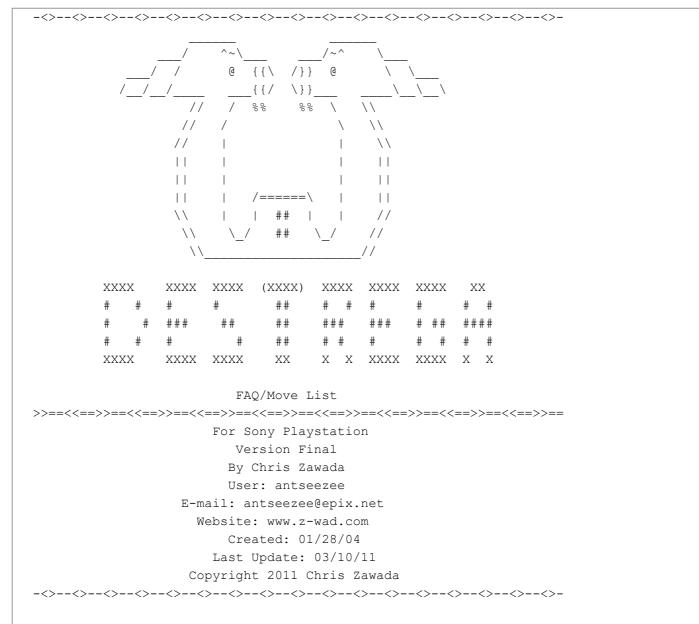
# **Destrega FAQ/Move List**

# by antseezee



#### Author's Note

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Fighting games have never been the soft spot in my heart. As a matter of fact, most of the time I simply shun away from them due to their complex controls and perplexing character backgrounds. However, something lured me to this fairly uncommon Playstation game called Destrega. Rather than being some all out 2D button masher, Destrega is actually a free form 3D environment where characters can navigate easily - while executing both magical/physical attacks. The following guide is a move list to those nifty button combos that must be performed. You'll also find a somewhat brief walkthrough to the story mode, as well as character profiles with some background information. Spoilers are present, although they are limited in the character profiles section. Enjoy the guide, and may you have the power of a Strega inside you.

# Contributing/Feedback

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If you have any contributions, feedback, or strategies you'd like to have added to the guide, contact me via e-mail or on GameFAQs. I'll be more than content to add your segment of information, and will also provide credit. If you have any questions you'd like added to the Common Questions section, ask.

I simply don't have the time to sit around thinking of questions. Provide me with what you want to know! Updates ------=03/10/11= v Final final update. =01/06/04= v Final Last update for this FAQ/Move List. Haven't received any fanmail, so it's not too popular for a fighting game. At least it'll be one of the better unknown 3D fighting classics out there. =01/30/04= v1.0 Finished the FAQ. It's 100% complete, as all of the controls, moves, and modes have been clearly listed. Also went through with a story mode walkthrough. Will submit tonight. =01/28/04= v1.0 Started the FAQ. Probably going to take a few days to finish based on how fast I've been working on my previous guides. Thankfully, the game doesn't have an extensive list of unique moves for each character, but rather they all share similar combos. It's just going to take a bit to note down the different combos. \_\_\_\_\_ Table of Contents \_\_\_\_\_ 1) Introduction 2) Game Basics > Controls > Magic Attacks > Miscellaneous Info 3) Characters > Profile of each (12 in total) 4) Game Modes > Description of each 5) Story Mode > Walkthrough 6) Strategies/Tips > Cheap Tactics > Fighting Styles 7) Codes > Costumes/Unlockable > Gameshark Codes 8) Common Questions 9) Copyright/Distribution/Reproduction Guidelines 10) Proper Credits \_\_\_\_\_ - 1) Introduction \_\_\_\_\_ Destrega is basically the fighting game that tends to "stand out" from the rest of the crowd. Unlike the Street Fighter or King of Fighters series, Destrega is based around a fantasy setting in a world where magic is held by special people. The entire game is played inside of a 3D arena, similar to

most modern platformers. The player can navigate their fighter in any direction, jumping from various polygon ledges, and engaging in different

heights. It was one of the first 3D fighting games to actually push the edge of the envelope by allowing players to have expanded freedom.

Not only that, but Koei (developers of the game) added special magic elements you would normally see in an RPG. Whenever you're not in close range with an opposing character, you can engage via magical attacks with a special recharge bar that regulates the amount of magic energy you shoot out. Each of the 12 characters in the game are special combatants, or people called "Strega" that have the ability to wield this magical power to full exposure. Thus, most of your battles are much quicker than traditional fighters since you'll often be launching projectiles, and things of the sorty against each other. This causes for a change of strategies between both players. Certain characters are designed as long range fighters, while others are better off staying relatively close to their opponents. Other elements were added in to let the player reflect, defend, and even counter certain attacks. You can sprint into enemies with a magic shield, or increase the devastating effect of your spells by increasing their power. All of this came thanks to a simple 3-button combat system. So not only is Destrega a fast paced fighting game, but it has certain new elements unseen before to the genre.

Here's a brief summary of my interpretation of the storyline:

Nearly a thousand years ago, humans came upon a great discovery of artifacts called relics. These items could yield the user overwhelming amounts of power, and practically make them invincible. However, there was a special group of people called the Strega who were assigned to protect these relics at all costs. Their mission was to prevent any person from using these relics to cause devastation to the human race. If there were no relics, then there was no need for the Strega to be there. Anyhow, one day, the emperor decided to use the relics to expand his territory. Not only did it cause for him to receive great power, but a struggle between fellow countries broke out to gain control of these relics. Countries fought against each others in attempts to gain the most artifacts, and hold the most power. Destruction was world wide, and many people were killed. So the Strega fought back, regained the relics, then sealed them away to prevent the disaster from occurring again.

Now, a thousand years later, the threat has risen again. A powerful land baron named Zauber has gained the "master relic", or basically the one that yields the most power. He's now attempting to kill each of the Strega, since they're the only obstacle preventing him from rising to ultimate ascension. Because of this, the Strega have been called upon again to unite, and kill Zauber before he causes a world wide catastrophe (just like what happened 1,000 years ago).

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It's actually a fairly decent story. Story mode is one of the more enjoyable parts in the game, although most of the actual plot is sort of predictable. Check out the story mode for a full walkthrough and the rest of the storyline spoilers.

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# - 2) Game Basics -

Destrega's fighting system is actually fairly simple, and only takes about an hour to get use to. Since most of the action takes place in a virtual environment, you can navigate your character in all directions. This isn't like the old 16-bit fighters where you had to move either left, right, or jump. Different stages have objects such as pillars and height enhancements which can cause for projectiles to miss. Each character also has different attack powers for each of their spells, and certain ones specialize in specific areas. For the most part, the hardest part is becoming accustomed to the three unique attack buttons featured in the game. Other than that, this should be a breeze.

KEY representation for each button:

X = X button (blue) Sq = Square button (purple) Tri = Triangle button (green) C = Circle button (red)

/Fighting Controls/

#### /Magic Attacks/

-=-=-=-=-=-=-=-=-=-=

Whenever you engage the enemy from a long range (determined automatically by the game), the C, Tri, or Sq buttons each perform a magical attack. Based on your character, some types may be stronger than others. Magical attacks are split into 3 different levels. Basically, you press the amount of magic buttons to determine the magic attack performed. The different types of magic also affect what kind of projectiles you'll receive. You also have a "magic bar" under your life bar during battles. It automatically regenerates at a fast rate during battle, but you cannot perform certain spells if the bar is not fully charged, or partially charged to a certain portion.

- + Speed Magic (square) +
  - also known as Tidu, primarily shoots narrow projectiles that focus mainly on speed, not damage or spread

+ Power Magic (triangle) +

- also known as Est, primarily shoots damaging projectiles that have more power (wide range), but suffer in the area of speed and vulneribility
- + Span Magic (circle) +
  - also known as Foh, primarily shoots wide spread projectiles that have extreme spread, but suffer greatly in damage

/\ /\ \_ Level 1 Magic \_\_/\\_\_/\\_\_

\_\_\_\_\_

- # Simple magic that performs minimal damage. Useful for interrupting your opponent when they're winding up for a large spell, or are exposed for the time being.
- Simply tap the X, circle, or square button once to perform level 1 magic.
- Your magic bar must be in the yellow portion, or above 1/3 full to cast a level 1 spell.

== Jump Attack with rapid fire level 1 spells ==

To perform this maneuver, press any magic attack once + the X button & immediately press a series of magic buttons afterwards. For example, do the following to send off a barrage of three level 1 magic spells:

Tri + X + Sq + Tri + C

- Your character should jump in the air with a yellow aura surrounding them. Within a few seconds, three level 1 spells will be shot out from the aerial position at your enemy. In most cases, your magic bar should be full to utilize the above combo. Otherwise, you'll only perform one or two spell shots.

\_\_\_\_\_

\_\_/\\_\_/\\_\_ Level 2 Magic \_\_/\\_\_/\\_\_

- # Enhanced magic that provides a greater sense of damage, hassle to the opposing player, and some sort of delay. Most level two magic is great for simply increasing damage to opponents, or combining elements of other types into one spell.
- any level 2 spells require at least 2/3 of the magic bar to be full
- Simply tap the X, circle, or square button once, then press an additional magic attack to cause for a level 2 spell. The first button pressed determines what spell will be used, and the second button pressed increases the specific statistic of the spell. So for example:

Tri + Tri --> Yields a level 2 power spell

Tri + Sq --> Yields a level 1 power spell with increased speed

Thus, you can come up with useful upgrades for somewhat slower spells. The following is a possible list of level 2 spells:

\_\_\_\_\_

\_\_\_\_\_

\_\_/\\_\_/\\_\_ Level 3 Magic \_\_/\\_\_/\\_\_

- # Most powerful magic you can reach (besides special move). Uses an enormous amount of energy. Usually causes mass destruction, or has lingering effects that must be avoided manually by the opposing player. For example, a player with level 3 ice magic might cause for spikes to stick out of the ground.
- any level 3 spells require the magic bar to be full

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- There are primarily three different types of level 3 spells. They can be split into level 2 combination spells, great enhancement spells, or level 1 combination spells. There's also a special move designated to each character. Oh, and of course, there are default level 3 spells. It can be confusing at times, but you'll get use to it.

< LEVEL 3 SPELLS>	< SPECIAL MOVE>
Sq + Sq + Sq = level 3 speed spell	Sq + Tri + C = character's special
Tri + Tri + Tri = level 3 power spell	move, can be pressed
C + C + C = level 3 span spell	in any order, as
	long as 3 different
	keys are pressed

" Level 2 Com	mbination Spells	"
		=
:: Sq + Sq + Tri = le	evel 2 speed spell with power	
:: Sq + Sq + C = le	evel 2 speed spell with spread	d
:: Tri + Tri + C = $le$	evel 2 power spell with spread	d
:: Tri + Tri + Sq = $le$	evel 2 power spell with speed	
:: C + C + Sq = le	evel 2 span spell with speed	
:: C + C + Tri = le	evel 2 span spell with power	
	=======================================	=

"	Lev	ve	l 1 Comb	pination Spells "
===		==:		
::	Sq + Tri + Sq	=	level 1	speed spell with power & speed
::	Sq + C + Sq	=	level 1	. speed spell with spread & speed
::	Tri + C + Tri	=	level 1	. power spell with spread & power
::	Tri + Sq + Tri	=	level 1	power spell with speed & power
::	C + Sq + C	=	level 1	. span spell with speed & spread
::	C + Tri + C	=	level 1	. span spell with power & spread
===		===		

" Gre	eat Enhancement Spells
=======================================	
:: Sq + Tri + Tri	= level 1 speed spell with great power
:: Sq + C + C	= level 1 speed spell with great sprea
:: Tri + C + C	= level 1 power spell with great sprea
:: Tri + Sq + Sq	= level 1 power spell with great speed
:: C + Sq + Sq	= level 1 span spell with great speed
:: C + Tri + Tri	= level 1 span spell with great power
=======================================	

/Miscellaneous Info/
< Weak Attack > [ Sq ] - usually a light jab that causes minimal damage to the enemy - quick and efficient
< Strong Attack > [ Tri ] - has enough damage and momentum to knock the opponent down - great for mixing with magical/combo attacks
< Sidestep Attack > [ C ] - character quickly rolls around the opponent, and lays a critical back strike - slow, leaves you exposed if they jump/avoid the strike
<pre>&lt; Shield Dashing &gt; - press any magic button (Sq, Tri, or C) then immediately press R1 - your character will dash with a magic shield in front of them - deflects any incoming projectiles, and also shells damage out if you hit an   opponent - combine this with higher level spells before dashing, and you can have a   greater shield. For example, press:</pre>
Sq + Tri + C + R1 = level 3 projectile shield
<pre>&lt; Reflective Shield &gt; - press any magic button them immediately press L1 - provides a magic shield which reflects oncoming projectiles - drains your magic bar as well - increase the level of the spell previous to pressing L1 for a greater shield</pre>
<pre>&lt; Jump Shield &gt; - press any magic button then immediately press X + L1 - provides a magic shield while in mid air, reflects oncoming projectiles - drains your magic bar as well - increase the level of the spell previous to pressing L1 for a greater mid air shield</pre>
-<><><><><><><><><><>
- 3) Characters -
Every fighting based game has characters in which the player takes role of. These characters act as a gateway between the player's emotions, and how their playing style relates to the fighter on screen. Some people tend to enjoy the styles of fast moving fighters, while others prefer those brute stoneheads who can smash rocks with their thumbs. Either way, the character is usually the reason why a game can sell, or fail in doing so. Interesting characters that bring a lively experience to the game, and attract more players in the long run. There are approximately 12 different fighters you can play as in Destrega, and most of them have intertwining roles in both Story Mode, and the actual gameplay. The following section will display several brief summaries of their backgrounds, and some interesting details. I'd like to give credit to KKoh's Destrega FAQ for the skill ratings (they're listed on an insert that comes with the game), and Koei's game itself for the various background

information listed in the profiles section.

#### /GRADD/

# -=-=-=-=-=-=-=-=-=-=

-- He's the main character of the game, and who you will primarily play as in story mode. Gradd lives in the mountains and enjoys a rather carefree life. His job consists of gathering valuable metals to earn a living. Most of his harvesting is done by the use of powerful magic. However, the Strega Hunt ordered by Zauber has reached his small village, and nearly everyone in the town was slaughtered. This causes Gradd to become very angry, and seeks vengeance for what happened since. Thus, his greatest enemy is Zauber himself. Pretty much your typical Goku in anime terms.

	{Ratings}										
	\====			=/_							
l	POWER	:	9		RUN	:	7	Ι			
l	SPEED	:	7		DASH	:	7				
l	HOMING	:	7		JUMP	:	7				

MAGIC TYPE: Yellow sparks/shocks

#### /CELIA/

#### -=-=-=-=-=-=-=-=-=-=-=

-- Celia is one of the last surviving Strega. After becoming separated from her family during the 11-year war, she was taken in by a nomadic tribe in the east. She lived her life not knowing she was a Strega until she met Rohzen, who tells her of her mission. Celia now accompanies Rohzen as they travel throughout to reunite all Strega to fight against Zauber.

MAGIC TYPE: Green wind

{Ratings}										
 \=======/										
POWER	:	6		RUN	:	8				
SPEED	:	8		DASH	:	8	Ι			
HOMING	:	9		JUMP	:	9				

# /ANJIE/

#### -=-=-=-=-=-=-=-=-=-=-=

-- Also known as the princess, she is the last known survivor of the imperial family. The rest of the royal family was killed during the 11-year war. Since she is the lone survivor, she is very protective, and strict. She has also been in protective custody of her cousin Milena since the age of three. Often wishes to give up the title and join the military.

	{Ratings}									
	\====	===	===	==/_						
I	POWER	:	5		RUN	:	8			
I	SPEED	:	8		DASH	:	8			
I	HOMING	:	8		JUMP	:	9			

MAGIC TYPE: Varying color geometric shapes

#### /MILENA/

#### -=-=-=-=-=-=-=-=-=-=-=

-- Daughter of the former prime minister of Ipsen (who is now Zauber). Holds a temporary position in the Imperial Army. Spends most time taking care of her cousin Anjie. Milena's primary goal in life is to seek out the murderer of her father 11 years ago.

MAGIC TYPE: Blue ice

	{Ratings}										
			===	==/							
I	POWER	:	7	I	RUN	:	10				
I	SPEED	:	9	I	DASH	:	8				
I	HOMING	:	7		JUMP	:	7				

# /DOYLE/

#### -=-=-=-=-=-=-=-=-=-=-=

-- After seeing horrid results of Relic fighting, he retired from the military and vowed against violence. He was one of the most powerful and influential generals in the military back then. In his prime, he was rumored to be as strong as Zauber, without the master relics. Lives quietly in the woods with his son, Reyus.

{Rat	ii	ngs}				
 \====	===	====/	 			
POWER	:	10	RUN	:	7	
SPEED	:	5	DASH	:	6	
HOMING	:	7	JUMP	:	6	

MAGIC TYPE: Red fire

/REYUS/

#### -=-=-=-=-=-=-=-=-=-=

-- Son of the former general Doyle. Acknowledges himself as a Strega, but hides his powers since they have not awakened yet. Zauber eventually kidnaps Reyus, and in doing so, it unleashes his powerful Strega abilities.

	{Rat	:ir	ngs	5 }				
		-=-	===	==/				
	POWER	:	5	I	RUN	:	9	
Ι	SPEED	:	8		DASH	:	9	
I	HOMING	:	9		JUMP	:	8	

MAGIC TYPE: Blue mystical

#### /TIEME/

#### -=-=-=-=-=-=-=-=-=-=-=

-- Plays his role as the leader of the resistance, which is an organization against the powerful baron Zauber. Strives to defeat Zauber, and restore the country to its previous state. Formerly was a knight of the royal family (until they were killed), and gathered several other opposing knights to form the resistance.

MAGIC TYPE: Purple slashes

{Ratings}								
 \====	===	===	==/					
POWER	:	8		RUN	:	6	I	
SPEED	:	7		DASH	:	7	Ι	
HOMING	:	8		JUMP	:	7	Ι	

/COUGER/

-=-=-=-=-=-=-=-=-=-=-==

-- One of the more mysterious characters in the game, he's a spy sent by a fellow country to investigate Zauber's rise to power. Joined Tieme and the resistance after realizing that Zauber's intentions could involve conquering the world. Fearful that his own country could be next. Most notable for his

ninja suit, and constant wearing of a mask.

MAGIC TYPE: Tossed blades/shurikens

	\====		=====/					
I	POWER	:	5		RUN	:	8	
I	SPEED	:	10	I	DASH	:	10	I
I	HOMING	:	5		JUMP	:	10	I

|{Ratings}|

#### /ROHZEN/

#### -=-=-=-=-=-=-=-=-=-=

-- Another fairly mysterious character, Rohzen is the main representation of the descending Strega. His primary goal is to regather all Strega in order to fight against the powerful Zauber.

{Ratings}								
			====/					
	POWER	:	8		RUN	:	7	
	SPEED	:	6		DASH	:	5	
I	HOMING	:	10	I	JUMP	:	9	

MAGIC TYPE: White lightning

#### /RAONE/

#### -=-=-=-=-=-=-=-=-=-=-=-=

-- Zauber's most trusted general, and right hand man. Joined his army early on in his life, and rose to the rank of general after Zauber became more powerful. Always faithfully trusts Zauber's orders. Follows them with utmost respect.

MAGIC TYPE: Red lasers

1 C = =		1 - 1					
 		====/					
POWER	:	10	I	RUN	:	6	
SPEED	:	8	I	DASH	:	8	Ι
HOMING	:	4		JUMP	:	4	Ι

|{Ratings}|

# /FAHLMA/

#### -=-=-=-=-=-=-=-=-=-=-=

-- Fahlma joined Zauber as a young relic holder. Skilled and as strong as Raone, Zauber also trusts him with many tasks. Many of his thoughts are rarely exposed, which presents a very mysterious attitude. Has a relation with Celia, which is revealed later on in the game.

MAGIC TYPE: Rainbow light

	{Rat	ii	ngs	5}				
			===	==/				
I	POWER	:	8	I	RUN	:	8	I
	SPEED	:	9		DASH	:	9	I
	HOMING	:	8		JUMP	:	8	I

/ZAUBER/

-=-=-=-=-=-=-=-=-=-=

-- The most evil and corrupt of all characters, practically the villain of the game. Holds position as Prime Minister of Ipsen, and plans a takeover of the world using relics for his power. Also has the Master Relic, which yields him unmeasurable amounts of energy.

|{Ratings}|

 \========/								
POWER	:	9	I	RUN	:	8	Ι	
SPEED	:	8		DASH	:	8		
HOMING	:	9		JUMP	:	8		

#### 

- 4) Game Modes -

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Thankfully, many fighting games have several gameplay modes which add to the mix of fun. While most of them are basically altered versions of simple headto-head matchups, Destrega added a few events to increase the actual depth. You can challenge your previous records, try for an ultimate combo, or even race to the finish line by defeating all opponents. The following is a brief description of each event, along with any other additional game information.

#### /1P Battle/

#### -=-=-=-=-=-=-=-=-=-=-=-=

Permits you to select 1 character, and then challenge all other characters in the game. Basically, a simple head to head matchup with you controlling one person, and the CPU controlling your opponent. Your opponents are random, however, you will only face each of them once on your challenge. To successfully defeat an opponent, you must beat them in 2 rounds (or the current option settings). Their life bar must be depleted fully for a round victory to be yours. First player to reach the minimum round victories moves on to the next opponent. Also, if you press START with a second controller plugged in, this let's you select custom head-to-head battles between two human opponents.

#### /Story Mode/

#### -=-=-=-=-=-=-=-=-=-=-=

Pretty much the adventure portion of the game. Let's you follow along with the "official" Destrega story. Cutscenes are executed quite often, progressing the plot with each event. You're automatically placed into pre-set battles, and must meet certain conditions to advance on with the storyline. This is described in-depth with a full walkthrough under Chapter 5 (Story Mode).

#### /Vs./

#### -=-=-=-=-=-=-=-=-=-=

Designed to pit 2 human players against each other. This mode requires two Playstation controllers, and also an additional human player. Great for seeing who is the better fighter between your friends.

# /Team Battle/

#### 

Similar to a shared partner battle, players have an additional partner who relieves them in battle. While you can't have four fighters on the screen at once, the current fighter is relieved when their life bar reaches zero. This can be played in both 2-player and single player modes.

#### -=-=-=-=-=-=-=-=-=-=-=

This is an in-game challenge which can be saved to your records file under the options menu. You basically select one fighter, and must defeat all 12 characters in the game within a certain time amount. Time is only counted during battles, and if you fail in defeating an opponent, the time is still added on to your total amount. The player with the lowest total time to complete the mode receives the highest ranking.

#### /Endurance/

-=-=-=-=-=-=-=-=-=-=-=

Probably one of the most enduring (hehe, literally) although fairly annoying modes in the game. This is a single player mode designed for you to select one character, and take them through as many opponents as possible with the same life bar. Basically, if you take 25% damage in the first matchup, you'll still only have 75% life left in the second matchup. The person who lasts the longest (most consecutive opponents) receives the highest ranking. Yet another challenge which can be saved to the Records section located under the options menu.

# /Practice/

#### -=-=-=-=-=-=-=-=-=-=-=

Enables the player to practice moves, combos, or magic attacks in a freestyle select mode. Arenas, opponents, and all settings can be customized. If you press START while in Practice Mode, you can change the opponent's AI. Various settings include run, avoid, stand still, fight back, or limited moves. Great for practicing on your weaknesses with characters, or getting use to the game. Also keeps track of damage stats, and moves performed in a match.

#### /Options/

-=-=-=-=-=-=-=-=-=-=

Let's you customize key features and aspects of Destrega. There are also some other fairly interesting details noted in this section. The following is a list of settings that may be customized:

- + Difficulty --> (easy, normal, hard)
   AI varies greatly between each setting
- + Round Count --> (1-6)
   determines amount of rounds a player must win to determine victory
- + Round Time --> (30, 60, 99, none)
   sets time limit on top of screen before match will end
- + Records --> (1P Battle Data, Character Data, Win Average) (Time Attack, Endurance statistics)
  - let's you view all of your current records that are saved to your memory card
- + Save/Load --> (memory card manager)
- + Character Profiles

- 5) Story Mode

If anything, story mode is pretty much the icing on the cake. This is where most of the varied action in Destrega takes place. Story mode features all twelve characters in the game, and how their roles fit in the storyline. The player is guided along a series of cutscenes that progress the plot, while being introduced to characters, and pre-set battles in which you will engage in. Certain conditions must be met to continue forward, and your progress can be continually saved after every battle. The following is a walkthrough of each battle in story mode, along with a few brief strategies if you're having trouble. Be weary as spoilers are listed below.

^^ AND SO IT BEGINS, DESTREGA ^^

\*A brief cutscene explains the situation. A long, long time ago, the Strega built the world and its empires using their powerful magic. Items called relics were utilized as sources of power, and gave the world a sense of stabilization as societies could survive by themselves. Unfortunately, the humans grew in quantity and desires. Greed, corruption, and a wanting for power succumbed to rulers. Eventually, kings of fellow countries took the sacred relics, and used them for their own satisfaction. Great destruction was wreaked across the world. The Strega then decided to put an end to this by killing anyone who used the Relics for evil intentions. A 1,000 years have passed, and a new problem has risen. A man named Zauber has gained control of the Master Relic, and plans to use it to gain power.\*

\*Another scene shows a burned village. Suddenly, Gradd runs up and wonders why everyone has been slaughtered (he was out mining stones during the day). His aunt dies in his arms, further angering his feelings. Out of nowhere, a guard says that you must be killed in the name of the search of the Strega.\*

\*Gradd vows vengeance against Zauber for the slaughtering of his hometown. Afterwards, you meet up with two other characters who are in search of the Strega. Their names are Celia and Rohzen. They attempt to convince you that Zauber is the ultimate enemy, and that you require their help. However, the rash Gradd declines from their offer, and says he can handle the problem by himself. Celia and Rohzen say that their next target is to seek out the Resistance against Zauber, in hope that they may be able to help.\*

- We're now introduced to 2 more characters in a random battle scene. The man with the Swords is Tieme, leader of the Resistance. His associate is Couger.

\*Tieme vows to stop Zauber regardless of the consequences. The game then shifts to another battle scene with Gradd engaging several guards.\*

@@@@@@@@@@@@@@@@@@ "BATTLE #3"
@@ Gradd @@
@@ vs. @@ - PRE-SCRIPTED battle, fight but stay alive

@@ Relics @@ - a cutscene screen will pop up, and Gradd loses the @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@

\*Celia then arrives to the rescue of Gradd, along with Rohzen.\*

\*Gradd then decides to join the other Strega in their attempt to stop Zauber. Their next destination is to meet up with the remaining resistance forces to see if they will help with their quest. Rohzen says he will stay behind in case any other Strega turn up.\*

- A new character introduced is Princess Anjie, along with her pink pet. Apparently, she wants to have some fun "scrimmaging" against one of the castle guards.

\*The game then shifts back to Celia & Gradd who attempt to persuade Tieme, leader of the Resistance, to help them with their quest. He declines their assistance because he believes that the Strega were responsible for the murders of the Imperial Family eleven years ago. Celia & Gradd leave after Tieme refuses, and Couger suggests their help could be useful in the future.\*

- Some background information is spoken between Celia and Gradd within a separate cutscene. Suddenly, Gradd senses that enemies are nearby. They decide to split up.

```
0000000000000000000000 "BATTLE #6"
 00 Gradd
                ิดด
 0 Q
                00 - same as before, you shouldn't have much trouble
       vs.
          Relics @@ using Gradd's intense power
 ßВ
 00 Celia
                0 Q
                00 - use her high level magic as it tends to jam enemies
 0 Q
       vs.
 0 D
          Relics 00 with more damage
 *After the battle scene is over, you'll hear several sounds in the
background of the scenery. The resistance must be under attack!*
 0000000000000000000000 "BATTLE #8"
 00 Tieme
                ۵ß
 00 vs.
                00 - PRE-SCRIPTED Battle, stay alive as long as possible
```

- Gradd comes to the rescue realizing that Tieme can't handle the situation himself.

0 Q

Relics 00

0000000000000000000000 "BATTLE #9" 00 Gradd 0 Q 0 0 VS. 00 - use Gradd's overall attack scheme to defeat the 0 0 Relics 00 guards 0000000000000000000000 "BATTLE #10" 00 Celia 0 Q 0 D 00 - use speed to an advantage, avoid physical attacks vs. Relics 00 ВВ 

\*Tieme then decides to join the group for saving his life (how predictable). The entire group runs off to a nearby shelter since the current location is fairly dangerous. Meanwhile, Milena is walking along a road when she notices Couger injured. She hands him some medical supplies to heal his wounds. Finally, Zauber demands that a man named Doyle be brought to him for a special task. Doyle was a former general in the army, and he feels his skills are necessary for this problem.\*

- After a few hours of resting, Tieme feels much better. He decides to test himself against Gradd.

\*Rohzen arrives to the scene to tell everyone that there are no remaining Strega. Apparently, this is the only hope to stop Zauber. Tieme then suggests that getting Doyle to join their group may increase their chances of killing Zauber. Tieme & Gradd head off to see if Doyle will help them.\*

- After recovering from his injury, Couger then attempts to sneak into Zauber's Palace. A guard then notices him, and Couger must eliminate him to not sound off the alarm.

\*Back at the hideout, Rohzen informs Celia that her lost brother, Fahlma, is working for Zauber. Enraged by the news, Celia decides to run off to the castle, and speak with Fahlma.\*

- Tieme & Gradd arrive to Doyle's cabin in the forest. They speak with him, but he says that he has vowed against fighting, and refuses to join them. They at least ask him NOT to help Zauber in the future, and he agrees. Along the way, Celia runs into Milena near a canyon edge. Milena notices her to be a Strega, and finds her partially responsible for her father's death.

\*Celia then feels that this battle is a waste of time, and flees off to the castle in search of her brother. Milena continues to search for the Strega hideout to see who truly killed her father.\*

- A new cutscene opens up with Fahlma approaching Doyle's cabin. Fahlma introduces himself as an associate of Zauber, and that Doyle's assistance is required by the lord himself. Following his truce with Gradd & Tieme, he rejects Fahlma's invitation. Then, Fahlma threatens Doyle by saying that his son is safely in their hands. With no choice, Doyle accepts to meet up with Zauber. In exchange for performing the task, he shall be given his son, Reyus.

- Back at Ipsen, Zauber says that Doyle must kill Princess Anjie. While Doyle truly regrets being forced to do so, he must do it to regain his son. Back at the Strega hideout, Milena discovers Gradd stationed there. She can sense his Strega power inside, and challenges him to a fight.

\*Before Milena can finish him off, Couger runs back to the scene and tells them both to stop fighting. Apparently they've been fooled. Rohzen, who was believed to be a good Strega all along, was actually working for Zauber. Because of this, the entire group runs off to help the others who have gone to attack the castle. On a side note, Fahlma goes down to the holding cell of Reyus, and possesses him with some sort of a spell. He's now in a confused state, and follows Fahlma's orders.\*

- Meanwhile, Celia finally makes it to Zauber's Castle where the Relics guards are waiting for her.

@@@@@@@@@@@@@@@@@@@@"BATTLE #15"
@@ Celia @@
@@ vs. @@ - ENDURANCE back-to-back match
@@ Relics @@ - typical relics guard, keep good portion of life
@@@@@@@@@@@@@@@@@@@ bar up for next fight

```
@@@@@@@@@@@@@@@@@@@"BATTLE #16"
@@ Celia @@
@@ vs. @@ - PRE-SCRIPTED Battle
@@ Relics @@ - stay alive long enough to allow the automatic
@@@@@@@@@@@@@@@@@@@@ cutscene to occur
```

\*Celia is heavily outnumbered by the guards, and is defeated in battle. Her last words are for her brother Fahlma to be by her side. After Rohzen sees that she is dead, he goes back to report the status of the Strega to Lord Zauber. Fahlma then comes out of nowhere, and kills the Relic standing next to Celia. He walks up to her, and the screen pans away.

- The next scene shows Doyle approaching Anjie's courtyard. He takes care of the guards, and then Anjie demands to know why he's here. Doyle knows that he has to kill Anjie in order to receive his son back. Anjie tries to fight back, but her pink pet is sleeping! How unfortunate. Suddenly, Tieme runs on to the scene to save the day for the poor little princess.

@@ vs. @@ - PRE-SCRIPTED Battle, avoid level 3 spells
@@ Doyle @@ - slow opponent, constantly shift angles of attack
@@@@@@@@@@@@@@@@@@

\*The rest of the group arrives to Anjie's scene just in time. They tell Doyle that Zauber had planned to kill Doyle for killing Anjie, and then execute Milena for not protecting her (since it's her duty). The recent rush of news causes everyone to group up, and take their anger out on Zauber.\*

- The next scene moves to Gradd who is jogging near the canyon lines. He's trying to go to attack Zauber's castle. Suddenly, Rohzen and two special Relic guards arrive on scene. Rohzen orders them to kill Gradd, and Gradd curses Rohzen for betraying them.

^^ TIP ^^

- These are what I enjoy calling the Advanced Relics. They're basically a tad tougher as they're fairly stronger, and have better magic capabilities. In the first battle, avoid close combat with the fighter. Instead, move out of range, and continue to fire projectiles at him. Try using speed magic since it tends to be the most accurate.

\*Back at the castle, Rohzen reports to say that all of the Strega have been defeated (or so he believes). Now, none are remaining to stop Zauber's power. Unfortunately, Zauber has Raone stab Rohzen in the back. Rohzen is bewildered as to why he has been betrayed. The power of the Master Relic has gotten to Zauber's justification. With his dying words, Rohzen curses Zauber with the same fate as his (death). Zauber then orders Raone to fend off Doyle and the remaining resistance that's approaching the castle.\*

- Everyone arrives on scene. Doyle says he's going to attack the castle from the front as a diversionary distraction. Gradd says he'll take the left, and Tieme the right. Doyle then runs into some advanced relics.

\*Doyle's son, Reyus, appears near the castle grounds to greet his father. Unknown to Doyle, his mind has been corrupted by Fahlma's control spell. Reyus then proceeds to attack Doyle, but Doyle refuses to fight his own son. Reyus then mortally wounds his father with a magic attack. Gradd arrives on scene to see what happens, and Reyus regains his own sense of control. Unfortunately, it's too late as he has killed his own father. Doyle says his dying words to Reyus, and commands Gradd to hide him somewhere safe. The battle scene then shifts to Tieme, who discovers the lead general, Raone, on top of the castle's peak.\*

\*Raone then dies from the wounds Tieme inflicted on him. The screen shifts to Zauber's royal throne room. Milena discovers that it was actually Zauber who ordered for the execution of her father. This causes great disbelief, and she engages with Zauber in a duel to the death.\*

\*Milena is no match for Zauber's overwhelming power (thanks to the Master Relic). With her dying words, she says for Gradd to be extremely careful as she underestimated his abilities. Gradd then prepares to kill the sole person responsible for his town's demise.\*

# ^^ TIP ^^

- The success to beating Zauber comes down to your ability to avoid his dimensional attacks. He enjoys casting many spells that have delayed hits. Many home on the target itself. Cast a few gazing fireballs, then charge in, and lay down some close combat attacks. Zauber is slower than his ratings exhibit, and he tends to have some delay on the bigger spells. Keep countering with light speed spells, or span that will knock him down.

\*Zauber is baffled that a mere human could have killed him. He was the possessor of the Master Relic, and such things are not known to be true. Zauber screams in anguish as he dies on the ground. Fahlma then arrives on the scene to inform Gradd that Celia is alright. Apparently, she was only injured, but not killed. Gradd picks up the Master Relic off of Zauber's body, but before he can destroy it, Fahlma tells him not to. He says that the Master Relic is the sole reason why Strega exist. It is their purpose to defend it at all costs, by killing anyone who uses it in the wrong manner. Without it, the Strega would have no purpose to be on the planet. Gradd differs in opinion saying that the Master Relic should be destroyed to prevent disasters like this from occuring again and again. Thousands of people have died because of this object, and it's only right that it should never exist again. Their own beliefs cause them to fight out a final battle to determine the fate of the Relics.\*

Master Relic once and for all. Unfortunately, Fahlma informs him that their is only one word in the universe that the holder must say to destroy the relic. Suddenly, Celia (wounded) bursts in, and says the word is "Destrega!"\*\*\*

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Gradd screams "Destrega!", and a consuming light destroys the curse of human desires - once and for all.

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- 6) Strategies/Tips

Fighting games usually have a plethora of special moves and combos. Because of this, the character style must adapt well as to how the player utilizes each skill. Strong opponents should focus on brute strength spells, while speedy characters should focus more on defense, or avoiding attacks. Because of the 3D realm involved with Destrega, many factors come into play. The following are just a few brief fighting styles, or tips you may find useful:

# /Cheap Tactics/

#### -=-=-=-=-=-=-=-=-=-=-=

Certain players have low-blow attacks that can completely ruin a match. While there aren't too many characters that have such abilities, a few are certainly skilled in extreme areas.

= Tieme's Slash Attack =

- This can be extremely cheap, and almost guarantees a match victory. Start off by charging up a level 2 minimum span attack. Tieme's span magic usually exhibits a photon green ground-level slash. This slash always hits anything within the semi circle radius in front of him. The idea is to knock your opponent down once, then CONTINUE to use the slash attack above the opponent. Time it correctly so that when they regain their balance, it should immediately knock them down. Your opponent will never be able to get up!

= Milena's Overpowering Icicles =

- Milena is such a cheap character; it's not even funny. Most of her ice attacks have spread damage that can jam characters into the edge of the level. Corner your opponent near on of the edges, then cast the power spell (high level preferably). If performed correctly, it's possible to get an ice crystal to keep moving across the screen, but jam a character into one of the level borders. Great for making a match easier than it began.

#### /Fighting Tips/

-=-=-=-=-=-=-=-=-=-=-=

Due to Destrega's unorthodox approach to the fighting genre, there really aren't many key combos that can help you along the way. The best advice is to

attack when the moment is right, and anticipate what is coming your way. If you notice a large magic spell being charged up, quickly get ready to use your deflection shield, or counter with a quick speed spell.

( Use the environment to your advantage )

--> Most levels in the game have designed layouts where there are obstacles that can assist you in fights. Any level with small structures, roofs, or pillars should ALWAYS be used. 90% of the time, you can avoid an attack thanks to a solid obstructing pillar. Just be weary of opponents who have certain spells that tend to go around these obstructions. A good example would be Zauber's dimensional vortex special. It tends to wrap around in an arc pattern, which could be the equivalent of going around a wall.

( Get use to reflecting magic )

--> Definitely one of the most underused skills in the game - get use to using the deflection shield. Not only does it prevent magical damage, but it gives you much more time to survive in a matchup. Many people feel as if a character's special is unavoidable, but that's not entirely true.

( Quick combo to end matches )

--> This is partially a cheap tactic, but also very effective for any advanced players out there. To put an end to a match quickly, charge towards your enemy, and get within a few feet of the opponent. Make sure you're outside of close range combat though. Then, cast your character's special ( Sq + Tri + C ), and quickly press the [ Tri ] button 3 times. If performed correctly, you'll cast your special, along with three additional power spells. This can deplete most opposing life bars within a matter of seconds.

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- 7) Codes

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Unfortunately, there aren't as many secrets to be found in Destrega. Besides a few alternate costumes, there isn't much to expound upon. For a low budget fighter - story mode, and the other interesting records should prove to be fairly challenging in keeping you hooked to the game. However, if you're looking for a few elements to spice the fights up, these codes may help. I'd like to give credit to:

http://www.gamewinners.com/

- for the few unlockable options in the game

&&&& Alternate Costumes &&&&

>>> Complete 1P Battle Mode with any character under any difficulty level.
>>> Highlight the same character on the fighter selection screen, and press
>>> START.

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&&&& Dynasty Warriors Costumes &&&&

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>>> Complete 1P Battle Mode with any character under any difficulty level.
>>> Highlight the same character on the fighter selection screen, and press
>>> R2.

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&&&& Random Levels &&&&

>>> Press START on the level select screen.

/Gameshark Codes/

-=-=-=-=-=-=-=-=-=-=-=-=

The Gameshark is one of the most useful ways of truly getting every ounce out of those pesky video games. These hacks allow you to pretty much glide over every inch of data inside a game. Fighters you could normally not play as are now available thanks to this utility. I'd like to give credit to:

http://www.gameshark.com/

- for the following list of official GS cheats

{[ Code Effect	]	Code(s) necessary for input	]}
///////////////////////////////////////	////////	///////////////////////////////////////	////
Infinite Health P1		800c994400c8	
Infinite Heatlh P2		800c9b2000c8	
Extra Characters		800e34b40010	
^ ^		800e34f40001	
Full Magic P1		800c99460708	
Full Magic P2		800c9b220708	
	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		$\langle \rangle \rangle$

- 8) Common Questions -

)) Gameplay ((

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<< How does this compare to other fighting games on the PS? >>

- I'd defintely say it's a must buy if you're a fighting genre fan. Destrega contains key elements of numerous anime games that have been developed the past few years. The plot isn't too bad, and the story mode certainly adds some replay depth if you get bored. The 3D arena is what makes Destrega so unique when compared to traditional linear fighting games. You can now expand your options on where to go, and how to engage enemies. Sometimes it feels like the game gets stale though. You sort of get use to tossing projectiles on the screen, and fighting can be heavily outmatched at times. Nearly half your life bar can be depleted by certain characters' magic attacks. Close combat is almost a rarity, and for the melee fan, this presents itself as a disappointment. Still, it's a solid purchase as it's one of the few unique titles in the genre. Not to mention that it's fairly rare as well.

<< Any news on a sequel? >>

- As far as I'm aware, NO. Why? Probably because the game didn't sell well. If you think about it, Destrega was just a small budget fighting game released in small quantities by a foreign company. Compared to the Japanese version, you can easily tell English translations were poor. Koei knew the game wouldn't sell well, which is why they only produced so many copies. Plus, the storyline is pretty much solved near the end of the game. Although it would be nice to see a future sequel on the Playstation 2, or something along those lines, it's probably not going to happen. Koei is more busy with their popular Dynasty Warriors series, and I don't blame them.

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- 9) Copyright/Distribution/Reproduction Guidelines -
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This FAQ/Strategy Guide/Walkthrough is my own published work, and copyrighted by Christopher Zawada. Whatever you do, DO NOT edit this FAQ in any way. DO NOT steal anything from this FAQ. If you want to use some information in your own guide, simply ask me. If you want to place this guide on your website, either link to the GameFAQs game page, or download the file and place it on your own web server. Basically, you can post this on your website as long as its in ORIGINAL form, and not linking directly to GameFAQs. Aside from that, all proper credit is due when necessary. Also, don't even think about selling FAQs. Trying to prosper off of other people's work will get you in big time trouble (coming from an eBay seller myself).

This is a list of the current known sites that host my FAQs:

- http://www.gamefaqs.com/

- http://www.ign.com/
- https://www.neoseeker.com/
- http://www.cheatcc.com/
- http://www.cheatplanet.com/

- 10) Proper Credit -

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I'd like to thank the following people for their help in making this FAQ possible:

)) CJayC (( for constantly updating GameFAQs, and dedicating his entire life to it. Takes a lot of effort to keep a site going this long.

)) Gamewinners.com (( for providing excellent cheat codes on a rare fighting game. The alternate costumes are great stuff, and add a sense of variety to the game.

)) Kelvin Koh's Destrega FAQ (( for the character profile ratings. I know he copied them down from a special insert included with the game, but, my copy didn't have this "special" insert (plus there were no other resources on the internet). Thanks for the brief factual numbers which improved my character profiles section.

)) Movie Gallery (( for having this pre-rental game on sale. For a measly \$8, I was definitely satisfied with an interesting fighting game that added a new perspective on the fighting genre.

"Some people make sacrifices to make other people happy." - Chris Zawada "Frrrreeeeeeeeeeeeeeddoooooommmmmm!" - William Wallace, Braveheart