

Youkai Club (Import) FAQ/Walkthrough

by Games_GameFAQs

Updated to v1.1 on Jul 26, 2012

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Introduction

Welcome to my twenty-fourth Guide without a co-author.

I found out about this game through the NES Completion Project. Playing the game long enough, I decided that I should be the person to cover this game. The stages are quite challenging, although the hardest part will be the final stage if you do not prepare (collecting Books and Orbs) throughout the game.

I have enjoyed writing this guide and playing the game, and wish that anyone using this guide finds the game just as fun and this guide helpful. Good luck with the game.

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01) Game Basics [YC01]

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This section is aimed at providing you with the controls and item knowledge that you will need throughout the game. It will also explain the game's story and offer some general hints on how to complete the game.

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01A) Controls [YC01A]

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Left Arrow	= Moves Akira to the left
Right Arrow	= Moves Akira to the right
Down Arrow	= Duck
A Button	= Jump
B Button	= Attack normally
B Button + Up Arrow	= Use selected item
Start	= Pauses the game.

Left Arrow, while Paused	= Change the selected item
Right Arrow, while Paused	= Change the selected item
Start, while Paused	= Unpause the game

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01B) Story [YC01B]

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Credit to http://strategywiki.org/wiki/Youkai_Club for the information in this subsection.

Reviving a long defeated clan of appartitions, the king apparition of evil leads an assualt against the land held by mankind. The borders of mankind's land has been breached and a stronghold at the edge of a town has been captured by the king.

Akira is a boy gifted with the ability of ESP. Believing that Akira would be

able to defeat the apparitions, the town's fate now rests with Akira and his abilities.

01C) Items [YC01C]

This section will describe what each item will do. To make this section easier to manage, I have split the items into 3 sections - "Auto-Use", which are used when you collect them - "Stored", which can be used whenever you want - "Special", which are items that do not fit into the other sections.

0-----0
| Auto-Use Items | | [YC01C1] |
0-----0

This group of items are used when you pick them up. Although this may seem like a bad attribute, most of these items are better to be used when you obtain them.

Orbs γγγγ

These items, which are generally dropped by defeated enemies, will provide you with some EXP that can be used to power up your attacks and use Psychokinesis when the amount of EXP reaches a certain point.

Books γγγγγ

Books will provide you with a noticeable rise of EXP. During the majority of the game, they are found lying around. However, the invisible enemies in the last stage of the game also drop this item.

POWs γγγγ

Only found at certain times during the game and will disappear when you leave the room, these items should be collected when seen to provide a refill on your character's health.

Medicines γγγγγγγγγγ

Looks like a jar, this item will provide you with invisibility for a limited period of time. You can only find these items lying around.

Shooting Stars γγγγγγγγγγγγγγγγγγ

These are the stars with a "tail". Found lying around, they will increase your speed for a short period of time.

Stars γγγγγ

These are the stars that do not have a "tail". They will triple your attack by trailing you with 2 "shadows" of yourself.

0-----0
| Stored Items | | [YC01C2] |
0-----0

Items that can be activated at any time belong in this section. Some may be required to complete this game, while others may be something that just makes certain areas easier to bypass.

Bombs

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Inflicts massive damage on all on-screen enemies. While it is not needed to complete this game, I have found it useful against quite a few bosses and pretty pointless against most normal enemies.

Sunglasses

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Provides you with an ability to see invisible enemies for about 15 seconds. This should be used in stage 6 when you require more EXP to move blocks out of your way, as the invisible enemies drop books instead of orbs. I would claim that these items are required to complete this game.

Hands

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This item causes certain blocks to be moved when you have a full guage of EXP. There are only 2 of these items in the game. On stage 6, you need to use 2 of these items to be able to get through the final stage to the end bosses.

Torches

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For 15 seconds, this item will keep enemies on the screen paralyzed. This item can not be used with the Sunglasses and is not required for completing the game.

O-----O	O-----O
Special Items	[YC01C3]
O-----O	O-----O

Anything that does not fit into the previous two sections belong here.

Keys

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Dropped by bosses, these items must be collected in order to unlock the next stage.

Butterflies

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There are two types of butterflies in this game. The first type only appears when you have died, although they will not always appear (I believe when they appear is related to your EXP as you loose EXP when revived). The second type of butterflies appear when you run out of time and will kill your character when touched.

01D)	Hints	[YC01D]
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- 1) Don't die. Although this is generally a good idea in most old games, it is even more important to mention here in comparison to anything else. If you die, you loose a chunck of EXP, which you are required to fill up twice to have a chance at completing this game.
- 2) Collect all sunglasses and hands that you spot. You require two hands to complete this game and the sunglasses will help you obtain a quick and reliable source of EXP in the last stage.
- 3) Collect all orbs and books that you find. The orbs will help raise your EXP level and the books will add a bar to your EXP in a single

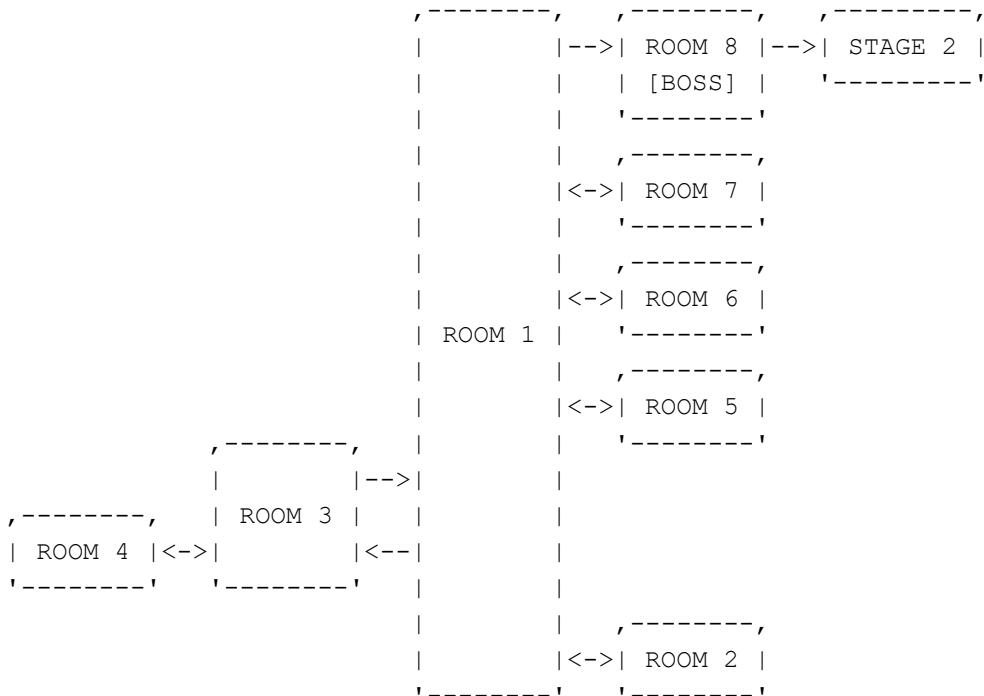
turn.

- 4) Don't go backwards. Heading back the way you came will only summon enemies you encountered to come back for revenge. It is not worth the chance, unless specified.
- 5) Collect the POWs when you get a chance. If you exit a screen without grabbing some powerups, they could disappear when you return. I have noticed that this occurs more with POW items than other items, while also being the most useful.

02) Walkthrough [YC02]

This walkthrough will explain where you need to go, what to pick up and how to defeat bosses. It should be noted that all non-boss enemies can respawn if you exit the part of the screen they spawn at, so try to keep moving forwards at all times.

02A) Kaoyashiki [YC02A]



ROOM 1 - Try to kill the bat closest to you and then climb up the right side of the screen. Jump to the ledge in front of you and walk to the left until you can not walk further. Wait here and watch the moving block move to the right, over your head.

When this occurs, jump to the higher part of the platform on your left and walk to the left side. Wait for the bat to fly down and then jump to the higher ledge on your right. You should have noticed a snake above you. You can kill it by waiting until it pokes it's tounge out, then jump to the ledge in front of it and attack it a couple of times. Before it uses it's tounge attack again, drop down to where you were.

Repeat this until the snake is dead and then head through the gap in

the wall on the right.

ROOM 2 - In this room is a ghoul. To quickly kill this ghoul, walk to the right until you drop down a gap, then turn to the left and attack the ghoul until it and any tadpoles are dead. Collect the orb dropped by the ghoul and the book in the top-right corner, then exit this room through the doorway in the left wall.

ROOM 1 - Jump through the gap in the platform above you and kill any bat that flies up here. Head to the left and jump onto the ledge one square level you are on. Above you is a snake that you can kill the same way as before.

When the snake has been defeated, jump to where it was. Use the ledge on the left to get to the platform directly above you, then climb up the right side of the screen. Keep climbing up the right side of the screen, while dealing with any pesky bats, until you come to a ledge that leads through a doorway on your left.

ROOM 3 - Head across the screen while dealing with the bats and floating mask to reach a doorway for you to enter.

ROOM 4 - Walk as far to the left as possible without falling off the edge and fire at a couple of ghouls in here. You will probably get hurt, but if you have a lot of health, you need not worry if you do not get pushed back out of this room. Once the ghouls are dead, collect the POW and leave this room.

ROOM 3 - Jump through the gap in the platform above you while firing your weapons to prevent a mini-witch from hurting you. Jump onto the square above and then jump up to kill another mini-witch to your right. Jump to the next higher ledge, after killing the mini-witch. Head to the right and grab the medicine.

Climb up to the ledge above you. Go to the left side of the screen and wait until you can jump onto the moving cube above you. Jump on a stationary cube on the higher level and travel up the right of the screen.

When the mask appears, stop where you are and attack to the left until it has been destroyed, then continue up past the snake. Travel up and to the left when you can not go any further to the right and attack another mask that will appear.

When the mask is dealt with, use the moving cube above you to reach a platform on the right, then jump up and to the left of the screen. When possible, travel up to the right of the screen, avoiding another snake's tounge. Walk through the gap at the top when you spot it.

ROOM 1 - Start firing your weapons to defeat a bat that will be waiting for you and then climb up the right side of the screen. When you get to a doorway, jump through the doorway.

ROOM 5 - Head all the way to the right, killing the bats along the way, until you can not go further. At the bottom-right of the screen to find a torch, then wait until the fire to your left dies down to jump across to the next platform. Keep heading to the left, avoiding the flames that will appear and killing the respawned bats, until you get through a doorway.

ROOM 1 - Kill the bats that will appear and then jump to the platform on the left. Walk until you can not go any further and then jump up to the right platform above you. Either avoid or kill the snake, then head to the right. Climb up the right of the screen and enter the next doorway you come to.

ROOM 6 - Fire your weapon until you kill a bat that heads toward you, then jump to the platform in front of you with the flame. Wait until the flame has risen higher and then jump over it. Walk to the right and drop down a gap, then keep walking to the right and jump on the raised ledge on the floor. Stand on this ledge and kill the ghoul that will come to attack you.

When the ghoul is dead, drop down the right side of the ledge you are on and kill another ghoul, then head to the right until you can not go any further and collect the torch and bomb here. Run to the left side of the screen to leave this room.

ROOM 1 - When you get back to the main corridor, try to get rid of the bats before you jump to the ledge in front of you and climb up to the left of the screen. Watch out for the moving cube up here while you then change direction and climb up to the right side of the screen.

When you can not climb further up to the right side of the screen, change direction to the left side. You should come to an opening above you which you want to climb and use to reach a gap in the right wall that you want to enter.

ROOM 7 - The orbs in this room will disappear quickly. To get the majority of the orbs, jump up to collect the orb near you and then fall to the ground level to grab all the orbs here. If you have enough time, try to collect the other orbs in this room, but I doubt you will have time. Once the orbs have disappeared, grab the POW. You should have obtained the torch in this room when you were getting the orbs, but it was near the middle of the screen if you did not get it before. Exit this room.

ROOM 1 - Climb up to the left side of the screen until you reach the top of this room. You should be able to see the final gap in the wall on the right that you want to head through to reach the boss of this stage. Be careful as you may get attacked by some skulls before being able to exit the stage.

ROOM 8 -

O-----O	O-----O
Black-Robed Wizard	[YC02A1]
O-----O	O-----O

Item Dropped: Orb worth 1,000 EXP
Ranged Attack: Fires lighting bolts when stationary
Description: A man holding a staff and wearing a black robe with a cross

Start this room by using a bomb against the boss to reduce a good deal of health from this boss. Afterwards, use short bursts of attacks close to the boss before jumping out of the way of two lighting bolts that will be fired at you. You could try to use the higher ledges to help deflect the wizard's jump, but that is difficult to achieve and you can be heavily punished if it goes wrong. The ledges can also be used to jump over the boss, but make sure to land near enough to be able to hit him with your attacks.

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O-----O
| End Boss Battle |
O-----O

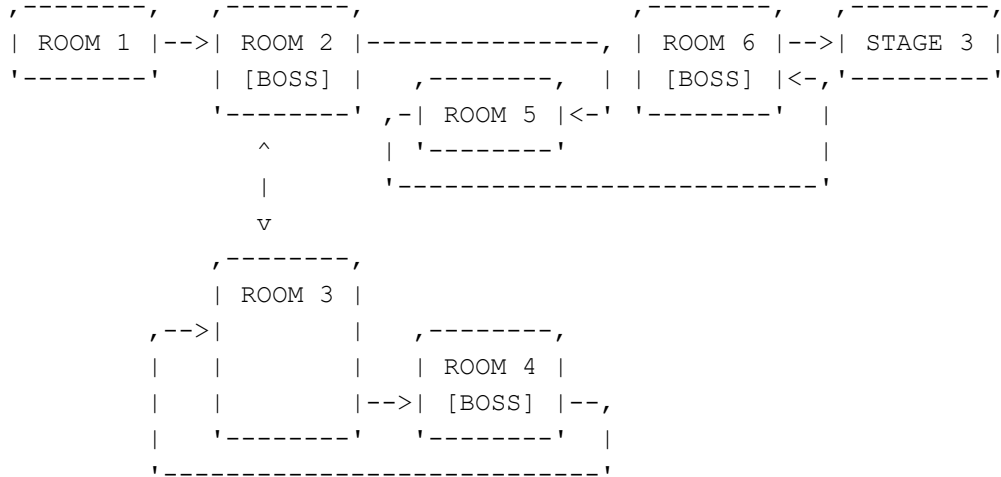
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After you have defeated this boss, collect the key and the orb that was dropped and exit the stage through the gap on the right.

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02B)      Yokai No Mori                                     [YC02B]
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ROOM 1 - Head to the right and jump to the higher grass ledge. Continue to the right until a fish jumps up from a broken bridge, then kill it. A torch is under the bridge, so crouch down and press the jump button to fall down and grab the torch. Jump up, while being careful of the bat that appeared, and then head to the right.

You will encounter a demon baba that needs to be killed before you can pass. Afterwards, a bat will then try to hurt you. Continue to the right and jump to grab bomb nearby, firing at the bat that will appear.

Continue to the right until you can get another bomb. A bit further ahead is a broken bridge where you will encounter some fish and a bat that you can kill. Afterwards, there is another torch to grab before continuing to the right. You should reach another Demon Baba, along with a book that you want to grab. Head to the right until you come to another part of this stage.

ROOM 2 - Head to the right and kill the white fox that appears, being careful of the bats that appear. Once the fox is dead, head to the right until you come to a boss battle.

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O-----O
| Zombie Stuck in Ground |
O-----O

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O-----O
| [YC02B1] |
O-----O

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Item Dropped: Orb worth 400 EXP
Ranged Attack: Throws white objects in the air and they fall to the ground
Description: The top half of a zombie with black hair and a grey top

As you notice the zombie start to rise from the ground, jump onto either side of the ledge the boss is located and face the enemy. Crouch down to avoid the thrown objects and keep firing until the boss is dead.

O-----O
| End Boss Battle |
O-----O

After the boss has been defeated, walk to the centre of the platform it was on and press down to reach the next screen.

ROOM 3 - There is a bomb that you should collect in the top-left corner, although you should be wary of bats and skulls. You want to drop down to the bottom of the level to reach this exit.

While you are dropping down to the bottom, you can collect a torch on the way down. The torch is located on the right, opposite a gap in the left wall that you can not pass through. During your time down, there will be bats and skulls trying to attack you, so be careful.

Once you reach the bottom, there will be a POW to collect on the left and the exit is on the right.

ROOM 4 - Head to the right to wake up the rockman. It is better to dodge it's ranged attack and get past it. Walk further to the right to encounter a skull and a bat, followed by a torch that you want to collect.

After the torch will be a bat and a rockman. You can kill this rockman easier than the last one as you should be on the same level as it and it will take damage while morphing into it's attacking form. A skull will appear after the rockman as you make your way to the right. You will encounter another two skulls near a normal star. Grab the star and run to the right, killing the skull and bat that will appear.

O-----O
| Flame Puma |
O-----O

O-----O
| [YC02B2] |
O-----O

Item Dropped: Orb worth 1,000 EXP
Ranged Attack: N/A
Description: A Puma that is covered in orange flames

The main attack for this boss is to pounce at you. It would be very hard to get through this boss without getting hurt. Jump to the lowest part of this area, in the middle of the screen and just keep attacking the puma. As you should have the mirror copies of yourself, this battle should be completed with ease.

O-----O
| End Boss Battle |
O-----O

A key should appear in the middle of the screen, which you should collect before heading to the right. When you get to the top of the hill on the right, you will have to deal with a skull and two rockmen. This should not be hard with your temporary mirror powers.

Once finished, continue to the right and you will have to get past four skulls and a bat before getting ambushed by another rockman. This rockman will take longer to kill, as you will not have the mirror powers when you reach it.

Once done, continue to the right to encounter a skull, a rockman and a bat. Grab the bomb in this area and continue to the right after you have dealt with the rockman. You will encounter another bat and the last rockman in this area just before the exit. Crouch down to hurt the rockman, as it will be on a lower level to you. Once finished, head to the right to exit to another room.

ROOM 3 - You should recognise this place. Instead of going down, we are now going to climb up. Kill the bat in front of you and then drop down to a lower platform. Jump up to your right and onto a higher platform and then keep jumping up to your left.

When you can, jump up to a reachable platform on your right. Jump to the single block that should be above your head, then jump to the ledge on your right. Use the two single blocks to jump up through the hole in the top of this room.

ROOM 2 - You are back where you fought the stuck zombie. Head to the right and turn to the left when you are off the block to face a bat and a white fox.

Once you have finished, head to the right and kill another fox. Jump to the roof and make your way to the other side, avoiding the foxes as they try to jump up to hurt you. Near the end of the roof will be a couple of bats to kill. Drop down and grab the medicine behind the Rokuro before running to the right. Walk into the door of a hut.

ROOM 5 - Jump to the high ledge on the left and get over the broken bridge. Avoid the bat that will try to attack you and run up to the pole on the left. You will encounter an upside-down man shortly, which can be killed with a bomb (and you should do so, due to what it drops).

Head slightly to the left and defeat the demon baba (without a bomb), then continue to the left. Another upside-down man will be in your path, and should also be dealt with using a bomb to collect his drop.

Once you have killed the upside-down man, continue to the left and kill the demon baba along the way. A cloud will appear shortly after the demon baba, which you want to dodge until you get to the end. Next to the end of this area is a POW, which you want to grab for the upcoming boss battle.

ROOM 6 -

O-----O	O-----O
Vampire 1	[YC02B3]
O-----O	O-----O

Item Dropped: Key
Ranged Attack: N/A
Description: A Vampire that takes up half the screen with a black cloak and white face

This vampire will summon bats from its mouth. Additionally, a blue flame puma will appear and attack similar to the previous flame puma boss.

Jump to the vampire and keep attacking its eyes until the blue flame puma appears in the middle of the screen. I generally use a single bomb and then try to kill the puma with normal attacks, although this could cause you to die. You should have two bombs coming into this battle, so using both bombs should

be enough to kill the puma (and probably the vampire as well). If the vampire is still alive after killing the puma, just focus your attacks against it.

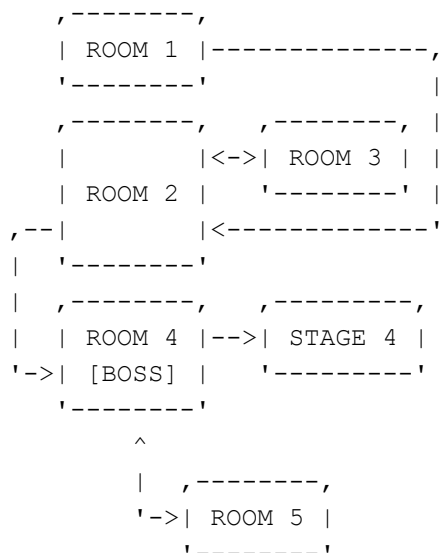
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O-----O
| End Boss Battle |
O-----O
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Once the vampire has been defeated, collect the key and any orbs before you exit the screen through the gap in the right of the room.

02C)

Kumo No Kairou

[YC02C]



ROOM 1 - Head to the right and jump on the ledge opposite your starting position. There is a bat that should be around your position, so be careful as you make your way to the gap on the right of the screen. Kill the skull that appears and then jump over the gap when the flame dies down, firing your weapon to kill the oncoming ghoul that can knock you down into the hole.

Continue to the right and you should come to another hole with a couple of blocks above it. The lower block is above a flame, so be careful as you get to the other block and to the medicine above.

Once you have the medicine, run to the right as quick as you can. You should encounter in order a ghoul, some flames, a bat, some more flames, another ghoul, two sets of flames, two bats and a falling block before you come to the next hole that you want to jump over.

On the other side of this small hole is a bat, a ghoul, some flames and another bat before a hole with a rising flame that you want to jump over. There are three bats that you will encounter before another rising flame hole, and you probably have lost the protection by now.

Jump over the hole and fire at a block that is underneath a book you want to grab. Walk to the right and kill a ghoul before jumping over two different hole, one with some rising flames. Be careful with the second hole as a bat likes to come and kock you into the hole.

Once you have crossed the hole, continue to the right while killing ghouls and jumping over four holes to reach a doorway and the exit of

this area.

ROOM 2 - Jump up to the ledge on your right, then the ledge on your left to reach the next area.

ROOM 3 - Drop down and kill the ghoul, then head to the top-right corner to get back to the previous area.

ROOM 2 - Head to the left while attacking the two bats in the room. After the flame blocking your path starts to die down, jump over the flames and kill the ghoul that will attack. Keep on walking to the left and jump over another flame before you encounter another ghoul. A third ghoul will appear in your path that you should kill before jumping to a higher ledge to grab the invincibility medicine.

With your invincibility, continue heading to the left. You will meet up with another ghoul that you want to kill. Shortly, you will come across some exploding fireballs and a large hole you want to avoid falling into. The fireballs will not harm you at the moment, so just focus on getting past the large hole.

On the other side of the hole is a ghoul to kill. Continue on your way and you should come across a small gap, followed by a larger gap. The larger gap has flames coming out of it, which should not affect your current invincible state, and you need to land in the middle ledge before jumping to the other side. Continue heading to the left once you get past this obstacle.

Your invincibility should run out just as you get to another hole with a flame coming out of it. Kill the ghoul and then jump over the gap, ignoring the shooting star. You should shortly arrive to a POW above you (which will not appear if you grabbed the shooting star) and a gap to the left. Grab the POW and then head to the left, jumping over a gap along the way.

Jump over another gap and rush forward while attacking. You may be able to kill the ghoul without getting hurt, but at least the ghoul's attack will not push you down a hole if it does hit you. There will also be some exploding fireballs that you want to dodge before heading further to the left. Another ghoul encounter will occur before you reach another gap to jump across.

Once across, GRAB THE HAND!!! If the hand is not there, wait until it does appear. You NEED this hand to complete the game. Once you have the hand, head to the left to kill a ghoul and to reach the end of this room

ROOM 4 - Straight away, duck and fire until the skull is dead. Head to the right, jumping along the clouds until a pink cloud appears. When the cloud moves along, jump onto the higher cloud and continue to the right. Jump over to the next cloud and then jump off the cloud to grab the torch, forcing you to land on the cloud below. If a skull has not appeared yet, walk forward a bit to lure it out and then kill it.

Once that skull is dead, jump to the cloud on your right and then get ready to quickly jump over a pink cloud. Continue on your way to the right and kill the demon baba that will attempt to block you. Jump over the wooden pillars to collect a POW. Use the high clouds to make your way to the right (being careful of a lightning man) until you

spot a bomb on the right side of the screen, in between a couple of wooden pillars. You should now be near a gap you can drop down to grab some invincibility medicine.

Now that you are invincible, use the clouds on your left to reach the higher clouds. Use these higher clouds to reach the bomb that was mentioned in the previous paragraph and then continue heading to the right. Ignore the 2 skulls, demon baba and lightning man as you head as far as you can before the screen stops moving. When this happens, drop down the right side of the left-most wooden pillar that you should have reached.

ROOM 5 - Kill the demon baba in this room, then collect the orb it drops and the book that appears on the right. Leave the room.

ROOM 4 - Kill the skull that comes from the left and then focus on getting rid of the lightning man. When the lightning man is dead, head to the left. You should come to a torch before meeting up with the demon baba and another skull. Ignore these enemies and head past the wooden pillars you were just at.

You should re-encounter the skull you faced earlier when you reach the pillars, and a spider after you pass them. You should have two clouds near the bottom of the screen with a slightly higher cloud to the right. Keeping firing your weapon while you jump to this cloud, or a skull will knock you off the cloud. Head to the right and you should come to some more wooden pillars and a skull. Kill the skull and then climb the pillars. Dodge the oncoming skull and then grab the book on a pink cloud. A lightning man will appear that you should kill.

Whether or not you kill the lightning man, head to the right on the pink clouds. When you get to the end of a long pink cloud, you will encounter a skull. Kill the skull and climb over the wooden pillars to meet another skull. Continue heading to the right and choose the lower set of clouds when you have a choice. Walk forward and kill the demon baba. Continue to the right, either killing or dodging the 2 skulls that will appear, until you get to a wooden platform. Above the wooden platform is a cloud that you should walk across to activate the upcoming boss battle without getting hurt.

O-----O	O-----O
Purple Demon	[YC02C1]
O-----O	O-----O

Item Dropped: Orb worth 1,000 EXP
Ranged Attack: Fires gushes of wind when moving
Description: A purple demon with pink hair and a white bag

There seems to be 2 ways to beat this boss. I prefer the first method as this method appears to be the easier to repeat. The second method is faster, though.

- 1) When the demon is on the right, attack it a couple of times and then jump on the large wooden pole on the left. Dodge any attacks while it is flying to the left and wait. When it charges to the right, follow it and repeat.
- 2) Stand in the middle of the area and attack. Whenever the demon charges, attempt to jump over it. Sometimes, you may not be able to jump over the demon and it will take quite a bit of life for you. However, it is possible to defeat this boss with this tactic.

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O-----O
| End Boss Battle |
O-----O

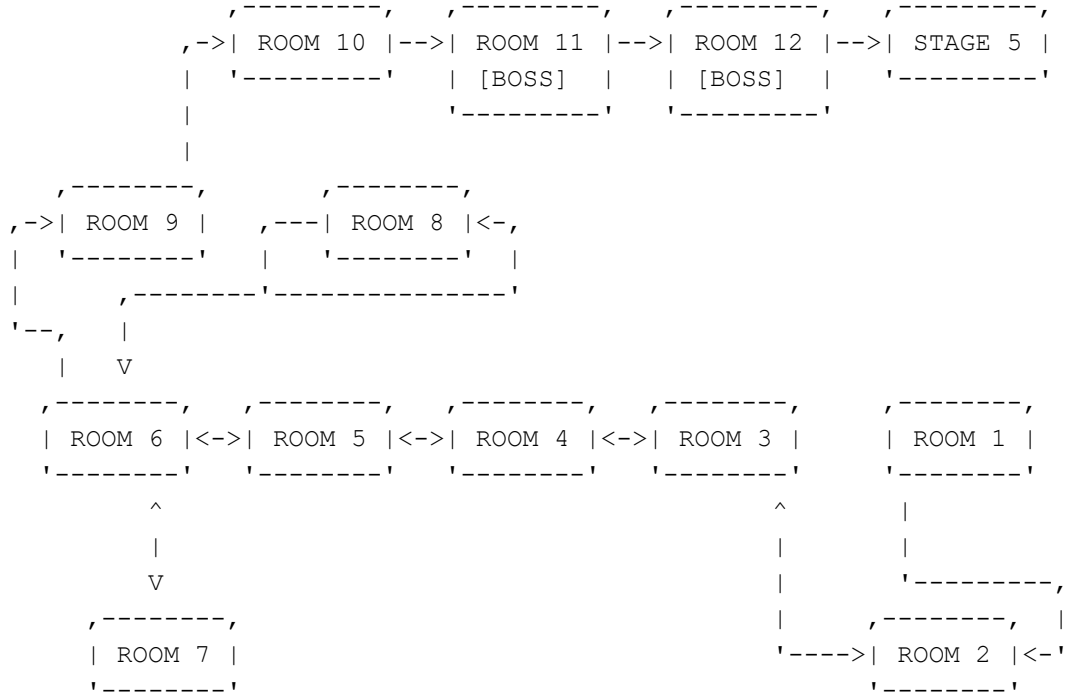
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Once the demon is dead, grab the orb and key and then head to the right to complete the level.

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02D)      Hone No Miyako                                     [YC02D]
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- ROOM 1 - Kill the skulls that will rush you, then head as far to the left as possible. Drop down a small gap to reach the next room.
- ROOM 2 - You will appear in a room with a load of tapoles. You will need to neutralize these enemies before heading to the left. Jump over the hole with the flames coming out of it and kill the tadpole that you will reach. Continue moving to the left, while killing the tadpoles. Keep to the bottom of the screen as much as possible, until you walk under some flames, then jump to the left and leave this room.
- ROOM 3 - Attack the skulls and bats on the screen, then jump over the gap and walk to the left. While heading to the left, you should encounter two exploding fireballs, followed by a skull and another exploding fireball. The exit for this room is as far to the top-left corner you can reach.
- ROOM 4 - You will be ambushed by three bats and two skulls, which you want to kill and obtain their orbs. The rest of this room involves you jumping to the other side while either killing (and collecting the dropped orbs) or avoiding skulls.
- ROOM 5 - The skull near you when you come into this room will travel under your current position. When it has past you, walk to the left and trigger the fireball trap. When the fireballs are above you, head for their centre to avoid them and to trigger the arrival of a skull you want to kill.

Trigger and avoid another couple of fireball traps, then walk to the

left and encounter two skulls. The fireball trap you should see near the top of the screen can be avoided by standing directly below it's current position. When that has been dealt with, head to the left to encounter another skull and the exit for this room.

ROOM 6 - Yet another ambush awaits you at the start of this room (anyone else getting fed up with them?), with three skulls charging at you. Kill the skulls and then head to the left, encountering another four skulls along the way.

After the fourth skull, you should see a bomb that you want to grab and a rising flame. Grab the bomb and then avoid this flame by using the platform above it. Head underneath the next flame and then kill a skull that will attempt to attack you. Jump over the final flame and kill another skull.

Once the skull is either dead or out of the way, you should spot a shooting star item. There is no point in getting it, as the benefits will be short lived. Walk to the left until you see a fireball trap, killing two skulls along the way. You want to activate and dodge the trap, then fall down the next gap you come to. Walk to the RIGHT to be able to progress through the game.

ROOM 7 - Kill the bat and the flying witch. Stand near the middle of the platform with a dip in the middle to prevent falling down one of the gaps while attempting to kill the enemies.

When they are dead, head to the right to activate the fireball trap and then collect the POW that will appear in the top-right corner of the screen. Leave this room the same way you came in.

ROOM 6 - Starting back in this room, you will activate a fireball trap and have four skulls attacking you. Attempt to kill all the skulls you can, before heading to the left and activating another fireball trap. Keep heading to the left, killing a couple of skulls along the way, until you come to a flame trap. Jump over the flame trap, deal with the skull that will appear and then jump on the high platform nearest the flame trap to reach the next room.

ROOM 8 - The bat will quickly fly off the screen, in my experience, so do not bother to try and hit it. Once the bat is gone, jump across to the blocks on the left. Stand on the left, lower block and edge to the left to activate the fireball trap.

You should get hit by this trap and get pushed closer to the right block. Anyway, head to the left (using the lower platform) and activate the second fireball trap. Stand inbetween the two bones in the background near you to avoid the fireballs.

Once you have activated the fireball traps and the bat has escaped, collect the POW in the middle of the screen. Use the gap in the left side of the screen to exit the level.

ROOM 6 - I found that jumping up and attacking should allow you to kill all the skulls in this area. Collect their orbs and then head to the left. Shoot the block that is hanging off the ceiling to make it fall to the ground. Continue to the left, avoiding flame traps and killing skulls, until you see some glasses.

Grab the glasses and stay in that place until the first of two fire-

ball traps are cleared, and then jump to the ledge above your head. To get past the second fireball trap, you need to jump to the left to activate the trap and then direct yourself to the right to land on a safe platform.

When you have got past both fireball traps, head to the exit of this room in the top-left corner, while either killing or avoiding a skull along the way.

ROOM 9 - Another new room, another couple of bats that will generally escape before you can attack them. The gaps in the floor are also flame traps, so be careful around them as you make your way to the gap in the top-right corner of the screen.

ROOM 10 - Start this room by killing the three oncoming skulls. Once they are dead, head to the right (while avoiding the flame traps) to collect the POW and either the normal star (attack power boost) or the shooting star (speed boost). Personally, I choose the attack power boost, as I found the speed boost actually hampered my travelling in this room. Either way, you DO NOT want to get hurt travelling to the next room.

Anyway, to your rightt is a flame trap that you want to jump over. Stay where you are until the fireball attack has been cleared, before heading further to the right. Activate the next fireball trap and head as far to the right without jumping to avoid this trap.

The next fireball trap is a bit more tricky. Jump to the top part of the platform and inch yourself closer to the right until the fireball trap is activated, then run to the left to avoid the last fireball. When it is cleared, drop down to where the fireball trap was and walk to the right to find (and kill a skull). Continue to the right and perform the same trick on the next fireball trap.

Continue to the right, avoiding or killing about four skulls, until you are on a ledge touching the bottom of the screen. Edge closer to the gap to your right to activate a couple of flame traps. When the traps disappear, jump across the gap and then kill an oncoming skull. Once the skull is dead, head to the right to reach the first of two boss battles.

ROOM 11 -

O-----O	O-----O
Grim Reaper	[YC02D1]
O-----O	O-----O

Item Dropped: Orb worth 1,000 EXP
Ranged Attack: N/A
Description: A man (that can fly) holding a scythe and wearing a black robe

The Grim Reaper's movement is that he will move across the top of the screen for a couple of seconds and then swoop down and try to knock about a quarter of your life away.

I found the best way to defeat this boss is to stay on the higher platform on the left (where you start). Time your attacks to hit the Grim Reaper while he is swooping down to attack you, then jump off the platform to avoid his attack against you.


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O-----O
| End Boss Battle |
O-----O

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After you have defeated this boss, collect the key and the orb that was dropped and exit the level through the gap on the right.

ROOM 12 -

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O-----O
| Vampire 2 |
O-----O

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O-----O
| [YC02D2] |
O-----O

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Item Dropped: Key
Ranged Attack: N/A
Description: A Vampire that takes up half the screen with a black cloak and white face

This vampire will summon skulls from it's mouth. Additionally, a cloud will appear and attack in the same manner as the clouds from level 2.

You basically perform the same job as the last Vampire boss. Keep attacking the Vampire until the cloud appears, then focus your attacks on the cloud. When the cloud has been defeated, concentrate your attacks back to the eyes of the Vampire.

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O-----O
| End Boss Battle |
O-----O

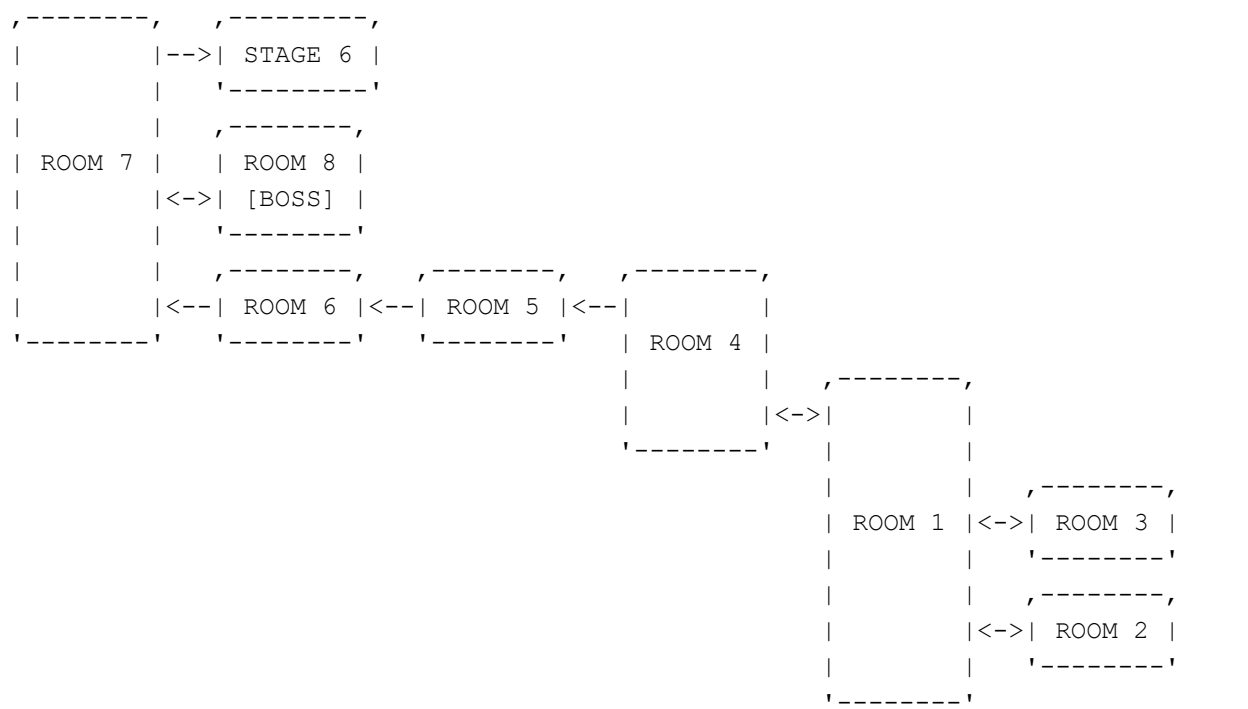
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Once the vampire has been defeated, collect the key and any orbs before you exit the screen through the gap in the right of the room.

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02E)      Daruma Yakata                                     [YC02E]
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ROOM 1 - Shoot at the bats until they are gone, then start climb up the right side of the room. When you can not climb any further up the right

side, make your way through the gap on the left. Once you are through the gap, you should see an archway on your right

ROOM 2 - Kill all the tadpoles in this room, then leave.

ROOM 1 - Attack the three bats on the screen, then make your way to the left side of the screen. Above you is a gap protected by a moving block and a bat. Jump up to lure the bat away, then time your next jump to land on the platform above and then quickly jump again to avoid being hurt by the block.

Once you have passed the moving block, make your way up the left side of the screen while avoiding any bats that come your way. Be aware of a set of three skulls that may appear at any time (like in the first and second levels of the game). When you see a gap in the right wall, walk through it.

ROOM 3 - Kill the demon baba in this room. When it is dead, collect the orb it will drop, a book and POW before leaving the room.

ROOM 1 - Climb up the right side of the screen while avoiding bats and the set of three skulls that might appear. You should spot a gap in the left wall when you reach the top of the room. Head through the gap.

ROOM 4 - Get rid of the bats that you can see and then grab the glasses on the left side of the room. While avoiding bats and skulls, climb up the left side of the room. You should encounter a floating, moving block during your climb. The path should end short of the exit, but there is a torch you should easily be able to reach from this area.

Once you grab the torch, climb back down until you reach the ledge above the floating, moving block. After reaching the floating, moving block, head to the right side of the screen. On the right, you will encounter a ledge above you that can only be climbed by staring the jump directly below the ledge.

Slightly above that will be another floating, moving block. To get past the floating, movable block, you need to time your jump so that you will land on the block, then quickly jump onto the stationary, floating block. Jump to the left ledge and then exit this room.

ROOM 5 - Kill the skulls and tadpoles and then head to the left. Get past two fireball traps and then kill another skull. The blocks of the ceiling that do not touch the top of the screen will fall when you get close, so be careful. You will have to get close to these blocks to get them to fall.

Once the blocks have fallen, continue to the left and kill the skulls and ghouls you will encounter. You will shortly come to an area with floating platforms. There is also a shooting star item near these blocks. DO NOT GET THE SHOOTING STAR ITEM! It is not useful for this level and can prevent you from obtaining a POW item. Anyway, you will want to get to the top floating block and then fire to get rid of a falling block. Continue to the left and kill the demon baba when you encounter it.

After the death of the demon baba, jump across the flame pit and collect the orb it dropped. If you have not seen a skull yet, jump to the next ledge and kill it when it appears. Jump across to the left and then collect the POW that is near the bottom of the screen.

Get onto the platform above you and continue to the left.

When the ceiling lowers by a block, jump up and shoot. This should dislodge a falling block. Make your way to the left and stop when you are directly underneath the space where the last block you dislodged was situated. Jump up and fire to dislodge a second block and then continue to the left until you pass the floating blocks.

Get on the higher ledge on your left, jump to the ceiling and shoot at a falling block. Head to the left, dodge a fireball trap and kill a ghoul. Heading further to the left, you should encounter a demon baba that you want to kill.

Head up the screen, using the floating blocks, and walk to the left. You will come to a dead-end with a bomb and a ghoul to kill. The orb that is dropped by the ghoul might be able to be collected by walking into the wall on the left. Head to the right until you reach a demon baba, and then kill it again.

Once the demon baba has been killed, drop down to the bottom platform. Wait until the flames go down before jumping over the hole. The next hole has more flames that you want to wait for, and you need to jump as late as possible to avoid falling into the pit. Kill the ghoul that will appear once you have got past the pits. Continue to the left and kill the demon baba that will block your path.

Now that you have killed the demon baba, jump over the gap on the left and walk until you meet up with a ghoul to kill. When the ghoul is dead, wait and watch for the flames. You should have noticed there are two different sets of flames. We want to focus on when the left set of flames die down before jumping to the ledge where the flames touch. Once over the flames, head to the left to leave this room.

ROOM 6 - Head to the left, staying on the ground floor, until you meet up with a mummy. Kill the mummy, then two bats. Continue on the ground and you will come to a fireball trap you must dodge. Afterwards, continue to the left and climb to the top-left floating platform. DO NOT GET THE SHOOTING STAR. Stay to the right side of the top platform to lure a mummy into the pit, while also avoiding a skull.

When the mummy and skull are no longer on the screen, drop down to the ground floor and kill another skull. Head to the left and then avoid a fireball trap. Again, you want to use the platforms to get to the top-left ledge, only this time it is to collect a book (should appear if you have followed this guide and NOT collected the shooting star).

Continue to the left until you get to a doorway and then STOP BEFORE ENTERING THE DOORWAY. There is a POW item on the screen we want to collect. This should be an easy "jump up the floating blocks" to grab the POW item. Once you have the POW item, drop down and walk through the doorway.

ROOM 7 - Avoid or kill the bats on the screen, then head through the gap in the right wall above your starting position.

ROOM 8 -

O-----O	O-----O
Daruma	[YC02E1]
O-----O	O-----O

Item Dropped: Orb worth 1,000 EXP
Ranged Attack: Drops 4 miniture versions of itself to run along the floor
Description: A man in grey and white striped clothes

When you start this level, the Daruma has legs and is running across the floor. While firing a barrage of attacks at it, make sure that you jump over the enemy to avoid loosing about a third of your health. I would advise that you ignore trying to dodge the miniture versions of this boss, as they do little damage and will increase the length of this fight.

The second portion of this fight will have the Daruma loose it's legs and start bouncing around the room. You should try to attack this boss when it is close to the floor, while making sure to avoid touching it. It is also possible to hit the miniture versions when they are falling to the floor, but I would leave them alone if you have half a health bar or more left.

O-----O
| End Boss Battle |
O-----O

Collect the orb and key, then leave the room.

ROOM 7 -

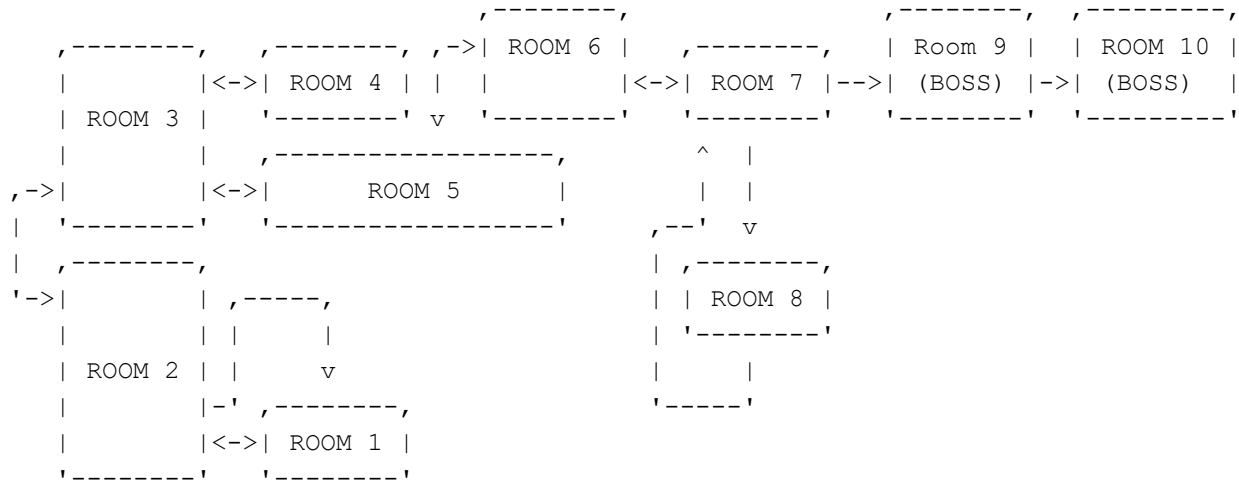
O-----O
| IMPORTANT NOTE |
O-----O
| Before leaving this level, Akira (your character) should be attacking |
| with Fireballs. This occurs when you have your "EXP" guage at two thirds |
| full. If you have not reached this point yet, keep fighting the bats in |
| this room until the time has almost run out (about 30 seconds left) or |
| you reach this target. |
| |
| If you do not reach this target, it will be VERY DIFFICULT to complete |
| this game within the next level's time limit. |
O-----O

Avoid the bats and skulls that you will encounter while travelling to the exit. I will not be pointing them out to you. This is because the bats will reappear throughout the room and the skulls appear in a random fashion from the ceiling.

Make your way to the left side of the room and climb up until you are blocked by a ledge. Go to the right side of the screen and climb up this side as far as you can. If you are on a single block directly below a longer ledge and can not get up, you need to jump towards the right and then come back in on the left once you are past a gap that is between two floating ledges. Grab the glasses up here and then drop down to the block below the long ledge.

Jump over to the left of the screen and climb to the top. You should see two paths to the right. The lower of the two paths will take you to a POW (which you should be able to see). The higher path will take you to the end of this level. I recommend staying here for a while to increase you EXP before leaving the level, and to grab the POW if you only have about a quarter of your health left.

When you have finished, leave this room and this stage.



ROOM 1 - Pause the game. Like half the rooms in this stage, there are some enemies that you can not normally harm. You might be able to make out these enemies, as they look like a hand. To harm them, you want to use the glasses (which I recommend for this room).

Once you have used a pair of glasses, kill the hands and mummy and collect the books dropped by the hands. Head to the left side of the room, killing any hands that get in your way and dodging the large witch's fireball drops. This room's exit is a gap in the left wall.

ROOM 2 - Start this room by killing a couple of bats that will attempt to charge at you. Once they are dead, head to the left side of the room and jump up 2 steps on your right. You should see the options spilt. Jump up to the left side, turn to the right and kill the bat. Keep climbing up the left side of the screen until you collect a bomb.

When you have collected the bomb, drop down until you get to an area where you can reach a pair of glasses on the right side of the screen. Climb up the right side of the screen, killing bats (and possibly skulls) along the way, until you come to a POW. Grab the POW, continue the climb to the top, and then jump across the top of the room to the top-left corner.

ROOM 3 - Walk forward and fire a couple of shots to kill a bat and an animal skull. Make your way to the platform near the top of the screen and head to the right until you come to a flying ice witch. Kill the ice witch and then drop down for the book.

Once you have collected the book, jump on the block slightly above and to the left of your current position. When on the block, try to jump on the ledge above, and then make your way to the right. Stay on the higher ledges to avoid the hand enemies.

When you spot a POW, continue walking on the higher platform until you pass over the POW. Once past the POW, drop down to the lower platform when you have a chance and then grab the POW. Head to the right and leave this room via the middle ledge to reach Room 4.

NOTE: You do not need to enter Room 4 to complete the game. You can skip Room 4 and enter Room 5 by leaving this room through the ground exit.

ROOM 4 - Kill the flying white witch. Once it is dead, there will be a pair of glasses on the other side of the large hole. Use the floating blocks to reach the glasses, and then use them again to get to where you entered this room.

ROOM 3 - Drop to the floor and then go through the bottom gap on the right, while being careful of the animal skull.

ROOM 5 - Get rid of the bat and then make your way up the steps. You should see a book, which you want to grab and then kill the mummy that will come after you. Make your way to the right until you walk down some more steps.

Jump over the gap and stay on the ground level until you come to another gap. We DO NOT want to collect the star in the middle ledge you just past. Jump over the second gap and then get on the middle ledge and walk until you grab a hand.

Once you have obtained the hand, walk to the left until you can drop down to the ground level. Head to the right, killing a mummy along the way, and use the blocks here to reach the highest set of ledges in this room. Head all the way to the left on the top ledges, while killing any enemies that get in your way.

ROOM 6 - Rush to the bottom-left corner of the room, collecting the glasses along the way. Be quick, as there will be A LOT of flame traps coming up from the floor.

ROOM 7 - Walk to the steps on the right and use the top step to give yourself a better chance to kill the flying witch. Also, kill the exploding snake. You should see an orange and blue block just below a star on the screen. To move this block, you NEED a full EXP bar and a glove in your inventory. If you have followed this guide and collected all the possible orbs, you should be able to move this block.

NOTE: If you are missing the full EXP bar, walk as far to the right as possible. Hopefully, you should see an invisible hand rise from the ground and start heading at you. Retreat back to the left side of the steps and then face to the right. When you can see that the hand has gone past the light brown blocks, use a pair of glasses to be able to see (and harm) them. They will drop an EXP book and will respawn when you walk up to the light brown blocks. Do this until you have a full EXP bar, then wait for the effect of the glasses to wear off to use the glove.

Once you have used the first glove, you can either spend time here gaining more EXP, or head through the newly created gap. Once you head through the gap, you will be prevented from using or collecting any items until the mirror effect has been removed. Anyway, continue to the right until you come to an exploding snake. Kill this enemy.

After the death of the exploding snake, continue moving to the right and you will encounter a flying witch to kill. Keep moving and you will come to another set of steps, guarded by an exploding snake. Kill the exploding snake and MAKE SURE YOU DO NOT enter the room that the top of these steps will take you. To get past them, just walk on any of the lower steps. Even if you have entered this room once, you still need to avoid entering it when you next pass the entrance.

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O-----O
|                                     |
|             IMPORTANT NOTE         |
|                                     |
O-----O
| Follow these steps if you entered the room I told you not to enter: |
|                                     |
| 1) Kill the flying witch in this room. |
| 2) Collect the POW (only available once). |
| 3) Around the middle of the room, keep jumping until you find the exit. |
| 4) Make your way back to the area you were in, collecting orbs and books |
|    along the way. Thankfully, you do not need to worry about moving any |
|    of the blocks with a glove that you have already moved. |
O-----O

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Once you are near the steps without the mirror effect, there should be a touch above and to the left of the door and a POW to the right. We will ignore the POW for now, as we want to use a pair of glasses. Walk to the left to try and lure a hand to appear and then kill it when reaches your side of the platform. Head to the right side of the steps (when you get attacked by a skull) and then repeat the process until you have a full EXP bar.

Once the bar is full, collect the POW and then get on the top ledge to reach the second and final block that you need to use a glove to move. When the block has been moved, head slightly to the right and kill an exploding snake you encounter. Continue to the right until you encounter a flying witch that should be dealt with. After you have got rid of the flying witch, head to the right and stay on the ground. Kill the mummy that will block your way and then continue on your path to reach the end of this room.

ROOM 9 -

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O-----O                                     O-----O
| Circus Performer |                             | [YC02F1] |
O-----O                                     O-----O

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Item Dropped: Orb worth 1,000 EXP
Ranged Attack: READ PARAGRAPHS BELOW
Description: A man dressed in orange and white stripped clothing

This boss battle occurs in three parts. The first part has the boss balancing on an orange ball. Just crouch down and fire at him from your starting point until the boss reaches the next stage of the battle.

In this part of the battle, the boss will start juggling pins that he will then throw at you. These pins will explode when they hit a wall, the floor or your character. Like before, just crouch and shoot until the boss moves to the final part of this battle.

Now for the challenging portion of this boss battle. Due to this being the penultimate room, I would recommend just jumping to the ledge above where you are standing and use 3 bombs that you should have in stock. If you do want to face this part without using bombs, you need to lure the boss to throw it's ring of fire as far as possible. When it throws the ring, dodge it and then attack until you need to get out of the way of the returning ring, then repeat. This second strategy can take a while and may require you to use the POW to stay alive.

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O-----O
| End Boss Battle |

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O-----O

Once you have defeated this boss, grab the key and POW and make your way through the bottom-right corner doorway to reach the final boss.

ROOM 10 -

O-----O	O-----O
King Apparition of Evil	[YC02F2]
O-----O	O-----O

Item Dropped: N/A
 Ranged Attack: Fireballs shooting in a circular motion across the room
 Description: A giant, pink octopus

Keep shooting until the skulls stop coming. Once that is done, crouch down and kill the 2 rockmen that will appear.

When the rockmen are dead, a fireball will come across the screen and then turn into death. I would waste the remaining bombs I have against death and then attack him when possible, while dodging his swoop attack.

Once death is defeated, you will face a grey version of yourself, who will be throwing knives at you. Stay on the ground and keep attacking, as the grey Akira only seems to use the knives when he is in the air. Be careful when he is near you, though, as touching him will still hurt you.

Finally, to the boss itself. To harm this boss, you need to target your shots at it's closed eye (or use bombs, if you decided to save them). While you are doing this, you also need to avoid the fireball attack when you jump. If you loose too much health, and you did not grab it during the death or grey Akira fights, there should be a POW to collect near the middle of the screen. It generally will not matter too much if you die now, as you will just be revived anyway (just with less EXP).

O-----O
 | End Boss Battle |
 O-----O

Congratulations, you have just completed Youkai Club.

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 03) Enemies [YC03]
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This section lists all the enemies that appear in this game, excluding Bosses. The enemies are listed alphabetically. All enemies will hurt you if you touch them, unless specified differently.

Animal Skulls

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stages: 6
 Item Dropped: Orb worth 300 EXP
 Ranged Attack: Fireballs shooting out it's mouth
 Description: A long-faced skull, similar to a sheep skull

Bats

γγγγ

stages: 1, 2, 3, 4, 5, 6
Item Dropped: Orb worth 200 EXP
Description: A black bat with red wings

Clouds

γγγγγγ

stages: 2, 4
Item Dropped: Orb worth 400 EXP
Ranged Attack: Lightning bolts
Description: A white cloud that can only be damaged when it displays a rainbow above it

Demon Baba

γγγγγγγγγγγγ

stages: 2, 5
Item Dropped: Orb worth 300 EXP
Ranged Attack: Set of three fireballs or a gust of wind
Description: A red hag with white hair, wearing a white and red robe

Exploding Snakes

γγγγγγγγγγγγγγγγγγγγγγ

stages: 6
Item Dropped: Orb worth 300 EXP
Ranged Attack: Flames are blown out of it's mount
Description: A blue snake with circular portions to it's body. When you attack it, the body parts are pushed away from it's stationary spot, which can hurt if they make contact with your character

Fish

γγγγ

stages: 2
Item Dropped: Orb worth 200 EXP
Description: A blue fish that jumps out of water

Floating Mask

γγγγγγγγγγγγγγγγγγγγγγ

stages: 1
Item Dropped: Orb worth 300 EXP
Description: A blue mask with a smile

Flying Witch

γγγγγγγγγγγγγγγγγγγγγγ

stages: 4, 6
Item Dropped: Orb worth 300 EXP
Ranged Attack: Drops a fireball to the ground
Description: A witch on a broomstick, flying across the screen

Flying Water Witch

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stages: 6
Item Dropped: Orb worth 300 EXP
Ranged Attack: Drops an waterball to the ground
Description: A blue witch on a broomstick, flying across the screen

Flying Ice Witch

γγγγγγγγγγγγγγγγγγγγγγγγγγγγγγγγ

stages: 6
Item Dropped: Orb worth 300 EXP
Ranged Attack: Drops an iceball to the ground

Description: A white witch on a broomstick, flying across the screen

Foxes

ㄱㄱㄱㄱ

stages: 2

Item Dropped: Orb worth 300 EXP

Description: A white fox

Ghouls

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stages: 1, 3, 5

Item Dropped: Orb worth 300 EXP

Ranged Attack: Tadpole that flies towards you. Can be shot

Description: A purple person with no legs and black hair. It can also fly

Invisible Hands

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stages: 6

Item Dropped: Book

Description: A white-gloved hand hidden behind the background. If the hand touches you, you will be paralyzed. You need to use glasses to be able to harm them

Lightning Men

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stages: 3

Item Dropped: Orb worth 300 EXP

Ranged Attack: Drops lightning bolts aimed at you

Description: An orange man sitting on a cloud

Mini-Witch

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stages: 1

Item Dropped: Orb worth 200 EXP

Description: A witch that is about half the size of your character

Mummy

ㄱㄱㄱ

stages: 5, 6

Item Dropped: Orb worth 300 EXP

Description: A person wrapped in bandages

Rokuro

ㄱㄱㄱㄱ

stages: 2

Item Dropped: Orb worth 400 EXP

Description: A blue mutant that can remove it's head

Rockmen

ㄱㄱㄱㄱㄱ

stages: 2, 6

Item Dropped: Orb worth 300 EXP

Ranged Attack: Throws rocks at you

Description: First appear as a pile of rubble, then morph into the shape of a man

Skulls

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stages: 1, 2, 3, 4, 5, 6

Item Dropped: Orb worth 200 EXP

Description: A floating skull

Snakes

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stages: 1

Item Dropped: Orb worth 400 EXP

Ranged Attack: Pokes it's tounge out from time to time

Description: A stationary white and blue or green, white and black snake

Spiders

γγγγγγγγ

stages: 3

Items Dropped: Orb worth 300 EXP

Description: An orange orb with 8 orange legs

Tadpoles

γγγγγγγγγγ

stages: 1, 3, 4, 5

Item Dropped: Nothing

Description: A red tadpole with a white outline

Upside-Down Men

γγγγγγγγγγγγγγγγγγγγγγ

stages: 2

Item Dropped: Book

Description: A blue man standing on his hands

Water Balls

γγγγγγγγγγγγγγγγγγγγγγ

stages: 6

Item Dropped: Orb worth 400 EXP

Description: A blue ball bouncing up and down

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04) FAQs [YC04]

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Q) What is the text displayed at the end of the game?

A) According to the GameFAQs Board User ReyVGM, that text is translated to:
"Thanks to Akira's actions, the peace of the human world has been protected.
The End"

Q) The TOP score just changed into some random letters!!! Why!?!

A) These "random letters" indiciate passcodes.To use the passcodes, you must
press the buttons shown when you are on a "Stage" window. Here are the
codes I have found:

Up, Up, A, Right = Skips to Stage 2

Up, Left, B, Up = Skips to Stage 3

=====
05) Contact Details [YC05]

E-Mail: games_ps2_pc[at]yahoo[dot]co[dot]uk
Subject: Youkai Club Guide

NOTE: Replace "[at]" with "@" and "[dot]" with "." to make the E-Mail address a valid E-Mail address where I will receive your message.

Please DO NOT E-Mail me if you can not write in English or you want to ask a question that has already been answered in the guide.

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06) History [YC06]
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Version 0.5 First copy of this FAQ. Stages 1-3 completed

Version 0.65 Stage 4 completed

Version 0.8 Stage 5 completed

Version 1.0 Stage 6 completed. All stages now completed in this guide.
Added a question to the FAQs section

Version 1.1 Moved "Contact Details" and "History" to near the end of the Guide. Corrected a couple of errors

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07) Credits [YC07]
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Everyone on the FAQ Contribution General Board for help with improving my guides and starting up the SMS and NES Completion Projects. Please check out board 2000094 to see the latest Completion Projects and see how you could help them out.

http://strategywiki.org/wiki/Youkai_Club for information about the story of the game, some enemy names and some item names.

ReyVGM for translating the ending.

Da Hui and his "Daiku no Gen San" guide for the idea (and allowing me to use his idea) of the "maps" at the start of each stage.

enigmaopoeia for providing me the name of the stage 5 boss.