

# Pikmin FAQ/Walkthrough

by Vienticus Prime

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Pikmin walkthrough (ver 1.03 Final)

The "Shut up!" guide to FLOWER POWER!!!  
by Vienticus Prime

Before starting, I'm going to give you some reference material for this walkthrough. I'll try to give directions based on a compass, the front of the ship (the part where you stand to bask in the sunlight of your own disaster) will be referred to as north, despite the fact that I just noticed the compass on the map after finishing the walkthrough. Once I feel you should have a sufficient stock and knowledge of what to do with your new demonic horde, I'll stop doing step by step info of how to increase your Pikmin.

## Red Onion

Zone: Impact Site

Day: 1

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If you need a walkthrough for this part, you've got mental problems. The game already does that for you, repeatedly. Follow what it says and complete your first day, wiggling, dancing, and doing all the stuff you would normally do once you learn how to play a game.

So on your first day, here's what to do. Walk north by northwest to access the red onion. Hang out with Oliver and his mad scientist journal entries, then pluck your first slave. If you want, throughout this whole time you can let them all grow to full bloom, because your Game Cube will burn out before the day ends. Letting them grow will make your life a little easier in the early stages of the game.

## Spaceship Part 1: Engine

Zone: Impact Site

Day: 1

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Use your first Pikmin to run around and grab all the pellets you can. If you want them to grow to flowers, hang out and be happy while doing it. I'd best recommend this time to either grabbing yourself a quick snack, or refreshing yourself in the BR chamber (bathroom for those of you at home). Once you've collected all the pellets in the immediate vicinity, push the box to the northeast of the onion.

We can forget about the ship part for now, just walk onto the stump and everywhere to collect all the pellets you can, you should have 25 when you're done.

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My end of day report:

Sprouted: 25

Mauled: 0

Ditched: 0

Spaceship Part 2: Eternal Fuel Dynamo

Zone: Forest of Hope

Day: 2

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First off, build your army. Use 1 to grab knock the plant, 1 to grab the pellet, and while he's carrying it, sound your trumpet of joy and knock down the barrier in your way.

Now it's time for your first fight. Grab your 2 new recruits and dart straight for the little bugs. Toss a couple right on his head to knock him out and feed the onion. While your first set of troops are carrying off the spoils, go after the 2nd. Now grab the 4 red pellets from the plants and head back.

There's 2 patches of grass in the landing area. Grab about 10 Pikmin (5 for each), it's ok if you grab more, they won't care, they're not programmed to. Have your guys search for yellow nectar, drink it, and now you'll have a few fast Pikmin. Once they're done mutating, grab all of them, and let's get moving.

Turn east once you get out the gate, and maul the 2 bugs there. Grab the ship part and bring it home (along with whatever else you can carry).

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Yellow Onion

Zone: Forest of Hope

Day: 2

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Ignore the 10 pellet for now, we're going after some bigger game. Attack the big bug by tossing all of your leafheads on it's back. When it's dead, grab it and every red pellet you see and head back for the ship.

Wait til all your new recruits are ready, then yank em all. By now it should be a little past noon and you'll have over 80 Pikmin at your command (if you didn't suffer any losses). Go past where the big bug was and start knocking down the door.

Once it crashes, fight with a vengeance. Take everything out and haul it all back. Beat the cargo home though, cause you'll go to your limits in number and you need every Pikmin you can spare for now. Return all that you have, minus those carrying food. Go back to where the big bug was, and open up the yellow onion.

Immediately have this guy start gathering pellets, then grab the bombs while gathering and start chucking them at the walls. Once they're done, pluck em all, grab some more bombs, and truck back to the ship. If you're fast enough, you'll have that wall next to your ship down just before nighttime.

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My end of day report:

Spawned: 92

Munched: 10

Mugged in the darkness: 0

Spaceship Part 3: Whimsical Radar

Zone: Forest of Hope

Day: 3

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If you didn't get the wall destroyed last night, do it now. Take some yellows out to get pellets and bombs. Grab about 60 red and go through the new opening. Maul the bugs, then start hiking them back. Stop the reds from pulling them in, and let the yellows take over. You also may have noticed a large yellow pellet on the tree stump. We'll worry about that later.

Have a bunch of red start beating down the gate you may have seen. Have 30 working on it. It'll take a while, so don't worry too much about it til later. Go back and have some Pikmin searching for nectar again while you pluck out all the new ones.

Now go east at the intersection, grab the pellets on the way, then get ready to fight. The enemies here come up from underground. Eliminate them, then start carrying them back.

Rush back to start returning troops so you don't go overboard. After doing some plucking and returning, grab about 25 yellows (including those with unused bombs), and go around north to east collecting bombs. Destroy the new wall you previously fought in front of.

Turn east, and start launching the yellow Pikmin to get the radar.

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#### Spaceship Part 4: Extraordinary Bolt

Zone: Forest of Hope

Day: 3

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By now you should be done with that other gate (a noise will sound and the thumping in the background will stop). Once you've finished with this gate, ditch any remaining bombs, and grab those other Pikmin.

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#### Spaceship Part 5: Nova Blaster

Zone: Forest of Hope

Day: 3

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Grab all your yellow runts, and get that big yellow pellet. Go to the western gate with an army and get ready to do some pounding. If you're still on day 3, you don't have that much time, so you gotta get in and out real fast.

You probably won't be able to do it and will have left the part right next to your ship, leaving you a whole day to increase your army. The best way to do it is to get about 70+ of any type of Pikmin and just bum rush em. If you don't think you're going to be able to get the Nova Blaster.

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My end of day report:

Hatched: 104

Crunched: 12

Snatched: 2

#### Spaceship Part 6: Space Float

Zone: Forest Navel

Day: 4

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First off, yank out 100 guys and knock down the gate just south of you.

Return 40, and bring 60 reds with you. Head north, and open up the 2 ramps to

where the blowhogs are. Kill every blow hog you see, since they can't be hurt by fire. Keep an eye out for the bug that tries to steal a pellet. Grab onto whatever he takes and beat him when he gets back to the onion. Bring all the spoils back to your ship as well, making your Pikmin grow to even numbers. On your way back, have about half your reds work on the plank east of the gate you can't knock down yet.

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Spaceship Part 7: Automatic Gear

Zone: Forest Navel

Day: 4

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Shortly after you turn in the Float, this will come. Pluck all your new Pikmin and return all your reds while waiting for it.

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Blue Onion

Zone: Forest Navel

Day: 4

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Put away all your reds and grab about 40 yellows. Take them all down to where the blowfrogs were. On the northern side of the water, toss all 40 of your Pikmin up to start working on the ramp, then go south while they're working. Head under where your guys had previously finished the plank, and you'll see the blue onion. Start gathering immediately.

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Spaceship Part 8: Gravity Jumper

Zone: Forest Navel

Day: 4

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Don't expect to do much, because by now you're pressed for time. Hurry back north and get those 40 yellows on the ship part, then go back to the blues and have them rake in as much junk as they can. By the time the part gets in, it'll be close to sundown, rake in all the stragglers and don't leave any blues unplucked.

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My end of day report:

Made: 55

Made dead: 3

Made fun of: 0

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Spaceship Part 9: Positron Generator

Zone: Impact Site

Day: 5

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First off, call out all your blues, have them build the plank and activate the geyser to the west of the onions. Get the 10 blue pellet and some nectar and be happy. Search around the onions to get every single pellet you can obtain (except the big ones). Build your guys up so that you have about 100 each.

Once you're done and plucked them all, go up the box ramp and check out by

the gate (there's sometimes a monster here to fight). Go back and get about 10 yellows, send them up the plank and get the pellet. Grab another 25 and go to the open side of the box for some bombs. Blow up the gate, then go

through it and blow up the one on the left. Then collect your 20 pellet.

Return all your yellows, and take all your blues with you through the gate on the tree trunk. Smash down the gate that's there, then chuck em at the ship part, but recall them after the clam top stops wiggling or they'll be killed. Also, don't hit the ship part with them, land them right next to it or they'll be dazed for a split second. Once you've freed the ship part, get it and the large pellet and bring them back. Start plucking all your Pikmin now because night time is coming.

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My end of day report:

Hatched: 109

Killed: 0

Waved bye-bye: 0

### Spaceship Part 10: Sagittarius

Zone: Forest of Hope

Day: 6

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Grab every single blue one that you have. Start off by searching for nectar in the grass, then go north out the gate. Kill any bugs that may have regrown and grab all the pellets for the blues. While that's working, start working on the bridge. Hurry back to do some gardening, and pluck new Pikmin until you hear the bridge finish. Go to it, grab all your troops and swim to the ship part. Toss all your Pikmin up to work on the bridge, leaving a couple to kill the things in the water. By the time you kill them and recover the spoils, the bridge should be done.

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### Spaceship Part 11: Shock Absorber

Zone: Forest of Hope

Day: 6

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While you're bringing in the Sagittarius, take all your dominion remaining across the small pond to the northeast. This will take you to a large bug and another ship part. Collect all the nectar from the shells and grass to feed your army it's Wheaties, then kill the bug by bombing him from behind. Take him and the ship part back. Take the red pellet for your red Pikmin.

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### Spaceship Part 12: Radiation Canopy

Zone: Forest of Hope

Day: 6

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Pluck all your Pikmin and return all the reds. Get all blues ready for action and head south, then west at the intersection. Turn left immediately and knock down the gate in the water. Go through it and knock down the next gate.

This'll be your first encounter with a boss if you haven't run into one at the Impact Site. He's pretty tough, but keep at him and you'll be fine. Keep chucking them at his hole on his forehead, when he sucks in to blow a boulder of snot at you, it'll knock him off balance. Now he'll be ticked off and run around for a while with his body exposed, get behind him and toss your men onto his back and beat him down like he owes you money.

Grab his body and the ship part and head on your merry way. Make sure you bring the body first because it's getting close to night. If you have over

100 of each already, pretty much spend the rest of the game just building up the blues, you'll be using them the most of the game anyway.

This should be it for the night.

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My end of day report:

Grown: 101

Gobbled: 5

Goodbye: 2

Spaceship Part 13: Geiger Counter

Zone: Forest of Hope

Day: 7

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If you didn't get the Radiation Canopy last night, take 50 blues with you to get it now. While they bring it back, fill up on blue Pikmin and get the morning nectar. When you have 100 at your disposal, head south, then west killing everything along the way. Go to the area north of where you first discovered the yellow onion and clean house.

Get in the water and chuck blues up until the box is moved. Now go back and fill up to 100 again then return.

Try to use your happy trumpet to keep them in single file behind you so that none falls in the water, you're about to fight another boss. This guy is a huge bird that pokes his head out of the ground and starts nabbing your guys about 3 at a time. Charge all 3 of em the first one and finish with the one nearest the ledge to the water on the western side. Maim, kill, destroy, and as fast as you can if you wanna do some growing with all your loot. Every time your guys get knock on their rears, use your recall button to get them up quickly, then just use the C-stick to make sure they all latch on like parasites.

Beat them back to the ship if you wanna sort the pellets. Then just hang around and garden for the rest of the day.

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My end of day report:

Newbies: 130

Oldies: 49

One hit wonders: 0

Spaceship Part 14: Omega Stabilizer

Zone: Forest Navel

Day: 8

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Pull out about 100 redheads, and go down to where the blowhogs were. Head north to the kinda eerie lookin part of town. Kill the enemies on the way, and get ready for a boss fight.

This guy's cake if you've got an army. Swarm in on him and don't let up, when he flips over, start flickin your little red boogers onto him. If he starts to shake, recall your guys and get them out of there. He'll drop a powder that possesses your Pikmin and they will charge and kill you. Take the ship part and all the spoils you can carry back with you.

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Spaceship Part 15: #1 Ionium Jet

Zone: Forest Navel

Day: 8

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Now grab 100 yellows, go to the bridge you had to construct to the north of the water, walk off the other side and build that bridge. When it's done, grab bombs and head to the west. Go to the right of the ramp to a new path, leave the bomber ones behind, and go kill all the bugs. Have your Pikmin carry back the load, then the rest start knocking down the gate. Go back and get the bombs and start knocking down the other wall.

Hurry back to the ship once it's knocked down, dump off all your Pikmin and get about 20 blues. Head south into the 2nd pool for the ship part, grab it, get the stragglers, and head home.

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My end of day report:

New recruits: 98

KIA: 16

MIA: 0

Shaceship Part 16: Guard Satellite

Zone: Forest Navel

Day: 9

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Start off by grabbing about 9 yellows and getting bombs from across the beach again. Knock down the new doors next to the gate you knocked down yesterday. By now the blowhogs have probably respawned so you'll have to navigate around them lest your group gets caught on fire.

In here is a boss, to kill him, you have to toss your plant posse up onto the bulb. This is easier to do with yellow Pikmin, good thing you brought them along with you. Careful of his feet smashing the ground cause they'll crush a lot of your army and draw away their attention from you.

When he's dead, go back and get enough to have 15 total yellows on the field and leave them there, get 85 reds, get all the spoils, and go kill all the blowhogs on the beach (minus the one with the frog next to him. When you kill the last blowhog it'll be next to a fence and you'll have about 40 some red guys with you. Have them start smashing down the gate, and head back to the ship.

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Spaceship Part 17: Libra

Zone: Forest Navel

Day: 9

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Head back to the ship when the blowhogs are dead. Return as many as you need and get 20 blues and 15 yellow, then head to that gate and crash it down, picking up stragglers along the way. When it's done, go in (being careful of the fire sprouts) and quickly build the bridge. When a couple sections are done, stop and separate your Pikmin, get the red and yellows to finish the bridge and take the blues with you.

Tread carefully around the fire spigits to the south, and go to the pool. In here, grab the ship part and carry it just out of the water and drop it before the first fire spigit. Go back, dump all the blues on the west side of the bridge, and go in and get the yellows.

Toss them up on the ledge, then hop on they geyser and toss them up to the

ship part. When it gets down, call them off and let the reds take over.

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Spaceship Part 18: Analog Computer

Zone: Forest Navel

Day: 9

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Take your remaining reds to the part you pulled out of the water, then drag it home. Then grab the rest of your Pikmin at the bridge and collect the spoils of the blowhogs before turning in for the night.

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My end of day report:

Mooched: 13

Pooched: 1

Smooched: 15

Spaceship Part 19: Anti-Dioxin Filter

Zone: Forest Navel

Day: 10

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Chances are that you had to ditch the parts to gether your guys in time for lights out, take out 50 blues and collect them. While they're coming in, grab 50 red and go kill the blowhog and frog down on the beach. Don't even worry about hauling the spoils back, just meet the rest of your squad at the space ship. Get 100 blue buddies after the parts are loaded and go straight through the water, getting the last part on this stage. Spend the rest of the day growing new Pikmin and hunting for nectar.

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My end of day report:

Came: 82

Went: 26

Ate my dust: 0

Spaceship Part 20: Gluon Drive

Zone: Distant Spring

Day: 11

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Start off by grabbing 100 blue Pikmin, and kill the stuff to the east. Don't haul anything back yet, after they're dead, continue east and build the 2 bridges by half and half.

If you haven't lost any Pikmin in the battle, keep a couple blues with you. Go and get 5 yellows and go east again to the tree stump with the skull in it. Collect the bombs and bomb the wall to the east. When you've used all 4 bombs, grab a yellow 5 pellet with them and go after your first set of blues.

By now, at least half the bridge should be done. Grab the idle ones and toss them onto the incomplete half, when done, get the ship part.

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Spaceship Part 21: Interstellar Radio

Zone: Distant Spring

Day: 11

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Take as many yellows and red as needed to collect for their color. Have them all harvest and max out your blues. Go north and kill the stuff along the

way. Get the next part from the giant blowfish thingy. Night time should be coming, grab the spoils from your battles and retire for the night.

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My end of day report:

Joined the land of the living: 130  
Got trampled on: 8  
In the gigantic flower field in the sky: 0

Spaceship Part 22: Massage Machine

Zone: Distant Spring

Day: 12

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Start off by taking out 100 blue Zerglings. Walk to the 3 grass patches and the clam shells in the immediate area. Then head north and build the bridge. While it's working, go around and grab the one's you had looking for nectar. Once it's done, kill all the bugs there and hurry home with the part and spoils. If you have enough time left, kill the bugs that are right next to the bridge north of where your ship is.

Spaceship Part 23: Bowsprit

Zone: Distant Spring

Day: 12

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Leave all the blues and grab about 15 yellows. Go back to where the part was and grab bombs. Finish destroying the one wall, fill up on bombs right next to you, and then start working on the wall next to your ship. You should have a couple bombs left over after smashing down the wall, ditch the yellow guys under the onion for use later.

Go into the section that you just opened up next to your ship and unleash hell. Clean up all the way to the gate on the southeast side of the fire plumes, and then return your blues. Grab as many reds as you can along with your bombs and start going southeast past the new area.

Use your bombers and about 10 reds to work on the gate. The rest take through the fire plumes (ignoring the pellet). Here's another beetle boss, you beat him the same way you did the other, hit him in the opening when he sucks in then jump on his back. Don't grab anything when he's dead, instead head east, build the ramp and knock down the gate, then get the spoils if you think you'll have time.

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My end of day report:

Young and restless: 102  
Dead and useless: 34  
Was a nuisance: 0

Spaceship Part 24: Zirconium Rotor

Zone: Distant Spring

Day: 13

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Grab 100 blues, you probably haven't finished bringing in the last ship part, but don't worry about it for now. Go east, and head through the gate. Kill the frogs, and knock down the 2 gates and get the next ship part. If any died, a good time to get replacements would be when they're knocking down the first gate. Don't worry about the spoils for now, and escort the ship part back.

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Spaceship Part 25: Pilot's Seat

Zone: Distant Spring

Day: 13

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After you kill the bugs, go south and pick up this item, it should be clear sailing all the way. Return all your blues that have just returned with the first part blues, get reds and pick up the pellet and the bowsprit.

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Spaceship Part 26: UV Lamp

Zone: Distant Spring

Day: 13

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Get 25 yellows, and head southwest toward the next ship part. Toss all your Pikmin to the right of the giant hole, then walk south onto the ramp and fall down near them. Toss 10 onto the next step just west of you, and leave the rest idle at the base of the really steep ramp. Go up and toss the 10 up to get the ship part, the other 15 will join in once it gets close enough.

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Spaceship Part 27: Repair-type Bolt

Zone: Distant Spring

Day: 13

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Grab 40 blues, and go into the crevice just west of your ship where one ledge is lower than the other and lined with a wall. Toss all 40 up there, then go to their north side. Get the attention of all of them, and keep the C-stick pressed so that they're all hugging the wall. Walk along the land to bring them to the final part for the day.

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My end of day report:

Trainees: 18

Disabled: 20

Retired: 0

Spaceship Part 28: #2 Ionium Jet

Zone: Distant Spring

Day: 14

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Grab 100 blues, head south and clear out everything you can. When done, go to the part that's southeast. Here you have to toss your plant posse up onto the ledge, then hop up using the geyser, then toss them over to the part. When the part starts moving, have all your guys help out that can so you have more time for gardening.

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Spaceship Part 29: Chronos Reactor

Zone: Distant Spring

Day: 14

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Bring 40 blues with you to the southwest, toss 20 of them up and into the yellow flower. This will spit out yellow Pikmin, toss them onto the beach and up to get the part. Once they drag it onto the beach, stop them and toss them

all into the blue flower so they'll change back. Spend the rest of the day doing whatever you want.

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My end of day report:

In the fast lane: 48

In the slow lane: 5

Caught behind a little old lady: 0

Spaceship Part 30: Secret Safe

Zone: Final Trial

Day: 15

.....  
Start off by grabbing 87 blues and build the bridge. Grab 10 reds and toss them all up to where the fire sprouts are. Guide them through the ledge all the way north until they start moving the box then leave them there. By now your blues should be done with the bridge, bring them back and leave them under their onion.

Grab 3 yellows and toss them to the north east and work your way to get 3 bombs. Take the yellows and bomb the gate. Return your yellows once it's down, then grab the blues and do the next half of the bridge. Take the 10 reds waiting there, knock down the gate, then return to the ship and get 100 yellows.

The end guy is nothing short of a hyper pain. He takes long to kill, so don't be suprised if it takes you more than one try. The only problem is that he gains his health by morning.

For now, go past him and knock down the gate. force all your guys in there and get all the bombs you can. When you're ready, seperate your Pikmin and grab one with a bomb. Toss it halfway between the gate and the plant and walk up to the plant. When you touch the plant sticking out of the ground, the final boss will pop out.

To kill him, you gotta get more Pikmin on his face than a teenager with acne. There's a way you can use the bombs to kill him, but I'll get to that in a sec. When opens his mouth, he's about to sway his tongue around, so always keep you and your death squad to his side. When he wiggles, he's about to jump, grab all your Pikmin from under him using the B button and the C-stick. If he jumps real high, you're screwed, cause he aims right for the largest cluster. No matter how much damage he does, just keep tossing them onto his face until one of you are dead. If necessary, go restock your street gang when you get below 20.

By the time he gets ready to gobble the guy holding the bomb, have half your army ready. Sometimes the bait will toss the bomb into his mouth and run back to join your group, but once he swallows it, lay into him. The bomb will explode leaving him all wiggly for a few second, that's when you launch your guys like an army of minature Alien facegrabbers. Once he gets back to normal, recall your troops and stash them by the bombs. Grab more bait and repeat the whole process.

Once you carry the final ship part home, congradulations, the game is over and you are now Zod of it.

.....  
My end of day report:

Champions: 0

Losers: 153

Has Beens: 0

My Totals:

Sprouted: 2931

Lost in Battle: 322

Left Behind: 19

Happy

The ^ End

Endings:

.....  
There are 3 endings available to you: good, neutral, and bad.

- To get the good ending you must collect all 30 spaceship parts.
- To get the neutral ending you must collect only the essential spaceship parts (what I did was just get all but the last).
- To get the bad ending just stay in the first area the entire time and keep going to sunset.

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Time to smash you with a hammer:

.....  
How do I cut gathering time?

- There are many ways to do this:
  - Have your fastest Pikmin do the gathering
  - Remember you can have up to (usually) twice as many Pikmin carrying an item as required, this will make them travel faster.
  - If you don't have any Pikmin with you, you can use Olimar to get pellets ready. Remember, he can attack when he's alone, this works on plants and monsters.

Where do I find purple Pikmin?

- You don't want to, but if you must know, when you're fighting the giant shroom of euphoria, he'll do his little jiggly shake after a while. When he does this, all those of your satanic tribe that are caught in the mist shall be called to the side of good and start bludgeoning your sorry butt to death.

How come I didn't see.....?

- Some monsters only appear in certain places on certain days. If you followed my walkthrough precisely, then you won't have seen 2 of them.

Is this game any good?

- Does this look like a review to you?

In the good ending there are many colors of onions floating away from the planet, what does this mean?

- Well, it either means that there will be a sequel, they mutated after you got the final ship part, or that Pikmin are relatives of Starcraft's Zerg race (notice the colors are the same as different player colors?)

If I dismiss Pikmin with bombs, they drop them when I recall them, what gives?

- If you recall them, they'll just drop the bombs, in order to recall them

and have them still holding onto the bomb you must go up and touch them.

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Version updates:

- 1.01 Updated final boss strategy and filled in some missing parts.
- 1.02 At the request of someone named Erik , I added a first day walkthrough.
  - I also added a description of how to get each ending.
- 1.03 Added FAQ

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