

Albert Odyssey 2 (Import) Walkthrough

by ritchie

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ALBERT ODYSSEY II -Signs of the Devil-

ALBERT ODYSSEY II -Jashin no Taidou-

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GUIDE

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VERSION HISTORY

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

v2.0 (08/26/05) - Some information about the inn & level up.

***I added some cheat codes and about the game.

Please use these cheat codes.

Infinite \$ 7E14A0 FF
 7E14A1 FF

----- About the game

The world 10 years after the former work becomes the stage, and the hero Dean starts on a journey to investigate the conflict. The hero Albert of the former work also appears, and they solve some mysteries together. It has killer shot and magic for each character, and the RPG element is strong.

Some information about the inn & level up also the special skills/willpower of the characters.

Goto

Defeat the magician and the two soldiers. After the event, go to the inn. At the inn, speak to the man who is behind the counter and choose "I would like to use a room (#1)" + "rest (#2)." The knight Wiseman will join the Hero Dean. (The knight Wiseman has the special skills/willpower of charge and hitting the target. Dean has the special skills/willpower of disorder slash and screaming slash). Leave the town thru the west entrance, and go west to Chiberis.

Chiberis

Go to the private house on the left that is near the entrance, and speak to Albert's mother. Go to the church, and speak to the priest Morse who will join the group. (The priest Morse has the special skills/willpower of recovery [to cure the stamina of an ally], revive [to revive a fallen ally], heal [to cure the state of an ally], regress magic bullets [to attack the adjoining whole enemy. (This is a good spell to use against the enemy)]). Leave the village, and go back to Goto.

Goto

Go to the castle, and speak to the King. After Princess Yuna is kidnapped by the witch Bibito, leave the town thru the east entrance, and go southeast to Coatload.

Coatland

The female magician Kuresha will join the group. (The female magician Kuresha has the special skills/willpower of frozen bullet and paralysis bullet). Leave the town thru the east entrance, and go northeast to Maurina.

Maurina

Go to the private house in the lower left corner, and speak to General Slay on 2F. Go to the inn. At the inn, speak to the man who is behind the counter and choose "I would like to use a room (#1)" + "rest (#2)." At night, go to the bar which is next to the curio dealer, and speak to Captain Pavlov. Now, go to the harbor, speak to Captain Pavlov again, and reply with "yes" to his question. Captain Pavlov's ship will take you north to the village of Bekutora.

Bekutora

Leave the village, and go northeast to Akos.

Akos

Buy some of key level 1 (6) and key level 2 (4) at the curio dealer. Leave the town thru the east entrance which is nearby the curio dealer, and go northeast to the ancient ruins which is called Dungeon.

Dungeon

As you make your way thru the dungeon, use key level 1 or 2 to open the treasure chests on each floor, but beware of some of the treasure chests because they are traps. Leave the dungeon, and go south to Lynn's Shrine.

Lynn's Shrine

As you make your way thru the shrine, use key level 1 or 2 to open the treasure chests on each floor, but beware of some of the treasure chests because they are traps. You will encounter a mysterious man who is hiding behind a pillar. At the exit of the shrine, go south to Luzlanju.

Luzlanju

After the event, the Blue Dragon Knight Pail will defeat Dean with one blow in a one-on-one auto battle. Dean will end up in the Ruins.

Ruins

After speaking to Dash, the knight chief Wiseman, priest Morse, and magician Kuresha will come by to rejoin the Hero Dean again. The thief Dash will then join afterwards. (The thief Dash has the special skills/willpower of open [to open a treasure chest without a key] & steal [to take an item from the enemy]). Leave the Ruins, and go south to Pananteji.

Pananteji

Go to the blacksmith's house that in the lower [left] corner, speak to the Elder who is outside, and hear both of his story. Buy some of key level 1 (4), level 2 (3), and key level 3 (4) at the curio dealer. [Note: Please continue to raise the group's level a little higher. Remember that as the group's level rises, the numbers on the group's special skills/willpower also

increase and become more powerful so just stay nearby Pananteji fighting to raise the group's level. Also, use the inn inside Pananteji Town a lot to recover the group's HP and MP]. After that, leave the town, and go south to Nack Tower.

Nack Tower

As you make your way thru the tower, use key level 1, 2 and 3 or the Thief Dash to open the several of the treasure chests on each floor, but beware of some of the treasure chests because they are traps. On 3F, defeat witch Bibito. After speaking to the female spirit Nack, you will get summons of the spirit ring, and Witch Bibito's equipment. Leave the tower, and go back to Pananteji.

Pananteji

Go to the harbor which is on the far left side, speak to Captain Pavlov, and reply with "yes" to his question. Captain Pavlov's ship will take you back to Maurina.

Maurina

After hearing General Slay's story about the magician Sofia, go outside of the town, and defeat the magician Sofia. Afterwards, return back to the town, and speak to Captain Pavlov, and reply with "yes" to his question. Captain Pavlov's ship will take you to the town of Boruchine.

Boruchine

Leave the town, and go southeast to the volcano called Regunes.

Regunes

At the entrance, the magician Sofia tries to prevent the group from going any further. The Hero Albert appears, and tell Dean to use summons of the spirit ring to drive Glovas out of Sofia. Then, Glovas will go further into the volcano. Follow Glovas to the inside of the volcano, and fight him. After defeating Glovas, return back to the entrance, and speak to the hero Albert & the Magician Sofia who will join the group. (The Magician Sofia has the special skills/willpower of flame bullet and torpedo bullet. The hero Albert has the special skills/willpower of blue lion and phoenix). Leave, and go back to Boruchine.

Boruchine

Go to the harbor, speak to Captain Pavlov, and reply with "yes" to his question. Captain Pavlov's ship will take you to the town of Akutanina.

Akutanina

Buy some of key level 2 (3) and key level 3 (5) at the curio dealer. Leave the town, and go south to the Mansion.

Mansion

As you make your way thru the mansion, use key level 2 and 3 or the Thief Dash to open the treasure chests on each floor, but beware of some of the treasure chests because they are traps. On the top floor, defeat the Devil. Leave, and go west to Chunan.

Chunan

Buy some of key level 1 (4), key level 2 (3), and key level 3 (11) at the curio dealer. Leave, and go northwest to the Fortress.

Fortress

At the entrance, the group will encounter Monster User A. As you make your way thru the fortress, use key level 1, 2 and 3 or sometimes the Thief Dash to open the treasure chests on each floor, but beware of some of the treasure chests because they are traps especially the blue ones. On the top floor, while speaking to the female spirit Noah, Monster User A steals the whistle of the destroyed world. As you descend on each floor, there will be new monsters to battle with. On 1F, fight Monster User A. After defeating Monster User A, you get the whistle of the destroyed world, and the Monster User A's equipment. Equip Dash with Monster User A's equipment. Leave, and go into the cave which is on the rightside of the Fortress.

Cave

As you make your way thru the cave, use key level 2 and 3 or sometimes the thief Dash to open the treasure chests on each floor, but beware of the blue treasure chest because it is a trap. Leave, and go north to Runotsua.

Runotsua

Go into the Councilor's House which is in the center of the town, and speak to the Chief Councilor on 2F. Buy some of key level 3 (4) and black key (8) at the curio dealer. Make sure to go to the weapon shop during the day to buy whip which cost \$4800. The weapon shop also opens at night selling different weapons. Leave, and go north to the mountain called Dungeon.

Dungeon

As you make your way thru the dungeon, use key level 3 and black key or sometimes the thief Dash to open the treasure chests on each floor, but beware of some of the treasure chests because they are traps especially the blue and green ones. Go to the back, and defeat the dragon. Leave, and go east to Chian Shrine.

Chian Shrine

At the entrance, the group will encounter the Blue Dragon Knight Pail and General Rufuto who is holding Princess Yuna as a hostage. Afterwards, Priest Morse will give the Blue Dragon Knight Pail the secret treasure in exchange for Princess Yuna who will then join the group. Since Princess Yuna is at level 1, please remember to equip her with the whip since she isn't carrying any weapon. (Princess Yuna has the special skills/willpower of large recovery and bless). Leave, and go east to Garrison. On your way to Garrison, fight the Blue Dragon Knight Pail. After defeating the Blue Dragon Knight Pail, you will get his equipment. Equip Albert with the Blue Dragon Knight Pail's equipment.

Garrison

Speak to the soldier who is standing nearby the wyvern, and reply with "yes" to his question. The wyvern will then fly you to Luzlanju.

Luzlanju

Go inside of the castle, take the stairs up to the top floor, and fight General Rufuto. As you make your way thru the castle, use key level 3 and black key or sometimes the Thief Dash to open the treasure chests on each floor, but beware of some of the treasure chests because they are traps especially the blue and green ones. After defeating General Rufuto, you will get his equipment. Equip Dean and Wiseman with General Rufuto's equipment. Leave, and go southwest to the Ruins. On your way to the Ruins, fight Sir Reddish. After defeating Sir Reddish, you will get his equipment.

Ruins

Go inside, and speak to Sir Reddish and Bishop Lilac. During the conversation, it is revealed that Priest Morse is Sir Reddish's son, and also that Bishop Lilac killed King Rukurenan. Afterward, Bishop Lilac kills Sir Reddish, then leaves. Recommend LV29-33 for the 7 party members, and LV18 for Princess Yuna for the final battle against the Devil Okutoba. Go to the back, and fight Bishop Lilac. After defeating Bishop Lilac, the Devil Okutoba is revived.

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THE END
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Version 2.1
By Ritchie (hidall@hotmail.com)

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