
PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00732
DESTREGA
KOEI

DESTREGA™

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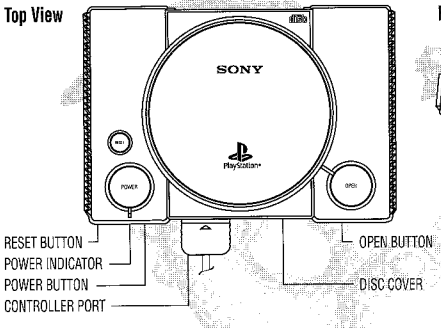
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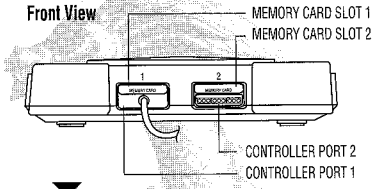
GETTING STARTED

THE CONSOLE

Top View



Front View



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Destrega** disc and close the Disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

1. Insert **Destrega** CD (label side up) into system. If you wish to save your game data, insert a memory card (sold separately) into the system.
2. Turn on the PlayStation® game console. Wait several moments and the game's opening sequence will begin playing. Pressing the START button will skip to the Title and Mode Selection Screen.
3. Using the directional buttons, choose an item from the Mode Selection menu, and then press the START button to select.
4. In the Character Selection Screen, choose your character with the directional buttons, and then press ⊗ Button to select.

DUAL SHOCK™ ANALOG CONTROLLER

SELECT Button

1. Hold down SELECT and START to exit from the game and return to the Mode Selection Screen.
2. Change the Controller Button settings when selecting a character.

START Button

1. Start new game
2. Select a mode
3. Pause the game

The Controller has been pre-set. If you wish to change the settings, see Option section on page 20.

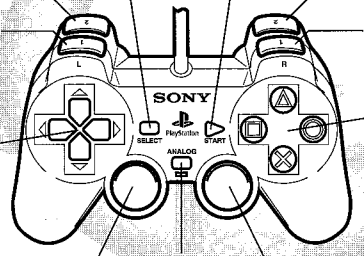
For instructions on how to operate special commands, see page 7.

L2 Button
Not used during game

L1 Button
Guard

R2 Button
Not used during game

R1 Button
Dash



Directional buttons

1. Scroll through menus
2. Move a character

Attacks

	Long-range magic (See pg. 10)	Close-range body blow (See pg. 9)
□ Button	Speed	Weak
△ Button	Power	Strong
○ Button	Span	Sidestep

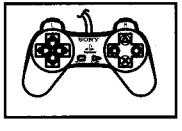
Left Stick
Move a character

Analog Mode Switch
Switch between Analog/Digital Modes

Right Stick
Not used during game

NOTE: You may have a controller that looks like this. If so, please follow the digital instructions outlined below:

All controls using the digital controller are the same as the ones for the Dual Shock™ Analog Controller (above).



THE STORY



The story begins over 1000 years ago when STREGA appeared in the small country of Zamuel. These STREGA possessed mysterious powers, and passed their knowledge to the inhabitants of Zamuel, transforming the once poor country into a prosperous nation. They bestowed mystical objects, known as Jeno, which would enable ordinary humans to exercise powers similar to their own. However, the STREGA underestimated the overwhelming drive of human ambition and greed. With this new power, the people of Zamuel would invade their neighboring lands. In no time, the entire continent was conquered, but the in-fighting continued. The Jeno were too powerful and soon the continent transformed itself into a world of destruction and death.

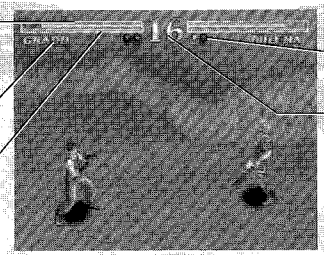
Through the following millennium, the continent struggled to return to the golden age of prosperity it enjoyed before the *Jeno War*. Then one day, the objects (now called *Relics*) were discovered in the Empire of Ipsen. After learning that these objects could wield great power, the Emperor ordered Lord Zauber to restore them. News of the revival reached the descendants of the STREGA, and they pleaded with the Emperor to suppress the *Relics*. The Emperor responded by declaring war on the STREGA. In the ensuing battle, most of the Imperial family, a great number of high-ranking ministers, and many STREGA were killed. Almost immediately, the other lords began vying for power, but the contest was a short one. Using the power of the *Relics*, Zauber easily crushed the opposition. Having seized control, he appointed himself Prime Minister and began eliminating anyone who posed a potential threat. Fearing that the STREGA would try once again to seal off the power of the *Relics*, Zauber began to systematically hunt down any survivors...





GAME BASICS

The Game Screen



Life Meter
Displays character's current life gauge

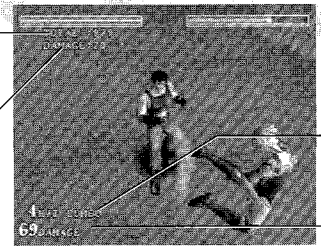
Character's Name

Charge Bar
Decreases each time a player uses Magic or any Charge attacks, but it increases again with time.

Victory Status
Winning a round lights an indicator

Time
Indicates time remaining in the round. If time runs out, the character with the greater amount of life left in the LIFE METER wins. If there is no time limit, this will not show on the display.

Practice Session Screen



TOTAL
Total sum of damage dealt to opponent.

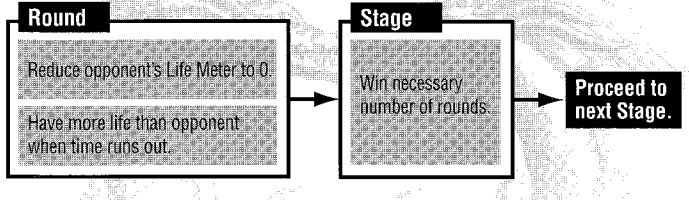
DAMAGE
How much damage your last hit did.

Combo
Counts the number of hits in multi-hit strings.

Total sum of damage dealt with COMBO.

VICTORY CONDITIONS

The game is divided into stages and rounds. Once you win the necessary number of rounds, you complete your current stage, and then advance to the next stage.



DRAW

If time runs out, and both opponents show the same amount of life remaining on the LIFE METER, it will be considered a DRAW. A double knockout will also be considered a DRAW. When there is a DRAW, both players win the round. If the final round is a DRAW, that stage will also be a DRAW, and the game will be over.

CONTINUE

On this screen, press START at the "YES" prompt to continue the game at the same stage. Choose the "No" prompt to end your game and return to the Mode Selection Screen.

CHARACTER MOVES/CONTROLS

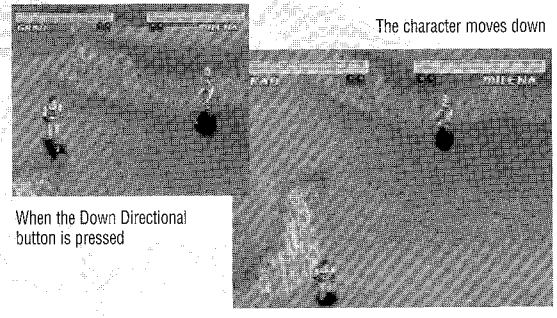
BASIC MOVES

The commands are the same for any character played during the game.

MOVE

Directional button

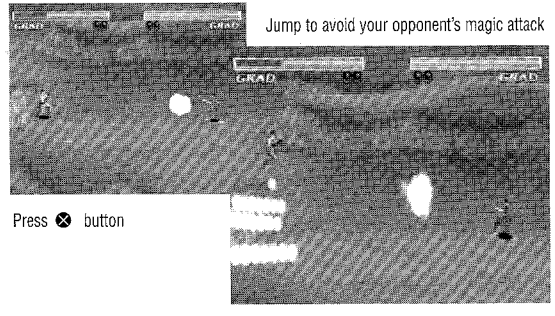
Character will move towards the direction pressed on the Directional button.



JUMP

⊗ Button

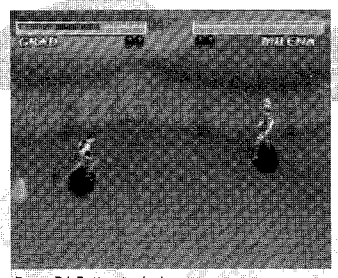
The height of the jump will vary depending on the duration the button has been pressed.



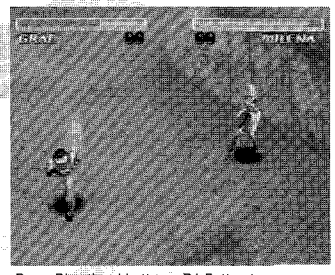
DASH

R1 Button

Dash towards your opponent. If the Directional button is pressed at the same time, the character will dash towards the direction pressed on the Directional button.



Press R1 Button to dash towards your opponent

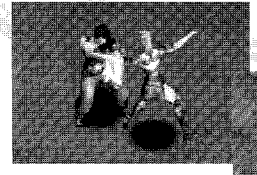


Press Directional button + R1 Button to dash in the desired direction

GUARD

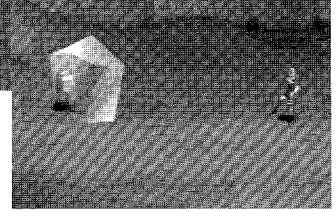
L1 Button

Guards you from close-range body blows (see page 9), but not from long-range magic attacks (see page 10).



You can block close-range body blows

But for long-range magic attacks, you still receive half the damage



CLOSE-RANGE ATTACKS

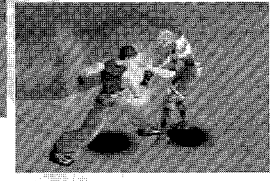
Perform direct attacks at close-range. As the distance between the characters gets closer, the game will automatically switch to close-range attacks.

WEAK

■ Button

The damage may not be powerful, but its quickness allows you to perform repeated attacks.

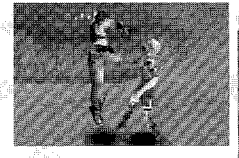




POWER

▲ Button

Not a quick attack, but the damage can be strong enough to knock your opponent down in one blow.





SIDESTEP

● Button

Allows you to attack by slipping behind your opponent.





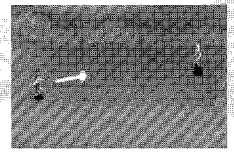
LONG-RANGE MAGIC ATTACKS

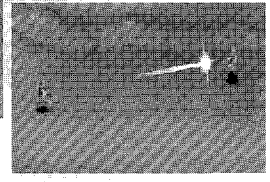
Perform magic attacks at long-range. As the distance between the characters gets wider, the game will automatically switch to long-range magic attacks. Magic attacks cannot be performed when the Charge Bar is red (see page 12). The effect of these attacks will vary according to the character.

FAST (TIDU)

● Button

This magic attack will travel extremely fast.

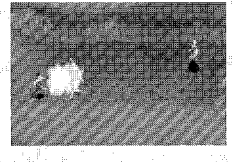


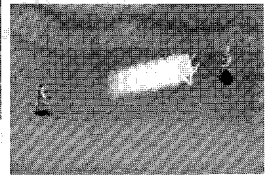


POWER (EST)

▲ Button

This magic attack will do the most damage.

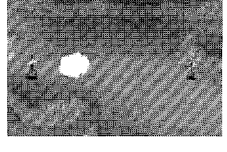


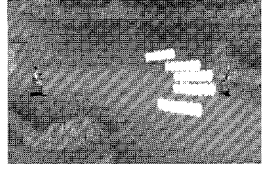


SPAN (FOH)

◉ Button

This magic attack will fan out to cover a wide area.

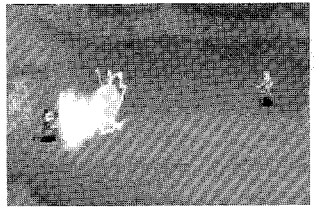




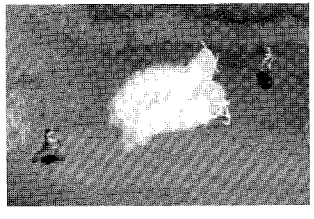
COMBINED MAGIC ATTACKS/SPECIAL MAGIC ATTACK

The effect of the magic attack will vary depending on the combination and the order of buttons pressed. There are 3 levels of magic, and attacks can be executed by pressing a combination of buttons. Every press of a button will increase the level. The first button that is pressed will determine the basic property of the magic. The level will increase per press of the button. A combination can be made up to 3 buttons, depending on the color of the Charge Bar (see page 12).

Magic Attack Level 1 1 Button Only (see page 10) ■ ▲ ◉	**3 types**
Combined Magic Attack Level 2 1-2 Buttons X Combination of 2 ■■ or ■▲ or ■◉ or ▲◉ or ▲▲ or ◉◉, etc.	**9 types**
Combined Magic Attack Level 3 1-2 Buttons X Combination of 3 ■■■ or ■■▲ or ▲▲■ or ◉▲◉, etc.	**21 types**
Special Magic Attack 3 Buttons X Combination of 3 ■▲◉	**1 type**



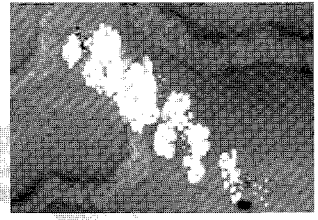
▲ ▲ shows Combined Magic Attack Level 2 ...



And ▲ ▲ ▲ shows an even more powerful Attack Level 3.

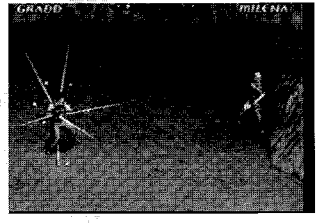
Special Magic Attack

Of all combined Magic Attacks, this is the most powerful. It is a combination made of 3 buttons (in any order), using all 3 (■ ▲ ●) buttons.



The Charge Bar

The length and color of the Charge Bar indicates the level of Magic Attack that may be executed. Check the Charge Bar when performing Magic or Charge Attacks. The Charge Bar decreases every time a Magic or Charge Attack (see page 13) is performed, but will increase again with time (see Game Screen page 5).





Red: Magic Attack cannot be performed.



Green: Perform up to Magic Attack Level 2.



Yellow: Perform Magic Attack Level 1 only.



Blue: Perform up to Magic Attack Level 3.

Charges/Special Moves

Charge is the action a character performs before a Magic Attack is executed. To perform Charge Attacks, press R1, L1, or the ⊗ Button during your Charge. If the level of magic is high, it will take longer to Charge.



While Charging...

Press R1 Button → **Charge Dash**

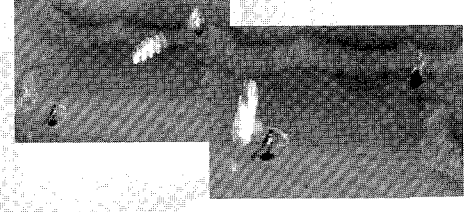
Press L1 Button → **Charge Guard**

Press ⊗ Button → **Charge Jump**

Charge Dash:

Press R1 Button while Charging

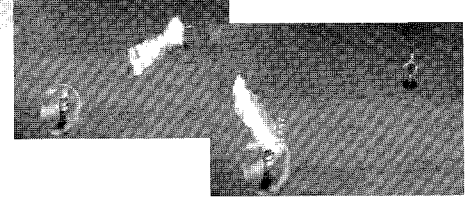
Approach your opponent while deflecting Magic Attacks. To deflect Magic Attacks, your magic level must be higher than your opponents.



Charge Guard:

Press L1 Button while Charging

Deflect your opponent's Magic Attack with a barrier. The barrier will activate while the L1 button is pressed, but doing so will cause your Charge Bar to go down. If your Charge Bar reaches zero, the barrier will automatically disappear.



CHARGE JUMP

Press ⊗ Button while Charging

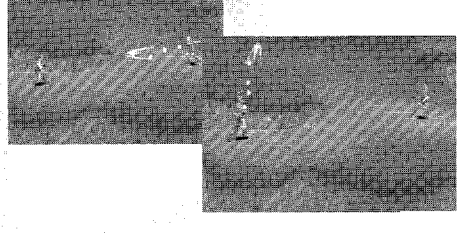
Unlike ordinary jumps, you can fire multiple Magic Attacks while performing a Charge Jump. Before your jump reaches the top, press a combination of ▣ Button, △ Button, and ◉ Button. However, you cannot fire multiple Magic Attacks by pressing the same button several times.



DEFLECT:

Press L1 Button right before the Magic Attack hits you.

You can deflect your opponent's Magic Attack by pressing the L1 Button just before the attack hits you. This will not, however, work on some Magic Attacks.



MID-AIR ROLL:

Press L1 Button several times while in the air after a blow hits you.

After being knocked in the air, you will land on your feet and sustain less damage by pressing the L1 Button several times.



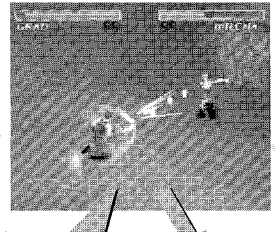
HINTS

THE TACTICS:

There are 3 basic elements to game play in **Destrega**: **1**/Close-range attacks (body blows), **2**/Long-range Magic Attacks, and **3**/Dashes.

Magic Attacks beat **Body Blows**
Body Blows beat **Charge Dashes**
Charge Dashes beat **Magic Attacks**

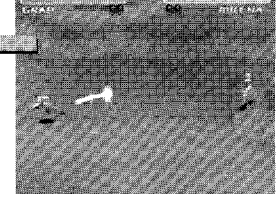
If an opponent fires a Magic Attack, use a Charge Dash to deflect the attack. Then, retaliate with a Body Blow



If an opponent uses a Charge Dash, Guard yourself first. Then, fight back with Body Blows



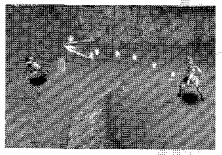
If an opponent attacks with Body Blows, use Dash and move away. Then, retaliate with Magic Attacks



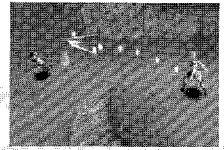
READ OPPONENT'S MOVE

To respond quickly to your opponent's attack, it is important to know what type of Magic Attack has been executed. During battles, each button (■ ▲ ●) produces a distinct sound (TIDU, EST, and FOH respectively) when pressed. Remember the sounds of these attacks and you will know what kind of attack is on the way, and then dodge or counter accordingly.

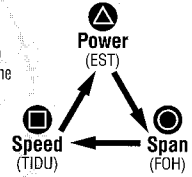
DODGING MAGIC All magic will home in on a target, either vertically or horizontally. If your opponent fires magic with vertical homing ability, use the Dash button to dodge. Likewise, if your opponent fires magic with horizontal homing ability, use the Jump button to dodge it.



For (TIDU), press Dash to escape the attack

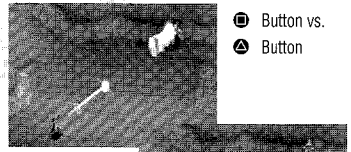


For (FOH), press Jump and avoid the attack

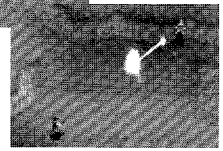


MAGIC VS. MAGIC: Based on a principle similar to rock, paper, and scissors each type of magic can be countered with another type. If a Magic Attack of the same level is executed, refer to the following:

- ■ Button **(Speed)** beats ▲ Button **(Power)**
- ▲ Button **(Power)** beats ● Button **(Span)**
- ● Button **(Span)** beats ■ Button **(Speed)**



■ Button vs. ▲ Button



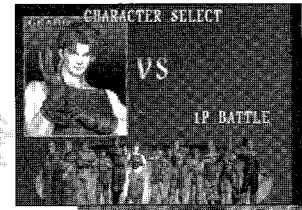
■ Button beats ▲ Button

For Magic Attacks higher than Level 2 (see page 11), the property of the attack will be based on the first button pressed. If a Magic Attacks of different levels are executed, the one with the higher magic level wins.

GAME MODES

1P BATTLE

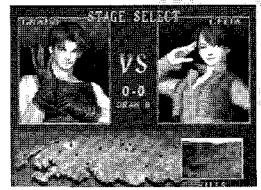
Play against computer controlled opponents.



STORY

Players are led through an interactive story of **Destrega** that involves many battles and event scenes. You cannot select a particular character, but will play as different characters as the story unfolds.



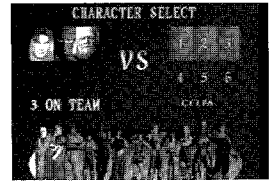


VERSUS

Play against a human opponent.

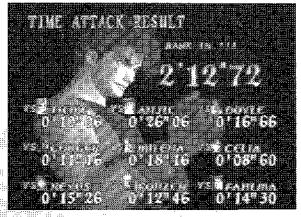
TEAM BATTLE

Play a team battle against the computer or another player. Select the number of players using the Directional buttons. If the Start button is pressed before selecting the characters, the computer will select the team players automatically.



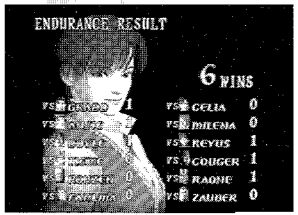
TIME ATTACK

Finish the game in as little time as possible. Game settings from OPTIONS Screen (page 20) do not affect this mode, except for QUICK SELECT.



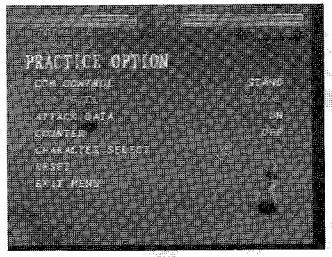
ENDURANCE

With a single character, defeat as many computer-controlled opponents as you can. Each stage is a single-round match. The amount of life you recover at the end of each round is determined by how fast you defeat your opponent. Game settings from OPTIONS Screen do not affect this mode, except for QUICK SELECT.



PRACTICE

Practice using a character. During a practice session, press the START button to display the Practice Option Menu.



COM CONTROL:
Change the settings of the computer-controlled opponent.

- **Stand:** Stands still
- **Run:** Runs through the stage
- **Dash:** Dashes through the stage
- **Avoid:** Avoids player's attacks
- **Fight:** Opponent will attack the player. You can also set the level of the attacks.
- **Player:** Controlled by the player

ATTACK DATA: Turn ON/OFF to display the amount of damage.

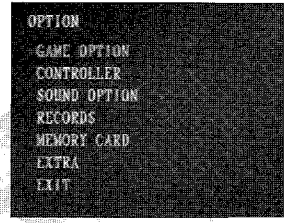
COUNTER: A mode that judges whether the attack was a counter-attack or a normal attack.

CHARACTER SELECT: Exit practice session and select a new character to practice with.

RESET: Return to the Mode Selection Screen.

EXIT MENU: Exit the Practice Options Menu and return to the Practice Session.

OPTION Change the game settings. Choose an option by pressing the Up/Down Directional button. To change the setting, press the Left/Right Directional button.



GAME OPTION: Change the game settings. Game Modes that are affected will be highlighted on the lower right hand side of the screen.

- **Game Level:** Set the computer's skill level.
- **Round Count:** Set winning number of rounds per stage.
- **Handicap:** Select a handicap level. After selecting a character, press L1/R1 Button to add/reduce the handicap.
- **Quick Select:** Set format for the Character Select screen.
- **Life Recover:** For Team Battle mode, sets the level of life recovery after each victory.
- **Default:** Returns to the pre-set mode.
- **Exit:** Returns to the Option screen.

CONTROLLER: Press the Up/Down Directional button to select the button you wish to change. Then press Left/Right to choose what to set it to. Switches Vibration ON/OFF. If Default is selected, it will reset itself back to the pre-set mode.

SOUND OPTION: Changes all sound-related settings.

RECORDS: Lists various records. To view the records from different modes, press the Left/Right Directional button.

MEMORY CARDS: Saves and Loads game data. Changes settings for Auto Save.

EXTRA: View character profiles.

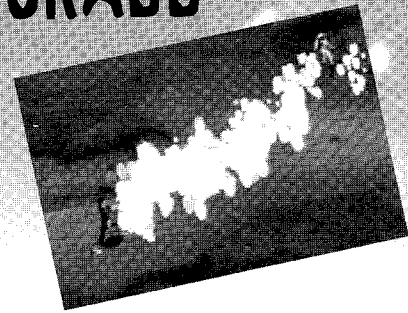
- **Character Profiles:** View background information on each character.
- **In-game control:** View a step-by-step video explanation of game controls.

EXIT: Returns to Mode Selection Screen.

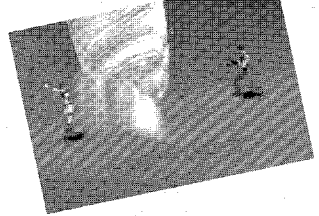


Gradd is the main character in **DESTREGA** and lives in the mountains. He enjoys a rather carefree life and makes a living searching for valuable metals — using his magic to blast the rock. However, the Strega Hunt ordered by Zauber has reached his small village and has caused great damage. To take revenge for his villagers, Gradd has risen up to face his greatest enemy Zauber.

GRADD







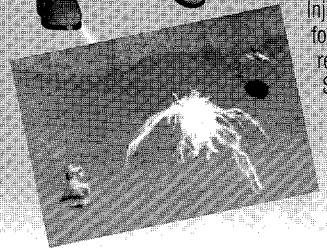
CELIA

Like Gradd, 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 the mission she has as a Strega.
Celia now accompanies Rohzen as they travel throughout Ipsen seeking other Strega.



ROHZEN

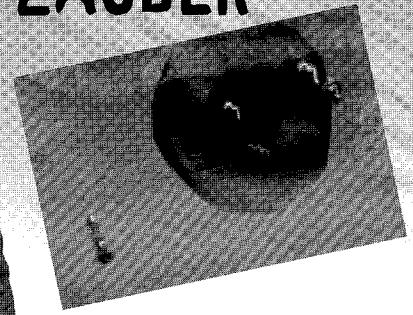
Rohzen was also a representative of the Strega 11 years ago when they tried to stop the Relics from coming into use again. Injured and beaten by the Imperial forces, Rohzen disappears. He now returns to gather the surviving Strega and put a stop to Zauber's ambitious plans for world conquest. He is currently traveling through Ipsen in search of other Strega survivors with Celia.



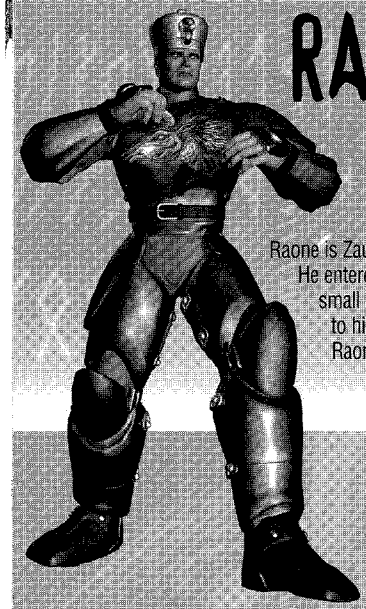


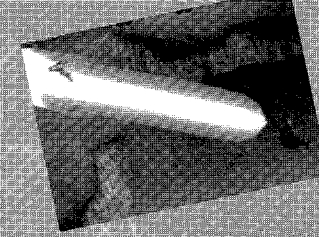
Zauber, who is the Prime Minister of Ipsen, plots to take over the whole Empire. He is responsible for restoring the power of the Relics, which in turn, has been used to crush his political opposition. Now, he turns his attention to the task of hunting down the Strega. Zauber possesses the Master Relic — the key to all Relic power.

ZAUBER



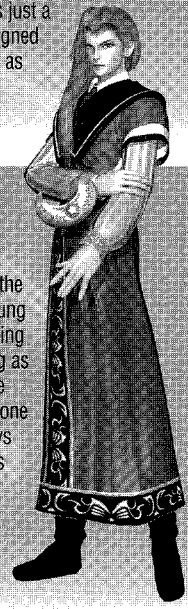
RAONE



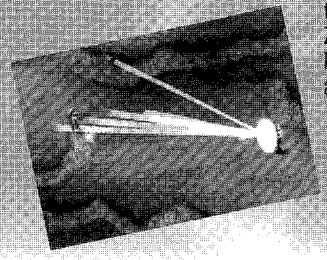


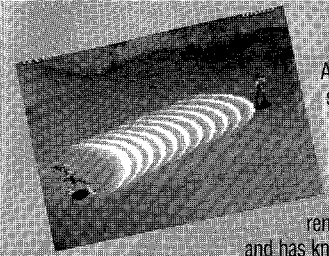
Raone is Zauber's most trusted general and right-hand man. He entered into Zauber's service when Zauber was just a small landholder. He will accept any orders assigned to him, and carry them out without fail. As far as Raone is concerned, Zauber's word is law.

FAHLMA

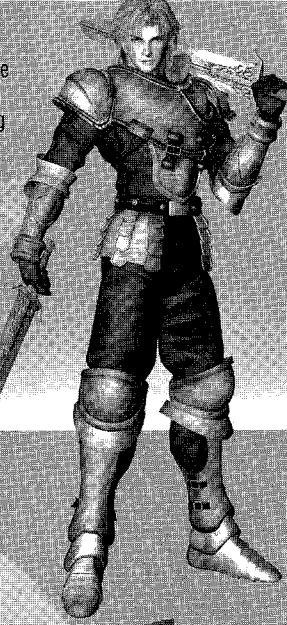


After Zauber managed to gain control of the warring states, Fahlma joins him as a young Relic bearer. He is extremely skilled in using the Relics, and is believed to be as strong as Zauber's most trusted general, Raone. He keeps his thoughts to himself, giving no one any insight into his character. Fahlma says nothing of his past, so his background is unknown.

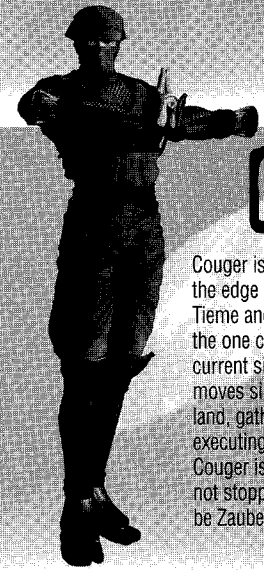




As the leader of the Resistance, Tieme strives to defeat Zauber and restore his country to its former glory. Long ago, he was a knight for one of the royal families, before Zauber took control. Tieme has gathered the remaining knights who oppose Zauber and has knit them into a small fighting force.

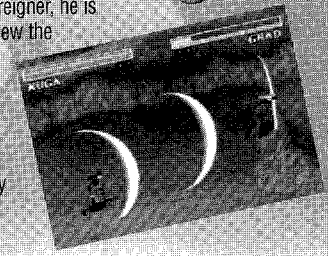


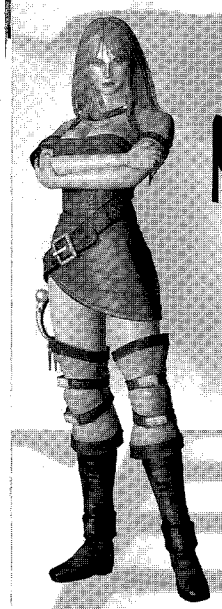
TIEME

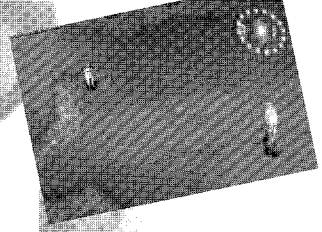


COUGER

Couger is a spy sent from a small country at the edge of the continent, and has joined Tieme and the Resistance. As a foreigner, he is the one character who is able to view the current situation objectively. He moves silently throughout the land, gathering information, and executing secret missions. Couger is afraid that if Zauber is not stopped soon, his country may be Zauber's next target.







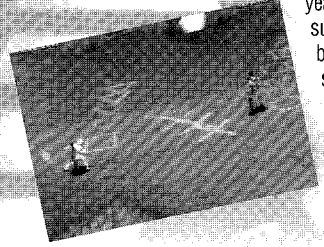
MILENA

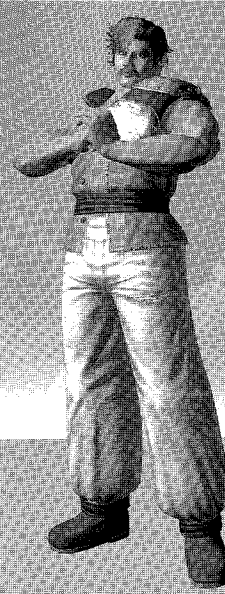
Milena is the daughter of the former Prime Minister of Ipsen, and holds a temporary position in the Imperial military. She spends most of her time in the Palace caring for her cousin, Princess Anjie. Milena's goal is to find the man who killed her father 11 years ago.

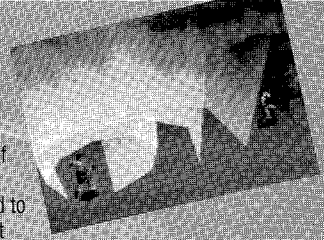


ANJIE

Princess Anjie is the second daughter born into the Imperial family; however, the rest of her family was killed during the fighting 11 years ago. As the only remaining survivor of the Imperial line, she has been in the protective, and very strict, custody of her cousin Milena since the age of three. She often wishes she could give up her title and join the military like her cousin.



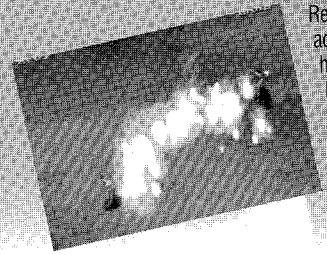




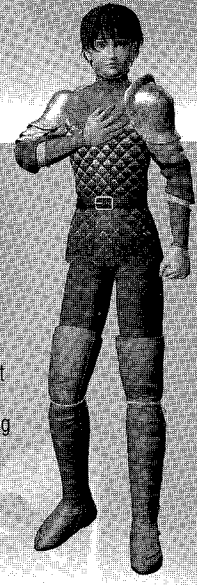
After seeing the horrid results of Relic fighting, Doyle resigned from military service and vowed to give up violence. In his prime, it was rumored that he was as strong as Zauber, even though Zauber possesses the Master Relic. He now lives quietly with his only son, Reyus, in a remote area of Ipsen.

DOYLE

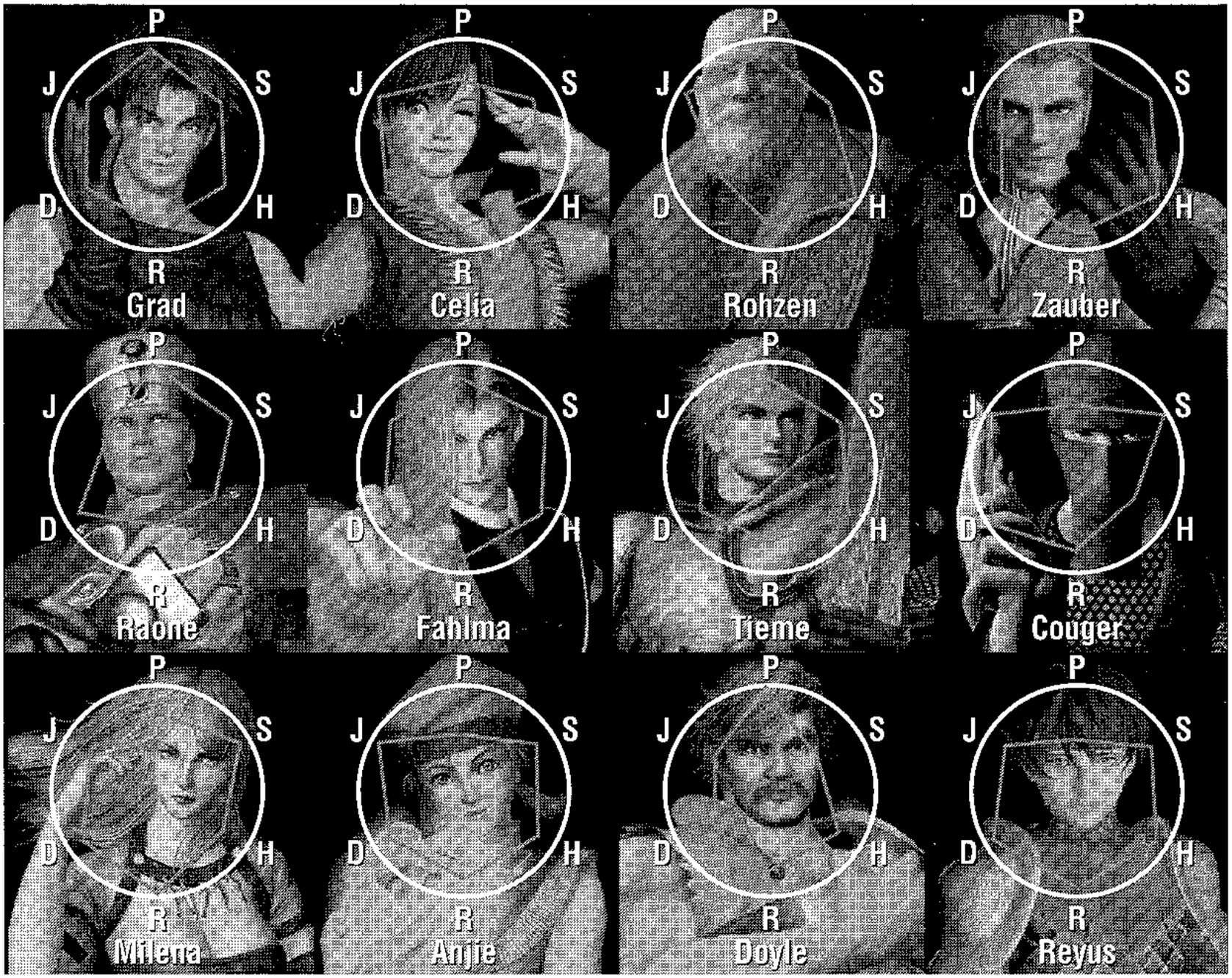
REYUS



Reyus is the son of Doyle. He acknowledges himself as Strega, but hides his Strega powers, as they have not awakened. Zauber, seeking to force Doyle's cooperation, kidnaps Reyus. In the confusion that follows, his Strega powers suddenly manifest.



CHARACTER DATA



P (Power): Damage of Magic Attacks
S (Speed): Speed of Magic Attacks
H (Homing): Homing ability of Magic Attacks
R (Run): Character's running ability
D (Dash): Character's dashing ability
J (Jump): Character's jumping ability