

Pikmin FAQ/Walkthrough

by Tazar

Updated to v1.8 on Feb 3, 2002

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-           Copyright Tazar           -
*               2002                   *
-           Version 1.8                 -
*               02/03/02                *
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PIKMIN FAQ / WALKTHROUGH

FOR THE NINTENDO GAMECUBE

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1===== I N T R O D U C T I O N =====
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This guide will tell you where & how to get all 30 rocket parts in 30 days. It will have tips for raising pikmin, a FAQ, and monsters listing. E-mail me at lupus_jack64@hotmail.com for questions, comments, suggestions, information, or anything of the like. Make the subject Pikmin. I have msn Messenger Service so you can add me if you want.

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2===== C O N T E N T S =====
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- 1) Introduction
- 2) Contents
- 3) Versions
- 4) Controls
- 5) Menus
 - A- Main Menu
- 6) Tactics
- 7) Characters
 - A- Olimar
 - B- Pikmin
 - C- Red Pikmin
 - D- Yellow Pikmin


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|Version 1.8 |
|-----|
|02/03/02 |
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|Wordpad KB:184 |
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Hmmm....I feel like updating agian! I see CyricZ has a nice FAQ up now, more competition! I like that! I am determined to make this complete now! I spotted on the message board we have two more coming to, one from flammable and one from MC Grammar, as well as Myst Erik Ery. I better get workin'!

- 1 -Added to the Menu Section, a big update there.
- 2 -Added the Purple Pikmin in the characters section.
- 3 -Straightened some stuff out in the controls section.
- 4 -Added just a plain "pikmin" section to the characters area.
- 5 -Added the ship's log section!
- 6 -Completed the ship log section up to as far as I am in the game!
- 7 -Put The Ship Log section in the Contents and changed around the numbers on the bottom.
- 8 -Started putting the wordpad KB to easily keep track of how much I added in the version.
- 9 -Added a Question to the FAQ
- 10-Added another Q to the FAQ.
- 11-Added a way to get Zirconium in the parts section
- 12-Redid the layout of the Parts section!
- 13-Worked on the controls section again.
- 14-Added goolix strategy thanks to RedRapier.

Another Update will soon be on the way!

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|Version 1.7 |
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|02/01/02 |
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|Wordpad KB-151 |
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- 1- Changed the layout here in the Version area.
- 2- Changed the layout of the Challenge monster section.
- 3- Added monsters to the Challenge monster section.
- 4- Updated the Contents section, added the sub-sub-section of the challenge monster section.
- 5- Made the record section of the challenge mode area the top 3 instead of 5.
- 6- Changed the layout of the Challenge Record section.
- 7- Put the areas in the contents of the challenge mode records.
- 8- Put the areas in the contents of the challenge mode strategies.
- 9- Added a Character Section
- 10- Fixed an error in the Section numbers, were out of place since I added the menu section and forgot to label the numbers different.
- 11- Changed the layout of the challenge mode strategies section.
- 12- Added the Characters section to the contents.
- 13- Added some design to the section labels to stand out better.
- 14- Did the Intro to the characters part.
- 15- Did Captain Olimar in the characters part.

- 16- Did the Red Pikmin Part.
- 17- Redid the story part, I did this version out of the instruction manual.
- 18- Re-changed the layout of the Monster section, but still part of the last change is there.
- 19- Did the Yellow Pikmin part
- 20- Did the Blue Pikmin part
- 21- Added Tommy P.'s Strategy for defeating Emperor Bulbax
- 22- Added Tommy P. to the credit section.
- 23- Removed the trailing spaces from the back of the FAQ
- 24- Added a Q to the FAQ

This update took a long time, mainly making the huge layout change to the monster section. The FAQ looks like it is nearing completion....Just a few more days in the Walkthrough(which i reluctantly need to do!)and info in the monster section, with tidbits of other stuff here and there!

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Version 1.6

01/21/02

This is a pretty big update, so far for this FAQ anyway.

- 1- Added the menu section.
- 2- Added a helpful tactic to the Tactics section thanks to Ferret Coconut.
- 3- Added a ASCII map of The Impact Site to help show where the stuff is, the ones for the next levels are coming soon.
- 4- Changed the entire layout of the Monster area, because it was too congested looking, and hard to read.
- 5- I also added some new info to the Monster section.
- 6- Made a monster section in the challenge mode.
- 7- Changed layout of challenge mode section too.
- 8- Made a change to the contents, added some sub-categories to it.
- 9- Added a thanks to Ferret Coconut to the Credits.
- 10- Update to the Levels section too.
- 11- Fixed minor Grammatical errors throughout the Whole Thing.
- 12- Added a question to the FAQ and changed the layout of that.
- 13- Changed the ASCII art at top of FAQ.
- 14- Added D-pad to controls section, for when Olimar lays down.
- 15- I almost finished day 14 in the walkthrough.
- 17- Changed the layout of the area section too.
- 18- Changed the layout of the Parts section.

That is all for this update, so goodbye!

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Version 1.5

01/12/02

- 1- Updated Controls section.
- 2- Added scores to the challenge mode area.
- 3- Updated intro to Tactics section.
- 4- Did a major update in the parts section.
- 5- Added stuff to Monsters section.
- 6- Changed error in contents.
- 7- Updated the levels section.
- 8- Updated the Legal Disclaimer.

9- Re-centered some stuff in the walkthrough.

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Version 1.4

01/05/02

Just a normal update did things here and there.

- 1- Fixed up some info in the monster section.
- 2- Added info to the walkthrough.
- 3- Added unnecessary ship parts to the FAQ.
- 4- Added to the tactics section.
- 5- Updated the Area section.
- 6- Added more bomb-rock locations to distant Spring.
- 7- Added day 13 to the walkthrough.
- 8- Added a few scores to the challenge section.
- 9- Added the Parts section.
- 10- Added to the intro.
- 11- Added to the intro to the walkthru.

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Version 1.3

12/30/01

- 1- Added more Q's and A's to the faq section.
- 2- Added the Challenge Section with the layout done.
- 3- Put up more information in the Monsters section.

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Version 1.2

12/30/01

- 1- Added Bomb-rock locations to Area Section.
- 2- Added Bomb-rock and Flower Tips to the Tactics Section.
- 3- Added flower locations to the area guide.
- 4- Added a few Q's and A's to the FAQ.
- 5- Spellchecked.

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Version 1.1

12/28/01

- 1- Updated Monster Info, added descriptions for most and weight for some.
- 2- Added Anti-Dioxin Filter to Day 9.
- 3- Added Days 10, 11, and 12 to the walkthrough.
- 4- Updated Area monsters and ship pieces.
- 5- Added the Aiming trick to the Tactics Section.
- 6- Edited the full thing.

Y - Use this to go into your computer during the game.

X - If your commanding Pikmin, press this to dismiss them and they
will form three
 groups color wise.

Start - Press this to Pause and go into a menu.

D-Pad - Press down to make Olimar lay down, and any surrounding Pikmin
will Pick him up
 and will carry him to an onion. He will go up and hit his
head, causing
 fireworks. This doesn't effect anything though.

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5)===== M E N U S =====

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 This section is little, but has the game menus in it. It isn't complete
yet.

MAIN MENU
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 START

 From here you choose what game you want to play. There are 3 different
slots to play. If you want to start a new game, choose the empty ones. To
delete a file, press x and then choose the one. To copy a file, press Y.

 OPTIONS

 In here there are 3 more options, which are Sound, Rumble, and High
Scores. To adjust the sound, click on it and then move the yellow dot to
Stereo and Mono by moving the analog stick left and right. Press down and
adjust the sound by pressing left or right on the control stick also.

 The rumble adjustment is straight-forward, choose it and press either on
or off.

 The high score area includes you best 5 scores the single player mode,
with you parts in the amount of days and the surviving pikmin, and lost
Pikmin. Once you unlock the Challenge Mode you can see you best scores for
all of the levels.

 CHALLENGE MODE

 This becomes available only after you have a game save. Inside you can
choose what level you want, which are determined by how many you have been to
in the real mode. Once you choose one, then you go straight to the game, go
to the Challenge mode area for more info.

 IN GAME

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 This is the pause menu from during the game, and also the one after the day
ends.

 IN-GAME PAUSE MENU

Color Coding- Always color code. This means that if you find a yellow pellet and put it in a yellow onion, it will be 20 yellows. But if you took that same pellet and put it in a blue or red onion, you would end up with only 10 of that color.

Flowers- Every once in awhile you'll see a red, yellow, or blue flower. If you throw your pikmin in, the flower will eat them up. In a few seconds, the flower will spit them out just like an onion. The only difference, they are the color of whatever the flower was. They will start to grow around there and you can pluck them up just like you would at an onion. There is a list of where the flowers are in the areas section.

O U T S I D E O F B A T T L E

Bomb-Rocks- If you pick up a bomb rock in any one of the sets, more bomb rocks could appear out of no where. I don't know why they just do.

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7)===== C H A R A C T E R S =====
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This is the characters area, and introduces the characters, as well as a chart showing their sizes. There are only 4 different characters in the game, except for the enemies, which are in the monster section. Go there for more information about them.

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CAPTAIN OLIMAR
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Captain Olimar is the person who you will control throughout the game. He is about the size of a quarter, which is just a tad bit taller than a pikmin. He has a whistle on top of his head, which he uses to call Pikmin to his attention, or to get their attention away from him. I still don't see how he can blow his whistle whenever he has his helmet on, and if there was a hole in it, wouldnt he die from the poisonous atmosphere? Oh well, all that matters is that it works.

=====
PIKMIN
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Pikmin are small lifeforms, plantlike, about the size of dimes. They come in different varieties, which can do different things. Below are some things Pikmin do in general. See the different colored Pikmins' for specific abilities.

EVOLUTION: Pikmin evolve into stronger life forms, whenever they stay in the ground longer. When they come out of the onion, they start out as seeds. They then grow into leafs, which you can pluck out of the ground. They are slower and weaker than the older pikmin. Then they turn into bud pikmin. Bud pikmin have a white bud on the top of their head, and have average abilities. Later on, Bud pikmin evolve into Flower pikmin. Flower Pikmin are a lot stronger than bud, or leaf pikmin. They keep up with Olimar and trip less

often.

EVOLVING ITEMS: If you pick a pikmin out of the ground when they are a leaf or bud, then you may think there is no way for them to become flower pikmin. Wrong. If you find one of hte following, your in luck:

Honeywisp
Rocks
Grass
Nectar

If you find a honeywisp, throw pikmin up at it, it will drop the nectar. If you find purple rocks, have your pikmin attack it and nectar will pop out. If you find tall green grass, let your pikmin attack it, and nectar will pop out. If you find a drop of nectar, let them eat it, and they will all grow into flower pikmin!

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RED PIKMIN
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The Red Pikmin are the first creatures you will find on this planet, and they are very helpful too. They are much more powerful than the other Pikmin. Red Pikmin are a little taller than a dime.

Abilities Of Red Pikmin

FIRE WALK- Red Pikmin can walk through fire without fear, and they don't get hurt the least bit. The only fire you will find on the planet is the fire geysers, and the fire from a few enemies, but you require them for some parts.

POWER- The Red Pikmin are more powerful than the other two types of Pikmin, even though it may seem wierd since they were your first Pikmin. It shows too, they can beat up them baddies pretty good.

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YELLOW PIKMIN
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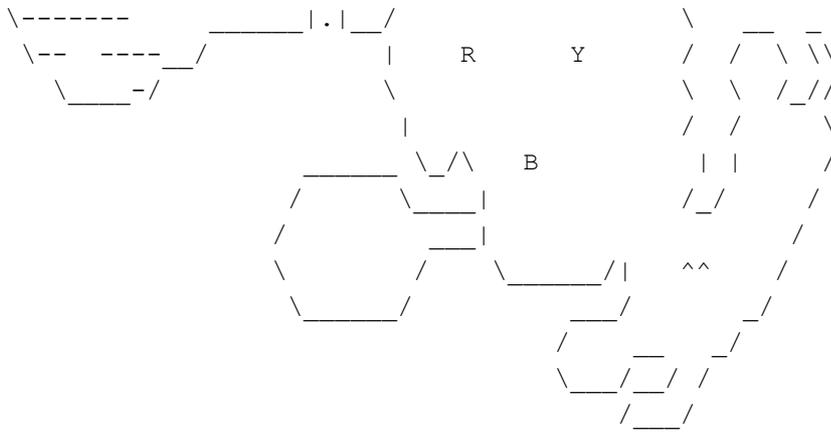
Yellow Pikmin are the second pikmin you find on the planet, in The Forest of Hope. They are super-light, and can be thrown higher thanks to this. They are weaker than red Pikmin in battle. They can, however, be very powerful. If you find a bomb-rock, get them to throw it at an enemy, and it will take a good amount of damage! Yellow Pikmin are a little taller than a dime.

Abilities of Yellow Pikmin

HIGH THROW- Yellow Pikmin can easily be thrown higher, and farther, than other pikmin. Just throw them, and you will see what I mean.

BOMB-ROCK- Find a bomb-rock, and equip a Yellow pikmin with it and you can do various things. Blow up walls, Blow up Stone walls, blow up enemies, and hopefully you wont, but you can also blow up your own pikmin.

=====
BLUE PIKMIN



KEY:

---: WATER

1 : MAIN ENGINE

2 : POSITRON GENERATOR

: WHERE MAMUTA OR GOOLIX MAY APPEAR

% : BOX MOVEMENT

|. |: STONE WALL

R : RED ONION

B : BLUE ONION

Y : YELLOW ONION

^^: ROCKET/START

#1: BOMB-ROCK SET 1

Ship Parts

Engine ----- Day 1

Positron Generator -- Day 6

Monsters

Pearly Clamp Clamp

Irresdescent Flint Beetle

Goolix

Mamuta

Bomb-Rock Locations

Set #1- 6 -The only bomb-rocks around here are on the other side of the box sitting on the cardboard.

Flower Locations: There are no flowers in this area.

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THE FOREST OF HOPE

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Here you will encounter your first battle. There are 8 ship pieces here.

You will add yellow Pikmin to your party here. The map for here is coming soon.

The ship parts

Eternal Fuel Dynamo --- Day 2
Nova Blaster ----- Day 4
Extraordinary Bolt ---- Day 4
Sagittarius ----- Day 7
Shock Absorber ----- Day 7
Radiation Canopy ----- Day 7
Whimsical Radar ----- Day 3
Geiger Counter ----- Day 8

Monsters

Spotty Bulborb
Bugs
Tadpoles
Armored Cannon Beetle
Burrowing Snagret

The Bomb-Rock Locations:

Set #1- 5 -When you go out of the first gate you knock down head right. There will be 5 bomb-rocks in a can there.

Set #2- 6 -From location #1 head through that gate and to the left. You will find 6 more in another can.

Set #3- 3 -From location #1 head through the gate from there and head right. There are three bomb rocks right before that gate.

Set #4- 5 -From the base head through the gate you blew up. Advance until you turn right and find a dark wall. Smack it down and go all the way through there to find 5 bomb-rocks.

Flower Locations:There are none in this area.

===== C- THE FOREST NAVEL =====

There are 9 ship pieces here. Blue Pikmin call this cave their home. The Bomb-rocks are in remote locations here.

Ship Parts

Omega Stabilizer ----- Day 9
Space Float ----- Day 5
Ionium Jet #1 ----- Day 5
Automatic Gear ----- Day 5
Gravity Jumper ----- Day 9
Libra ----- Day 10
Analog Computer ----- Day 10
Anti-Dioxin Filter --- Day 9
Guard Satellite ----- Day 11

The monsters here are

PuffStool
WollyWog
Swooping Snitch Bug
BreadBug
Beady Long Legs

The bomb-rocks are located

Set #1- 5 -From the base head down behind you and you'll see a pool. The one we are looking for has a lower pool behind it with the Ionium Jet #1 in it. Go to the lower pool then. There are 5 bomb rocks there.

Set #2- 4 -From the base go all the way down past the big lake and you'll see a big spring, the gravity jumper. If you've already got it, then go up the bridge. If not then throw your pikmin up there and go behind it to find 4 bomb rocks.

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D- THE DISTANT SPRING
=====

This is a relatively bigger and more challenging level with 10 ship parts.

The ship parts in this area are

Gluon Drive ----- Day 12
Repair-type Bolt ----- Day 13
Massage Machine ----- Day 12
Pilot's Seat ----- Day 14
Interstellar Radio ----- Day 12
Zirconium Rotor ----- Day 14

The monsters in this area are

Spotted Bulbear
Wolly Wog
Puffy Blowhog
Water Duple
Swooping Snitch Bug
Armored Cannon Beetle

Bomb-Rock locations

Set #1- 4 - From the base head forward and to your left. You will see a Spotty Bulbear guarding a hollow stump. Beat him and enter it for 4 bomb rocks.

Set #2- 3 - In the very front of the level under a skull.

Set #3- 3 - There are two sets here under two skulls again. Go behind you to where the massage machine was.

Flower Locations

Red: Straight in front of the bases is a stump. You'll see them up there. To get up there go around the black gate and walk up there.

Yellow: Go forward(the direction that is not going into the water) all the way and on an island in the water you'll find this.

Blue: Just past the yellow flower on some snow you'll find the blue flower.

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E- THE FINAL TRIAL
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This is the final area that holds one rocket piece.

The rocket piece is

Secret Safe----- Day

The Monsters in this area are

The Emporer Bulbax

Bomb-Rock Locations

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9===== S T O R Y =====

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This story comes straight from the instruction manual, word for word.

My name is Captain Olimar. On my homeworld of Hocotate, I am a well-known navigator of the stars. I use my faithful ship, the Dolphin, to carry small freight and deep-space minerals from planet to planet. It is a job of no small importance, and I take it seriously.

For a long time I had been working too hard, a tendency of mine, so I decided to take some time off by myself to recuperate. The night before I left, my wife prepared my favorite soup. This soup is a famous dish on my planet, made with three large onions and hundreds of miniature red, yellow, and blue carrots. Once I had my fill of this delicious dinner, I climbed into my warm bed and began to think of the leisurely vacation that would start the next morning. I finally fell into a deep, peaceful sleep.

The journey began well. With no set destination in mind, I simply allowed the sleek Dolphin to make its own efficient way through the vast reaches of space. A strange feeling came over me... I then felt a premonition that my short trip would soon be become an epic adventure. I dismissed the thought as foolishness from my overactive brain, then switched the Dolphin to autopilot and stood up from the control seat to make a hot cup of tea. Just then, a massive jolt shook the Dolphin! For a brief moment, my mind reeled with the possibilities of what might have happened, but I had little time to react.

The story isnt done! I lost my instruction manual so I have to find it. So it will prolly be done in the next update.

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10===== W A L K T H R O U G H =====

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This will be divided up by days. Before Each day I will sum up how many pikmin I have so you can compare them to yours. This is my first time through the game. This is meant to use from start to end, if you want just how to collect a part individually, refer to the part section. If it isnt there yet then look in here.

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+++++
      DAY 1
      Impact Site
      Ship Pieces: Engine
      Pieces Collected:0
      Current Pikmin:0
      Red: 00
      Yellow: 00
      Blue: 00
+++++
```

You land at the impact site. There is no sun meter since you are just getting used to the controls, so take your time here. You know nothing of this world so you decide to explore. Turn around and walk around until you find a blackish-purple machine like thingy, then walk up to it. It will fly up and transform into a red onion and goes on to release your first pikmin. Whenever it sprouts go and pick it up.

Now you can move your camera controls. Get used to these. I recommend being the second or third farthest away from Olimar so you can see more of what is going on. Anyway, go around and knock down a some flowers and take the seeds back to the onion. Don't pick them until they are flowers though. There is one flower on the ledge and to get it throw your pikmin onto it and then throw it up on it again and it will carry the seed back to the onion. Whenever the second number in the bottom right corner of your screen says nine then wait until they are all flowers. When 5 of them are flowers pick them and then go to the 5 seed you seen by the flower on the ledge. Take it to the onion.

Once all the your pikmin are flowers(you should have 14) go to the box and push it out of the way. You then find the Engine. You need 20 Pikmin to carry it so ignore it for now. Head up over the box and order your pikmin to carry all of the seeds back to the onion. Wait for them to bloom and then pick them. Head to the engine and then carry it back to the rocket to end the level.

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+++++
      DAY 2
      The Forest of Hope
      Ship Pieces: Eternal Fuel Dynamo
      Pieces collected: 1
      Current Pikmin: 25
      Red: 25
      Yellow: 0
      Blue: 0
+++++
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First thing thing each day to do is to take your Pikmin out of the onions. Just take your 25 red pikmin. Take the few pellets in the area to the onion. Now see the white gate behind the onion? Take your Pikmin and have them slap the heck out of it and it will eventually fall down. When the gate falls the sun meter should be in between the 2nd and 3rd dot. Now go kill the two small bulborbs. I recommend taking them one at a time since you only have 25 Pikmin. Take thier bodies back to the onion for some seeds. Also take all the flower pellets.

Now take your 25 pikmin and head out of the gate and head right. Get the 10 pellet and carry it back. Head back out there and beat the 2 small bulborbs. Carry them back to the onion. My sun meter is now on the 4th dot. Take some of your Pikmin and don't regroup them back with your flower pikmin. Take about 10 of them at a time. Head to some grass and they will chop it up and then they will find some nectar and mature to flowers. Once you have at least 40 pikmin, regroup. At noon I had 50 Pikmin. Head out of the gate and over to the two big batteries. This is the Eternal Fuel Dynamo. Assign all of your Pikmin to it and then head back. Pluck the rest of the flower Pikmin and then head out of the gate to the right.

At this point I would sneak past the Spotty Bulborb and advance ahead. Smack the next gate down. Kill the little bulborb and ignore the Spotty Bulborb. You will now see another Onion in the ground. Approach it and pops up and transforms into a yellow Onion. Pluck the leaf Pikmin out of the ground. Gather the pellets from around the area without bothering the monsters. When you feel confident take out the monsters. Watch your sun meter. On the last dot I had 11 seeds in the yellow ground but not plucked. Whenever it says "hurry! It is almost sunset" then gather all the pikmin you have into your party and if you want or are near just put them back into their onions. If you leave any behind they are killed by the monsters.

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DAY 3

The Forest of Hope

Ship pieces: Whimsical Radar

Pieces Collected: 2

Current Pikmin: 73

Red: 60

Yellow: 13

Blue: 0

+++++

Today the yellow onion lands beside the red onion. If you haven't yet plucked your yellow Pikmin I think they will still be in the area where it used to be. So take out all of your yellow and what you can of your reds, I can take all of them. Every day the Nectar has regrown already so if you have unmaturing Pikmin take them there. Now head out of the gate to the right. You now can take on the Spotty Bulborbs if you already haven't, but don't be surprised if some of your Pikmin die. Just finish them off as quickly and efficiently as possible. When you kill the Bulborb carry him back to the Yellow onion, since you don't have as many of them yet. After plucking some more Pikmin, on the way back to where the bulborb was pick up some bomb rocks with the yellow Pikmin.

Go to the wall where there are already a few bomb rocks and blow it up but make sure you take all your pikmin away afterwards. When you get through beat the enemies and then you see a steering wheel like device up on the cliff right? Well it is actually the Whimsical Radar. (NOTE: Once the radar is attached you can press Y to see a map of the area) Well throw your pikmin up their and they will carry it back. On the way back equip some of your yellow pikmin with the remaining bomb-rocks.

When you get back take your bomb rock pikmin and see the other rock wall? This one requires bomb rocks. Blow it up. My yellow pikmin were turning into flowers so I picked them. My sun meter is in between the 9th and 10th now. Kill the Bulborb. Carry it to the yellow onion. Carry all the pellets back now. Get all your current yellows and throw them up at the 20 yellow pellet. Also if you need to go back and heal Olimar by standing in the rainbow circle and pressing A. Go back to where you beat the spotty bulborb. Slap the dark gate down. It is stronger so it will take longer.

At this point It is almost sundown so get ready to gather your Pikmin.

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DAY 4

The Forest of Hope

Ship Pieces: Nova Blaster, Extraordinary Bolt

Pieces collected: 3

Current Pikmin: 122

Red:66

Yellow:56

Blue:00

+++++

Take 75 reds or whatever you have. Then take 25 yellows. Head out the first gate and head to the right to where you bombed the wall. To your left is a can with some bomb rocks inside. Equip them. Go past where you got the whimsical radar and to the rock wall. Bomb it. Them bombs weren't enough for me so go back and go to the first can where you found the eternal fuel dynamo. Re equip yourself and rebomb it. Inside youll find the extraordinary bolt. Carry it back to the rocket. If necessary heal your suit.

Now head back through the 2nd gate. This time with as many reds as possible and just fill in extra spaces with yellow. Go through the destroyed dark wood gate and battle the three bulborbs and reach the Nova Blaster. Carry it back to the rocket. Carry the big bulborbs body to whoever has the least amount of pikmin, red or yellow. For me its red.

Back at the onions, remember where you got that 20 yellow pellet? It is back so get it again. Currently it is just after noon. Now just go out and kill some monsters and get some pikmin. Again, make sure you have your pikmin at sunset.

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DAY 5

The Forest Navel

Ship Pieces: #1 Ionium Jet, Automatic Gear, Space Float

Pieces Collected: 5

Current Pikmin: 179

Red: 91

Yellow:88

Blue: 00

+++++

First thing here is to pull out every one of your reds. See that light wooden gate right by you? Assign half of the to attack that and take the rest with you. Go back to the bases and fall of the ledge where the blue onion would be. Go right until you see a pile of sticks that looks like a campfire with no fire. Across the ledge is the automatic gear. Assign about 40 of your Pikmin to attack the brush and they will automatically go across when its done so go ahead.

Now drop straight down from there and head right and you will see the last onion, the blue. Pick the blue out of the ground and do the normal, collect all the pellets in the area. Though I this time would take out all the leaf pikmin not worrying if thier flower or not.

Now you should have over 15. If not go get some pellets. Then go out of the pool then go up the ramp. You will see a pool with a lower pool behind it. Drop into the first pool and then in to the one behind it by an incline. You then find the Ionium Jet #1. Put all your pikmin on it and let them go. Go back to where you assigned your red group #1. Take them and get some more pikmin if you can.

If not then go get the ones that took the automatic gear back. Now find the bread bug that has been roaming around. It is the one that has a wrinkly red body and wobbles around. When you do, grab a pellet nearby and assign double however many it takes to carry it. It will then slowly be dragged to

the onion and hit its head on it. If it doesnt kill it try to throw pikmin on it and it will die. Then take the Space Float.

Use the remaining time trying to get more blue pikmin.

+++++

DAY 6

The Impact Site

Ship Pieces: Positron Generator

Pieces Collected: 8

Current Pikmin: 186

Red: 88

Yellow: 84

Blue: 18

+++++

This is the last time you will see this place. Now is the time we will pump up our blues and even out our pikmin numbers. First go and take out 15 yellow Pikmin. All of your blues, since you only have a few anyway. And take out however many reds you can. Head through where you pushed the box and dismiss your pikmin and get your yellows. Equip them with the bomb rocks on the opposite side of the box. Go up and over the box and destroy the wall. Go and get your reds and take the 20 red pellet back. Get the rest of your pikmin and head up to the first pearly clamp clamp on your right. To fight these guys you simply throw pikmin at his pearl and whenever he is about to shut his mouth QUICKLY call them back and repeat.

Whenever that is done his pearl flies out. The pearls are worth 50 pikmin so don't slack. Get 3 blues to take it back. Now get all your yellows and reds and go to your left and have them smack that gate down. Meanwhile your blues are attacking the pearly clamp clamp with the positron generator in it. Once it flies out just leave it there unless you have 20 blues with you. Then take it back. But if you dont go back and put some reds away and take some of them blues you just got from the pearl and go back and get it.

Whenever they are taking that back get 20 yellows and go right above the box and launch them up there. Now that they are carrying that back go and get back your blues and kill that other pearly clamp clamp. Carry that pearl to the blue onion. Go back and get more blues to carry the blue 20 in the pond back to the onion. By now it should be approaching sunset but get as many Pikmin as you can!

Make sure that you pluck the pikmin before the day is over because we arent coming back for them. Whew did I get a lot of Pikmin there.

+++++

DAY 7

The Forest of Hope

Ship Pieces: Sagittarius, Shock Absorber, Radiation Canopy

Pieces Collected: 9

Current Pikmin: 343

Red: 113

Yellow: 94

Blue: 136

+++++

First thing to do whenever you land is to take 100 blue pikmin. Head out of the first gate and make half of them work on that bridge. Take the other half and go into the water and go past the island and you'll see another bridge that needs unraveling. Throw them up there. Whenever the other Pikmin are done get them over there too. Once that bridge is done, Walk across them to reach the Sagittarius. Assign as many as possible to it. On your way back to base, take all the monsters you killed on the way.

Back at the base, the sun meter on the 4th dot, the Sagittarius is being

put in the rocket. Make sure you got all of your blue pikmin yet and we're ready to head out.

Outside the 1st gate again, we are ready to get the shock absorber. To your immediate left there is a small pool and a branch that connects upwards. The best way to get your pikmin up it is to go up it yourself, you commanding all of them and after you get up it go a short way and then push c to the left and right and see if any come up. I got 76 at one time like this.

Whenever you get up make sure you don't fall off the ledge in front of you. Go to your right, ignoring the shock absorber, and bombarding the spotty bulborb. Once you kill him have some pikmin carry him back. Carry the shock absorber back now.

Back at the base, my sun meter is on the Noon dot. This gives us plenty of time. Restock your blue troops if needed and head out the 2nd gate. You should still need 100 blues. Head out the 2nd gate and go through the right gate then. Go into the water on your left and smack it down. Now go back to the base and replace the blue with red pikmin. Now with your 100 red Pikmin go to the ledge where over it you can see a black gate. Throw all your reds up there.

Now go through the gate your blues opened. Get your reds and smack the gate down. Inside is the armored cannon beetle and the radiation canopy. You could escape without defeating the cannon beetle but that is harder. Whenever the beetle faces you, Throw Pikmin at the opening in his forehead when he takes big breaths. He will then spread his wings and you throw pikmin at the red. The first time I did this I took away almost all of his health. He should take two turns to defeat.

Carry the Armored Cannon Beetle back to your base along with the radiation canopy. Now it should be sunset by now, but if not just get some more pellets.

+++++

DAY 8

The Forest of Hope
Ship Pieces: Geiger Counter
Pieces Collected: 12
Current Pikmin: 415
Red: 166
Yellow: 94
Blue: 155

+++++

To start take 50 blue and 10 yellow. Go out the 1 gate and go to where the old location of where the yellow onion was. Go left and blow up that wall. Leave the yellows here. Go through with the blues and sneak through into the water on the left. Throw some of the blues behind the box and they will push it out of the way. Sneak back out and grab your yellows on your way back to the base.

At the base, put all of them back into there rightful onions and withdraw 100 red pikmin. Now head back to where the box was. Go through there with caution so that you don't make your reds fall into the water. Now you have to battle the Burrowing Snagrets. They are not easy. When one sticks it's head up throw millions of pikmin on its head. Your in luck if they get their head stuck in the ground and only their beak sticks up.

If that happens you can throw pikmin on much more easily, and it does more damage too. So carry the Geiger Counter back to the base. Just waste around getting pikmin the rest of the day.

+++++

DAY 9

The Forest Navel
Ship Parts: Omega Stabilizer, Gravity Jumper, Anti-Dioxin Filter

Ship Pieces: 13
Current Pikmin: 356
Red: 107
Yellow: 94
Blue: 155

+++++

Start out by getting 100 reds. If you have explored this place, you'll know where the freaky lookin place is. Well if you haven't, then go directly behind you until you get to a large clearing. Then you'll get to a wall with a spring on it. Remember that place. Then go straight left.

Meet PUFFSTOOL. He'll introduce you to a new color of pikmin! They are purple mushroom headed traitors who attack Olimar ruthlessly. So the trick is.... Go up to him and C-stick rush him with ALL 100 of your reds and then he'll flip over and now you can do major damage by throwing reds directly on top of his stem thing.

Whenever he is done with, get the stuff and carry it back. If you have any leftover guys with you who aren't carrying anything, go back to the spring. Throw them up in front of the pile of sticks so they start forming the bridge for later.

Whenever they're doing that, go back to the onions. Pull out all your blues and put your redheads in. Since you should of cleared the big plain from the fiery blowhogs already, go to the back of the big lake and you will find the anti-dioxin filter. Assign as many to it as you can and go back.

Back at the base you should just take the reds back with you again. Head to the spring. Whenever you get there, the bridge should be formed. If not, then start forming it. Go up and get the gravity spring. Take note that there is some bomb rocks right there behind you, but dont go there yet.

Back at the base it is almost sunset. So do the usual and get more pik pik's.

+++++

Day 10

The Forest Navel

Ship Pieces: Analog Comuter, Libra

Pieces collected: 16

Current Pikmin: 327

Red: 100

Yellow: 94

Blue: 133

+++++

Start by taking 40 reds, 30 blues, and 20 yellows. Go down to where the blue onion was. Leave the yellow and blue behind and take the red ahead. Kill the fiery blowhogs that are in your way. Follow the path to the right and you'll see one more plus a black wall. Kill the blowhog and get your other pikmin now. Slap the gate down. At this point my sun meter is just before noon. Now move along and move you c-stick to the left while you are walking directly along the left wall. Whenver you get to the first bridge, Assign all of your yellows on it. Now move along doing the same till you get to the water. Now make your blues go into the water and carry the Analog Computer out.

Whenever it gets onto the land stop them and make the reds start carrying it. Now get everyone you have left to go back to where the yellows were and help them finish it. Whenever that is done get your blues to go into the water and unplug the air hole. Now throw your yellows onto the next ledge. Now go to the air spout and launch yourself up. Now throw the yellows even higher and they will pull down the Libra. They will wreck and hurt themselves. Now they pick it up again and start back. Take the yellows off and put 15 reds on it and head back to the base.

Take the regular order now for some more pik pik carrots.

+++++

DAY 11

The Forest Navel

Ship Pieces: The Guard Satellite

Pieces Collected: 18

Current Pikmin: 317

Red:97

Yellow: 92

Blue:128

+++++

First take out 10 yellows. Then take 90 reds. Now head to where the gravity jumper was and go behing there equip as many of your yellows as you can with the bomb rocks. Now start building that bridge, its not to long. Now go to the beginning of the area where puffstool was. To your left is a long incline, go up that. Take your bomb-equipped pikmin and bomb it open, making sure not to go into the fire geyser. When it is open, take about 40 reds in there. Beady Long Legs will appear and start to attack you. To beat him whenever he is moving his legs around, you'll learn the pattern after a while, his head will come down lower launch Pikmin repeatedly on his head to win. After the battle, his ball(Head)heh, will fall open and you will get 5 seeds and the Guard Satellite. Carry them back to the Base.

If you haven't noticed, I've been getting really low on Pikmin. I lost 103 on the way back from beating the burrowing snagrets because I assigned every one of my pikmin to carry a seed. I was ambushed by like 5 Spotty Bulborbs and lost my whole army to them. Since then I have been losing more and more since I didn't have a strong army. So now I have time to get some more.

But I am actually losing a lot still since I lost a few fighting Beady Long Legs.

+++++

DAY 12

The Distant Spring

Ship Pieces: Interstellar Radio, Massage Machine

Pieces Collected 19

Current Pikmin:275

Red:62

Yellow: 85

Blue: 128

+++++

The first thing you should do in this level when you enter it is explore it with just captain Olimar. If you walk in the water for a while and see a bunch of islands and a ball, I wouldn't touch it yet. But for later references that is the Smoky Progg. Once you get used to the level restart it.

Once you start get 100 blues. Go to your map and you'll see a kind of few lines that curve with a star at the end, near the onions. We're not going after that star though. There is a star which the curve almost ends up pointing at, so head in that dirdtion. When you get there you fight a few shearwigs. After that rush and throw barrage the spotty bulbear. Now assign all of your pikmin to form the bridge nearby. When that is done defeat the yellow wollywog on the other side. Now go back and carry the massage machine and all of the bodies you want to take back to the onions.

After harvesting take 100 blue pikmin again. See the swirling islands on your map? We're heading to the star after that.

You'll know you're there whenever you see a bunch of water dumplings and a

puffy blowhog. Eliminate the water dummies first. Whenever you beat them, its time to kill the puffy blowhog. To kill it, After it blows throw all your pikmin on him and he will fall down. Charge him and kill him for the Interstellar Radio.

Carry it back to the onions with reinforcements to take out the enemies. When it is back at the base, it is turning sunset. Turn in all your blues and get 100 reds.

Go onto your map and look for the 2 closest stars on there. The left one is what we are looking at. Kill all the monsters you can between the base and there before sunset. If you get done early, start forming the bridge to it.

+++++

DAY 13

The Distant Spring

Ship Pieces: Gluon Drive, Repair-Type Bolt(Thanks to Power613)

Pieces Collected: 21

Current Pikmin: 286

Red: 96

Yellow: 85

Blue:105

+++++

To start the day take out 100 blues. Head forward and to the left. You'll see a bulbear guarding a stump. Destroy him and move one. Assign 20 pikmin to the first part of the bridge then defeat the woolly wog. Go to the other side of the bridge. Beat the 3 shearwigs and build the bridge. Whenever the bridge was done the time was between the 4th and 5th dots. Carry the stuff back to the base.

Take 30 blues. Head to that spiral thing by where your base is. Go into the corner and throw all your 30 up there so none fall off. Go to the other side and call them with your whistle. Walk along the ground where it is narrow all the way to the wall. they will follow you on that ledge. Command them to carry back the Repair Type Bolt now. Now go back and carry the spotty bulbear back and equip your yellows with them bomb rocks. Take them to the black wall by your base and blow it up. Go pick your red pikmin and then go kill some monsters. The wall wont have fallen down yet. Just get your pikmin higher now.

+++++

DAY 14

The Distant Spring

Ship Pieces:Zirconium Rotor, pilot's seat

Pieces Collected: 23

Current Pikmin: 291

Red: 113

Yellow: 83

Blue: 95

+++++

Start off by taking 10 yellow Pikmin and go behind the base to where you got the massage machine. Equip them with bomb-rocks from there. Head back to the base and go to where the stone wall by where you got the gluon Drive. Blow up this wall, it will take only 6. On your way back pick up the bomb-rocks from the skull inside the skull. Head to the dark wall by your base and blow it up, I had already bombed part of it a day before, so for me it fell down. Go back to your base and put away your yellows, and take out 100 blues.

Go to where you got the Gluon drive and go on down the river. Defeat some of the Yellow woollywogs there. Have your blues attack the light colored wall until it falls. Have about 35 carry it back. Go out of there and more towards the back of the level, and inside two carved out stumps you will find

carry it back for you.

** 5 ** EXTRAORDINARY BOLT **

Proceed to where the Whimsical Radar was found. Get some bomb-rocks and blow up the black wall. There is the Extraordinary Bolt inside there. Just carry it back now.

** 6 ** NOVA BLASTER **

Blow up the second gate at your base. Then knock or blow up the black gate soon after that. Go through there and defeat the bulborbs. There are some bomb-rocks and the unnecessary Nova Blaster lurking here.

** 7 ** SHOCK ABSORBER **

Go out of the first gate and head left with your blues. Command them to follow you over the log in the water. Defeat the Spotty Bulborb. The Shock Absorber is waiting for you here.

** 8 ** RADIATION CANOPY **

Go out the second gate with your blues. Go through the black gate, then knock down the wall behind the water. Go back to the base and get reds. Throw them up on the ledge before you get to the black gate. Go through the water and pick them up, knocking down that black gate. Defeat the armored cannon beetle and carry back the Radiation Canopy. It is possible to carry it back without defeating him, but it is harder.

** 9 ** GEIGER COUNTER **

Go to where the yellow onion was and go left. Blow up this wall with the bomb rocks locted inside the can there. Take blues and go into the water. Throw them behind the box and they will push it out of the way. Defeat the back burrowing snagret for this. Just carry it back.

** 10 ** SAGITTARIUS **

Go out of the first gate. Build that bridge. Then head to the back of that pond and throw them up to build that bridge go across them and carry back the Sagittarius.

in your best score with your name.

Impact Site

=====

- 1)166- Alanj
- 2)113- Tazar
- 3)108- Tesh

The Forest of Hope

=====

- 1)205- Mikee
- 2)176- TommyBeta7
- 3)173- Tazar

The Forest Navel

=====

- 1)212- Alanj
- 2)117- Power613
- 3)

The Distant Spring

=====

- 1)186- Alanj
- 2)
- 3)

The Final Trial

=====

- 1)145- Max
- 2)
- 3)

=====

ENEMIES

=====

The enemies are different in challenge mode, so here are the list of monsters in the levels.

THE IMPACT SITE

=====

Irredescent Flint Beetle

THE FOREST OF HOPE

=====

Spotty Bulborb
Dwarf Spotty Bulborb
Dwarf Spotty Bulbear
Spotty Bulbear
Pearly ClamClamp

THE FOREST NAVEL

=====

Bread Bug
Honey Wisp

THE DISTANT SPRING

=====

Puffstool
Mamuta
Spotty Bulbear
Dwarf Spotty Bulbear
Dwarf Spotty Bulborb

THE FINAL TRIAL
=====

=====

STRATEGIES
=====

THE IMPACT SITE
=====

THE FOREST OF HOPE
=====

THE FOREST NAVEL
=====

THE DISTANT SPRING
=====

THE FINAL TRIAL
=====

--*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
=====

13===== F A Q =====
=====

--*-*-*-*-*-*-*-*-*-*-*-*-*-*-**

Here are some questions that are often asked. E-mail me more questions
and I'll put them up. My e-mail is lupus_jack64@hotmail.com.

Q1: Is there any way to redo a day?

A1: Yes. If you want to restart during the day press pause and then go to
continue from last save. Then answer yes. Then select the file you want and
then you are back to that day. If the day has already ended and you don't
like your stats choose dont save and then continue from last save.

Q2: What Happens if you don't get all 30 ship parts?

A2: It all depends. If you get all 30 then you will get ending #1, where
Olimar lifts off.

If you get all of the parts that you have to get, but don't get all the
optional pieces, you will get ending #2. If you don't get all of the main
parts then you get 3rd ending. The obvious here. Here are the unnecessary
parts.

1: Nova blaster-Forest of Hope

2: Space Float-The Forest Navel

it. If I cant figure out how I got it, please email me if you know how.

=====
THE FIRST DAY: RECOVERY

-Finish the first day
=====

I have somehow managed to launch the Dolphin, but I wqas surprised to see the Onion lift off with me. Perhaps the Pikmin cannot survive overnight on the planet's surface. Or have they merely decided to join me for other reasons? Either way, it seems they will help me again tomorrow.

The Dolphin is missing 29 parts. If I can't recover tehm all, I may never return home to my family on Planet Hocotate. Analysis shows life-support systems will function for only 29 more days. How can I repair my Dolphin in such a short time? A dense forest is visible on the surface below. As it holds the keys to my survival, I name it the Forest of HOpe. I explore it tomorrow.

=====
LEARNING MORE ABOUT THE PLANET

-Finish the second day, seeing enemies
=====

It appears that many of my ship's parts have landed in this region. If i can just recover the Parts of my radar, I should be able to use my radar screen. How that would improve my chances! Then I'd only have to press Y to locate my parts.

Yet....there seem to be many hostile life-forms here. If I am attacked and my space suit takes damage, I must return to my ship, stand in front of it and press A to make suit repairs. As I explore, I must pay attention to my suit's damage meter in the bottom-left corner of the screen.

=====
A NEW DISCOVERY!

-Find the yellow onion
=====

I now add yellow Pikmin to my list of discoveries. These creatures can wield bomb-rocks, so perhaps I can use them to blast down rock walls and open up new regions. Red and yellow Pikmin, as well as bomb-rock carriers, break into squads when dismissed with X or when I grab one for a moment by holding A.

=====
GOING DEEPER INTO THE PLANET...

-Get enough parts to go to the Forest Navel
=====

With its newly increased functions, the Dolphin now lifts higher into this planet's atmosphere. I see a great depression in the woods beneath me- it looks like a belly button in this vast forest. Now that my ship is more stable, I should be able to set it down there.

=====

YET ANOTHER DISCOVERY!

-Find the blue onion

=====

Deep in the cave I discovered in the forest, I encountered blue Pikmin. These blue fellows have something resembling gills on their cheeks, and they appear to be amphibious, surviving both in water and on land. The wonders of nature never cease to stun me, even in this alien land!

=====

LEFT BEHIND?

-Leave a pikmin or two behind

=====

The Pikmin that I did not bring back to the Onion all vanished overnight. It may well be that they have fallen prey to the planet's nocturnal creatures. An ugly thought... Perhaps that is why they follow me into the atmosphere. I am starting to grasp the cycles of life on this planet.

=====

INTELLIGENT LIFE-FORMS?

-Make the pikmin build a bridge

=====

I've made a new discovery! The Pikmin can choose their own routes! But...does this indicate rational thought or just basic instinct? Unfortunately, I cannot determine that at this point, I will be vigilant in my studies though...

=====

A VAST WETLAND...

-Get enough parts to go to the Distant Spring

=====

I have managed to increase the range of the Dolphin! Looking from the Dolphin's portal as it launches ever higher into the sky, I see a vast wetland in the deepest parts of the forest. I shall call it The Distant Spring. I can begin my exploration of it tomorrow... For now, I must sleep.

=====

HALFWAY THERE...

-Have only 15 parts left. The 21 changes depending on the situation

=====

There are now only 15 parts that I still need to retrieve. Will I be able to recover the remaining parts in 21 more days? Surely there are some parts that are not absolutely necessary. If my ship is not complete by day 30, the only way I will find out is to try to lift off.

=====

MEMORIES...

-Get the Sagittarius

Here are the monsters and how to beat them, where they are located, what their bodies are worth, and if they are holding anything, the description of what they look like, and the wieght.

%%%

ARMORED CANNON BEETLE

%%%

=====
LOCATED
=====

The Forest of Hope
The Distant Spring

=====
WORTH
=====

=====
WEIGHT
=====

30 Pikmin

=====
HOLDS
=====

The Radiation Canopy(It is hidden behind him, hes not actually holding it.)The one at the Forest Of Hope holds it. The one at The Distant Spring also holds something. It has the Bow Spirit

=====
HOW TO BEAT
=====

Whenever it is sucking up air for its attack, throw a pikmin at the opening in its forehead. It will then spread its wings. From here throw your pikmin onto his red back and this is how you deal damage to him.

=====
DESCRIPTION
=====

The Armored Cannon Beetle is a large black beetle, to my it resembles just a regular beetle. It has two little beady eyes, which are very small for it's size.

%%%

BEADY LONG LEGS

%%%

=====
LOCATED

=====
The Forest Navel

=====
WORTH

=====
5 seeds

=====
HOLDS

=====
Guard Satellite

=====
WEIGHT

=====
1 for each seed

=====
HOW TO BEAT

=====
To beat him whenever he is moving his legs around, you'll learn the pattern after a while, his head will come down lower launch Pikmin repeatedly on his head to win.

=====
DESCRIPTION

=====
He is big, you'll know who he is when you see him. Just think of the name and you'll know.

%%%

BREAD BUG

%%%

=====
LOCATED

=====
The Forest Navel

=====
WORTH

=====
3

=====
WEIGHT

=====
3

=====
HOLDS

=====
The bread bug in the forest navel holds the Space Float

=====
HOW TO BEAT

Put double the amount of Pikmin on a pellet than required and the breadbug will be dragged into the onion, hitting his head, almost killing him. Or you can throw pikmin at him.

DESCRIPTION: A tan head, red body with wrinkles and wobbles around like it just learned to move.

%%%

BURROWING SNAGRET

%%%

=====

LOCATED

=====

The Forest Of Hope

=====

WORTH

=====

Gives out several multi-colored pellets

=====

HOLDS

=====

The Geiger Counter

=====

WEIGHT

=====

Whatever the pellets say.

=====

HOW TO BEAT

=====

There are three of these, but you can take them one at a time. Whenever they come out of the ground, start launching pikmin at their heads. They have a lot of hp but they will go down. On of them hold the geiger counter.

=====

DESCRIPTION

=====

A yellow beak white head, and blue snakelike neck that much resembles a Pelican.

%%%

EMPORER BULBAX

%%%

=====

LOCATED

=====

Final Trial

=====

WORTH

=====

=====

HOLDS

=====

=====

WEIGHT

=====

=====

HOW TO BEAT

=====

Thanks to Tommy P. for this. I just copy/pasted this and edited a few of the errors.

First you get 20 yellow pikmin. Then 80 Red Pikmin. Go into his arena but don't wake him up yet. Go around him and tear down the gate. There are tons of bomb rocks there. Give them to your Yellow Pikmin. Now dismiss all of your Pikmin and by yourself wake him up. Now go and take 1 yellow pikmin(no more or you will run out of yellows.) And take him near Emperor Bulbax. Dismiss him and RUN back to your reds. Call them and wait for Mr. Bulbax to eat the yellow bomb-rock-carrying pikmin. Smoke should come out of his nose. Now is your chance to attack. Take all 80 of your reds quickly and throw them on his face. DO NOT ATTACK HIS FEET. He will wake up in about 5-8 seconds no matter where you attack. If you attack his feet, when he comes to, he will jump and squash every pikmin on or close to his feet. Ouch! When he wakes up with your pikmin on his face, he will still jump but none will be crushed under his massive girth, (unless one disobeyed you and still attacked his feet.) Now just continue dismissing ONE yellow pikmin with a bomb-rock inside his arena then attacking his FACE with the reds. Eventually, he will only eat your yellow pikmin after he jumps a couple of times. Don't dismiss your SINGLE yellow pikmin until he opens his mouth and drools like nuts and his mouth will shake a little to. Now dismiss, RUN, and throw Reds on his face. You should beat him with about 10 of 20 yellows left and if you never attacked his feet all of your reds should still be part of the living. If you did what I said and still lost, try over and over until you do. I tried to beat him 5 times and lost each time until the 6th time. Good luck!!!

=====

DESCRIPTION

=====

%%%

FIERY BLOWHOG

%%%

=====

LOCATED

=====

The Forest Navel

=====

WORTH

=====

=====

HOLDS

=====

=====

WEIGHT

=====

7

=====

HOW TO BEAT

=====

Get red Pikmin and c-stick rush him and throw at him, but the fire can de-
volve your pikkies.

=====

DESCRIPTION

=====

They are silver colored with a snout that blows fire. They have a red tip on
there noses.

%%%

GOOLIX

%%%

=====

LOCATED

=====

The Impact Site

=====

WORTH

=====

=====

HOLDS

=====

=====

WEIGHT

=====

=====

HOW TO BEAT

=====

This strategy is by RedRapier:

Attack it with your blue pikmin, don't let it touch olimar.

=====

DESCRIPTION

=====

He is a roundish blue blob with dual Nuclei.

%%%

HONEYWISP

%%%

=====

LOCATED

=====

The Forest of Hope, The Forest Navel

=====

WORTH

=====

A drop of Nectar

=====

HOLDS

=====

A drop of Nectar

=====

WEIGHT

=====

=====

HOW TO BEAT

=====

Throw pikmin at them when they are low and they drop a drop of nectar.

=====

DESCRIPTION

=====

Golden Flying things, they have a drop of Nectar hanging off of the bottom of them.

%%%

IRREDESCENT FLINT BEETLE

%%%

=====

LOCATED

=====

The Impact site
The Forest of Hope
The Forest Navel

=====

WORTH

=====

If a thrown pikmin hits it, it drops a pellet.

=====

HOLDS

=====

=====

WEIGHT

=====

=====

HOW TO BEAT

=====

Your Pikmin hate these monsters, and go after him automatically.

=====

DESCRIPTION

=====

A tealish blue small rodent that is rather fast.

%%%

MAMUTA

%%%

=====

LOCATED

=====

The Impact Site

=====

WORTH

=====

15

=====

HOLDS

=====

Nothing

=====

WEIGHT

=====

8

=====

HOW TO BEAT

=====

Just take your pikmin and launch them at the monster repeatedly. He can not kill your pikmin he just puts them back into the ground.

=====

DESCRIPTION

=====

A tan stone thing that smacks your pikmin into the ground. Has a kind of heart shape at the top.

%%%

PEARLY CLAMCLAMP

%%%

=====

LOCATED

=====

The Impact Site

=====

WORTH

=====

50

=====
HOLDS
=====

The Pearly ClamClamp in the back of the Impact Site holds the Positron Generator

=====
WEIGHT
=====

3

=====
HOW TO BEAT
=====

Throw pikmin in to attack the pearl. Whenever he is about to clamp his mouth shut, quickly call back your pikmin. Repeat several times until the pearl flies out.

=====
DESCRIPTION
=====

Obviously this is the clam with a pearl in it.

%%%

PUFFSTOOL

%%%

=====
LOCATED
=====

The forest navel

=====
WORTH
=====

=====
HOLDS
=====

Omega Stabilizer

=====
WEIGHT
=====

10

=====
HOW TO BEAT
=====

He'll introduce you to a new color of pikmin! They are purple mushroom headed traitors who attack Olimar ruthlessly. So the trick is.... Go up to him and C-stick rush him with all 100 of your reds and then he'll flip over and now you can do major damage by throwing reds directly on top of his stem thing. He isnt that hard.

=====
DESCRIPTION
=====

=====
A giant mushroom, needless to say.

%%%

PUFFY BLOWHOG

%%%

=====
LOCATED
=====

The Distant Spring

=====
WORTH
=====

4 of multicolored 5 pellets

=====
HOLDS
=====

Interstellar Radio(The one behind the Smoky Progg in The Distant Spring)

=====
WEIGHT
=====

=====
HOW TO BEAT
=====

Throw as many pikmin on to him as you can and he will eventually die. When you see him huff, run away before he puffs.

=====
DESCRIPTION
=====

They are blue and white floatie things that puff your pikmin away.

%%%

SHEARWIG

%%%

=====
LOCATED
=====

The Forest Navel

=====
WORTH
=====

=====
HOLDS
=====

=====
WEIGHT
=====

1

HOW TO BEAT

Just rush them.

DESCRIPTION

Small and green. They come out of the ground, attack and fly.

%%%

SMOKY PROGG

%%%

LOCATION

The Distant Spring(In the swirling islands, inside the egg, just attack it)

WORTH

100

HOLDS

WEIGHT

3

HOW TO BEAT

Throw your pikmin on it's head, and make sure you dont get them behind him in the acid, or they will die instantly.

DESCRIPTION

He is a big frog with acid dripping from him.

%%%

SPOTTY BULBEAR

%%%

LOCATED

The Distant Spring

SWOOPING SNITCHBUG

%%

=====
LOCATED
=====

The Distant Spring

=====
WORTH
=====

=====
HOLDS
=====

Holds three different multicolored seeds.

=====
WEIGHT
=====

3

=====
HOW TO BEAT
=====

Throw pikmin on him to bring him down to the ground, and rush him to keep him down and eventually kill him.

=====
DESCRIPTION
=====

A freaky looking green flying thing. His hands hang down, and flies around picking up your pikmin.

%%

WATER DUMPLE

%%

=====
LOCATED
=====

The Distant Spring

=====
WORTH
=====

=====
HOLDS
=====

=====
WEIGHT
=====

5
=====

HOW TO BEAT

=====

Just rush them.

=====

DESCRIPTION

=====

They are little blue things that move slowly along the ground. They usually are in herds of 3.

%%%

WOLLYWOG

%%%

=====

LOCATED

=====

The Forest Navel
The Distant Spring

=====

WORTH

=====

=====

HOLDS

=====

=====

WEIGHT

=====

7

=====

HOW TO BEAT

=====

Whenever he comes down rush him with all pikmin. He wont be able to go up again. He'll go down fast now.

=====

DESCRIPTION

=====

A plump wierd thing that jumps up and down. They are yellow. The yellows are harder than the blues.

-

=====

16===== C R E D I T S =====

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*-**

I would like to thank Dallas and AstroBlue for their variety of faqs at www.faqwarp.com

Thanks to Nintendo for creating such a wierd game.

Thanks to Power613 for telling me how to get the repair type bolt.

