while saving the file. Note also that this game does not support the memory unit (MU) (sold separately). Transfer your backup files of Panzer Dragoon ORTA to a MU via the Xbox dashboard.

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Panzer Dragoon ORTA™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Panzer Dragoon ORTA™.

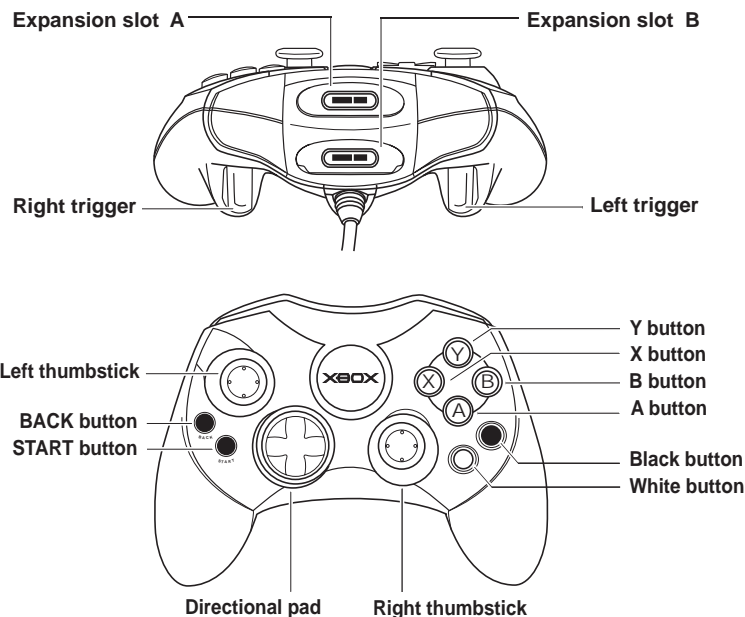


Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Unit) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using Xbox Controller to play Panzer Dragoon ORTA™.

TALES OF PANZER DRAGON

The Era of Fallen Grace

Tales of the Three Tribes

The wondrous civilization of the Ancients had long since passed, and the remaining human population was scattered into a thousand tribes, each seeking out 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 bio-engineered creatures that had hunted them for so many years. An Empire was formed, and it revived the Ancients' flying machines and exterminated all opposing tribes. Soon the whole world became dependent on the Empire's technology to protect them.

The greed of the Empire spread, and their desire for power led them to uncover the ultimate weapons: the Towers, which held the promise of absolute dominance over the world. However, the discovery of the Towers awakened the legendary Dragon of Destruction, which appeared to stop their activation. Three times this horned dragon appeared, and each time, it bore upon its back a rider carrying an ancient gun. A fourth dragon, a black dragon ridden by a young girl named Azel, appeared soon after.

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

That is, until the Empire rose once again and awakened dragons of their own...

A Night of Storms

The Opening Scene

From a backdrop of seething black clouds, five Dragonmares steered by riders of the Imperial cavalry descend screeching one by one to unleash a maelstrom of destruction upon the town. In a crumbling stone tower rising amidst the flames of the burning town, a young girl with pure white hair clutches the bars of her prison window. The Dragonmares swoop down to tear down the walls of the tower. She is surrounded, the monsters' snarling jaws closing in on her...
...when an enormous winged shape descends from the sky. A dragon! Long thought vanished from the surface of the earth, a dragon rescues the girl.

"Where ... where are you taking me?"

Borne by the giant beating wings, together they flee the furious pursuit of the Imperial Army. This is the beginning of an epic journey that will take them from one world of wonders to the next, and lead them to encounters with countless enemies and allies, sacred mysteries and secrets.

What fate awaits the two?
Who awaits them at their journey's end?

GAME CONTROLS

Panzer Dragoon ORTA is a 1 player game. Connect the Xbox Controller to Controller port 1 of the Xbox console. When turning on the Xbox, please do not move the left and right thumbsticks or **L** and **R** triggers as this may disrupt the calibration of the controllers and cause malfunctions.

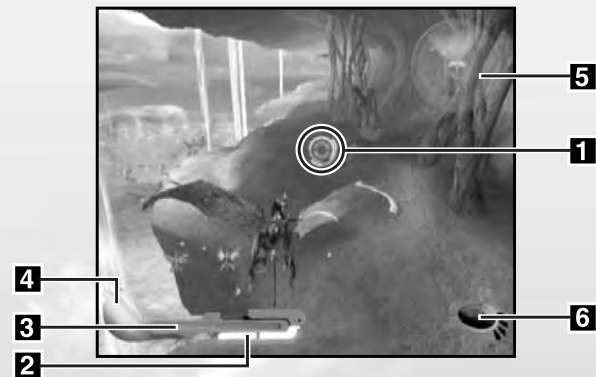
DURING PLAY (NORMAL CONFIGURATION)

A button	Fire gun / Homing laser
B button	Decelerate
X button	Accelerate / Glide Attack
Y button	Morph
Black button	Berserk Attack
White button	Berserk Attack
START button	Pause the game
BACK button	Not used
Left thumbstick	Control flight / Move Target Sight
Click Right thumbstick	Berserk Attack
L trigger	Rotate view 90 degrees to the left
R trigger	Rotate view 90 degrees to the right
L trigger + R trigger	Rotate view 180 degrees
Directional pad	Control flight and Target Sight

MENU MODE

A button	Select highlighted item
B button	Cancel / Return to previous screen
X button	Not used
Y button	Not used
Black button	Not used
White button	Not used
START button	Select highlighted item
BACK button	Cancel / Return to previous screen
Left thumbstick	Highlight item / Move cursor
Right thumbstick	Highlight item / Move cursor
L trigger	Not used
R trigger	Not used
Directional pad	Highlight item / Move cursor

GAME SCREEN



1 TARGET SIGHT

See WEAPONS (p.8) for details.
The sight is subject to change when you morph the dragon.

2 GLIDE GAUGE

See GLIDE & GLIDE ATTACK (p.8) for details.

3 LIFE GAUGE

Indicates your dragon's remaining life. When the gauge becomes empty the game is over. The length of the gauge will increase as your dragon's level increases (p.10).

4 BERSERK GAUGE

See BERSERK (p.8) for details.
Indicates the current level of Berserk energy. When this gauge reaches MAX, you can use Berserk.

5 RADAR

Radar appears in the upper right hand corner of the screen.
The blue area shows your field of vision. The enemies will appear as red dots.

6 DNA COUNTER

See LEVEL UP (p.10) for details.
Indicates the number of Genes Bases required to increase the level of your dragon.
The DNA Counter only appears when you receive Genes Bases or change forms.

WEAPONS

GUN

The Gun is your basic weapon. Use the **A** button to fire. Manually aim and fire the shots to attack the enemies and the shots they fire. The Gun's effectiveness depends on the morph form of your dragon.



HOMING LASER

(Available only with Base Wing and Heavy Wing)

The homing laser is the dragon's main weapon, fired from the dragon's bioluminary oscillator.

To activate the homing laser, press and hold the **A** button until the Target Sight turns red. Pass the sight over enemy unit(s) and a green marker will appear on the targeted enemy (the locked targets turn white in the Radar). Release the **A** button to fire the laser. Lock onto several enemies while holding the button down, and release to fire multiple lasers. The power of the homing laser depends on your dragon type.

BERSERK

Press the Black button when the Berserk Gauge is full to use Berserk Attack. Depending on the type of dragon being used, the effects of the Berserk Attack will vary. The gauge will be replenished by attacking enemies.

The Berserk Attack will cause the dragon to become invulnerable for the duration of the attack. For the Heavy Wing's Berserk Attack, you must actively aim the laser at your enemies.



GLIDE & GLIDE ATTACK

The term "Glide" is used to describe the dragon's acceleration and deceleration system. Use Glide to evade enemy attacks. You can also use Glide to ram enemies (Glide Attack) and to maneuver around bosses. Press the **X** button to accelerate and the **B** button to decelerate.



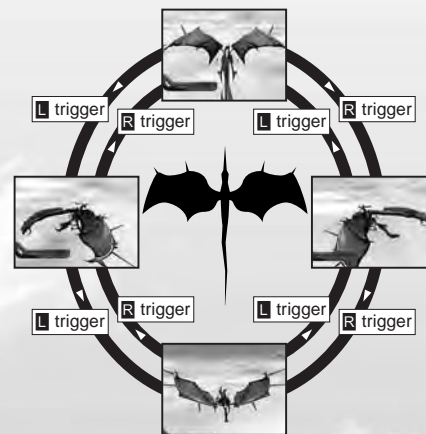
GLIDE GAUGE

When the Glide Gauge becomes empty, you'll be temporarily unable to Glide. The gauge replenishes automatically over time. The total amount of Glide energy available depends on your dragon form.

360° ENVIRONMENT

Enemies can approach from any direction. Use your Radar to identify targets, and constantly change your viewing angle to anticipate attacks.

Press the **L** trigger or **R** trigger to rotate the view in 90° increments. Use the left thumbstick or the Directional pad to both move the Target Sight and steer the dragon. (Note the dragon can only be moved when the camera is facing forward.)



POSITIONING

Your success or failure will depend a lot on the combat tactics you employ. When fighting certain enemies, especially bosses, you will need to use Glide to maneuver and position yourself to attack their vulnerable sides, where there are few armaments and armor.

There are three basic positions during the boss stage.

OUTFLANK

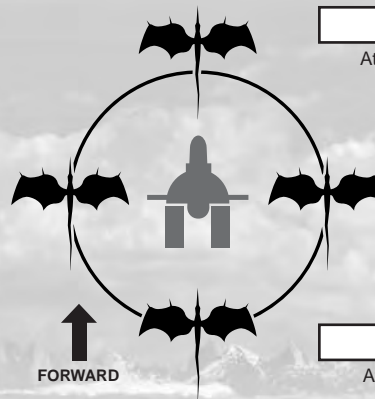
Attack the enemy from their front.

FLANK

Fight the enemy from the side while flying alongside.

TRAIL

Attack the enemy from their rear.



MORPH FORMS

Your dragon has the power to morph into three different forms. Learn the strengths and weaknesses of each type to take full advantage of its capabilities. Press the **Y** button to cycle through the three dragon forms.

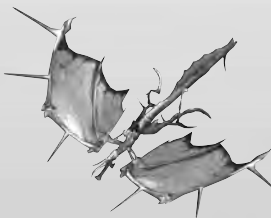
BASE WING

The basic form, offering a good balance of attacking and maneuvering ability. The Base Wing has Glide Attack and homing laser capabilities, and can lock onto a large number of targets at once.



HEAVY WING

The most powerful form, Heavy Wing boasts a strong Bio-laser attack, though it cannot lock on to as many simultaneous targets as the Base Wing. Also although Heavy Wing cannot Glide, its powerful Berserk Attack can be manually aimed.



GLIDE WING

The most agile form, it has the largest Glide Gauge. Though Glide Wing has no homing laser capability, it boasts multiple gun shots that home in automatically on enemies within the larger Target Sight. Also, using Glide Wing's Berserk Attack will restore your Life Gauge by absorbing the energy of your enemies.



LEVEL UP

GENE BASES

Gene Bases that increase the level of your dragon will be released by destroying enemies. When you receive the Genes Bases, check the blue lights on the bottom of the DNA Counter (bottom right of the screen) to see how many genes are required for the next level.



The higher the level of your dragon, the higher its offensive and defensive abilities will be. The kind of attack strengthened (Berserk Attack, homing laser, and gun) depends on the dragon type. The Life Gauge will grow as your dragon's level increases. For optimum Life Gauge growth, increase the level of all three morph forms.

Each dragon type's level increases independently. Gene Bases only count towards the type of dragon that acquires them. Note that the maximum level for any dragon type is 5, acquiring additional genes will have no effect.

For example, if Acquiring Base Wing is at level 5 and the Heavy Wing at level 3, receiving a Gene Base while in Base Wing form will NOT have any effect. After grabbing a certain number of Combat Genes while using the Heavy Wing, it will increase to level 4.

LEVEL: HEAVY WING



LEVEL: GLIDE WING



Unlike the Heavy Wing and Glide Wing, the form of Base Wing dragon remains consistent throughout the game.

To check the dragon's levels, press the START button to go to the Pause Menu (p.12). The level of each dragon type will be displayed on the right.

MAIN MENU

Press the START button at the Title Screen to proceed to the Main Menu. Use the thumbsticks / directional pad $\uparrow\downarrow$ to highlight the menu item, and press the **A** button to select.



NEW GAME

Select this to start a new main game, then enter the difficulty level (EASY, NORMAL, or HARD).

CONTINUE

Continue from the last saved game.

PANDORA'S BOX (see p. 18)

The PANDORA'S BOX screen menu contains extra options, missions, scenarios and information. Clear the episodes or set new high scores to release all the PANDORA'S BOX options.

TUTORIAL (see p.26)

Hands-on instruction on basic controls and strategy.

OPTIONS (see p. 27)

Change various game settings.

PAUSE MENU

Press the START button to pause during gameplay. The following menu options appear. Use the thumbsticks / directional pad $\uparrow\downarrow$ to highlight the menu item, and press the **A** button to select.



CONTINUE

Resume the game from paused position.

RETRY

Restart the episode.

UP/DOWN

Set controller to NORMAL or REVERSE.

NORMAL: Moves correspond to the direction you push on the controller.

REVERSE: Up and down movement is reversed (pushing \uparrow will move DOWN).

VIBRATION

Set vibration feature to ON or OFF.

SAVE AND END GAME

Save current game status before quitting game.

END GAME

Quit game without saving current game status.

RESULT SCREEN

When you clear each episode in the Main Game, the Result Screen will be displayed. Each category will be graded from A to D ("A" being the highest) based on your performance.



SHOT DOWN RATIO

Percentage of the enemies destroyed.

SCORE

Earned game score.

HITS TAKEN

Total number of hits (damage) you took.

BOSS CLEAR TIME

Time it took to defeat the boss (in boss stage).

TOTAL RANK

Overall grade for your performance in the episode.

*ROUTE

The route will be displayed if alternative routes are present in the episode.

GAME OVER

When your dragon's Life Gauge is empty, your dragon is dead and the game is over. The Game Over Screen then appears. Use the thumbsticks or directional pad $\uparrow\downarrow$ to highlight your choice, and press the **A** button to select.



RETRY

Restart the episode.

SAVE & END GAME

Save current status before ending game.

END GAME

End game without saving current game status.

*RESTART FROM BOSS

Restart from the boss stage of the episode. Note that this selection will only appear when the game is over during the boss stage.

SAVING THE GAME

Save your game through the Pause Menu or Game Over Screen. All your Panzer Dragoon ORTA backup files are saved automatically to the xbox's internal hard disk. This includes episodes cleared, Pandora's Box information and Option settings.

There are ten episodes in the main game of Panzer Dragoon ORTA. Fight your way through the episode and defeat the boss to advance to the next episode. Here are descriptions for the first four episodes.

EPISODE 1 - CITY IN THE STORM

A mysterious girl named Orta confined in prison is rescued by an unknown dragon. Orta mounts the dragon and begins to fight over a town in flames. A running battle ensues in the underground sewers as Orta and the dragon flee the forces of Empire.



BOSS

Assault Carrier Vermana

EPISODE 2 - ALTERED GENOS

Orta and the dragon travel down a breathtakingly beautiful river valley, over high plateaus and through tunnels of foliage, while fighting off the hordes of bio-weapon creatures that inhabit the land.



BOSS

Ikrakav

EPISODE 3 - THE FALLEN GROUND

A mysterious light leads Orta to the desolate site of an ancient battle, where she is set upon by a group of Wormriders. Here Orta meets Mobo, leader of the clan of bio-engineered sentry creatures. She is taken to their village built on the back of Latham, a gargantuan flying creature.



BOSS

Catharp

EPISODE 4 - GIGANTIC FLEET

Orta joins forces with Mobo to defend the Wormriders' village from the Empire attack. She soars high above the clouds to battle through the massed fleet and strike back against the imperial battleship.



BOSS

Dragonmare Squadron



ORTA

The heroine of the story. A mysterious girl who begins her adventure confined in prison.

DRAGONMARE

A bio-engineered weapon created by Empire. In firepower and maneuverability, a Dragonmare is a powerful rival to Orta and her dragon.



WORMRIDERS

This savage group of bio-engineered sentry creatures are tamed and managed by the force of the Power Stone. When the Wormriders are called to battle, even the forces of the Empire quail before them.



MOBO

The leader of the Wormriders.



DRAGON

The incredibly powerful creature that rescues Orta from the Dragonmares at the beginning of the story. With the ability to morph, it is the strongest creatures in existence.



IVA DEMILCOL

Raised by his military father Letral Naus Demicol, he was orphaned by a dragon attack on his father's Imperial battleship. Because of illness, he spent his entire childhood indoors. Exhibits a strong rebellious streak that hides his kind and sensitive side.



Unlock each Pandora's Box item by playing the Main Game and clearing certain requirements. Use the thumbsticks / directional pad $\leftarrow\rightarrow$ to highlight the unlocked item, and press the **A** button to select.

A message will appear when an additional item is unlocked from Pandora's Box.



FLIGHT RECORDS (P.18)

View game history and your personal records. Analyze game results.

SUB-SCENARIOS (P.19 - 21)

Experience different stories with different characters in familiar settings.

BOX GAME (P.21)

Play episodes from the normal game with special options enabled.

ENCYCLOPEDIA (P.22)

Browse through various data and information about Panzer Dragoon ORTA.

APPENDIX (P.23)

A grab bag of extras from the Panzer Dragoon series.

FLIGHT RECORDS

Records for each Episode and Sub-scenario. View information on your game history and playing style. Press **L** trigger or **R** trigger to change the page.

Use the thumbsticks / directional pad $\uparrow\downarrow$ to highlight the Episode and Sub-scenarios in the appropriate page, and press the **A** button to look into the complete record.



SUB-SCENARIOS

Explore the Sub-scenarios to play the back stories of Panzer Dragoon ORTA.

Want to try your hand at guiding Mobo through his own adventures? Or how about playing a historian, collecting photographs of great battles for the sake of prosperity? Ever wonder what it would be like to fight on the side of Empire?

Use the thumbsticks / directional pad $\leftarrow\rightarrow$ to highlight the unlocked item and press the **A** button to select.

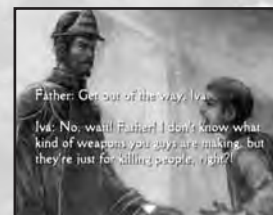


SCENARIOS

Iva is a young boy born and raised within the Empire. After his father was killed in battle, he entered the Imperial Army School. Despite his age, he has experienced much of the horrors of war. But now he is to meet a dragon the likes of which he has never seen before...



Each episode will start with a chapter of Iva's story (bottom left) and then the game controls (bottom right) will be displayed. Press the **A** button during the Game Control Screen to start the episode.



Press the START button during gameplay to display the Pause Menu where you can review the game controls. If you fail to complete the story, there is a chance to retry your game.

MISSION

Ride new mounts and vehicles, explore new locales, play different characters and accomplish a challenging array of missions in the Mission mode.

Each mission will start with an introduction (bottom left) and then the game controls (bottom right) will be displayed.



Press the START button during gameplay to display the Pause Menu where you can review the game controls.

The Result Screen will be displayed when you clear the mission. There will be a chance to retry your game if you fail to complete your mission.

MISSION 1: A SHOT IN THE DARK

Your comrades in the Light Bomber Squadron of the Imperial Fleet are to make a bombing raid against the fortified Seeker City. But the town is well defended by the anti-aircraft guns of the town's militia. General staff has determined that a ground attack is necessary to neutralize the enemy's Anti-aircraft Units so the airfighters can complete their mission.



Hovertank Dahra

Operate the Hovertank of the Imperial Mobile Unit, and take the lead in the ground attack of this mission.

Anti-aircraft Units

Seek and destroy the Anti-aircraft Units as quickly as possible to defend the Imperial airfighters.



BOX GAME

The Box Game Menu contains a list of bonus options that become available as you advance through the main game. Use the directional pad / thumbsticks \uparrow \downarrow to choose an item, and \leftarrow \rightarrow to change the settings. Press the **L** trigger or **R** trigger to change the page.

Press the START button to play the game with the settings you made.



BOX GAME OPTIONS

- EPISODE** Choose an episode to play
- DIFFICULTY** Set difficulty level
- DRAGON** Choose from a variety of mounts to ride
- LIFE** Change your Life Gauge level and characteristics
- BERSERK** Change the recovery rate for Berserk Gauge
- LEVEL (BASE)** . . . Adjust the level of the Base Wing
- LEVEL (HEAVY)** . . Adjust the level of the Heavy Wing
- LEVEL (GLIDE)** . . Adjust the level of the Glide Wing
- RIDER** Choose a rider
- START AREA** Select a starting point for an episode
- COSTUME** Change the rider's appearance
- EXIT** Return to Pandora's Box Selection Screen

ENCYCLOPEDIA

The encyclopedia contains a wealth of knowledge about the world of Panzer Dragoon ORTA. Use the thumbsticks / directional pad $\leftarrow\rightarrow$ to move between items, and press the **A** button to select.

CREATURES

Browse through information about the creatures that appear in the game.

EMPIRE

Browse through information about the Imperial forces that appear in the game.

WORLD

Detailed descriptions of the history, geography and cultural background of the Panzer Dragoon world.

APPENDIX

Use the thumbsticks / directional pad $\leftarrow\rightarrow$ to highlight the menu items, and press the **A** button to select.

PANZER DRAGON

Experience again the original Panzer Dragoon, the first of the legendary series. See p. 25 for Panzer Dragoon.

ILLUSTRATIONS

View the illustrations of the Panzer Dragoon world. Display new and old illustrations. Use the thumbstick or directional pad to choose a picture, and press the **A** button to view at full screen.

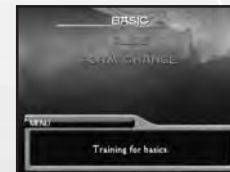
EVENTS

Replay various game events.

FILMS

Watch new and old Panzer Dragoon movie clips.

Learn the fundamentals of the game by training through each tutorial. Use the thumbsticks / directional pad $\uparrow\downarrow$ to highlight the menu item. Press the **A** button to proceed with the tutorials.



BASIC

Training to learn the controls and basic techniques of the game.

GLIDE

Training to learn how to increase and decrease the speed of the dragon.

FORM CHANGE

Training to learn the 3 morph forms of the dragon.

LESSONS

Each tutorial is divided into lessons that include a demo (instructions) followed by a simple drill to test your skills.

First, a demonstration of the lesson is given. Read the instructions and check the controller (diagram), gauges, and Radar as highlighted.



Press the **START** button during the tutorial to display the Pause Menu where you exit the tutorial or retry the ongoing lesson. Press the **START** button to continue your lesson. During the drill, **UP/DOWN** and **Vibration** (see p.24) can be set.



After the demo, the drill will start with a countdown. The tutorial will move on to the next lesson when you pass the drill within the allotted time. Try again if you fail to pass the drill in your first try.



OPTIONS

Adjust various game settings. Use the thumbsticks / directional pad $\uparrow\downarrow$ to highlight the menu item. Use $\leftarrow\rightarrow$ to change the settings or the **A** button to proceed to an appropriate screen.



UP/DOWN

Set the control style of the dragon and the Target Cursor during gameplay.
NORMAL: Moves correspond to the direction you push on the controller.
REVERSE: Up and down movement is reversed (pushing \uparrow will move DOWN).

VIBRATION

Toggles the vibration setting (ON/OFF).

BUTTON CONFIG

Customize controller button settings. Use the thumbsticks / directional pad $\uparrow\downarrow$ to select an action and $\leftarrow\rightarrow$ to change the button assignment. To reset the button settings to the default settings, select "SETTING RESET" and press the **A** button.

BGM VOLUME

Set the volume level of the background music.

SE VOLUME

Set the volume level of the sound effects.

VOICE VOLUME

Set the volume level of the voices within the game.

INSTRUMENT MODE

Set the level of on-screen display (OFF, NORMAL or FULL).

VIDEO SETTING

Set the brightness and contrast levels of the display.

PANZER DRAGON

Prologue (In a time before Orta's battle)

Empire is seeking to harness the power of an ancient tower that houses a devastating arsenal of powerful weapons. With these weapons, Empire hopes to destroy the menace of the bio-weapons and unite the world under its rule. Your name is Keil Fluge. You are traveling on the Great Plains as a member of a hunting party when you come across a ferocious battle between two great dragons. As you watch, the rider of the blue dragon is fatally wounded. He falls to your feet, but before he dies, he charges you with a quest; to take his place upon the blue dragon and prevent the Dark Dragon from reuniting with the Tower...

TITLE SCREEN

When the Title Screen appears, press the START button or the **A** button to display the options. Use the thumbsticks / directional pad $\uparrow\downarrow$ to choose option items (see below), and $\leftarrow\rightarrow$ to change the settings.



Note that the UP/DOWN settings in the Title Screen can also be switched from the Pause Screen during gameplay.

DIFFICULTY Select from NORMAL GAME, EASY GAME, or HARD GAME

UP/DOWN Select from NORMAL or REVERSE (see p.24 for details)

EXIT Quit and return to Appendix Menu

GAME CONTROLS

A or B button	Shot / Homing laser
X or Y or White button	Change view mode
Black button	Shot / Homing laser
START button	Pause the game
Left thumbstick / Directional pad	Control flight / Move weapon cursor
L trigger	Rotate view 90 degrees to the left
R trigger	Rotate view 90 degrees to the right
L trigger + R trigger	Rotate view 180 degrees

HOMING LASER

To fire the homing laser, hold down the **A** button or **B** button and aim the sight at your enemy. When a set of blue markers appears, the target is locked on. Release the button to fire the laser. Up to 8 enemies can be targeted at one time.

GAME DISPLAY



Radar

The gray area is your field of vision. Enemy targets appear in yellow dots.

Dragon

Sights

Energy

VIEW MODE

Choose from 3 different view modes during gameplay. Press the **X** button for Standard View, the **Y** button for Close-up View, and the White button for Long Range View.

ENERGY

Hits by enemies reduce your dragon's energy. If the Energy reaches zero and you have credits remaining, the Continue Screen appears. If you have no more credits, the game is over.

CONTINUE

When the Energy reaches zero and you have CREDITS remaining, you have the option of continuing the game from the beginning of the episode. The Continue Screen will be displayed only for 10 seconds. Quickly enter YES or NO by using the thumbsticks / directional pad **←→** to highlight your selection (YES to continue) and press the **A** button to enter.



- ★ The progress of your game for this mode cannot be saved to the hard disk.
- ★ Note that Dolby® Digital 5.1 technology is not incorporated in the Panzer Dragoon portion of the game.
- ★ "Panzer Dragoon" is reproduced based on the PC version with appropriate graphical modifications.
- ★ The games "Panzer Dragoon II Zwei" and "Panzer Dragoon Saga" (p.28) are not included in Panzer Dragoon ORTA.

SERIES REFERENCE

The Panzer Dragoon series on the Sega Saturn was created by Sega's own Team Andromeda, remembered as one of the most dramatic and action-packed games ever. The epic proportion of the story and the engaging 360° panoramic shooting system received countless praises from gamers worldwide. Three classic titles were produced in the name of Panzer Dragoon, expanding the series with new features and fascinating stories to satisfy both the existing fans and new players alike. The following is a reference of each game that represent the roots of Panzer Dragoon ORTA.

PANZER DRAGOON

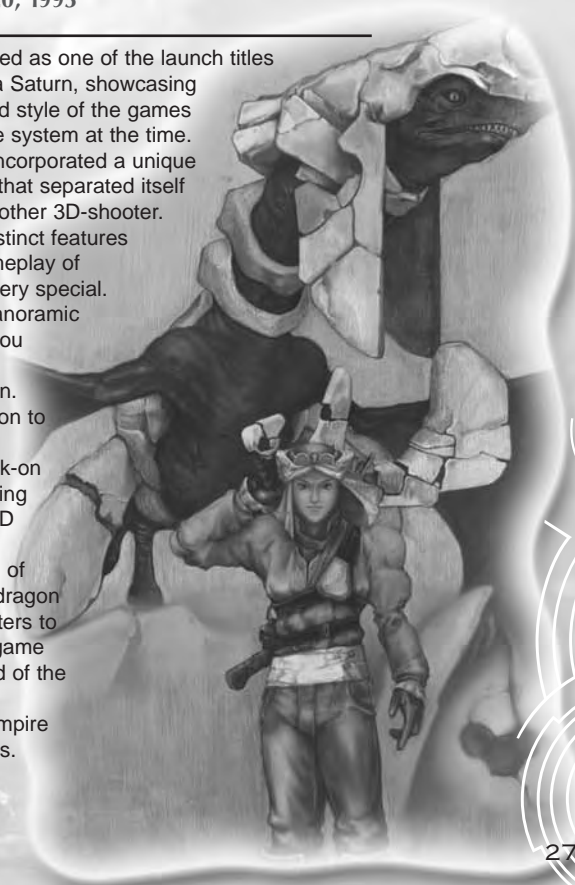
Released: May 20, 1995

The series debuted as one of the launch titles for the 32-bit Sega Saturn, showcasing the capabilities and style of the games for the latest game system at the time. Panzer Dragoon incorporated a unique 3D shooting style that separated itself from becoming another 3D-shooter.

There are two distinct features that make the gameplay of Panzer Dragoon very special.

One is the 360° panoramic battlefield where you can fly through by steering the dragon. Second is the option to either fire the gun manually or by lock-on and firing the homing lasers within the 3D environment.

Although the fate of Keil and the blue dragon is one of the chapters to the epic, the first game firmly set the world of the Ancient Age and presence of the Empire for the entire series.



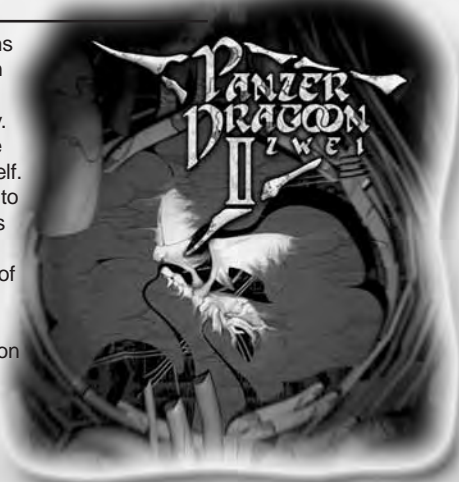
PANZER DRAGON II ZWEI

Released: April 16, 1996

While retaining all the basic systems of the first game, the sequel adds on features such as the Berserk Attack and stage routes to improve the play.

The most interesting addition to the series can be seen in the dragon itself. In Zwei, Lagi (the dragon) is subject to grow (level up) by defeating enemies during combat.

Story wise, the second installment of the series takes us to a time before Keil's battle. The narrative of the series is improved by the emphasis on dramatic movie takes and graphics.

**PANZER DRAGON SAGA**

Released: April 30, 1998

A young soldier, Edge is called upon to battle with the dragon this time while the story develops centering on a mysterious girl named Azel.

Unlike the two previous games, the third installment of the series is developed in a unique RPG style. The change in the genre allowed the game to emphasize the world and characters of Panzer Dragoon like never before.

Although an RPG, 3D shooting that is the trademark of the series is incorporated in the battle sequences.

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