

# Albert Odyssey (Import) Walkthrough

by ritchie

Updated to v1.5 on Jan 18, 2006

ALBERT ODYSSEY

(c) 1993 SUNSOFT

(c) 1993 TAITO ENGINEERING

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Guide

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VERSION HISTORY

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v1.0 (08/24/03) - Initial release.

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\*\*\*I added some cheat codes.

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Please use these cheat codes.

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Infinite \$ 7E00C750  
          7E00C8C3

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Chiberis

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The priest Neumann who has recovery magic (recover, revive, and cure) and the magician Sofia who has attack magic and warp will join you. Leave the town, and go northeast to Goto. On your way to Goto, defeat the boss Golem to get "Golem's head."

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Goto

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Go to the castle, and speak to the King who will give you "The King's letter" in exchange for Golem's head. Leave the town, and go northwest to Noirato. On your way to Noirato, defeat the boss Laser Demon to get the "ring of shadow."

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Noirato

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When you show the soldier the King's Letter, he will go and call the fighter Slay who will then join the party. Leave the village, and go southeast of Goto to Mikeana. On your way to Mikeana, go to the lower left before the bridge, and go to the small place called Tamafukka which sells revive ball for \$850. Just buy a few revive balls because they will come in handy since the battle will become more intense around this area. After that, go and defeat the boss Harpy to get the "ring of light."

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Mikeana

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When you hear the story from the man who is nearby, the thief Dash will run away, but he will join the party later on. In the morning, go to the private house (on the middle right). Make sure Neumann is in the front, and speak to the priest who will upgrade Neumann's weapon to "priest cane." Leave the village, and go southeast to Coatland. On your way to Coatland, defeat Geist to get the "specific medicine" first, then defeat Raimos afterwards.

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Coatland

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Go to the castle, and speak to one of the knights on the stairs. He will ask you a question. Answer with "persuasion (#1)" and "yes (#1)" because you want to make the master drink the specific medicine. After that scene, the knight

will give you the "location of the crystal." Make sure to buy four or more "visit Coatload" which can warp a user to Coatload. Leave the town, and go back to Mikeana.

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Mikeana

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Go to the curio dealer to buy "paper and pencil" for \$130, then go into house (on the upper right of the priest house), and give the old man the "location of the crystal." He will tell you to use the "Glover's eyes" in the position of width 94: length 95. Leave the town, and go northeast to Maurina. On your way to Maurina, there is another small place called Ruberee where an old man will tell you about your experience point for the next level. After that, ignore the green looking bat called "Mania's pet" for now, and go to defeat the boss Sin.

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Maurina

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When you enter the town, go immediately to the left from the entrance until you see a door. Make sure Sofia is in the front. Go inside, and speak to the old man who will exchange the "Magician Sofia's" right-hand weapon "magician's cane" for the "magic cane." Go into the house that is on the left side of the inn, hear the story about Sin from her grandmother who will give you "bribery." Go to the house that is behind the inn, and speak to the two gatekeeper brothers. Go thru the door on the left, and speak to her father. Answer "yes (#1)" to his question of "Is she your daughter?" to exchange the "ring of shadow" for the "crest of shadow." Go thru the door on the right, speak to the old couple to exchange the "ring of light" for the "crest of light." When you hear the story from the man who is nearby the dock, the elf Margin will runaway, but she will join the party later on. Leave the town, and go west to Filo Shrine.

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Filo Shrine

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Speak to the strange floating sphere in order to remove the green looking bat called "Mania's pet" from Mania's House. Leave, and go southeast to Mania's House.

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Mania's House

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Speak to Mania, and exchange the "crest of shadow" & the "crest of light" for a "boat ticket." Leave, and go northeast back to Maurina.

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Maurina

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Go to the house that is nearby the dock, show the captain the boat ticket, and you will get the ship. The ship will automatically take you to Boruchine.

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Boruchine

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Go to the building that is above the inn. Make sure Albert is in the front, and answer "yes" to his question about "taking the enmity of Raiamos" in order to exchange the "Hero Albert's" right-hand weapon "hero's sword" for "Silvance." When you hear the story from the man who is nearby the entrance, the "Dwarf Garioku" will run away, but he will join the party later on. Leave the town, and go southeast to Rover.

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Rover

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Go to the inn in the upper right, and speak to the magician who is inside. He will ask you a question. When you answer "yes," it becomes a battle with the

boss the "Great Sage Firo" (HP18153). After you defeat the "Great Sage Filo," you get "Great Sage's cane," "Great Sage's gauntlet," "Great Sage's shoes," "Great Sage's mantle," and "Great Sage's hat." Leave the village, and go south to Sylvisis.

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#### Sylvisis

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Go thru the hidden passage on the right side of the weapon shop, and go all the way up until you see an old man. If you speak to him, answer with "yes" to make a "music test and sound effect." This is optional. Speak to man in the lower right if you want to change or switch party members with the thief Dash, the elf Margin, and the dwarf Garioku. Leave the village, and go east to the mountain called Regunes. On your way to Regunes, defeat the boss Sin who is blocking the cave entrance of the mountain.

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#### Regunes

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Go thru the cave, and defeat the boss the Dragon to get the "dragon scale." Leave the cave, and go west back to Sylvisis.

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#### Sylvisis

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Go to large house at the top, and speak to the Elder. Make sure Albert is in the front. When you show him the "Silvance" with the "dragon scale," he will reforge it into "N Silvance." Leave the village, and go all the way to the east to the position of width 94: length 95 to find Magic Figure. On your way to Magic Figure, defeat the boss Derupyuine.

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#### Magic Figure

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Go in, and use the "Glover's eyes" to find the "crystal." But, the person who uses the Glover's eyes will be killed by Oswaldo. Go in, and use the "Glover's eyes" again to find the "fragment of crystal." Make each of the party members use "visit Coatload" to warp to Coatload.

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#### Coatland

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Go inside of the castle, use the "fragment of crystal" to open the red door, and go thru the room at the back which will take you into an underground cave. Inside go left, then up to Baruto.

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#### Baruto

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Inside, there is a inn where you can rest and save. Leave, and go left to Dowadowa.

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#### Dowadowa

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Inside, there is a weapon store. Leave, and go all the way to the right, up, left, up then left to Sumeya.

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#### Sumeya

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Inside, there is a inn where you can rest and save. Leave, and go all the way to the right to shrine called Globus. On your way to Globus, defeat the boss Oswald.

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#### Globus

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For the final battle, I recomend LV14 for all party members. Go inside of the

shrine, and defeat the final boss the Great Magician Globus twice.

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THE END

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Version 1.5

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