
//_ 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 2 Spells	/\	Level 1 Combination Spells	"			
::	Sq + Sq	=	level 2 speed spell		Sq + Tri	=	level 1 speed with power
::	Tri + Tri	=	level 2 power spell		Sq + C	=	level 1 speed with spread
::	C + C	=	level 2 span spell		C + Sq	=	level 1 span with speed
					C + Tri	=	level 1 span with power
					Tri + Sq	=	level 1 power with speed

=====

__/__/__ 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
- 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 Combination Spells "

=====
 :: Sq + Sq + Tri = level 2 speed spell with power
 :: Sq + Sq + C = level 2 speed spell with spread
 :: Tri + Tri + C = level 2 power spell with spread
 :: Tri + Tri + Sq = level 2 power spell with speed
 :: C + C + Sq = level 2 span spell with speed
 :: C + C + Tri = level 2 span spell with power
 =====

" Level 1 Combination 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
 =====

" Great Enhancement Spells "

=====
 :: Sq + Tri + Tri = level 1 speed spell with great power
 :: Sq + C + C = level 1 speed spell with great spread
 :: Tri + C + C = level 1 power spell with great spread
 :: 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
 =====


```
      |{Ratings}|          MAGIC TYPE: Blue ice
      \=====/
      | POWER  : 7 | RUN   : 10 |
      | SPEED  : 9 | DASH  : 8  |
      | 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.

```
      |{Ratings}|          MAGIC TYPE: Red fire
      \=====/
      | POWER  : 10 | RUN   : 7  |
      | SPEED  : 5  | DASH  : 6  |
      | HOMING : 7  | JUMP  : 6  |
      -----
```

/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.

```
      |{Ratings}|          MAGIC TYPE: Blue mystical
      \=====/
      | POWER  : 5  | RUN   : 9  |
      | SPEED  : 8  | DASH  : 9  |
      | HOMING : 9  | JUMP  : 8  |
      -----
```

/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.

```
      |{Ratings}|          MAGIC TYPE: Purple slashes
      \=====/
      | POWER  : 8  | RUN   : 6  |
      | SPEED  : 7  | DASH  : 7  |
      | HOMING : 8  | JUMP  : 7  |
      -----
```

/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.

```

      _____
      |{Ratings}|
      \=====/
      _____
| POWER  : 5 | RUN   : 8 |
| SPEED  : 10 | DASH  : 10 |
| HOMING : 5 | JUMP  : 10 |
      _____
-----

```

/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 |
| HOMING : 10 | JUMP  : 9 |
      _____
-----

```

/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.

```

      _____
      |{Ratings}|
      \=====/
      _____
| POWER  : 10 | RUN   : 6 |
| SPEED  : 8 | DASH  : 8 |
| HOMING : 4 | JUMP  : 4 |
      _____
-----

```

/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.

```

      _____
      |{Ratings}|
      \=====/
      _____
| POWER  : 8 | RUN   : 8 |
| SPEED  : 9 | DASH  : 9 |
| HOMING : 8 | JUMP  : 8 |
      _____
-----

```

/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.

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.

```
@@@@@@@@@@@@@@@@@@@@ "BATTLE #1"  
@@ Gradd                @@  
@@      vs.              @@ - fairly easy to defeat, weak magic, hardly any power  
@@      Relics @@        @@ - move around, fire projectiles, move in for attacks  
@@@@@@@@@@@@@@@@@@@@
```

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 Cougar.

```
@@@@@@@@@@@@@@@@@@@@ "BATTLE #2"  
@@ Tieme                 @@  
@@      vs.              @@ - same as the previous battle, Tieme has excellent  
@@      Relics @@        @@ close range attacks, use them accordingly  
@@@@@@@@@@@@@@@@@@@@
```

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
@@@@@@@@@@@@@@@@@@@@@@@@@@@@ fight

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

@@@@@@@@@@@@@@@@@@@@@@@@@@@@ "BATTLE #4"
@@ Celia @@
@@ vs. @@ - Celia is a tad weaker than Gradd, use her speed as
@@ Relics @@ an advantage, her whirlwind attack dominates
@@@@@@@@@@@@@@@@@@@@@@@@@@@@

*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.

@@@@@@@@@@@@@@@@@@@@@@@@@@@@ "BATTLE #5"
@@ Anjie @@
@@ vs. @@ - easy domination, keep pounding with constant
@@ Relics @@ attacks
@@@@@@@@@@@@@@@@@@@@@@@@@@@@

*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 Cougar 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.

@@@@@@@@@@@@@@@@@@@@@@@@@@@@ "BATTLE #6"
@@ Gradd @@
@@ vs. @@ - same as before, you shouldn't have much trouble
@@ Relics @@ using Gradd's intense power
@@@@@@@@@@@@@@@@@@@@@@@@@@@@

@@@@@@@@@@@@@@@@@@@@@@@@@@@@ "BATTLE #7"
@@ Celia @@
@@ vs. @@ - use her high level magic as it tends to jam enemies
@@ Relics @@ 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!*

@@@@@@@@@@@@@@@@@@@@@@@@@@@@ "BATTLE #8"
@@ Tieme @@
@@ vs. @@ - PRE-SCRIPTED Battle, stay alive as long as possible
@@ Relics @@
@@@@@@@@@@@@@@@@@@@@@@@@@@@@

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

```
@@@@@@@@@@@@@@@@@@@@ "BATTLE #9"
@@ Gradd                @@
@@ vs.                  @@ - use Gradd's overall attack scheme to defeat the
@@ Relics @@ guards
@@@@@@@@@@@@@@@@@@@@
```

```
@@@@@@@@@@@@@@@@@@@@ "BATTLE #10"
@@ Celia                @@
@@ vs.                  @@ - use speed to an advantage, avoid physical attacks
@@ Relics @@
@@@@@@@@@@@@@@@@@@@@
```

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 Cougar 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.

```
@@@@@@@@@@@@@@@@@@@@ "BATTLE #11"
@@ Tieme                @@
@@ vs.                  @@ - you must win to progress the story
@@ Gradd @@ - to defeat Gradd, try to stay mobile as his homing
@@@@@@@@@@@@@@@@@@@@ skills are fairly weak, use slash magic attacks
```

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, Cougar then attempts to sneak into Zauber's Palace. A guard then notices him, and Cougar must eliminate him to not sound off the alarm.

```
@@@@@@@@@@@@@@@@@@@@ "BATTLE #12"
@@ Cougar                @@
@@ vs.                  @@ - use elevated grounds to your advantage
@@ Relics @@ - toss as many long-range projectiles as possible,
@@@@@@@@@@@@@@@@@@@@ jump to avoid oncoming attacks
```

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.

```
@@@@@@@@@@@@@@@@@@@@ "BATTLE #13"
@@ Celia                @@
@@ vs.                  @@ - dangerous opponent, watch out for ice spikes
@@ Milena @@ - jump to avoid ground attacks, keep engaging with
@@@@@@@@@@@@@@@@@@@@ whirlwind attacks
```

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.

```
@@@@@@@@@@@@@@@@@@@@@@@@@@@@ "BATTLE #14"  
@@ Gradd                @@  
@@      vs.             @@ - PRE-SCRIPTED Battle, stay alive long enough  
@@      Milena @@      - Gradd loses battle  
@@@@@@@@@@@@@@@@@@@@@@@@@@@@
```

Before Milena can finish him off, Cougar 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.

```
@@@@@@@@@@@@@@@@@@@@@@@@@@@@ "BATTLE #17"  
@@ Tieme                @@
```


@@ 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.

@@@@@@@@@@@@@@@@@@@@ "BATTLE #18"
@@ Gradd @@
@@ vs. @@ - special "Knight" relic, ENDURANCE battle
@@ Relic #1 @@ - powerful magic attacks, tough close combat fighter,
@@@@@@@@@@@@@@@@@@@@ conserve your life bar for the next one as well

^^ 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.

@@@@@@@@@@@@@@@@@@@@ "BATTLE #19"
@@ Gradd @@
@@ vs. @@ - same as above, you have same life bar from previous
@@ Relic #2 @@ fight
@@@@@@@@@@@@@@@@@@@@

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.

@@@@@@@@@@@@@@@@@@@@ "BATTLE #20"
@@ Doyle @@
@@ vs. @@ - use same strategy as Gradd's relics fights
@@ Relics @@ - Doyle's powerful attacks should make this battle
@@@@@@@@@@@@@@@@@@@@ extremely easy

*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.*

```
@@@@@@@@@@@@@@@@@@@@ "BATTLE #21"  
@@ Tieme          @@  
@@ vs.           @@ - best way to defeat him is to stay "relatively"  
@@ Raone        @@ close, avoid getting too far away, otherwise his  
@@@@@@@@@@@@@@@@@@@@ magic will pick you apart
```

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.

```
@@@@@@@@@@@@@@@@@@@@ "BATTLE #22"  
@@ Milena         @@  
@@ vs.           @@ - PRE-SCRIPTED Battle, she will lose  
@@ Zauber        @@ - stay alive, fight back, keep attacking with ice  
@@@@@@@@@@@@@@@@@@@@ spikes
```

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.

```
@@@@@@@@@@@@@@@@@@@@ "BATTLE #23"  
@@ Gradd          @@  
@@ vs.           @@ - charging in gives the best chance of success  
@@ Zauber        @@ - mix up your magic attacks, include a few light  
@@@@@@@@@@@@@@@@@@@@ spells to interrupt his powerful attacks
```

^^ 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 occurring 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.

```
@@@@@@@@@@@@@@@@@@@@ "BATTLE #24"  
@@ Gradd          @@  
@@ vs.           @@ - fairly weak opponent, avoid column beam attacks  
@@ Fahlma        @@ - continually engage with heavy magic spells, not  
@@@@@@@@@@@@@@@@@@@@ much of a challenge for a final boss
```

***Due to Gradd's victory in the match, he reserves the right to destroy the

