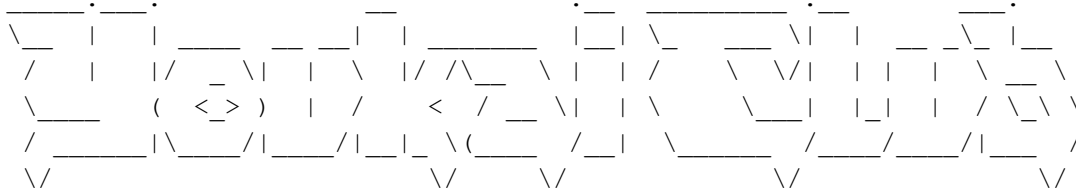


Youkai Club (Import) FAQ/Walkthrough

by Tactics7777

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2. Introduction to Guide

Hello, and welcome to my third guide, and second for NES games. I chose Youkai Club because it is the NES game needed in the "Y" section, and also because it is a platforming game which compared to an RPG requires MUCH less knowledge of the Japanese language. The game is quite good. There are some interesting boss fights as well as an EXP bar. Other than that it has a well-done health system and the Mario-esque time limit. There graphics are done well, but the music is what really shines about this game. Certainly reccomended for anyone interested in well, old obscure Japanese NES games.

3. How to Play

The game itself is quite simple. The premises of the game is essentially platforming mixed with combat, reminiscent of Castlevania. Let's not call it an exact copy, but it certainly will be similar to some of it's elements. The main objective is to clear your pathway out of the levels presented to you using the weapon you currently have. The game is easy for the most part, especially for Arcade and NES vets.

4. Walkthrough

The start of the game is presented with some Mega Man sounding music and a character that looks like an enemy from Castlevania, prompting you to press "Start". Do so.

~ ~ ~ ~ ~
~ KAOYASHIKI ~
~ ~ ~ ~ ~

Kaoyashiki is your first level. You begin on the floor level and can ascend only up really. Continue onward, dodging and taking out the two black bats until you reach a horizontal moving platform. Make sure not to hit it and jump up. Take the hit from the lightning guy and move past him while you are in your state of invincibility frames. Move into the door.

A white, ghostly woman is in this room. Stay up top to lure her there, then throw some daggers. Very easy. Grab the red ball the drops as well as the blinking object in the top right corner. This adds EXP to your bar. Go to the left and go through the exit. Head up and try to kill the bats if they still linger. Jump up after the lightning shoots and make your way upwards. Continue going up, but keep right when you are shown a fork in the road. Move quickly as there are a few enemies. Go through the door on the left.

Defeat all the enemies in this room. The blue head will turn alive, however so be careful.

The next room will contain two ghost women, similar to the previous room, however, one will drop a heal for you. Head back out.

One of the blocks from above your head have now disappeared. Go upwards steadily until you reach another blinking object. This will deem you invincible, however not in a Mario way as it doesn't kill enemies. Walk through them or shoot them, it's up to you. But go up and keep right. Jump upward until you see a horizontally moving platform. Head on it and have it move you right, but make sure not to fall off from the blue skull that summons. As you ascend keep right and dodge the enemies and the bolt of lightning that the snake shoots out. Move right and into the door with quick movements. Go up and grab the blinking star for a ninja afterimage as well as the ability to shoot many daggers.

Enter as many doors as you please but keep going up. Make sure to jump for points and POWs which fully restore your health. Move up until you see a gap jump over it carefully and move up. Three skulls should be in your way. Kill them by staying behind the wall and shooting while they fly toward you. Jump the walls and head right and out.

Boss 1

This guy has a black hood and a staff. His attack patterns are simple however. He will shoot blasts in one direction. Simply jump on a platform and wait for the opportunity to jump behind him. He will stop towards the

opposite end of the floor so get enough hits on him that you can. Don't stay on the platform for long, however because he'll jump on you.

Alternate strategy:

Stand on top of him and constantly shoot him, you may want to do this instead if you have full health.

After you're done grab the key and go left.

~~~~~  
~ Yokai No Mori ~  
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From the beginning of the level head a constant right until you see a bridge. Go down in the little open hole and grab the silver key. Continue on the linear path killing any tough enemies on the way, as well as killing or dodging the bats. Grab the next silver key as you approach it. Grab the blinking object that follows and complete this area.

Go right and you'll see a bamboo background. Run very quickly to the right side until a long haired man pops out of the ground and throws things in the air. Jump beside him and crouch. It will be impossible for him to hit you, so spam your daggers. Press down on where the man used to be, similar to a pipe in Mario.

Grab the blinking object in the topleft corner, then when you head down go grab the silver key. Go all the way down skipping that door to the left. Kill the skulls, but be warned that they respawn. When you reach the bottom grab the POW then go right.

The pile of rock to the right in this area come alive, so either kill them in around 7 hits or jump over its head. Keep going right until you see a star...

YOU MUST MAKE SURE TO GRAB IT!!!

Do so and keep right, a boss will appear.

Boss 2

A red dog looking creature appears, but is a sinch. Stay in the bottom middle, but on the right side. As he jumps around, crouch there. He'll be flying around and can land either directly next to you or to the right of you inside the floor. Regardless, shoot you many daggers you've recieved from the star power up at him and he'll go down fairly quickly.

Grab the key and continue right. Be careful, as your HP MAY be low at this point. You'll soon be in an area that you were previously in. Go up and you will now be able to go right from the Mario pipe from before. Be careful and continue.

~~~~~  
~ Yokai No Mori ~  
~~~~~

From back in the "Ninja Village" go right and jump up on the building as high as you possibly can in order to doge those annoying foxes. Grab the invincibility and make your way to the door all the way to the right. Go all the way back from this area that you've been to in the beginning of the level, and fight the boss when you touch the beginning of the level's left wall.

Boss 3

Seems like you are fighting a vampire this time around. He's a bit tough, but all in all a passable boss so long as you know how to defeat him. He'll start by opening and closing his eyes and summoning bats. Don't worry about the bats as much just make sure you shoot him in his eyes. After this he will summon a spirit wolf. Dodge its attacks and make sure to strike the wolf as much as you can. Kill it. Once it is defeated (It has a lot of lives) attack the head of the vampire once more to kill him. Grab the key and once again leave.

~~~~~  
~ Kumo No Kairou ~  
~~~~~

Make your way right from here, and continue past the fire and enemies. There will be a blinking invincibility item in your path, so grab it. Continue your way running rapidly through everything that could damage your health. Make sure you are carefully timing your jumps as you may fall down a pit otherwise. The general idea of this part of the level is to keep right.

The second part of the level is easy. Jump up and go right.

Kill the enemy in this next room and jump back up.

You normally could not go through the left side before up until now, so let's begin by going this way. The path is similar to the first part of the level in which you'll stay on a steady left. There is an invincibility pot, so make sure to grab it, and when it ends (If you went fast enough anyway) there should be a POW set up right near you.

After you finish this area you'll be in a canyon. Simply continue right as you normally would, remember to make good use of the clouds. At one point there will be a pink cloud that knocks you off. Quickly jump onto/over it to advance. When you reach the Tengu kill him off so you can move on, and make sure to grab the invincibility and POW that are presented there after.

At the end of this part you CAN'T advance. In order to, move left into that little hole, kill the Tengu guy and grab the spoils. Then leave.

This next part is VERY hard. Utilize the high clouds to jump over the enemies and make sure to watch what your moving but move swiftly. Another thing you will want to do is kill the lakitu wannabe (The guy who shoots out lightning and sits on the cloud) before you move right. After this bullshit make your way to the rocky area.

Boss 4

This boss does IMMENSE damage. Be careful not to run into him. He is no push over. Here's is what I did. Jump over him and make it to the left side. He will start a pattern where he run's back and forth. Go so far left that he is unable to physically touch you. He will shoot to wind blasts. Dodge them by jumping or crouching. When you land you should be able to destroy him by hitting his back many times.

~ Hone No Miyako ~

Start by going right until you hit a dead end. Fall down the hole adjacent to the dead end and you'll be warped elsewhere. From here, head left, making sure that you kill the small enemies. When you are given the choice, head down instead of up. Once you make it to the end of this part you will be warped outside of the dead end! Continue right and finish this part by going up.

This next part is tough. You'll need to use those tiny platforms to get to the next part. Take it slow. Once you get out of there keep right, but be wary of the fireballs. Look where they are going to land and try to stay inbetween them. Keep advancing through these shorts levels and you'll be fine.

After the dinosaur fossil part you'll be on another part of the level, this time you'll want to grab the speed up. Hit the left wall to reveal it is a dead end. Go right and stay low and you'll get to the next part.

Here there will be a witch. Stand still and let her fly by. Go right to reveal a POW. Grab it, head left and go to the left wall.

In order to trigger the next part go on top of the Green panel to the left, it's in the center, you can't miss it. Clear this next place it warps you to.

Go right after that last warp. keep going until you reach a bunch of flying skulls and fire. Make sure to carefully go right, and then up when possible.

This next part is self explanatory.

Now you see a POW and a Star, grab them while heading right. Don't grab the shooting star, it makes you faster but will mess you up. Keep right and get to the next room to find...

Boss 5

The scythe guy, from the beginning of the game (The intro). He will fly around constantly. This boss can be defeated VERY easily. Stand all the way to the right, on the right side of the elevated platform. Remember, ALL THE WAY. He will hardly ever hit you. It may take some time, but as it get to 90 seconds jump down and manually jump over his head and shoot daggers, maybe more risky, but there is a higher chance of doing damage.

From here you grab the key and head to the bottom right.

Boss 6

Supereasy fight. The Vampire is back. Simply shoot him in the eye so he spawns his lightning cloud, kill him off and then blast his head a few times for the kill. He does close to no damage. The only way you could possibly lose this one is if Boss 5 nearly killed you.

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~ Daruma Yakata ~  
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Off the star head up and left, killing or dodging any enemies in your way. The green and white colored walls are suprisingly walk-throughable so make your way up utilizing these. There is a door that leads to a blue room, but you don't have to go in. Keep going up and if you get stuck stay to the left and make sure you are walking through the green and white walls properly. There is a room to the right as you ascend to the top of this part of the level, it has a tengu in here, kill him for a POW. Leave and go up. Keep going up as normal, on every part from here on out.

When you reach the Green and purple rooms, begin going left. When you see the speed up, I recommend getting it. Keep going right and grab the POW when your speed runs out. Keep rolling till you see the building in the background.

Go right, as always and make sure that you grab the POW before you move on to the next area, it is at the end.

This time, go up, and right into the door. You'll see a stupid looking enemy, I wouldnt even call him a boss. Stay close on him and shoot rapidly, when he loses his legs be more evasive. A good tip is to take hits from his little friends if you must, so long as you don't touch his body, as does around a fifth of your health.

From that fight go to the right so you can ascend up. The white pillars are actually just background images and can be walked through. Get the POW if you have very low health and go up and to the right to reach the next level with no serious boss fight =)

~~~~~  
~ Meikyu ~  
~~~~~

Whoo, level 6. Anyway, go left off the start and kill the zombie looking enemy. When the red background turns grey and approaches you dodge it, as it will hurt you. When you reach the next room head up and left. Don't go through any doors just yet. Stay right when given the chance, and grab the POW higher up. Finally go up and left to leave this part.

Stay high and go right on this part. Dodge any bullets coming your way and be sure to kill all of the blue blobs blocking your path. A POW is to the right of a fire as you advance, but if you are still up, I'd risk grabbing it. Go the top way and kill the witch, grab the glasses if needed, and then head down adn right. Keep right from here, in the middle of the level would be optimal.

Grab the star and go to the bottom row. From here go right and make sure to go under the stairs, grab the POW in this room and continue until presented with a vertical path, take it then head left through the door. Watch for the fire here and then leave to the right.

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5. FAQ

Awaiting any and all questions. E-Mail me at Tactics8@hotmail.com to submit any questions you might have.

6. End of File

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