

# Pikmin FAQ/Walkthrough

by HCGamer

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PIKMIN WALKTHROUGH/FAQ  
for the NINTENDO GAMECUBE

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## 1. INTRODUCTION

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This guide will tell you how to get all 30 spaceship parts in 30 days, strategies on how to get the individual spaceship parts, and a complete enemy list. It will also give information on all five levels. My e-mail is at the top of the page if you have any comments, if I made any mistakes, or if you have any miscellaneous info for me. Now sit back, relax, and let me tell you how to beat one of the best games for the GCN.

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## 2. CONTENTS

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1. INTRODUCTION
2. CONTENTS
3. VERSIONS
4. CHARACTERS
5. CONTROLS
6. TACTICS
7. WALKTHROUGH
8. INDIVIDUAL PART STRATEGIES/INFORMATION
9. LEVEL INFORMATION
10. ENEMY FIELD GUIDE
11. SPECIAL THANKS

## 12. LEGAL STUFF

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## 3. VERSIONS

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Version 1.2

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7/25/02

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Added Polly Woggles to the Level Information section, and fixed a couple of strategies on the Walkthrough.

Version 1.1

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2/10/02

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Added the days on which you find Mamuta and Goolix and fixed a typo in the Walkthrough introduction.

Version 1.0

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2/6/02

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Microsoft Word

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This is the first version (obviously). Finished characters, controls, tactics, walkthrough, individual part strategies/information, level information and enemy field guide.

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## 4. CHARACTERS

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-Captain Olimar: This is the person you control. His home planet is Planet Hocotate. He crash landed on a strange planet while on vacation, and has to find all 30 of his spaceship parts before his Life Support runs out in 30 days.

-Red Pikmin: These are the first things you encounter on the planet. They live in a red Onion. Their attacks are more powerful than that of their differently-colored brethren, and they are invulnerable to fire. Interestingly enough, they are the only Pikmin with noses...

-Yellow Pikmin: These are the second Pikmin that you discover. They

live in a yellow Onion. Because of their large ears, Captain Olimar can throw them twice as high as any other Pikmin. They are also quite skilled in the usage of explosive bomb-rocks. Uh-oh...

-Blue Pikmin: The third type of Pikmin you discover. They live in a blue Onion. Because they are blessed with gills, they are the only type of Pikmin that can survive in the water. Another interesting trait of Blues is that they can save drowning Pikmin. If you surround them and press X, your Blues will throw the drowning Pikmin on to the shore. Useful, no?

-Purple Pikmin: You can not control these Pikmin, and the only way to get them is to infect them with the poisonous gas of a Puffstool. They have mushrooms on their heads, and their only purpose in life is to attack Olimar. So basically, you don't want to get Purples. To drain the evilness out of Purple Pikmin, have some normal ones attack them.

That's it for characters. Every other creature in the game has one purpose: to eat Pikmin and kill Olimar. How do you like those odds?

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## 5. CONTROLS

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Control Stick - moves Olimar  
scroll through menus

C Stick - controls Pikmin as a group

A - picks Pikmin out of the ground (tap repeatedly to move faster).  
throws Pikmin at cursor (hold A to hold the Pikmin and separate  
your Pikmin into color groups)  
when no Pikmin with you, punches enemies  
confirms menu selections

B - calls Pikmin to you with your whistle (hold B to call more)  
cancel menu selection

X - dismiss and separate Pikmin by color that are with you  
delete file

Y - bring up monitor (during gameplay)  
view journal entries (at level select screen)  
copy file

L - rotate camera

R - toggle camera between three zoom views

Z - toggle camera angle

D-Pad - press down to make Pikmin carry you back to your ship

Start - pause the game

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## 6. TACTICS

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Written here are strategies for accomplishing certain mandatory objectives in the game.

Battling - This is a very important skill to learn. When you fight enemies, you can usually do one (or both) of two things...

1. You can swarm the enemy. Just push the C Stick towards the enemy and let your Pikmin go to work. This works best when you have a lot of Pikmin and the enemy is only a minor one.
2. You can throw your Pikmin on the enemy with A. Most enemies are vulnerable on their backs, so that is an ideal place to throw your Pikmin. Also, you can throw your Pikmin at a faster rate if you push the C Stick in such a way that your Pikmin swarm around you. This will allow you to throw Pikmin twice as fast, and kill the enemy twice as fast.

Working - Two words: multi-task. Although you can send a lot of Pikmin to do one job at a time, it is much more efficient to divide your Pikmin up into groups and assign each group to a task. For example, 25 Pikmin could be carrying a spaceship part back to your ship, 25 more could be building a bridge, and another 50 could be battling an enemy with you. This strategy will help you get multiple spaceship parts in one day.

Gardening - The most important task in Pikmin (other than getting spaceship parts) is to grow lots of the little guys. The best way to do this is match the color of your Pikmin with the colors of pellets. For example, let red Pikmin have all the red pellets. Also, when you beat an enemy, 99% of the time you are going to want to bring that enemy back to your Onions. The WORST thing you can do is beat a boss and then let its carcass rot overnight. ALWAYS ALWAYS ALWAYS bring back boss bodies, as they will produce many Pikmin. Other than that, just remember, "To the victor go the spoils."

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## 7. WALKTHROUGH

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This is probably the section you've been waiting for. The immortal walkthrough. Written here is my best completion score for Pikmin. Incidentally, it is the fourth time I've beat it, so don't feel bad if your scores don't match mine and this is your first time playing. If

you are a veteran, you should have no trouble matching or beating my scores. If you need more reference, be sure to check the Level Information and Individual Part strategies as well. And now... the walkthrough.

THE STORY (taken directly from the Instruction Booklet)

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 throughout the vast reaches of space. A strange feeling came over me... I then felt a premonition that my short trip would soon 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. I was thrown against the control panel, and I blacked out.

When I came to, I found that the Dolphin had crashed on a strange planet, in a place whose name and location I could not guess. I thanked the laws of chaos that I was at least, for the time, safe. After some inspection, I noticed that the Dolphin was so shaken during the reentry that several of her pieces had been jarred loose, probably scattered around the planet. To make matters worse, my space suit's sensors indicated that the planet's atmosphere contained oxygen, an element incredibly deadly to my people. Fortunately, the life-support system built into my suit seemed unharmed, but I knew that it had only enough remaining battery power to function for another 30 days. If only I could find the engine, then at least I could fly within this planet's atmosphere to search for the other parts...

Will I be able to find the missing parts for my spaceship? Will I be able to return safely to my home and family? I must steel myself against fear and loneliness if I am ever to see them again.

I have decided to record all of my observations and experiences in my journal until I am able to leave this forbidding planet. My only hope lies in the promise of two strange encounters that I had today. The first was the discovery of a large object, similar to the onions on my planet. But it was enormous, and it rested on three legs. The other was the appearance of a small life-form eerily similar in appearance to my planet's miniature carrots. I have decided to name this small life-form...Pikmin...

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Day 1: The Impact Site

Parts Collected: 1

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When you first start out, walk around until you find the Red Onion. It will pop up and release a Pikmin seed. Now just wait until it sprouts up. When it does, pick it with A. You now have 1 Pikmin. Yay. Lead it around collecting all the pellets you can. You can also destroy the flowers to collect the pellets they hold. Also, don't miss the 5 pellet on the stone ledge. When you have at least 10 Pikmin, lead them over to the brown box and make them push it away (use the C Stick or throw them towards it). Call them to you, and observe the engine. You need 20 Pikmin to carry it, so you can't get it yet. Instead, lead your little army up across the bridge that the box now makes and collect all the pellets that are in there. Don't miss the one that's up high. If you collected every pellet, you should now have 25 red Pikmin. Lead them over to the engine and have them carry it back to your ship. You have now completed Day 1.

Sprouted: 25 Lost: 0 Left: 0

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Day 2: The Forest of Hope

Parts Collected: 1

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Now's when things start to get exciting. Take out all your reds, and have them break down the white stick gate. While they are doing this, have one Pikmin harvest the red pellet. NOTE: leave ALL yellow pellets alone. They are for the yellow Pikmin. Don't let your reds get greedy. Now, when the wall is down, get ready for your first battle. Lead all 25 of your Pikmin out and to the left towards the Dwarf Bulborbs. The best way to beat them is to lure them towards you and then throw Pikmin on their heads. Bring their bodies back to base, along with any red pellets. Now with your strengthened army, go over towards the Spotty Bulborbs to the right of your camp. Sneak around behind them and throw Pikmin on their backs. When it is dead, kill all the other enemies in this area. Now, you can carry that high-tech looking thing, which happens to be the Eternal Fuel Dynamo, back to your ship, along with the red 10 pellet. Use the rest of your reds to carry your spoils and break down the gate at the far end of this area. If you've been playing right, you should now have around 80 Pikmin. Make them all work on breaking down that gate. When it is gone, lead them in and kill the Dwarfs first, followed by the Spottys. NOTE: Do not have your reds carry any enemies back to the Onion for the rest of this day! All enemies killed in here are for the yellows. Now, when all the enemies are dead, lead your reds to just outside the gate and leave them there. Now walk over to the yellow Onion. Pick the Yellow that it spits out, and have it harvest all the yellow pellets in this area. When you have enough, collect the enemies too. You should now have about 20 yellows, since they stop coming out when your Pikmin in the field reach 100. Lead them over to the bomb rocks, either in a can or next to a big stone gate, and have them break down both white gates in this area. It should now be around sunset, so get all your Pikmin together and stick 'em back in their Onions.

Sprouted: 108 Lost: 4 Left:0

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Day 3: The Forest of Hope

Parts Collected: 3

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Take out all your yellow. Walk out the stick gate and curve to the right. If there are any enemies, avoid fighting them. March them over to the can and have them pick up the bomb rocks. Take them back to camp and have them break down the stone gate. Now put all your yellows in the Onion, and take them out again. This will cause them to drop their bomb rocks without detonating them. Lead them just past the gate and collect the 20 pellet up on the stump. Now take out all your reds and march them over the gate. Kill all of the enemies past it, then turn left and walk through the grass. You should come upon some Sheargrubs and larva. Kill them all, and lead your Pikmin a little farther until you can see the Whimsical Radar on a ledge. Throw 20 Pikmin up to it and have them carry it back. Take your spoils back to camp, and take control of your yellows again. Make them pick up their forgotten bomb rocks and lead them over to where the Radar was. Break down the stone gate, and then walk back through the tall grass and straight ahead to the stick gate. Blow that up too. You can break it with normal Pikmin, but bombs are faster. You don't need any more bomb rocks, so throw all your Pikmin and call them back to you to get rid of the bombs. Lead them back over to where the stone gate was and collect the Extraordinary Bolt with 30 yellows. Put the rest of your yellows backin their Onions, and take out 70 reds. Take them to the stick gate that you blew up with bombs. Kill all of the enemies beyond it, starting with the Dwarfs since they are already awake. When all of the enemies are dead, carry your spoils and the Nova Blaster, which lies beyond them, back to camp and finish the day.

Sprouted: 95 Lost: 3 Left: 0

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Day 4: The Forest Navel

Parts Collected: 2

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First take out all your reds. Have about 20 of them start to break down the stick gate that's right next to your camp. Now lead the rest to the path beyond it and make them build the stick bridge over to the Automatic Gear. 15 Pikmin is all you need to carry it, so take the rest of your Pikmin and go left onto the beach a little bit. All you need to do is kill all the bugs and larva. Now go back up to camp and collect the Pikmin that were working on the gate (it should be down. If not, break it really quickly). Regroup and head back to camp. Now go and start breaking the Pellet Posys, but DON'T collect the pellets. They are for luring the Breadbug to you. When he grabs one or comes near, throw Pikmin on him until he has lost about 1/8 of his health. Wait for him to grab a pellet. When he does, throw two Pikmin on the pellet, and watch as they drag him up to the Onion. When the Onion tries to suck him up he will die and leave behind the Space Float. Take it to your ship. Now get 100 reds and go straight ahead and build the two ramps that will lead you down to the beach. Kill all the Fiery Blowhogs on the beach and take all of them except one back to your camp. Just be sure to attack them on the side away from the water so they don't get blown into it. If the Wollywog attacks you, kill it too. Now the beach should be cleared except for one dead Blowhog and a few pellets. Take

all your Pikmin back to the Onion and put them in it. Go over to near where the Automatic Gear was and you should see the Blue Onion. Take the blue Pikmin that it spits out and use it to gather as many blues as possible before the day is done. Be sure to get the 5 pellet, the Blowhog on the beach, and any grubs that your reds killed. Now the day should be over.

Sprouted: 78 Lost: 17 Left: 0

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Day 5: The Impact Site

Parts Collected: 1

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First take out 10 yellows, 20 reds, and all your blues. Collect some of the pellets, but pay special attention to the 10 pellets on top of the tree stump. To get to them, have your Pikmin break open the geyser near its base in the tall grass. Then build the stick ladder and have you Pikmin climb up it. Color code your Pikmin and carry them all back to your camp. Now take out Pikmin until you have 100 in the field, so all the Pikmin you gather will just stay in the Onions and you don't have to bother with picking them. Now gather all the blues you have, along with the 10 yellows and 20 reds you started with, and go over to where the engine was. Use reds to get the 20 pellet, then dismiss all your Pikmin and get only yellows in your group. Pick up the bomb rocks that are inside the box and blow up the stone gate that's in the area over the box. Go back to the Onions now and collect your 20 reds again. Now take all your Pikmin and enter the beach area. Walk left first and break down the gate. Then put your reds and yellows on the 20 red pellet, making sure there are more reds than yellows carrying it. Now take your blue Pikmin and go over to the blue 20 pellet. Have them carry it away. Now walk up to the Pearly Clamclamp with the green thing in it. That is the Positron Generator. To get it, throw all the blue Pikmin you have onto the Clamclamp's protective bubble inside it. Call them all back to you when it is just about to open all the way. That should allow plenty of time for your Pikmin to escape before they are shut in. Just repeat this process until the Generator falls out. Go back to your camp and get all the blues that you have. Lead them all the way back up to the beach and assign 20 of them to carry the Generator back to your ship. Now attack both of the Clams one at a time in order to get their pearls. They are worth 50 Pikmin each! You can do what you want, but I always give both of them to my blue Pikmin. Make 6 carry it just so it goes faster, and when you have both the day should be just about done. Make sure all you Pikmin are out of the ground, since you won't be coming back here again.

Sprouted: 172 Lost: 0 Left: 0

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Day 6: The Forest of Hope

Parts Collected: 3

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First take out 30 blues and 70 reds. Lead your army outside through the stick gate and kill any dwarfs in the immediate area. Ignore all the monsters off to the right. Dismiss your Pikmin, and grab your blues. Walk through the water across to the island on the other side. If you stand on the little ledge, you should be able to throw all



30 on to the bridge. They should start building it. Now go back to your reds. Call 30 of them, and have them work on the bridge on this side of the lake. Now walk over to the left of the bridge with the other 40 reds and you should see a ledge. Throw them onto it. Now walk back to the stick gate, and turn right just before you enter it. You should come to a little puddle. Walk up the tree root and turn right, and you should see the Shock Absorber. Ignore it for now, and walk quietly past the monsters so as not to wake them up. Once you are past them, you can meet up with your reds again. Call them all, and then kill all the enemies in this area. Once they are dead, assign 30 of them to carry the Shock Absorber and have the rest carry your spoils. Your bridge builders should be about done by now. Walk across both bridges, calling your 30 reds and 30 blues as you do so. Once across, you should now be on the island with the Sagittarius. Have 20 Pikmin carry it (preferably reds, you'll see why in a second) back to camp. Here's where things start to get tricky. You're going to want to take out as many blues as you can, so put any reds that are in camp away for the moment. Once you have a lot of blues, around 80, go out the stone gate. Kill any enemies in here, and turn right at your first chance. Then immediatly turn left, and you should be in this little puddle. Have all you Pikmin work on breaking the gate down. The Sagittarius should be in your ship by now, so put all those reds back and take out 10 yellows. Go around the level collecting as many bomb rocks as you can, and then return to camp. Go out the stone gate and walk straight ahead. Throw all your yellows onto the ledge and go back to your blues, who should be done. Walk through the gate, but don't collect any blues. Now turn left and WALK INTO your yellows. If you call them, they will drop their bombs. Now turn around and destroy the black stick gate with the bombs. Now go call your blues and return to camp. Put all your Pikmin in their Onions, and call out 100 reds. Go back out the stone gate, and throw them all on the ledge you threw the yellow on. Now walk through the puddle, call them all back to you, and enter the arena with the Armored Cannon Beetle. To avoid dying, stay away from the front of it. Just throw Pikmin at the hole in its head, and when he sucks one in, run around behind him and throw Pikmin on its exposed back. Do this once or twice and you should beat him. Now you should have just enough daylight left to bring the carcass and the Radiation Canopy, which is in the back of the arena, back to your camp.

Sprouted: 113 Lost: 18 Left: 0

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Day 7: Forest of Hope

Parts Collected: 1

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Oh, goody. Today we get to fight another boss battle!!! Take out 85 reds and 15 blues. Go out the stick gate to where the yellow Onion was when you first found it, killing any enemies along the way. Once you enter the area, turn almost completely around and enter the area that your yellows unblocked the first day you found them. There are a couple of Bulborbs in here, so kill them first. Now dismiss all your Pikmin, making sure they don't go and carry anything, and get only blues. Walk into the water and throw them at the far side of the box. Once it is out of the way, call all your Pikmin to you. Now throw them all in the middle of the bridge where the box was, making sure none fall in the water. Once they are all there, walk through them so you have about 20. Go over the bridge and deposit them DIRECTLY to the right and as close to the water as possible. Any farther away and you'll wake up

the boss. Repeat this until all of them are across (you do this weird thing to prevent any Pikmin from drowning when you go across the bridge. You can use blue Pikmin to fight the boss, but their attacks hurt less). Now walk slowly into the arena until the Burrowing Snagret pops its head up. Immediately retreat so it can't reach you. Just don't walk farther up, or you'll wake another Snagret. When it goes underground again, walk slowly around until it pops up again. If its whole neck is above the ground, retreat again. Repeat this until it only sticks its head up above the ground. This is your cue to swarm it with all your Pikmin on its head. If you do this correctly, you should be able to kill it in one hit. Repeat this strategy two more times on the other Snagrets, and you'll be rewarded with the Geiger Counter. Carry this, and all the enemies you killed earlier, back to camp.

Sprouted: 89 Lost: 13 Left: 0

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Day 8: The Forest Navel

Parts Collected: 3

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Score. Another 3-part day. You're basically going to want 100 blues on this one, unless there are any Fiery Blowhogs on the beach. If there are, use reds to beat them as quickly as possible. When you have 100 blues with you, walk out of camp into the water areas to the right, and you should see a big golden thing that looks like a cup. This is the #1 Ionium Jet. Assign 15 Pikmin to carry it and run over to the beach. Walk straight into the water and go fight the Wollywogs, one at a time. There are two ways to beat them, and you can read about it in the Enemy Field Guide. Anyway, once they're dead, you will have a clear road to the Anti-Dioxin Filter. 40 Pikmin can carry it back to camp. Now walk all the way over to the left of the lake you are in and you should see a little ledge with a blue spring on it. This is the Gravity Jumper. Put about 1/2 of your Pikmin on the ramp to the right of it, and walk over to the left. You will see a ramp on top of the little ledge. Throw all your Pikmin up there, and use the geyser to meet up with them again. Now just command them to build the other ramp. When all your Pikmin are done, assign as many as you can to carry the Gravity Jumper and head back to camp. If you have time, collect the bodies of the Wollywogs as well.

Sprouted: 36 Lost: 43 Left: 0

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Day 9: The Forest Navel

Parts Collected: 1

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All right, one of the two bosses in this level. First take out 100 reds. Go over to where you found the Gravity Jumper and turn left. Enter the area with all the blue lights. Keep going and you should come upon what looks like a giant mushroom on legs. Well, it IS a giant mushroom on legs. This is a Puffstool. Just charge it and have all your Pikmin attack its legs until it trips. Then call them all over to you and throw them as fast as you can onto its soft underbelly. If it dies, cool. If it flips back up, call all your Pikmin away QUICKLY!!! It's about to use its gas attack which changes all your Pikmin into purple Pikmin. If any do get caught in the gas, just attack them with

normal Pikmin to get them back to normal. If ALL your Pikmin get caught in the gas, then your in trouble. Just start the day over. Once it does the attack, do the tripping thing again until it dies. It will drop the Omega Stabilizer. Carry that and the Puffstool back to camp. I would advise giving the Puffstool to your yellows, since you will need a lot in the battle tomorrow. Now, take out about 15 yellows. Lead them all to bomb rocks. There are some by where the Gravity Jumper and #1 Ionium Engine were. Now look at your map with Y. See the star that's off by itself in that arena looking thing? Go over there. You will see many stone walls. Destroy as many as you can, but just make sure you unblock the arena as well. Now just grow some of the little dudes (again, preferably yellow) until the day is over.

Sprouted: 103 Lost: 13 Left: 0

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Day 10: The Forest Navel

Parts Collected: 1

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This is my least favorite part in the game to get, because I always lose about half my yellows (not that you use them much anyway, but you get the point). Lead all your yellows over to the rock walls that you destroyed yesterday and into the arena. A big spider looking thing will drop down. This is Beady Long Legs. It is the devil. Just throw your yellows onto that big sphere in the middle of its body (well, it IS its body) and use the C Stick to steer your Pikmin away from its feet to avoid making any more Pikmin pancakes than necessary. Once it is dead, Take your yellows and put them back in their Onion. DO NOT try to take back the Guard Sattelite with yellows, as they will be burned by the flame geysers. Use reds to collect the part and any other spoils to be found in the arena. Now you can do one of two things. You can try to build your poor yellows back up to strength, or you can take 100 Pikmin over to the far right side of the beach and break down the stick wall. This will aid you in getting tomorrow's parts. NOW build up your sorry yellow army.

Sprouted: 58 Lost: 57 Left: 0

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Day 11: The Forest Navel

Parts Collected: 2

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All right!!! This is your last day in the Forest Navel!!! I really hate this level... Take 60 reds, 20 yellows, and 20 blues. Go over to the stick wall that I described on the previous day, and break it down if you have not already done so. Lead all you Pikmin in, and push the C Stick so that your Pikmin get as close to the wall as possible. You don't want ANY to get burned. Once you are past the first flame geysers, you should be in a place with a bridge on the left. Dismiss you Pikmin, and have your reds and yellows work on the bridge. Take your 20 blues and travel through the rest of the flame geysers, using the same strategy applied on the previous ones. You should now be in an area with a little pool. Lead your blues in and have them carry the Analog Computer out, but not into the flame geysers. Once it is out of the water, leave it there and take your blues back to the rest of your Pikmin. When the bridge is complete, bring 20 reds back over the

flames to the Computer and have them carry it back to camp. Now have your blues go into the puddle on the other side of the bridge and break open the geyser. Throw all your yellows onto the ledge above you, and use the geyser to meet up with them again. Throw them up the rest of the way and they will retrieve the Libra. As soon as they bring it down to the rest of your Pikmin, have the rest of your reds ONLY carry it back to camp. Now bring your remaining blues and yellows out the rest of the way, using the wall-hug stratagy once more. Now just garden until the day is over. And the Forest Navel is complete! Yay!

Sprouted: 15 Lost: 1 Left: 0

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Day 12: The Distant Spring  
Parts Collected: 2  
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My favorite level. Ah, bliss. Take out 100 blues. Go over onto the little area with the Yellow Wollywog on it, and kill it, along with its partner, and carry their bodies back to camp. Now go straight ahead across the beach and into the water. Now go over to where the bridge is and have them kill the little bugs that are there. When they are dead, assign some Pikmin to build the bridge. Now take the rest of your Pikmin (about 20) back to camp. Collect the ones that were carrying the Yellow Wollywogs. You see that little path extending into the water, and ending with a tower with a spinning thing on top? That's the Repair-type Bolt. To get it, throw all 30 Pikmin onto the ledge to the left of the path. Now things get tricky. Go on the path and call them to you, so they are walking towards the barrier on the ledge that they are on. Now walk along on the path, and they should follow. When they reach the tower with the Bolt on it, shove the C Stick towards it, and at least 20 should grab on and take it to your ship. Take the rest of your Pikmin over to the bridge builders, who should be done. Lead all of them over to the far side of the bridge. You will see an enemy that looks like a black Spotty Bulborb. This is a Spotty Bulbear. He's just a little tougher than Bulborbs. Use the same strategy to beat him and take his body back to camp. Have the rest of your Pikmin carry the Massage Machine that was behind him to your ship as well. If you still have any time left in the day, walk in the direction parallel to the lake until you come upon a Yellow Wollywog. Kill it with 100 blues. If you don't have time, kill it sometime before day 15, as it will help you greatly.

Sprouted: 105 Lost: 24 Left: 0

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Day 13: Distant Spring  
Parts Collected: 1  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Today you will fight one of the coolest enemies in the game. Make sure you have no Pikmin sprouts in the ground. Now take 100 blues and walk into the giant lake. Use your map: it's the BIG lake. Go over to the chain of islands that form a circle, and you should see a giant egg on them. Break open the egg, and RUN RUN RUN back to camp and deposite all your blues. Don't wait for the THING to chase you. You shouldn't have any Pikmin out now. When the monstrosity enters your camp, take out 10, and only 10, reds. Throw them on his face, and keep doing this

until he dies. For a better description on how to beat him, check the Enemy Field Guide. Once he is dead, he will leave behind a nut that is worth 100 Pikmin!!! I usually give it to blues, but the choice is yours. Now go back to the chain of islands and go farther this time. You will see some Water Dumps and a Puffy Blowhog in the water. Kill the first 3 Dumps, then kill the Blowhog, who is holding the Interstellar Radio. Have 20 Pikmin carry it, and then watch which way they are going. Follow them, and protect them from any Water Dumps or Yellow Wollywogs that will try to kill them with the rest of your Pikmin. By the time the Radio reaches your ship, it will be almost night. Really quick take out 10 yellows and go across the bridge you built on the first day. There will be some bomb rocks in the skulls here. Get a few and head back to camp. You should have just enough time to blow up the stone gate right next to your camp before the sun sets.

Sprouted: 147 Lost: 46 Left: 0

!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
Day 14: Distant Spring  
Parts Collected: 1  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Take out 100 blues and go through the stone gate you blew up yesterday. While avoiding waking up the Bulbears, kill the Puffy Blowhog. Now kill the two Bulbears and bring everything back to the Onions. NOTE: If you try killing the Bulbears first, you may get double or triple teamed by the Blowhog and/or other Bulbear, which will result in death and mourning. So kill Puffy first. Now put the blues back in their Onion and take out 100 reds. Walk through the gate and go past the first puddle, then turn left. Kill any more enemies you find here, then break down the white stick gate which is near the yellow 10 pellet. After it's down, throw them up on the ledge and build the ramp. Now bring your spoils back to camp and return everything to their Onions. The day should be almost done. Get 20 yellows out and go through the stone gate. Turn right and you will see a big ledge with a pit in the middle. Throw all 20 to the right of the pit. Now walk left and go up the stone ramp, circle around, and go down to your yellows. Gather them all and throw them in the stone indention on the ledge above you. Now go up the ramp again and call your yellows once more, making sure none fall off with the C Stick. Now its just a simple matter of throwing them up to the UV Lamp. It only takes 10, but have as many as possible bring it back to your ship and finish the day.

Sprouted: 57 Lost: 36 Left: 0

!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
Day 15: Distant Spring  
Parts Collected: 2  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!

All right, the only boss in this level. Take out 100 reds and go in the direction parallel to the big lake. You will come upon a Bulbear, if you haven't killed it yet. Do so now. In the hollow stump it was guarding, there is a closed geyser behind the skull. Break it open. Now exit the skull and go a little left and you will see a stick ladder that needs building. Build it. Have all your Pikmin go up, then meet up with them using the geyser. Take all 100 and enter the arena

with the Armored Cannon Beetle. Use the same strategy against him that you used in the Forest of Hope. Once he is dead, have 30 Pikmin carry the Bowsprit and a couple carry the Beetle. They will walk through the area you cleared out yesterday, in case you were wondering. Now take the rest of your reds and go back out to where the stick ladder was. Walk straight ahead to the bridge and start building it with about 25 Pikmin. NOTE: You should have already killed the Yellow Wollywog here during a previous day, as written in the day 12 strategy. Deposit the rest in the Onion, and take out as many blues as possible. Go back to your red bridge builders and enter the pool. Go to the other side and build the bridge from the other direction once you kill the bugs. When both bridges are complete, you can get the heaviest part in the game: the Gluon Drive. It takes 50 Pikmin. Spend the rest of the day gardening.

Sprouted: 62 Lost: 59 Left: 0

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Day 16: Distant Spring

Parts Collected: 4

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Four parts in one day!? You're probably thinking I'm crazy, but it's actually really easy. First take out 100 blues. Go through the stone gate next to your camp, and walk over to the stick gate you broke open with your reds on day 14. Kill any enemies along the way. Don't enter it the gate, though. Go a little bit past it and go to the other stick gate. Break it open. Kill the two Yellow Wollywogs that are in this area. Now break the other stick gate, then enter it. You will find the Zirconium Roter. Assign 30 Pikmin to it. Now go out the second gate you broke and turn left so you are walking through the water. Just turn right a little and follow your map and you will come upon the Pilot's Seat. It takes 25 Pikmin. Make sure you are still left with AT LEAST 35 Pikmin. If not, go back to your Onion for reinforcements. Now, starting from the area with the Pilot's Seat, go back to the little river and turn right. You will emerge in this little lake. Kill any Water Duples, but ignore the Wollywogs. Walk forward and left and you should come upon the #2 Ionium Jet. To get it, walk to the far left of the stone ledge and throw 20 Pikmin up onto it, then use the geyser to get up yourself. Lead them all as close to the Jet as you can, then throw them the rest of the way. As soon as your Pikmin bring it down, make sure there are ONLY 15 on it. Now go to the far corner of the little lake you are in and throw the rest of your blues up onto the little island with the yellow flower (this is a Candypop Bud). Use the geyser to get up there, then throw all your Pikmin into the Bud. It will transform your blues into yellows. As soon as you have all yellows, throw them all into the sandy corner with the blue flower. Now go to the beach yourself. Call them to you and toss them up to the part, which you will find to be the Chronos Reactor. As soon as they bring it down, transform all your yellows back into blues using the Bud. Now have all your blues carry the last part of this level back to your ship. Use the rest of the day to bring back any enemies you killed.

Sprouted: 66 Lost: 7 Left: 0

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Day 17: The Final Trial

Parts Collected: 1

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This is it: the final level. Take out 90 blues and 10 reds. Walk over next to the water and dismiss all your Pikmin. Get only blues and walk into the water. Throw 45 blues towards each bridge on either side of the stone gate so that they start building them. Now go back to your reds. Get them and walk to the left side of the water. Throw them onto the ledge with all the fire geysers on it. Now go into the water next to the ledge and whistle to them so they are trying to get at you but are still on the fire ledge. Walk forward so they will follow you. Keep going until they reach the box. When they are next to it, dismiss them and they will automatically push it. Now wait for the blues to complete both bridges and stick them back in their Onion. now take out 10 yellows. Walk with them to the right of the water and throw them on the island. Go onto it yourself and call them to you. Now walk up on the stony cliff and throw them onto the ledge across the gap, making sure none fall and drown, of course. Now use a geyser to get up to them. Call them, and throw them in and around the can on the ledge above you until at least five Pikmin have bomb rocks. Now just get them back to dry land the same way you got them here, except for one detail. To get them under your control, don't whistle. If you do, they will drop their bomb rocks and kill themselves. Instead, just touch them. Lead them across the first bridge and bomb the gate three times to knock it down. Now go across the second bridge and use a single bomb to blow up the white stick gate. Now lead them into the arena. NOTE: DO NOT TOUCH THE GREEN THING IN THE MIDDLE. THIS WILL TRIGGER THE BOSS BATTLE!!! and you don't want that. Bomb the white stick gate on the other side of the arena, and lead you yellows back out to where your 10 reds are. Dismiss them. At this point, if this is your first time playing, I would advise you to gather your Pikmin, select GO TO SUNSET from the pause menu, and save the game. That way you will have a whole day to fight the final boss, Emperor Bulblax. If you have already beat him a few times, you should try to fight him AND do all the stuff in a single day. If you want to do this, you should have at least half a day left to fight him. That's what I did, and it saved me a whole extra day. Either way, use this strategy to beat him. Go to your Onions and take out 80 reds and 20 yellows. Lead them all over to just outside of the arena. Take the yellows only and go through the arena and out the other side without waking up Emperor Bulblax. Now go up to the cans and have all 20 collect bomb rocks. There are multiple cans spread along the outside of the arena. Now return to your reds and dismiss ALL your Pikmin. Walk into the arena by yourself and wake up the boss by touching him. Now leave and walk SLOWLY into your yellows until only one is under your control. Press and hold A so you have picked him up and now walk into your reds until you have about 50 or so. Now walk into the arena (still holding A) and wait until he opens his mouth to do his tongue-attack. Throw the yellow Pikmin in his mouth and run off to the side. The bomb will explode and stun him, and that is your cue to throw as many reds as you can onto his fat saggy cheeks. When he wakes up, take all your reds and run outside the arena, where he can't hurt you. Repeat this process until he has about 1/2 health left. Now he will start doing a new attack: he will jump up really high and land on your Pikmin that are with you in the arena, killing them all. To avoid this, just stay on the move and use the C Stick to pull your Pikmin away from where he will land. Once you've beaten the boss, you can get the Secret Safe!!! If you have time, you can harvest the pellets he drops, but it only gets you around 20 more Pikmin. The Secret Safe takes 40 Pikmin to carry, but you can use up to 90 to speed up the process. And that's the last part!

CONGRATULATIONS!!!!!!!!!!!!!!!!!!!!!! You've beat the game!!!

Here are my final scores...

Parts/Days: 30/17  
Total Survivors: 951  
Total Lost: 391

Compare yours to mine and see how well you did!!!

THE (happy) END

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## 8. INDIVIDUAL PART STRATEGIES/INFORMATION

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This section will give you a detailed step-by-step guide on how to get each individual part and information about it. NOTE: This is not necessarily the most efficient way to get all the parts...

The Description of each part is taken directly from the game and it is what Olimar says when he finds a part and it is beamed up into his ship.

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KEY  
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N = a part you need to leave the planet  
O = a part you don't need to leave the planet  
\$ = a part that physically appears on the ship when it is beamed up

### 1. Engine: N,\$ weight: 20 Location: The Impact Site

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Description: Amazing! There is no mistaking it! My ship's engine rests before my very eyes! By a stroke of pure luck, I have already stumbled upon the most important piece of my damaged craft! Fate has smiled upon me! But... How will I get it back to the Dolphin?

It was pure luck that I found this piece first. With this I can at least lift off!

Strategy: As soon as you have 10 Pikmin, push the big brown box. Note the position of the engine. Harvest any pellets in the next area on top of the tree stump, and keep growing until you have 20. Then just have your Pikmin pick up the engine.

### 2. Eternal Fuel Dynamo: N,\$ weight: 40 Location: The Forest of Hope

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Description: It has an unlimited energy supply! I wont have to worry about saving electricity anymore! This will make my fight for survival a bit easier...

This should light things up. No more candles for me!

Strategy: Take as many Pikmin as you can and break down the stick gate in you landing area. Walk outside and left and kill any enemies



there. Then go right and kill all the Dwarf and Spotty Bulborbs. Note the position of the Eternal Fuel Dynamo. Use the monster's bodies to make more Pikmin, and when you have 40, just pick the part up.

3. Whimsical Radar: N,\$ weight: 20 Location: The Forest of Hope

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Description: With this, I'll be able to see all nearby ship parts in a single glance--I just press Y to check it. This find fills me with great hope.

This important part can detect the location of the other missing parts. The radar will be added to my moniter, which I can press Y to view. C zooms in and out. This will surely help me in my search for the missing parts!

Strategy: First go through the stick wall. Now take 10 yellows and, being careful not to wake any enemies, walk around the right side of the lake and get some bomb rocks from inside the can. Now go and bomb the stone gate at your landing site. Take some reds and walk through and kill any enemies you find. Walk left through the tall grass and kill all the bugs. The Radar is on a ledge just a little beyond that point.

4. Extraordinary Bolt: N weight: 30 Location: The Forest of Hope.

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Description: I bought this incredible bolt because the salesman told me it is of extraordinary quality that is indiscernible to the average person. Exactly what makes it so extraordinary is a secret. But just look at it! Extraordinary!

This bolt's bolt holds the kind of value that only a true connoisseur can understand.

Strategy: First go through the stick wall. Now take 10 yellows and, being careful not to wake any enemies, walk around the right side of the lake and get some bomb rocks from inside the can. Now go and bomb the stone gate at your landing site. Take some reds and walk through and kill any enemies you find. Walk left through the tall grass and kill all the bugs. Now go get your yellows agian. Have them bomb the rock wall to the right of your reds. The Bolt is inside.

5. Nova Blaster: O weight: 30 Location: The Forest of Hope

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Description: This emits a dazzling burst of light capable of destroying almost anything! I'm not exactly sure about this, but the promotional brochure claims that its blasts can travel in the currents of space-time, smashing through stars and into the rifts of space.

This is a weapon of such incredible destructive force that it can blast stars into tiny pieces...  
It has a strange allure.

Strategy: First go through the stick wall. Now take 10 yellows and, being careful not to wake any enemies, walk around the right side of the lake and get some bomb rocks from inside the can. Now go and bomb the stone gate at your landing site. Take some reds and walk through and kill any enemies you find. Now turn right and break down the black stick wall. When you've done that, walk through it and kill any enemies in this area. The Blaster is at the far end of this area.

6. Automatic Gear: N weight: 15 Location: The Forest Navel

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Description: This thing chugs along at its own pace. it makes piloting much easier, giving me time to concentrate on the finer points of space travel.

It has thin cracks running through it. I tried to fill them with dirt... I hope it will be alright.

Strategy: Just take 15 Pikmin of any color and fall off the landing area towards where you found the blue Onion. Have them build the stick bridge to the Gear, and they will automatically grab it and take it back to the Dolphin.

7. Space Float: O weight: 25 Location: The Forest Navel

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Description: This float is an absolute necessity for any pilot who lacks skill at swimming in space.

An excellent swimmer like me has no need for something like this, but my motto is "always be prepared." Really. It's just for emergencies.

Strategy: Take some Pikmin and find the Breadbug walking around near your landing site. Throw Pikmin on him until he has lost about 1/8 health. Now pick all the Pellet Posys around the area until he grabs one. Have two Pikmin latch on to the pellet the Breadbug is trying to steal, and watch as he is dragged into an Onion and killed. When he dies, he will drop the Float. Now just pick it up.

8. Positron Generator: N weight: 20 Location: The Impact Site

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Description: By combining batteries with solar cells, this machine can generate incredible amounts of electricity. What a timely find! Those Instant Space Noodles will taste better heated up.

This electric generator is so powerful that if you approach it carelessly, you'll get an electric shock!

Strategy: Take 10 yellows and push the box away. Then go and look inside: there are some bomb rocks. Collect them and bomb the stone gate that is in the area on top of the stump across from the box. Now get 100 blues and enter this beach area. Go up to the Pearly Clamclamp with the green thing inside it. Throw all the blue Pikmin you have onto the Clamclamp's protective bubble inside it. Call them all back to you when it is just about to open all the way. That should allow plenty of time for your Pikmin to escape before they are shut in. Just repeat this process until the Generator falls out.

9. Shock Absorber: N weight: 30 Location: The Forest of Hope

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Description: This apparatus counteracts the shaking and saying that normally occurs during flight. It's smooth sailing with this in place... Usually.

This nifty little device counteracts the shaking and swaying experienced in typical space flight.

Strategy: Take 50 reds and break down the stick gate. Walk out to the lake and then turn left. Kill any enemies you encounter. Go

straight and throw all your Pikmin up onto the ledge. Now turn left and go into the puddle and walk up the tree root. Turn right and you will see the Shock Absorber. Sneak past the enemies and call all your reds to you. Now kill all the monsters and the Shock Absorber is yours for the taking.

10. Sagittarius: N,\$ weight: 20 Location: The Forest of Hope

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Description: My son gave this to me as a present. It brings to mind visions of my son back at home on Planet Hocotate. Oh, to be back there right now!

This was a gift from my son. He must be very worried about me...

Strategy: Take out 100 blues and break down the stick gate. Walk straight ahead and to the left. Kill any enemies you find. Have 50 Pikmin build the bridge that you see. Now enter the lake and go to the little island with the Sagittarius on it. Stand on the ledge and throw the rest of your Pikmin towards the second bridge. When both bridges are complete, have 20 blues carry it to your ship.

11. Radiation Canopy: N,\$ weight: 30 Location: The Forest of Hope

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Description: This turns the harsh radiatoion of deep space into soft, infrared rays that are easy on the body. I'll sleep like a baby once I get this back to the ship!

I'll have to inspect it later to make sure it hasn't cracked. I'll be in for even more trouble if I have any radiation leaks.

Strategy: Take 80 reds and break down the stick gate. Take 10 yellows and exit and have them collect bomb rocks from the can to the right of the lake. Now bomb the stone gate near your ship. Take your reds and kill any enemies in this area. Use bomb rocks to destroy the gate on the right, then throw them you reds and yellows on the ledge straight ahead. Take 10 blues and walk through the gate you just blew up and then turn left. Have them open the gate in the puddle. When it's down, go through and call your yellows, and use as many bombs as you have left to open the black stick gate. When you run out, just hit it with your 100 Pikmin. When it's down, enter the arena with the Armored Cannon Beetle. To avoid dying, stay away from the front of it. Just throw Pikmin at the hole in its head, and when he sucks one in, run around behind him and throw Pikmin on its exposed back. Do this once or twice and you should beat him. Now just take the Radiaton Canopy from the far end of the arena.

12. Geiger Counter: N,\$ weight: 15 Location: The Forest of Hope

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Description: Every spaceship needs one of these, but I don't actually know what it's for. Every once in a while, it goes wild and lets out a lot of noise, but I never pay much attention to it, so it doesn't do me much good. I really should read that manuel one of these days!

This noisy guage is always letting off spontaneous clicks and buzzes. It can be kind of annoying.

Strategy: Take out 75 reds, 15 blues, and 10 yellows. Go out the stick gate to where the can with bomb rocks, and have your yellows load up. Now go to where the yellow Onion was when you first found it,

killing any enemies along the way. Once you enter the area, turn almost completely around and use bomb rocks on that gate. There are a couple of Bulborbs in here, so kill them first. Now dismiss all your Pikmin, making sure they don't go and carry anything, and get only blues. Walk into the water and throw them at the far side of the box. Once it is out of the way, call all your Pikmin to you. Now throw them all in the middle of the bridge where the box was, making sure none fall in the water. Once they are all there, walk through them so you have about 20. Go over the bridge and deposit them DIRECTLY to the right and as close to the water as possible. Any farther away and you'll wake up the boss. Repeat this until all of them are across (you do this weird thing to prevent any Pikmin from drowning when you go across the bridge. You can use blue Pikmin to fight the boss, but their attacks hurt less). Now walk slowly into the arena until the Burrowing Snagret pops its head up. Immediately retreat so it can't reach you. Just don't walk farther up, or you'll wake another Snagret. When it goes underground again, walk slowly around until it pops up again. If its whole neck is above the ground, retreat again. Repeat this until it only sticks its head up above the ground. This is your cue to swarm it with all your Pikmin on its head. If you do this correctly, you should be able to kill it in one hit. Repeat this strategy two more times on the other Snagrets, and you'll be rewarded with the Geiger Counter. Carry it back to the Dolphin.

13. #1 Ionium Jet: N,\$ weight: 15 Location: The Forest Navel

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Description: Unfortunately, this puts out a slightly odiferous exhaust, but it does propel me to escape velocity in an instant. The stench is a small price to pay for such performance!

If this is damaged, I'll be in dire straights. I will have to run a system check as soon as I can.

Strategy: Take 15 blues and walk off the right of the platform you are on towards where the blue Onion was when you found it. Turn right a little so you are facing the small pool area. Fall in, and the Jet should be right in front of you.

14. Anti-Dioxin Filter: N,\$ weight: 40 Location: The Forest Navel

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Description: This fits over the rocket's exhaust port and filters out all disease-causing agents from the ships exhaust. That means I'll be able to move around without polluting the planet's atmosphere! I feel worlds better!

The laws of deep space require all ships to eliminate all pollutants.

Strategy: Take 100 reds and walk straight down. Build both ramps and go down to the beach. Kill ALL the Fiery Blowhogs here. Now put all 100 back and take out 100 blue. Walk down to the beach and into the lake. Kill both Wollywogs, then get the Filter in the deepest part of the water.

15. Gravity Jumper: N weight: 25 Location: The Forest Navel

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Description: By manipulating the forces of gravity, this key component gives me the final boost I need to make the jump to light speed. Good thing I found it.

This anti-gravity device allows the Dolphin to swim gracefully through the sea of stars like... a dolphin.

Strategy: Take 100 reds and walk straight down. Build both ramps and go down to the beach. Kill ALL the Fiery Blowhogs here. Now put all 100 back and take out 100 blue. Walk down to the beach and into the lake. Kill both Wollywogs. Now walk all the way to the left of the lake and you will see a ledge with the Jumper on it. Go to the other side of this ledge and throw the all of your Pikmin up to the ramp, and use the geyser to meet up with them. Command them to build this ramp. Once the ramp is completed, just pick up the part.

16. Omega Stabilizer: N,\$ weight: 30 Location: The Forest Navel

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Description: I absolutely must have this piece if my battered ship is ever to fly straight again. It has steered me through countless deep space storms. That, and it looks rather cool.

This is the Dolphin's fin. It is a little beaten up, but it should still function. I've made great strides in repairing the Dolphin! With this, I should be able to fly again--even if I don't recover all 30 parts.

Strategy: Take out 100 reds. Go over to where you found the Gravity Jumper and turn left. Enter the area with all the blue lights. Keep going and you should come upon what looks like a giant mushroom on legs. Well, it IS a giant mushroom on legs. This is a Puffstool. Just charge it and have all your Pikmin attack its legs until it trips. Then call them all over to you and throw them as fast as you can onto its soft underbelly. If it dies, cool. If it flips back up, call all your Pikmin away QUICKLY!!! It's about to use its gas attack which changes all your Pikmin into purple Pikmin. If any do get caught in the gas, just attack them with normal Pikmin to get them back to normal. If ALL your Pikmin get caught in the gas, then your in trouble. Just start the day over. Once it does the attack, do the tripping thing again until it dies. It will drop the Omega Stabilizer. Bring it on back.

17. Guard Satellite: N,\$ weight: 20 Location: The Forest Navel

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Description: Deep space is filled dangers. This automated satellite does its part to help guard both me and my spaceship. I'll sleep better at night once this little satellite is back on duty.

This has protected me from space pirates many, many times.

Strategy: Take 20 yellow Pikmin and go to the area with the puddles to the right of your camp. There is a thin layer of sand on the far left with a can on it. Drop down there. First, build the stick ladder. Then have as many yellows as possible pick up some bombs. Have them climb up or throw them up onto the ledge above you that the stick ladder leads to. Go around and meet up with them, and lead them back to camp. Now look at your map. See the star in the area that is shaped like an arena? Go there and bomb as many rock walls as possible. Now get 100 yellows and enter the arena. A big spider looking thing will drop down. This is Beady Long Legs. Just throw your yellows onto that big sphere in the middle of its body (well, it IS its body) and use the C Stick to steer your Pikmin away from its feet to avoid making any more Pikmin pancakes than necessary. Once it is dead, Take your yellows and put them back in their Onion. DO NOT try to take back the Guard Sattelite with yellows, as they will be burned by the flame geysers. Use reds to

collect the part and any other spoils to be found in the arena.

18. Analog Computer: N weight: 20 Location: The Forest Navel

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Description: This computer conveys the kind of vague data that falls outside the range of ones and zeros. Actually, to be honest, it's a little too vague, so it isn't very helpful.

This strengthens the outward emotions of the Dolphin's computer. While it does make the computer smart, it also makes it quick to anger. It's just like my boss.

Strategy: Take 80 reds and 20 blues. Go down from your camp and build both ramps. Dismiss you Pikmin and get only reds. Go kill all the Fiery Blowhogs. Now call your Pikmin and go to the far right of the lake. There should be a black stick wall. Break it down. Lead all your Pikmin in, and push the C Stick so that your Pikmin get as close to the wall as possible. You don't want ANY to get burned. Once you are past the first flame geysers, you should be in a place with a bridge on the left. Dismiss you Pikmin, and lead your blues the rest of the way, using the same wall strategy. Once you reach the water, have your blues carry the Computer out of the pool, and drop it once its on dry land. Have reds carry it the rest of the way.

19. Libra: N,\$ weight: 15 Location: The Forest Navel

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Description: My daughter gave this to me. It's named after her astrological sign. My sweet little girl... I wonder what she's doing right at this moment...

My daughter gave this to me. My late return must have her very worried...

Strategy: Take 75 reds, 15 yellows, and 10 blues. Go down from your camp and build both ramps. Dismiss you Pikmin and get only reds. Go kill all the Fiery Blowhogs. Now call your Pikmin and go to the far right of the lake. There should be a black stick wall. Break it down. Lead all your Pikmin in, and push the C Stick so that your Pikmin get as close to the wall as possible. You don't want ANY to get burned. Once you are past the first flame geysers, you should be in a place with a bridge on the left. Use all your Pikmin to build the bridge. When it is done, cross and have your blues open the geyser in the little pool on the left. Now throw all your yellows up onto the ledge. Use the geyser to get up there yourself, then throw them up to the Libra. When they bring it down, have reds carry it back to the Dolphin.

20. Repair-type Bolt: N weight: 20 Location: The Distant Spring

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Description: This robotic marvel can fix just about anything in the ship that's broken. That's good, because I get terribly bored fixing little glitches.

This looks like an ordinary bolt, but it is actually a repair robot.

Strategy: Take out 30 blues. You see that little path extending into the water, and ending with a tower with a spinning thing on top? That's the Repair-type Bolt. To get it, throw all 30 Pikmin onto the ledge to the left of the path. Now things get tricky. Go on the path and call them to you, so they are walking towards the barrier on the

ledge that they are on. Now walk along on the path, and they should follow. When they reach the tower with the Bolt on it, shove the C Stick towards it, and at least 20 should grab on and take it to your ship.

21. Massage Machine: 0 weight: 30 Location: The Distant Spring

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Description: Put this right down in the lower back area and let it go to work. I can't wait until I get it installed again, as my lower lumbar region has been painning me ever since the crash. Ahh, sweet relief...

I've been walking so much lately--I'm really looking forward to using this...

Strategy: Take out 100 blues. Go over onto the little area with the Yellow Wollywog on it, and kill it, along with its partner. Now go straight ahead across the beach and into the water. Now go over to where the bridge is and have them kill the little bugs that are there. When they are dead, assign all your Pikmin to build the bridge. When they are done, go across it. You will see an enemy that looks like a black Spotty Bulborb. This is a Spotty Bulbear. He's just a little tougher than Bulborbs. Use the same strategy to beat him. Have the rest of your Pikmin carry the Massage Machine that was behind him to your ship.

22. Interstellar Radio: N,\$ weight: 20 Location: The Distant Spring

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Description: Not only does it emit a constant S.O.S. signal, it also broadcasts voices from space that will brighten up my moments of boredom. The Dolphin, while comfortble, becomes quite a lonely place in the depths of the night...

This part will send out a daily S.O.S. signal. I have so little time remaining, though, that I have no option but to continue my search rather than waiting for a rescue party. Having to collect every part is a bit overwhelming... but I get the impression not all the parts are needed to fly the ship.

Strategy: Take 100 blues and go forward to the chain of islands formed in a circle in the big lake. Keep going. You will see some Water Duples and a Puffy Blowhog in the water. Kill the first 3 Duples, then kill the Blowhog, who is holding the Interstellar Radio. Have 20 Pikmin carry it, and then watch which way they are going. Follow them, and protect them from any Water Duples or Yellow Wollywogs that will try to kill them with the rest of your Pikmin.

23. UV Lamp: 0 weight: 10 Location: The Distant Spring

---

Description: The only problem with this handheld light is that it can be too bright at times. I have to remember to wear my sun visor whenever I look into it.

This handy light is great for tanning... but it doesn't seem to have any relation to the Dolphin's flight capabilities. I doubt that it will affect my escape from this planet. Perhaps there are other parts like this as well.

Strategy: Take out 100 blues. Go over onto the little area with the Yellow Wollywog on it, and kill it, along with its partner. Now go

straight ahead across the beach and into the water. Now go over to where the bridge is and have them kill the little bugs that are there. When they are dead, assign all your Pikmin to build the bridge. When they are done, put them back in the blue Onion. Get 20 yellows out and go over the bridge you built and get the bomb rocks that are in the skulls. Go back to camp and blow up the stone gate that is right next to it. Go through and turn right and you will see a big ledge with a pit in the middle. Throw all 20 to the right of the pit. Now walk left and go up the stone ramp, circle around, and go down to your yellows. Gather them all and throw them in the stone indentation on the ledge above you. Now go up the ramp again and call your yellows once more, making sure none fall off with the C Stick. Now its just a simple matter of throwing them up to the UV Lamp. It only takes 10, but have as many as possible bring it back to your ship.

24. Bowsprit: N,\$ weight: 30 Location: The Distant Spring

-----

Description: With this piece installed, my ship should regain some of its sleek shape.

The so-called face of the Dolphin. In point of fact, I designed it.

Strategy: Take out 100 blues. Go over onto the little area with the Yellow Wollywog on it, and kill it, along with its partner. Now go straight ahead across the beach and into the water. Now go over to where the bridge is and have them kill the little bugs that are there. When they are dead, assign all your Pikmin to build the bridge. When they are done, put them back in the blue Onion. Get 20 yellows out and go over the bridge you built and get the bomb rocks that are in the skulls. Go back to camp and blow up the stone gate that is right next to it. Now take out 100 reds and go in the direction parallel to the big lake. You will come upon a Bulbear, if you haven't killed it yet. Do so now. In the hollow stump it was guarding, there is a closed geyser behind the skull. Break it open. Now exit the skull and go a little left and you will see a stick ladder that needs building. Build it. Have all your Pikmin go up, then meet up with them using the geyser. Take all 100 and enter the arena with the Armored Cannon Beetle. Use the same strategy against him that you used in the Forest of Hope. Once he is dead, exit the arena and turn right. Build the ramp, then break down the gate. Go out and forward and kill any enemies between here and your camp: mostly Puffy Blowhogs and Spotty Bulborbs. Now return to the arena and get the part.

25. Gluon Drive: N,\$ weight: 50 Location: The Distant Spring

-----

Description: Using the quark-binding metaphysical properties of gluons, this device... Well, it's... very scientific, and I don't fully understand it myself, but it was very expensive...

I have no idea how this works, but it means the Dolphin will again lift off with it's characteristic roar!

Strategy: Take 100 blues and go in the direction parallel to the lake and kill any enemies along the way. When you reach the stone gate, turn left and kill the Yellow Wollywog. Now assign half your Pikmin on each bridge, and when they are complete, grab the Gluon Drive.

26. Zirconium Rotor: N weight: 30 Location: The Distant Spring



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Description: This is made from rust-proof zirconium, which is particularly suited to making spaceship parts. I had to pay a lot extra to have this installed, and I suspect the mechanic overcharged me.

Made of rust-proof zirconium, it is as shiny as new, despite being left out in this planet's harsh elements.

Strategy: Take out 100 blues. Go over onto the little area with the Yellow Wollywog on it, and kill it, along with its partner. Now go straight ahead across the beach and into the water. Now go over to where the bridge is and have them kill the little bugs that are there. When they are dead, assign all your Pikmin to build the bridge. When they are done, put them back in the blue Onion. Get 20 yellows out and go over the bridge you built and get the bomb rocks that are in the skulls. Go back to camp and blow up the stone gate that is right next to it. Now get 100 blues again, and walk through the gate. Kill all the enemies you see. Go straight and a little left and you will see a white gate that leads to the Armored Cannon Beetle arena. Just go a little farther until you come upon another gate. Break it down and kill both Yellow Wollywogs in this area. Now break down the second gate and walk in. The Rotor is right there.

27. Pilot's Seat: N weight: 25 Location: The Distant Spring  
-----

Description: Once I get this installed, my cockpit will finally be back in order. Soon, my ship will be starting to look more and more like the Dolphin of old. Ah, the memories...

Picturing this in the cockpit, images of me lifting off into space begin to fill my tired brain. It fills me with inspiration once again!

Strategy: Take out 100 blues. Go over onto the little area with the Yellow Wollywog on it, and kill it, along with its partner. Now go straight ahead across the beach and into the water. Now go over to where the bridge is and have them kill the little bugs that are there. When they are dead, assign all your Pikmin to build the bridge. When they are done, put them back in the blue Onion. Get 20 yellows out and go over the bridge you built and get the bomb rocks that are in the skulls. Go back to camp and blow up the stone gate that is right next to it. Now get 100 blues again, and walk through the gate. Kill all the enemies you see. Go straight and a little left and you will see a white gate that leads to the Armored Cannon Beetle arena. Just go a little farther until you come upon another gate. Break it down and kill both Yellow Wollywogs in this area. Now walk to the right and curve around the wall on the right until you find the Seat.

28. #2 Ionium Jet: N,\$ weight: 15 Location: The Distant Spring  
-----

Description: It's easy on the eyes, and its fuel efficiency is easy on the budget.

The ads for these jets boast that "with excellent mileage that's easy on the family budget, this jet will keep your wife smiling and propel you to a happy love life!"

Strategy: Take out 100 blues. Go over onto the little area with the Yellow Wollywog on it, and kill it, along with its partner. Now go straight ahead across the beach and into the water. Now go over to where the bridge is and have them kill the little bugs that are there. When they are dead, assign all your Pikmin to build the bridge. When

they are done, put them back in the blue Onion. Get 20 yellows out and go over the bridge you built and get the bomb rocks that are in the skulls. Go back to camp and blow up the stone gate that is right next to it. Now get 100 blues again, and walk through the gate. Kill all the enemies you see. Go straight ahead and you will come to a small lake. Kill all the Water Duples in here then turn left. You will see the Jet on a ledge. To get it, walk to the far left of the stone ledge and throw 20 Pikmin up onto it, then use the geyser to get up yourself. Lead them all as close to the Jet as you can, then throw them the rest of the way. They should automatically grab it and take it back to the Dolphin.

29. Chronos Reactor: N,\$ weight: 20 Location: The Distant Spring

---

Description: Using strange new technology, this machine is able to warp the space-time continuum and turn it into energy. I am constantly amazed at how many mysteries are locked inside the parts of my ship...

This reactor changes permutations in the space-time continuum into pure energy... Basically, it's like a big rubber band.

Strategy: Take out 100 blues. Go over onto the little area with the Yellow Wollywog on it, and kill it, along with its partner. Now go straight ahead across the beach and into the water. Now go over to where the bridge is and have them kill the little bugs that are there. When they are dead, assign all your Pikmin to build the bridge. When they are done, put them back in the blue Onion. Get 20 yellows out and go over the bridge you built and get the bomb rocks that are in the skulls. Go back to camp and blow up the stone gate that is right next to it. Now get 100 blues again, and walk through the gate. Kill all the enemies you see. Go straight ahead and you will come to a small lake. Kill all the Water Duples in here. Now go to the far right corner of the little lake you are in and throw 20 of your blues up onto the little island with the yellow flower (this is a Candypop Bud). Use the geyser to get up there, then throw all 20 Pikmin into the Bud. It will transform your blues into yellows. As soon as you have all 20 yellows, throw them all into the sandy corner with the blue flower. Now go to the beach yourself. Call them to you and toss them up to the part, which you will find to be the Chronos Reactor. As soon as they bring it down, transform all your yellows back into blues using the Bud. Now have all your blues carry the part back to your ship.

30. The Secret Safe: O weight: 40 Location: The Final Trial

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Description: At long last... I've finally found the final part... my Secret Safe! And it's as full as ever! How glad I am that I have persisted in my search without losing hope... Now I can leave this planet without any regrets. Maybe I'll even stop and pick up some souvenirs for my wife and kids back on Planet Hocotate!

At last I have found it--my most prized possession! I am so relieved... It's as heavy as ever.

Strategy: Take out 90 blues and 10 reds. Walk over next to the water and dismiss all your Pikmin. Get only blues and walk into the water. Throw 45 blues towards each bridge on either side of the stone gate so that they start building them. Now go back to your reds. Get them and walk to the left side of the water. Throw them onto the ledge with all the fire geysers on it. Now go into the water next to the ledge and whistle to them so they are trying to get at you but are still

on the fire ledge. Walk forward so they will follow you. Keep going until they reach the box. When they are next to it, dismiss them and they will automatically push it. Now wait for the blues to complete both bridges and stick them back in their Onion. now take out 10 yellows. Walk with them to the right of the water and throw them on the island. Go onto it yourself and call them to you. Now walk up on the stony cliff and throw them onto the ledge across the gap, making sure none fall and drown, of course. Now use a geyser to get up to them. Call them, and throw them in and around the can on the ledge above you until at least five Pikmin have bomb rocks. Now just get them back to dry land the same way you got them here, except for one detail. To get them under your control, don't whistle. If you do, they will drop their bomb rocks and kill themselves. Instead, just touch them. Lead them across the first bridge and bomb the gate three times to knock it down. Now go across the second bridge and use a single bomb to blow up the white stick gate. Now lead them into the arena. NOTE: DO NOT TOUCH THE GREEN THING IN THE MIDDLE. THIS WILL TRIGGER THE BOSS BATTLE!!! and you don't want that. Bomb the white stick gate on the other side of the arena, and lead you yellows back out to where your 10 reds are. Dismiss them. Go to your Onions and take out Pikmin so you have 80 reds and 20 yellows. Lead them all over to just outside of the arena. Take the yellows only and go through the arena and out the other side without waking up Emperor Bulblax. Now go up to the cans and have all 20 collect bomb rocks. There are multiple cans spread along the outside of the arena. Now return to your reds and dismiss ALL your Pikmin. Walk into the arena by yourself and wake up the boss by touching him. Now leave and walk SLOWLY into your yellows until only one is under your control. Press and hold A so you have picked him up and now walk into your reds until you have about 50 or so. Now walk into the arena (still holding A) and wait until he opens his mouth to do his tongue-attack. Throw the yellow Pikmin in is mouth and run off to the side. The bomb will explode and stun him, and that is your cue to throw as many reds as you can onto his fat saggy cheeks. When he wakes up, take all your reds and run outside the arena, where he can't hurt you. Repeat this process until he has about 1/4 health left. Now he will start doing a new attack: he will jump up really high and land on your Pikmin that are with you in the arena, killing them all. To avoid this, just stay on the move and use the C Stick to pull your Pikmin away from where he will land. NOTE: I am not completely sure if he starts this attack when he gets 1/4 health; it could depend on the time of day. If anyone knows for sure, please tell me. When he dies, just grab the Secret Safe: the final part.

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## 9. LEVEL INFORMATION

#####

This section will give you miscellaneous information about each level.

The numbers next to each part name refer to the number they are listed under in the previous section.

Level 1: The Impact Site

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PARTS

-----

1. Engine
8. Positron Generator

MONSTERS

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- Iridescent Flint Beetle
- Goolix
- Mamuta
- Pearly Clamclamp

Level 2: The Forest of Hope

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PARTS

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2. Eternal Fuel Dynamo
3. Whimsical Radar
4. Extraordinary Bolt
5. Nova Blaster
9. Shock Absorber
10. Sagittarius
11. Radiation Canopy
12. Geiger Counter

MONSTERS

-----

- Iridescent Flint Beetle
- Dwarf Bulborb
- Spotty Bulborb
- Sheargrub
- Shearwig
- Armored Cannon Beetle
- Burrowing Snagret
- Polly Woggle

3. The Forest Navel

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PARTS

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6. Automatic Gear
7. Space Float
13. #1 Ionium Jet
14. Anti-dioxin Filter
15. Gravity Jumper
16. Omega Stabilizer
17. Guard Satellite
18. Analog Computer
19. Libra

MONSTERS

-----

- Iridescent Flint Beetle
- Breadbug
- Sheargrub
- Shearwig

Fiery Blowhog  
Wollywog  
Puffstool  
Beady Long Legs

Level 4: The Distant Spring  
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PARTS  
-----

- 20. Repair-type Bolt
- 21. Massage Machine
- 22. Interstellar Radio
- 23. UV Lamp
- 24. Bowsprit
- 25. Gluon Drive
- 26. Zirconium Rotor
- 27. Pilot's Seat
- 28. #2 Ionium Jet
- 29. Chronos Reactor

MONSTERS  
-----

Iridescent Flint Beetle  
Yellow Wollywog  
Dwarf Bulbear  
Spotty Bulbear  
Puffy Blowhog  
Water Dimple  
Wollywog  
Sheargrub  
Shearwig  
Armored Cannon Beetle  
Smoky Progg

Level 5: The Final Trial  
-----

PARTS  
-----

- 30. The Secret Safe

MONSTERS  
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Emperor Bulblax

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10. ENEMY FIELD GUIDE

#####

This section has a list of all the monsters in alphabetical order, along with how heavy they are (N/A means they can not be carried) and strategies on how to beat them. It also says what levels they appear in, and how many Pikmin you get for harvesting them.

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KEY

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B - a boss enemy. you usually fight them to get a part

R - a rare enemy. there are only three of these

M - a minor enemy. all other enemies are these

1. Armored Cannon Beetle: B

Seeds Produced: 50

Weight: 30

Location: Forest of Hope, Distant Spring

Strategy: Stay away from the front of it; that's where he shoots boulders at you. Just throw Pikmin at the hole in its head, and when he sucks one in, run around behind him and throw Pikmin on its exposed back. Do this once or twice and you should beat him.

2. Beady Long Legs: B

Seeds Produced: N/A

Weight: N/A

Location: Forest Navel

Strategy: Just throw your yellows onto that big sphere in the middle of its body (well, it IS its body) and use the C Stick to steer your Pikmin away from its feet to avoid making any more Pikmin pancakes than necessary.

3. Breadbug: M

Seeds Produced: 3

Weight: 3

Location: Forest Navel

Strategy: Throw 2 Pikmin onto a pellet that it has stolen, and it will get sucked into and Onion and lose 7/8 of its health. Do this once more or throw Pikmin on its back to kill it the rest of the way.

4. Burrowing Snagret: B

Seeds Produced: N/A

Weight: N/A

Location: Forest of Hope

Strategy: Walk slowly around the arena until the Burrowing Snagret pops its head up. Immediately retreat so it can't reach you. Just don't walk farther up, or you'll wake another Snagret. When it goes underground again, walk slowly around until it pops up again. If its whole neck is above the ground, retreat again. Repeat this until it only sticks its head up above the ground. This is your cue to swarm it with all your Pikmin on its head. If you do this correctly, you should be able to kill it in one hit. Repeat this strategy two more times on the other Snagrets.

5. Dwarf Bulbear: M

Seeds Produced: 5

Weight: 3

Location: Distant Spring

Strategy: Throw Pikmin on its back: usually kills it in one or two hits, or you can swarm it if you have lots of Pikmin. If left alone, it will change into a Spotty Bulbear after a few days.

6. Dwarf Bulborb: M

Seeds Produced: 4

Weight: 3

Location: Forest of Hope

Strategy: Throw Pikmin on its back: usually kills it in one or two hits, or you can swarm it if you have lots of Pikmin.

7. Emperor Bulblax: B

Seeds Produced: N/A

Weight: N/A

Location: Final Trial

Strategy: Go to your Onions and take out 80 reds and 20 yellows. Lead them all over to just outside of the arena. Take the yellows only and go through the arena and out the other side without waking up Emperor Bulblax. Now go up to the cans and have all 20 collect bomb rocks. There are multiple cans spread along the outside of the arena. Now return to your reds and dismiss ALL your Pikmin. Walk into the arena by yourself and wake up the boss by touching him. Now leave and walk SLOWLY into your yellows until only one is under your control. Press and hold A so you have picked him up and now walk into your reds until you have about 50 or so. Now walk into the arena (still holding A) and wait until he opens his mouth to do his tongue-attack. Throw the yellow Pikmin in his mouth and run off to the side. The bomb will explode and stun him, and that is your cue to throw as many reds as you can onto his fat saggy cheeks. When he wakes up, take all your reds and run outside the arena, where he can't hurt you. Repeat this process until he has about 1/4 health left. Now he will start doing a new attack: he will jump up really high and land on your Pikmin that are with you in the arena, killing them all. To avoid this, just stay on the move and use the C Stick to pull your Pikmin away from where he will land. NOTE: I am not completely sure if he starts this attack when he gets 1/4 health; it could depend on the time of day. If anyone knows for sure, please tell me. When he stops jumping, do the bomb strategy again until he is dead.

8. Fiery Blowhog: M

Seeds Produced: 8

Weight: 7

Location: Forest Navel

Strategy: Swarm it with red Pikmin, since they are invulnerable to its fire. Just make sure you swarm them on the side away from the lake, so they don't get blown into it.

9. Goolix: R

Seeds Produced: N/A

Weight: N/A

Location: Impact Site: Day 8-30 on odd-numbered days

Strategy: Throw blue Pikmin at the hard part of its body inside the watery membrane, and keep Olimar out of the way.

10. Honeywisp: M

Seeds Produced: N/A

Weight: N/A

Location: Impact Site, Forest of Hope, Forest Navel, Distant Spring

Strategy: Throw a Pikmin up and hit it to make it drop its nectar.

11. Iridescent Flint Beetle: M

Seeds Produced: N/A

Weight: N/A

Location: Impact Site, Distant Spring

Strategy: Throw Pikmin on its back to flip it and make it drop pellets.

12. Mamuta: R

Seeds Produced: 15

Weight: 8

Location: Impact Site: Day 8-30 on even-numbered days

Strategy: This guy is pretty straightforward. Just throw Pikmin on him until he dies. If he smashes too many Pikmin into the ground, just pull them out again. He can't kill them.

13. Pearly Clamclamp: M

Seeds Produced: 50

Weight: 3

Location: Impact Site

Strategy: Throw blue Pikmin onto the Clamclamp's protective bubble inside it. Call them all back to you when it is just about to open all the way. That should allow plenty of time for your Pikmin to escape before they are shut in. Just repeat this process until the pearl falls out.

14. Puffstool: B

Seeds Produced: 30

Weight: 10

Location: Forest Navel

Strategy: Just charge it and have all your Pikmin attack its legs until it trips. Then call them all over to you and throw them as fast as you can onto its soft underbelly. If it dies, cool. If it flips back up, call all your Pikmin away QUICKLY!!! It's about to use its gas attack which changes all you Pikmin into purple Pikmin. If any do get caught in the gas, just attack them with normal Pikmin to get them back to normal. If ALL your Pikmin get caught in the gas, then your in trouble. Just start the day over. Once it does the attack, do the tripping thing again until it dies.

15. Puffy Blowhog: M

Seeds Produced: N/A

Weight: N/A

Location: Distant Spring

Strategy: Throw any color Pikmin on it and make sure none get blown away by staying behind it. When it gets too heavy and falls to the ground, swarm it with Pikmin.

16. Sheargrub: M

Seeds Produced: Male: 3 Female: 2

Weight: 1

Location: Forest of Hope, Forest Navel, Distant Spring

Strategy: Swarm it until it dies.

17. Shearwig: M

Seeds Produced: 4

Weight: 1

Location: Forest of Hope, Forest Navel, Distant Spring

Strategy: Swarm it. When it flies off, throw Pikmin at it.

18. Smoky Progg: R

Seeds Produced: 100

Weight: 3

Location: Distant Spring: Day 1-15

Strategy: Take some blue Pikmin and walk out into the lake. Break open the egg and run back to camp and put all you Pikmin away: even ones underground. Take out 10 reds. When it enters your camp, throw all your reds onto its face. Avoid the poisen slime on its back and where it walks, it will instantly kill your Pikmin. When your 10 Pikmin die,



get 10 more out and repeat. If it goes in the water, use 10 blues at a time. Eventually it will die and leave behind a nut.

19. Spotty Bulbear: M

Seeds Produced: 15

Weight: 10

Location: Distant Spring

Strategy: Sneak up behind it when it is sleeping and throw Pikmin as fast as you can on its back. If it starts charging towards you, run away and wait for it to fall to sleep again.

20. Spotty Bulborb: M

Seeds Produced: 12

Weight: 10

Location: Forest of Hope

Strategy: Sneak up behind it when it is sleeping and throw Pikmin as fast as you can on its back. If it starts charging towards you, run away and wait for it to fall to sleep again.

21. Swooping Snitchbug: M

Seeds Produced: 4

Weight: 3

Location: Distant Spring

Strategy: Throw Pikmin at it until it falls down, then swarm it.

22. Water Duple: M

Seeds Produced: 5

Weight: 5

Location: Distant Spring

Strategy: Swarm it. They usually travel in groups of three.

23. Wogpole: M

Seeds Produced: 1

Weight: 1

Location: Distant Spring

Strategy: Corner it and swarm it with blue Pikmin.

24. Wollywog: M

Seeds Produced: 8

Weight: 7

Location: Forest Navel

Strategy: 1. Swarm it with 100 Pikmin and hope it will be too heavy to get in the air. If it does, be prepared to lose many Pikmin. 2. Swarm it, then call your Pikmin back after it loses some health. Let it go in the air and drop, making sure there are no Pikmin under him. Repeat this until it is dead.

25. Yellow Wollywog: M

Seeds Produced: 8

Weight: 7

Location: Distant Spring

Strategy: 1. Swarm it with 100 Pikmin and hope it will be too heavy to get in the air. If it does, be prepared to lose many Pikmin. 2. Swarm it, then call your Pikmin back after it loses some health. Let it go in the air and drop, making sure there are no Pikmin under him. Repeat this until it is dead.

#####

## 11. SPECIAL THANKS

#####

Thanks too.....

Nintendo - for making the most innovative game of the year!

GameFAQs - for having a great site to put my creative outlets on.

Protodude - for letting me use his enemy information on how many seeds  
the monsters produce, and the Weight of Armored Cannon  
Beetle, Goolix, Mamuta, and Puffstool.

General Guy - for info on the Bulblax strategy, a cautionary note in  
the Distant Spring, and the addition of  
Pollywoggles to the Forest of Hope.

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## 12. LEGAL STUFF

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