

# Pikmin FAQ/Walkthrough

by CyricZ

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An FAQ/Walkthrough by CyricZ

Version 1.0

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## 1. Introduction

Hi, there! Welcome to my FAQ of Shigeru Miyamoto's newest masterpiece, Pikmin! This FAQ/Walkthrough details many general tips for helping to get through the game on your own, as well as specific tips for fighting particular enemies, or collecting particular parts.

What's not in this FAQ? For one thing, Challenge Mode tips. You're on your own there. The only other thing I'm not including is a Speed Guide. The GameFAQs user SnapDragon has completed this game in nine days. While it's quite admirable, the purpose of my walkthrough is so people can complete the game.

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## 2. FAQ

Q: What is Pikmin?

A: Pikmin is a strategy/action game from Nintendo, developed by one of the best game designers in video game history, Shigeru Miyamoto. It details the story of one Captain Olimar and his endeavor to collect the parts to his crashed ship and escape from the hostile planet he's lost on.

Q: Does this game have anything to do with Pok~~on~~émon?

A: Not a bit...

Q: How many Memory Card blocks do I need for this game?

A: You need 19 blocks on your memory card to save your game.

Q: I have a question about the Pikmin.

A: Check my section on Pikmin.

Q: How do I beat a certain enemy?

A: Check my section on Wildlife.

Q: How do I find a certain part?

A: Check my section on Area Walkthroughs.

Q: Are there more colors of Pikmin besides red, yellow, and blue?

A: Technically, yes, but none that you can control. When Pikmin get sprinkled with a Puffstool's spores, they turn purple and attack you. So, Purple Pikmin exist, but they're bad...

Q: What parts aren't essential to escape the planet?

A: The Nova Blaster, the Space Float, the Massage Machine, the UV Lamp, and the Secret Safe aren't required to get a decent ending. The other 25 parts are absolutely necessary (no matter how superfluous they seem).

Q: What are the flat red/yellow/blue flowers?

A: They're Candy Pop Buds. Check my section on Pikmin, under "What's the difference between the colors?"

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### 3. Captain Olimar

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#### A. Backstory

Our hero, Captain Olimar, is a well-known navigator of the stars. His planet of origin is the paradise, Hocotate, where he and his family live. After a long stint of his work as a freight pilot from planet to planet with his trusty ship, the Dolphin, he decided to take a nice long vacation amongst the stars.

The vacation didn't go as planned, though. A nasty run in with a meteor left his ship crippled. The Dolphin spiralled out of control down to a nearby planet. Pieces of the ship fell off as the ship plummeted towards the surface.

As he regained consciousness, he learned that the planet's atmosphere contained poisonous oxygen, and that he could survive on the planet for no more than 30 days. He had only that much time to collect the 30 parts missing from the ship.

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#### B. Game Menus

Press Start at the title to bring up the Main Menu:

Start: Select this to go to the File Select Screen.

Options: Select this to proceed to the Options Menu.

Challenge Mode: Select this to attempt a one-day challenge. This opens after you've saved your game at least once. In this mode, you're given one day to pick any area you've already been to and make as many Pikmin as you can.

File Select Menu:

Here, you can choose from three files to play your game on. To copy one file to another slot, press Y. To erase a file, press X.

Options Menu:

Sound: Use this function to switch between Stereo and Mono, and adjust the volume of game music and sounds.

Rumble: Use this function to turn the rumble feature on and off.

High Score: You can see your best scores from your playing through the game (days/parts, Pikmin created, Pikmin lost), as well as your high scores in Challenge Mode.

Pause Menu: (activated when pressing START during gameplay)

Continue: Get back to the game.

Go to Sunset: If you're sure you've done everything possible in the day, you can select this to immediately go to sunset. Be sure to round up your Pikmin first.

Continue from Last Save: If the day's just not going well, you can use this to continue the game when you last saved it.

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## C. Controls

Control Stick - The stick controls two things simultaneously: Capt. Olimar himself, and the cursor in front of him. If you tilt the stick slightly, you'll only move the cursor and not Olimar. The cursor is the spot where thrown Pikmin will land (slightly further for Yellows).

A Button - This is the general action button.

If there's nothing around Capt. Olimar, he'll punch. This punch doesn't cause a lot of damage, but can be used to take out weaker enemies.

If there are Pikmin near Olimar, he'll throw them where the cursor is. Thrown Pikmin will react to anything near them that's interactive (item, enemy, wall).

If Olimar is standing under the beam of his ship, he can check his parts progress, and repair the damage done to his space suit.

If Olimar is standing under one of the Onions, a small window will be brought up, where you can take Pikmin out or put them in the Onion.

B Button - Olimar whistles when this button is pressed. The whistle area "starts" at the location of the cursor, the expands to cover a larger area as the button is held down. Any idle Pikmin in the whistle radius will be called to Olimar's side.

X Button - This is the dismiss button. Pressing this button will cause all Pikmin following Olimar to separate by color and become idle. Also, any Yellows carrying bomb-rocks will be separated from

the other Yellows.

Y Button - This button brings up Olimar's monitor. See Game Displays to see what information the monitor has.

C Stick - Use this to move all the Pikmin following you as a group. If they get close enough to an interactive object (item, enemy, wall), they will interact with it.

L Button - Use this button to rotate the camera so it goes behind Olimar.

R Button - Use this button to adjust the zoom of the camera. There are three levels of zoom. Use whichever you feel most comfortable with.

Z Button - Changes the angle of the camera. The two angles are three-quarters side view, and top-down view.

START Button - Brings up the Pause Menu. See the Game Menus section above for more info.

Control Pad - Pressing Down on the Control Pad will cause Olimar to lie down. He cannot be harmed when he's like this. The Pikmin can also carry him this way. If he's carried back to an Onion, he'll create fireworks out of it. It doesn't do anything, but it's neat to watch.

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#### D. Game Displays

During gameplay, you'll see a display at the top of the screen, and one at the bottom of the screen.

Top Display: This is the time portion of the screen. On the left is the Sun Meter. This monitors the time of day. Each dot in the meter represents one hour, going from 6AM to 6PM. A day ends at 6PM (which you'll receive PLENTY of warning for). To the right of the Sun Meter is a number indicating the current day.

Bottom Display: From left to right

Olimar Status: Next to Olimar's picture is a circle representing the amount of energy he has left. As he takes damage, it will drop and change color. If Olimar loses all his energy, he'll lose all the Pikmin that are not in a situation to return to their Onions. You can restore your energy by pressing A under the beam of your ship.

Standby Pikmin: This is the Pikmin you will throw if you press the A button. Rapidly press the A button if you want to throw multiple kinds of that type.

Pikmin Count: The first of these numbers is the number of Pikmin that are following you at that time. The second number is the number of Pikmin that exist in the field at that time (following Olimar, doing something, planted in the ground, or idle). This number can never exceed 100. The last number is your total Pikmin population, which, in addition to the previous Pikmin, also counts the ones in your Onions.

Monitor Display: (comes up when you press Y)

In the top left of this display is the name of the area you're in, in case you forget.

On the left side of the display is the Pikmin you have. The first three numbers (from top to bottom) indicate the number of each color of Pikmin following you. The next three numbers indicate the number of each color of Pikmin in the Onions. The final number is the number of the rest of the Pikmin in the area (doing something, idle, or planted). Below all that is the number of ship parts you have.

On the right side of the display you'll see nothing until you find your Whimsical Radar. Once you find the Radar, you'll see a rough map of the area you're in. The rotation of the map is always in the direction the camera is facing, so if something is above your current position on the map, you need to walk forward to reach it. The red arrow in the upper right map is the compass, pointing towards north.

There are several icons on the map:

Arrow: You, and the direction you're facing.

Spaceship: The current location of the Dolphin.

White circle with a colored ring around it: The Onion of that color.

Star: A spaceship part. Some parts are in possession of wild creatures, so don't be surprised if you seem some stars in different places.

Colored dots: Pikmin in the field. Red, yellow, and blue dots represent Pikmin of that color. Green dots indicate Pikmin in the ground.

You can use the Control Stick to move the map around, and the C-stick to zoom in and out.

If you press R while on this display, you'll see a brief list of the controls.

Onion Display: (comes up when you press A under an Onion)

Use this to exchange Pikmin between following you and the Onion. The top number is how many Pikmin are in the Onion at the moment. The bottom number is how many Pikmin are following you at the moment. Note that the two numbers may not necessarily add up to your total number of that color, since other Pikmin may be idle or working in the field. Anyway, press up or down to adjust the number of Pikmin either in the Onion or following you. The middle number represents the change. Press A when you're done your changes.

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#### 4. The Pikmin

This portion of the FAQ will deal with the little guys, their habits, and what they can do, and have done to them.

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##### A. What are Pikmin?

The plant/animal hybrids of this strange planet.

Your hope for survival.

Those little cute guys that follow you around.

Specifically, Pikmin are a species of plant/animal hybrids. They live in organic structures called Onions. When Pikmin are created, they are seeded from the Onion and plant themselves as a seedling in the ground. If someone uproots the seedling, they will be born as a Pikmin and obey the commands of whoever plucked them from the ground.

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## B. What can Pikmin do?

Well, the main thing they do is follow Olimar around, but they can interact with certain aspects of the field you're in if you throw them at them, or use the C Stick to have the Pikmin act upon the object as a group. Remember, you can command your Pikmin to stop following you by pressing X, and they'll become idle (lighter color). While they're idle, they may interact with the field without being told to.

Here's what the Pikmin can do:

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### Carry Objects

This is probably what you'll use Pikmin for most often. Pikmin can pick up numbered pellets, creature carcasses, and ship parts.

The first two will be carried back to the Onions. Which Onion it goes to is depending on which color Pikmin is contributing most to the carrying. In the case of an equal number of two or more colors of Pikmin, the color that grabbed the item first will get the item in its Onion.

Ship Parts, on the other hand, go directly to the Dolphin, where they are immediately installed.

In the case of any object, a certain number of Pikmin are required to carry different kinds of items. When a Pikmin grabs an object, two numbers appear above the object. The top number is the number of Pikmin required to carry the item, and the bottom number is the current number of Pikmin carrying that item. The bottom number is allowed to exceed the top number (that is to say, you can use more Pikmin than are necessary). There is a maximum number of Pikmin that can carry an item, though. It's usually twice the number required, but it can be different. I'll discuss what's required for all items as they come up. It goes without saying that the more extra Pikmin are carrying an item, the faster the item is carried.

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### Fight Enemies

Probably the second most frequent use of Pikmin is combat. All you need to do is throw the Pikmin or C Stick them at an enemy and they'll attack. There are different tactics for each enemy, and I'll discuss them in the Wildlife section. Some general tactics apply, though. One is that attacking an enemy around the legs can slow it down, but might leave your guys open to a low attack. Throwing your Pikmin on the enemy's head or back will keep it safe from retaliation for the most part, but throwing is slow, so the damage won't accumulate as fast.

Just as a note, there are very few "clean" ways to defeat an enemy (as in without losing Pikmin), but they do exist, so follow the enemy strategies if you need help.

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#### Demolition/Construction/Pushing

The last major use of Pikmin is to directly affect the field itself.

Demolition refers mainly to gates and walls. Gates look like bramble walls. To remove them, simply bring up your Pikmin to attack the gate. It lowers in three stages, and a tone will tell you when it's down completely. The darker shade of gray the gate is, the longer it takes to bring down. Walls are made of stone and can only be destroyed using bomb-rocks. The lightest-colored wall takes three bomb-rocks, while the medium grey takes six, and the darkest grey takes nine.

Construction creates bridges, twigs, or geysers which can be used to get around better. Bridges appear to be logs. In actuality, they're rolled-up and when you bring your Pikmin to them, they'll unroll them. The more Pikmin you use, the faster the bridge unrolls. Sometimes, if you leave a bridge open for long near a place where Sheargrubs or Shearwigs sprout, they make take a day or two to roll the bridge back. Twigs appear to be a small pile of twigs. Having your Pikmin attack them will cause a stick to grow up. When it reaches its full length, Pikmin will be able to climb up the stick, but Olimar cannot. Geysers are Olimar's answer to the twig. Pikmin hit the small pile of rocks representing the geyser and open it up. When Olimar runs over it, he'll be tossed up to the nearby ledge. Sometimes, geysers will already be open when you start.

Pushing refers to large boxes that lie on the ground with a 10 on them. Simply bring ten Pikmin up to the box and they'll push it out of the way.

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#### C. What's the difference between the colors?

Pikmin of different colors can help you in different ways...

Red Pikmin have the strongest attacks. Use them for most of your combat. They also are resistant to fire of any kind, either the kind that spouts from the ground, or from Fiery Blowhogs.

Yellow Pikmin can be thrown the farthest, with their large ears. They will also pick up bomb-rocks if idle near them. More on bomb-rocks in a bit.

Blue Pikmin have gills which allow them to breathe underwater. There are no other special qualities to them.

Controlling Yellow Pikmin with bomb-rocks can be tricky. To have them use their explosive bomb-rocks, throw them at their intended target, be it a wall or an enemy. The Pikmin will then either drop or throw their bomb-rock at the intended target and head back to you.

This can be tougher than intended, because if the Yellow doesn't have a target, he'll stand idle. If you use the whistle (B) to call him back,



he'll drop the bomb, where it will explode. You'll have to run into your idle bomb-thrower to have him keep the bomb-rock. If, however, you dismiss your bomb-thrower with X, you can use B to get them back.

I'll cover at the beginning of each area where to find bomb-rocks and the best places to use them.

Now, you may notice, in the latter three areas of the game, you'll see some flat flowers that are either red, yellow, or blue. These are Candypop Buds. If you throw a Pikmin of any type into the Bud, the flower will shoot out seedlings of Pikmin of the color of the Bud, regardless of the color you tossed in.

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D. How can I make more Pikmin?

Simple enough. Collect numbered pellets or the carcasses of defeated enemies. Your Pikmin will carry the item back to the Onion of the color that's contributing the most to the carrying. Once the item is sucked up into the Onion, seedlings will sprout out of the Onion. In a few seconds, they'll mature and can be plucked from the ground.

There is a reason why pellets have specific colors. Pellets will produce more Pikmin if taken to the Onion of the same color.

Here's how the pellets break down.

1 Pellet

Required to carry: 1  
Maximum that can carry: 2  
Pikmin created: 1  
Pikmin created of the proper color: 2

5 Pellet

Required to carry: 5  
Maximum that can carry: 10  
Pikmin created: 3  
Pikmin created of the proper color: 5

10 Pellet

Required to carry: 10  
Maximum that can carry: 20  
Pikmin created: 6  
Pikmin created of the proper color: 10

20 Pellet

Required to carry: 20  
Maximum that can carry: 40  
Pikmin created: 10  
Pikmin created of the proper color: 20

Pellet Posies are flowers that have 1 Pellets in them. They must be brought down before their pellets can be harvested. Some Pellet Posies cycle the colors on the pellet. When the Posy is destroyed, the color on the pellet will be the one that it stays at.

Remember that the amount of Pikmin on the field cannot exceed 100. Any extras that are not sprouted are placed inside the Onion.

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#### E. How can I make Pikmin stronger?

The plant formation on the Pikmin's head indicates how strong the Pikmin is. The weakest is Leaf, followed by Bud, followed by Flower.

Stronger Pikmin pretty much do everything better. They move faster, they carry items quicker, they hit harder, they work better. If you have a choice, you should always take the Flower Pikmin. They will always be the first taken out of the Onion.

So, how to get the Pikmin stronger? There are two ways. The first way is to leave planted Pikmin in the ground. The plant-like properties of the Pikmin feed them nutrients from the soil while in the ground. It takes 10 seconds from when it's planted to sprout a leaf, then two minutes to grow a bud, then another three minutes for the flower to bloom. Beware, though, because after another two minutes, they'll shrink back underground, then they'll pop back up as Leafs after another minute.

The other, and far faster way, is for the Pikmin to drink nectar. The nectar is good for two reasons: it's available in many places, and you can flower up many Pikmin at a time...

There are three sources of nectar: grass, rocks, and Honeywisps. The grass isn't easy to spot from a distance, but you can find it if you look for it. It's short and thin. The rocks are easier to spot. They're flat gray patches on the ground. Honeywisps show up randomly in most of the areas. They fly around and have a sac of nectar underneath them. Throw a Pikmin into them and they'll drop their nectar. The best way to get a lot of use out of nectar is C Stick a big group of Pikmin around the spot where the nectar pops out. If you're lucky, you can get as many as ten, fifteen, or even more Pikmin sucking on one nectar blob. Once they finish drinking, they'll become idle for a second while they revel in their joy of their new Flower form.

Now, there are a couple of extra facts about Flower Pikmin. One is that if they get roughed up, but not to the point of being killed, their petals may fall off and they'll start back as Bud Pikmin. Also, if Flower Pikmin are killed during an engagement, there's a small chance they'll leave a seed behind, which will become a Leaf Sprout the next day.

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#### F. What's harmful to Pikmin?

Most creatures in the Pikmin world have attacks that can destroy Pikmin. They can stomp, breathe fire, slice, shoot, pound, or just plain eat Pikmin for breakfast. Check out the enemy section to figure out how to deal with the enemy attacks.

Fire is also a natural enemy of Pikmin, with the exception of Reds. Fire will light up the plant part of the Pikmin and drop them to the ground.

With the exception of Blue Pikmin, they cannot swim either, and will

flounder when brought to water for about ten seconds before succumbing to the depths. If you merely walk them off a shore into water, you may be able to get some Blues nearby and they can be pushed back onto shore.

Also, Pikmin cannot survive on their own through the night. If they're following you, under one of the Onions, or under the Dolphin, they'll find their way back to the Onions. If they're in the ground, they'll stay there and be fine, but if they're out and about, idle, or performing a task, they'll be left behind and the nocturnal predators will get them.

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## 5. Wildlife

The world of Pikmin is filled with predators, and they've got a taste for the little guys. With some shrewd tactics and war strategy, you can turn the tides for the underdog and teach the bad guys a little something about natural selection...

A couple things to note about enemies. If you don't kill them before the day is out, they'll have full health the next day. If you leave the carcass, it won't be there when you get back. If you kill them at all, they won't come back to the area, or "respawn", for a set number of days. Generally, bigger enemies take longer to "respawn" than smaller ones.

Each creature is broken down by several stats:

Name

Found: What area of the game it's found, not including Challenge Mode

Description: What it looks like, and how it attacks.

Strategy: How to take down the enemy with a minimum of mess.

Min: Once you destroy an enemy, the minimum number of Pikmin needed to carry the carcass.

Max: Once you destroy an enemy, the maximum number of Pikmin that can carry the carcass.

Seeds: How many seeds produced when the carcass is put in an Onion.

Pellets: Some enemies, instead of leaving behind a carcass, leave behind pellets. They always give out the same number and size of pellets, but colors are totally random.

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### Armored Cannon Beetle

Found: The Forest of Hope, The Distant Spring

Description: This is a large black beetle that walks around on six fat legs. It's exoskeleton is impervious to attack by Pikmin. When it wants to attack, it inhales through a blowhole on the top of its head and spits out a rock that can flatten multiple Pikmin.

Strategy: Use about thirty or so Pikmin, preferably Reds. Taking too many may leave you open for attack in a large group. Anyway, the moment the Beetle starts sucking in air is your cue to toss at least one Pikmin in the direction of his blowhole. He'll suck in the Pikmin and start panicking. He'll run around and open the wings on his back, exposing his soft red back. Throw as many Pikmin as possible onto his

back to hit him hard. Repeat as necessary.

Min: 30

Max: 50

Seeds: 50

Pellets: Could drop a few 1 Pellets

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Beady Long Legs

Found: The Forest Navel

Description: This huge, spindly creature can be considered a "boss" of sorts. He has four large legs, and a spherical main body. He doesn't really have any attacks per se, but he will stomp around, and if you have Pikmin underfoot, heaven help them...

Strategy: There are a couple of ways to take this guy out. The place to hurt him is his main body, so you'll need to throw Pikmin up to him. The only problem with this is that sometimes it holds his body up out of normal reach. You can reach with Yellow Pikmin, but you don't cause as much damage as you would with Reds, and he can shake Pikmin off his body (they won't be hurt). Another way is to C Stick his feet. You'll slow him down, and he'll also drop his body lower in range of throwing Reds. Also, slowing him down will stop him shaking Pikmin off his body. Either way, he'll go down that much faster.

Pellets: Five 1 Pellets

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Breadbug

Found: The Forest Navel

Description: This odd little guy walks around rather fast. He's squat, pink, and shuffles around rather fast. He doesn't attack your Pikmin at all, nor does he even care you're around. All he does is wander around the area and pick up lose pellets and carcasses to bring back to his hole.

Strategy: Directly attacking a Breadbug is possible but not all that easy, because he's rather fast. To hurt him, you'd have to hit him on head with throws. That's not easy and it doesn't hurt him a heck of a lot. A far faster way is to wait for him to grab a pellet, then send a couple of your boyos to snag it too. You'll all fight for it, but your guys will win and drag the pellet back to the Onion. Be sure not to just send one after him, because if he drags your Pikmin under, it'll croak.

Min: 3

Max: 6

Seeds: 3

Pellets: Two 5 Pellets

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Burrowing Snagret

Found: The Forest of Hope

Description: These birds burrow under the ground and hide in wait for their prey. When choice food wanders by, they burst out of the ground up to the end of their necks, then peck away at food that's on

the ground around them.

Strategy: There are two ways to take this guy out. One is to take a small number of Yellows and toss them onto the Snagret's head when it pops out to hit it. The other, and my preferred way, is to take a group of about 20 or so Pikmin, preferably Reds, and C Stick the area where the Snagret sprouts up. If your Pikmin are on the spot where he bursts out, they'll latch onto his head as he goes up and start dealing some major pain, and it'll go down a lot faster. There's also a chance that the Snagret will get momentarily stuck trying to get his head out of the ground, and that's your call to swarm his head for major damage. If you miss with that attack, just call them back out of range.

Pellets: One 5 Pellet and several 1 Pellets

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Dwarf Bulbear

Found: The Distant Spring

Description: This breed of the grubdog species is black with red spots. The smaller version of Bulbear isn't much of a threat, and can be taken down relatively easily. Watch out for its mouth, though.

Strategy: There are three ways to take this guy down easily. One is to just C Stick swarm him with about ten or so Pikmin. A second is to toss a Pikmin on its head. Much like the Goombas of Super Mario Bros fame, these guys go down with a bop to the head. The last way is to just run up with Olimar and smack him with your punch. It won't take long to derail these guys.

Min: 3

Max: 6

Seeds: 5

Pellets: May drop a 1 pellet

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Dwarf Bulborb

Found: The Forest of Hope

Description: This breed of the grubdog species is red with white spots. The smaller version of Bulborb isn't much of a threat, and can be taken down relatively easily. Watch out for its mouth, though.

Strategy: There are three ways to take this guy down easily. One is to just C Stick swarm him with about ten or so Pikmin. A second is to toss a Pikmin on its head. Much like the Goombas of Super Mario Bros fame, these guys go down with a bop to the head. The last way is to just run up with Olimar and smack him with your punch. It won't take long to derail these guys.

Min: 3

Max: 6

Seeds: 4

Pellets: May drop a 1 Pellet

---

Emperor Bulblax

Found: The Final Trial

Description: You'll know him when you see him. This is the "final" enemy in the game. He hides in the sand and waits for prey to come by, at which point he bursts out of the ground and launches his attack. He's a grubdog, yes, but he's probably the biggest species of grubdog in existence. He's developed sufficiently enough to have a large tongue capable of lapping up Pikmin. He also has a hop attack that can squash Pikmin underfoot and knock off attacking ones. His final attack, which he uses when seriously damaged, is a giant leap, where he flies off the screen, and lands in another location. It's tough to follow this move, though.

Strategy: The "normal" way to take out Bulblax is to go behind his area and knock down the gate in the back, where you'll find a bunch of bomb-rocks. Throw a solitary bomb-toter at him, and Bulblax will either lap up the bomb, or the Yellow holding it. Once it eats the bomb, it'll be seriously stunned, allowing you to toss Pikmin after Pikmin on him to hit him. I think this strategy takes too long.

My preferred strategy is to take about thirty or so Reds, and walk around in front of him to tempt him to lap them up. C Stick the Reds out of the way, and while he's indisposed, toss about ten or fifteen of them on his face. Try to avoid the front of his mouth, since he can lick Pikmin off his lips. While those Pikmin are hitting him, run the rest of them in front of Bulblax to tempt him some more. Normally, Bulblax would hop to knock the Pikmin off his face, but if you put a bunch in front of him, he may decide to go for the tongue lash instead, giving your guys that much more time to hit him. If he does try the hop, immediately call your Pikmin back once they're knocked off. It takes longer for them to get up on their own. Once he starts leaping, just get out of the area with your Pikmin, since there's nothing you can do. Repeat until he keels over and sinks into the sand, dropping your last part.

Pellets: Five 5 pellets

---

Fiery Blowhog

Found: The Forest Navel

Description: These relatively small gray creatures have trunks which they use to breathe fire, and when Pikmin latch onto him, he tosses them forward and spews a burst of flame at them.

Strategy: Simple. Just use Red Pikmin. The flame doesn't hurt them at all. Just repeatedly swarm them. Make sure the Blowhog's front end isn't near any water so the Reds don't get knocked into the water.

Min: 7

Max: 14

Seeds: 8

Pellets: May drop a 1 pellet

---

Goolix

Found: Impact Site (odd days)

Description: This blob-like creature consists of a nucleus, and a crawling orb, with blue gel surrounding its entirety. It shuffles around and uses its crawling orb to pull itself along. The gel-like substance will also drown Reds or Yellows.

Strategy: Obviously, the nucleus is the weak point. You can just attack it directly if you wish, but it's slow. A better way to smack this blob down is to toss Pikmin into the crawling orb. It'll be hit back into the Goolix's nucleus causing him damage, and if you hit the crawling orb from real far out (listen for the stretching sound), it'll cause some major damage.

Pellets: Four 5 Pellets

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Iridescent Flint Beetle

Found: The Impact Site, The Forest of Hope, The Forest Navel

Description: This green beetle is not a straight enemy per se, and it won't attack you at all. Its main annoyance is the fact that when Pikmin see it, they go on a serious offensive, even though it won't work.

Strategy: Well, you can't kill them at all. If, however, you toss a Pikmin onto them, they'll flip over and either kick up a 1 pellet or a blob of nectar. Hit it enough times, and it'll drop a 5 pellet before retreating to the ground.

---

Mamuta

Found: The Impact Site (even days)

Description: This creature is very rock-like in appearance. He's pretty fast, too. He doesn't kill your Pikmin at all. What he does is attack with a smash move that slams your Pikmin into the ground, planting them. He'll also "plant" you if you get in his way, so press A repeatedly to get out.

Strategy: Take about 20 Reds and throw them on his back. Stop and call them back whenever he shakes your Pikmin off, so that they don't get pounded.

Min: 8

Max: 20

Seeds: 15

---

Pearly Clamclamp

Found: The Impact Site

Description: These organisms are actually the jelly-like substance inside the clams, surrounding the pearl. They don't attack themselves, but the clams around them will react opening wide when you start attacking, then slamming down, swallowing any Pikmin inside.

Strategy: Throw about ten or so Pikmin in (Reds, preferably, although you don't always have that option). Then call them back when the clam opens all the way back. Just be patient and keep hitting it. It's pearl will pop out once it's defeated.

Min: 3

Max: 6

Seeds: 50 (not bad, eh?)

---

## Puffstool

Found: The Forest Navel

Description: Simply put, this guy's a walking mushroom. He's not as great a fighter as some other bad guys you'll find. If attacked, he'll run off, but stumble over his own stubby feet and land upside-down. When he rights himself, though, he'll shake off the cobwebs, but will also shake off a cloud of spores. If your Pikmin get caught in this cloud, they'll have mushrooms instead of leaves and they'll go straight for you with intent to hammer. Bad...

Strategy: Attack him until he falls over, then throw Pikmin onto his flailing legs. The very moment he flips back over right-side-up, call your Pikmin and hightail it out of there until the spore dissipates, then repeat.

Min: 10

Max: 20

Seeds: 30

---

## Puffy Blowhog

Found: The Distant Spring

Description: This breed of blowhog uses the gas inside him to float.

He's also decided on a psychedelic mix of blues and purples for his skin. He floats around lazily. The only way he attacks is to puff up and let a burst of air fly. This doesn't kill your Pikmin, unless Reds or Yellows get knocked into water...

Strategy: Naturally, the only guys invincible against Puffy are Blues, but if you're feelin' a little reckless, you can use the heavy attacks of Reds or high-flying abilities of Yellows. Just throw them at the Puffy. If the Puffy hits the ground, swarm him to finish him. They aren't all that horrible.

Pellets: Three 5 pellets

---

## Shear grub (female)

Found: The Forest of Hope

Description: These small white grubs are actually quite defenseless, although they do show up with the males of the species.

Strategy: Just swarm them and they're gone.

Min: 1

Max: 2

Seeds: 2

---

## Shear grub (male)

Found: The Forest of Hope, The Forest Navel

Description: The males of the Shear grub species are a bit tougher with the purple armor and the jaws they have.

Strategy: Swarm them. They don't last long.



Min: 1  
Max: 2  
Seeds: 3

---

#### Shearwig

Found: The Forest Navel, The Distant Spring

Description: These green bugs have a green shell. If attacked, they'll fly into the air. While up there, they'll heal the damage done to them. They have a little mouth to suck up Pikmin.

Strategy: Naturally, once they take to the air, that's your cue to toss a Pikmin on them. If that doesn't kill them, they'll at least be on the ground ripe for the squashing.

Min: 1  
Max: 2  
Seeds: 4

---

#### Smoky Progg

Found: The Distant Spring (before Day 15)

Description: This guy first appears as an egg. Smash it up, and the green horrible mutated Smoky Progg will burst out and start sloshing around. All he needs to do to destroy your Pikmin is walk over them.

Strategy: There will be many casualties. Just toss Pikmin on him and eventually he'll die. The only good thing about fighting this guy is the reward...

Min: 3  
Max: 6  
Seeds: 100 (That's right)

---

#### Spotty Bulbear

Found: The Distant Spring

Description: These large grubdogs are nocturnal hunters, which means that you'll usually find them asleep, but they're quite capable of defending themselves. They can shake and bite with the best of all grubdogs. They can be recognized by their black coloring and red spots.

Strategy: There are very few clean ways to kill the big grubdogs. You could just swarm and try to throw Pikmin on him, but you will lose some. The best way to destroy them is with bomb-rocks. Three of the little firecrackers should do the job.

Min: 10  
Max: 15  
Seeds: 15

---

#### Spotty Bulborb

Found: The Forest of Hope

Description: These large grubdogs are nocturnal hunters, which means that you'll usually find them asleep, but they're quite capable of defending themselves. They can shake and bite with the best of all grubdogs. They can be recognized by their red coloring and white spots.

Strategy: There are very few clean ways to kill the big grubdogs. You could just swarm and try to throw Pikmin on him, but you will lose some. The best way to destroy them is with bomb-rocks. Two of the little firecrackers should do the job.

Min: 10  
Max: 15  
Seeds: 12

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#### Swooping Snitchbug

Found: The Forest of Hope (late days), The Distant Spring

Description: These flying bugs win the award for the Most Annoying Creature Award. They fly around, zip close to your crowd of Pikmin, pick up two, then slams them into the ground, planting them. They move fast, too...

Strategy: Yellows are the best for hitting these high-flying bad guys. Hit them enough and you'll wrestle them to the ground, where you can swarm them.

Min: 3  
Max: 6  
Seeds: 4

---

#### Water Dumple

Found: The Distant Spring

Description: Little blue blob-type guys that squirm around in the water. These guys chomp on your Pikmin like any grubdog would.

Strategy: Swarming them works fine. They're pretty weak.

Min: 5  
Max: 10  
Seeds: 5  
Pellets: May drop one to three 1 pellets

---

#### Wogpole

Found: The Forest of Hope, The Distant Spring

Description: These little tadpoles are completely harmless. The only reason you should even consider attacking them is if you're seriously low on Blues.

Strategy: Take a few Blues and toss them at him. You may even have better luck punching them yourself.

Min: 1  
Max: 2  
Seeds: 1

---

## Wollywog

Found: The Forest Navel

Description: These adult Wogpoles are gray in color. They live mostly in water, and attack by leaping into the air and body slamming your poor little Pikmin.

Strategy: As soon as the Wollywog slams down, swarm him with your Pikmin. He'll knock them off as he jumps into the air. Immediately when he jumps, call your Pikmin back so he doesn't hit any of them.

Min: 7

Max: 14

Seeds: 8

---

## Yellow Wollywog

Found: The Distant Spring

Description: These adult Wogpoles are yellow in color. They live mostly in water, and attack by leaping into the air and body slamming your poor little Pikmin. There's absolutely no difference between these guys and their gray counterparts.

Strategy: As soon as the Wollywog slams down, swarm him with your Pikmin. He'll knock them off as he jumps into the air. Immediately when he jumps, call your Pikmin back so he doesn't hit any of them.

Min: 7

Max: 14

Seeds: 8

Pellets: May drop a 5 pellet

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## 6. A Day in the Life of Pikmin (General Hints and Tips)

This section will give you good insight at what to do with different situations in the game.

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### Entering a New Area

Whenever you enter a new area for the very first time, take a day to explore as much as you can (then restart so you don't lose a day). Search the entire area to find where all the parts are. Know where the enemies are, and where some big pellets are, too.

---

### The Start of a New Day

Personally, I think one of the best ways to start a day is by taking out enemies. This is for two reasons. One: They won't get in your way later when you're doing essential stuff, like collecting parts, and Two: You'll have more Pikmin at your disposal when time comes to get those parts. This, of course, leads us into...

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## Efficient Combat

Big #1 rule about combat: Don't use too many Pikmin.

Sure, it may seem fun to swarm an enemy with a huge army of the little guys, but the more there are, the harder it is to control them. You'll find at points that your best fight outcomes come from using less and less Pikmin. Most enemies you shouldn't need more than twenty to take out.

Also, never leave your Pikmin alone to combat an enemy, because it's the most complicated thing they'll do, and they need your direction to help, or else they'll get hammered.

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## Multitasking

This is the true key to surviving this game and getting Olimar's little butt off the planet. You have to learn how to use multiple groups of Pikmin effectively. If you have Pikmin on carrying duty, or some tearing down a gate or building a bridge, don't watch them go, take another group and go off and do something else, like taking out enemies or carrying more stuff. By the same token, though, keep an eye on them with the Radar, so you know they're still there, and they're not off dying...

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## Pacing Yourself

30 parts in 30 days. For all you math fanatics, that's a part a day. For the most part, you should be able to find one part each day with little trouble. The only possible exception is the last part, which may take two, given the amount of time it takes to get rid of the last enemy. Speed, however, is not essential in this sense, so if you get a part, you can spend the rest of the day building up your Pikmin army if you so desire.

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## At the End of the Day

As the game will remind you over and over again, you need to round up your Pikmin before the sun sets to keep them safe from predators.

Pikmin will return to their Onions at the end of the day if one of three criteria are met: They are following Olimar, they are underneath an Onion (any color Onion), or they are underneath the beam on the Dolphin (say, after having deposited a part).

Pikmin that are planted in the ground will remain there. The next morning, you'll see Leaf Sprouts in that exact location.

Pikmin that are carrying something, idle, or otherwise indisposed, will be eaten by nocturnal predators, so if you're running out of time, don't try to make a last ditch effort for an item if you're not going to get it.

Here's what happens to stuff on the field after the end of the day:

Creatures that are alive but damaged regain their full health.

Any carcasses or pellets dropped from carcasses will disappear.

Any pellets that existed in the area, regardless of having been picked up or not, will be returned to their original spots if they haven't been successfully harvested...

All parts stay exactly where they were left at the end of the day. If an enemy carrying a part was destroyed, that part remains in the open, and that enemy is gone for good.

All twigs will return to their original states.

Most bridges will remain in the same state. Sometimes, at the beginning of the day, if there is a Shear grub or Shearwig nest near a bridge, they may roll it back up.

All walls and gates will be in the same state of knocking down that they were left at.

\*\*\*\*\*

## 7. The Impact Site

The area where your ship crashed isn't big at all, and there are a total of only two parts in it. There are also very few enemies. The enemies that are in this area are actually pretty specialized and will only appear during subsequent trips to the Site.

On your first visit, you'll be cut off from exploring the entire area, but you will cover most of it, so don't feel like you're missing a lot. The first part is mostly flat, with pellets scattered around, and most of the fun stuff (nectar grass, geysers) not present until you return. Note that this is a pretty good place to return to if you get low on Pikmin, but it's suggested that you don't return until you have all three types. There is a 10 box that you'll take care of on your first trip, and that 10 box creates a bridge to a large circular arena, at the far side of which is a wall, and beyond that is a pond-like area.

Parts: Main Engine, Positron Generator

Enemies: Iridescent Flint Beetle, Goolix, Mamuta, Pearly Clamclamp

Bomb-rocks: There's only one pile of rocks and it's inside the 10 box. You shouldn't need a lot to take down the wall on the large circular area. There are six bomb-rocks there.

=====

### A. The First Day (Main Engine)

The game will actually guide you through most of this day. You have no time limit, so don't be concerned about rushing. Take the time to find every pellet in the area, and you may (if you're patient) want to leave your Pikmin in the ground for a while so they can grow Flowers.

Anyway, as soon as you gain consciousness, head down the slope into the main area. Look for a large round object with a flower on top and you've found the Red Onion. It'll spit out a Red seed and you can pluck your first Pikmin.

Throw him at the 1 pellets nearby and he'll bring them back to the Onion, where they'll be sucked up to create more Pikmin. Continue doing this until you've carried in all the pellets, then head your boys towards the strange box with a 10 on it. C Stick your Pikmin to have them push it out of the way. Walk up to the weird pulsating object:

Main Engine: This part is probably the most essential, since it's the only way our dear Capt. Olimar can get the Dolphin moving again.

Min: 20

Max: 25 (Note: That's the max amount of Pikmin you can have at that time, so obviously we can't figure out the true max)

Grab all the remainder of the pellets in the area before you grab the Engine, so you can have the most Pikmin. Once you're done, have all your Pikmin grab the Engine and they'll carry it back to the ship, where it'll be installed and the day will end.

=====

## B. Return to the Scene (Positron Generator)

You'll need both of the other kinds of Pikmin to get this part, so come back after you have them... I'll wait...

\*taps foot\*

\*whistles\*

\*checks watch\*

Back? Okay. You know that big circular arena type thing that has a wall at the back of it? The part's behind that wall. Grab three bomb-rocks and tear down the wall. Grab about thirty or so Blues, in case you screw up and get munched or something. There are three Pearly Clamclamps in this little pond back here. The one on the left has the part. Check my Wildlife section for tips on beating the Clamclamp. Once you've wrested the part from its jaws, grab it and you'll take it back. You may want to take down the gate nearby to shorten the distance. While you're here, you might as well grab the 20 pellets in the area for your Pikmin. If you have time, you can even take out one of the other Clamclamps. The pearl inside will give you fifty seeds.

Positron Generator: This electric generator can stand your hair on end if you're too close.

Min: 20

Max: 40

\*\*\*\*\*

## 8. The Forest of Hope

You need one part to enter this area.

This large area has eight parts for you to collect. It's relatively simple to get around in, but it has a lot of gates and walls to knock down with the Yellow Pikmin and bomb-rocks you'll find in this area.

Now, even though I've separated all the parts and major tasks, you don't have to take an entire day to do one task. If you have time, and you should, feel free to do as many tasks as possible.

NOTE: I refer to compass directions a lot in the walkthrough, especially after you get the Whimsical Radar. This is because on the top right corner of the Radar Display is a red arrow that constantly points north, so it makes directing much easier for walkthroughs.

So, given all that, I'll describe the area.

You'll start in the dead center. To your north is a rock wall (3 bombs required) to the south is a gate (weak), which, naturally, you'll be knocking down first. The large area past the gate has several Bulborbs, both big and small, and a large pool of water, which you can't do anything with until you have Blue Pikmin (next area). To the west of that is another gate (weak), beyond which you'll find more Bulborbs and the Yellow Pikmin Onion. To the east of the center area is a plateau with a Spotty Bulborb and a part. To the far southwest is an area with several Bulborbs, and some Burrowing Snagrets. To the northwest is an area with several Dwarf Bulborbs and Sheargrubs, along with a couple of parts. To the far north is a large area with an Armored Cannon Beetle, but it's tough to get to until you get Blues.

Parts: Eternal Fuel Dynamo, Whimsical Radar, Extraordinary Bolt, Shock Absorber, Nova Blaster, Radiation Canopy, Sagittarius, Geiger Counter

Enemies: Armored Cannon Beetle, Burrowing Snagret, Dwarf Bulborb, Sheargrub (female, male), Shearwig, Spotty Bulborb, Swooping Snitchbug, Wogpole

NOTE: The Snitchbug only appears after a certain day, so you shouldn't be concerned with it too early...

Bomb-rocks: Since this is the first area you get to use bomb-rocks, they're in casual abundance. You'll find most of them in large tin cans dotted around the area. There's one by the water's edge, and one near where the Yellow Onion sprouts. There are also a few near one of the walls. Take advantage of them. One that's a bit harder to get is next to the Nova Blaster in the northeast corner.

=====

#### A. Bulborb City (Eternal Fuel Dynamo)

As you start, take all the Red Pikmin you have and smash down the gate on the south wall (it's got briars, not rock). Once they finish, the Eternal Fuel Dynamo will be sitting near the edge of the water, right in plain sight.

Eternal Fuel Dynamo: This part outputs unlimited amounts of power, which will eliminate the need for candles. Wish I had one...

Min: 40

Max: 60

Of course, since you only have 25 Reds to start with, you'll need to knock down some Petal Posies, grab that big red 10 pellet, and take out some Dwarf Bulborbs. You should save the big Spotty Bulborb until you have a lot of Reds.

=====

#### B. Demolition Team (Yellow Pikmin)

There's a second gate to the right of the Eternal Fuel Dynamo (past the Spotty Bulborb). Have a bunch of Reds knock it down, then get past some more Bulborbs and you'll find the Yellow Pikmin Onion. Pull up the seed it pops out and you'll get your first Yellow.

Now, if you have time left in your day, build up as many Yellows as you can, pick up some bomb-rocks and go on a demolition spree. There are two walls right in this area that take three bombs each. There's also a three-bomb wall in the ship and Onion area.

=====

#### C. Out of Reach?

Bomb down the wall to the right of the Yellow Onion (the one with the bomb-rocks sitting in front of it). Beyond, you'll see a part sitting on a high ledge. There are a couple of Dwarf Bulborbs and a whole lot of Male and Female Sheargrubs in the area. Deal with them as cleanly as possible, then throw a whole bunch of Pikmin up to the part. You can try Reds, and they will make it, but Yellows fly farther and will definitely make it.

Whimsical Radar: Definitely an important part of the ship, the Radar will give you a layout of the area, along with the location of parts, Onions and Pikmin, whenever you press Y.

Min: 20

Max: 40

=====

#### D. Tearing Down the Wall (Extraordinary Bolt)

In the same area as the Whimsical Radar is this part, and it's behind a very dark stone wall. You'll need nine bomb-rocks to bring down this wall, behind which you'll find the Bolt.

Extraordinary Bolt: This large bolt holds stuff together! Oh, it's true...

Min: 30

Max: 50

If you want a shorter way to get back to the ship, you may want to bomb-rock the wall right next to it. You'll need to take care of a couple of Bulborbs (one of them's a big one), though.

=====

#### E. They Take the High Road (Shock Absorber)



You can grab this part anytime after you knock down the gate in the starting area. Head to the left side of the water shore (east side). You'll see a ledge above you with a red 5 pellet on it. Throw a bunch of Pikmin up on that ledge. Leave them there, then head for the small pond to the left of the ledge. Walk up onto land, then head to the right and around. You'll pass the part you need to get, as well as a Spotty Bulborb. Hope you've brought enough to take him down. If you want to save it for later, you could bring a couple of bomb-toting Yellows to take him down.

Anyway, once you finish off the Bulborb, grab the part to take it back to the ship.

Shock Absorber: This part stabilizes your craft in flight so that the tiny meteors and rocks don't give you a rough ride... Obviously, it doesn't do much against the big rocks...

Min: 30

Max: 50

=====

#### F. One Stubborn Gate (Nova Blaster)

North of the ship, past the wall next to it, you'll eventually run into a dark gray gate. This one's really strong, so either take a lot of Pikmin or do something else while you wait. Behind the gate, you'll find some Bulborbs. Your objective is behind that big Bulborb, but so is a can full of bomb-rocks. Grab two Yellows, run around him, and snag some rocks to take the big one down quick. Once he's down, you're free to grab the Blaster.

Nova Blaster: One shot for this weapon can vaporize a planet and cause a star to go nova! Or... at least that's what it said in the catalog... It should be noted that this part isn't essential to lift off if you run out of time...

Min: 30

Max: 50

=====

#### G. Beetle Bunker (Radiation Canopy)

You'll need Blue Pikmin for this mission. Head to the far north, past the heavy gate of the last mission. Lead them into the gate in the nearby water and have them go to work on it. At the same time, go back to the Onions and get about 50 Pikmin of any other color. To the left of the heavy gate is a ledge that leads up to the same spot as that gate in the water leads. Throw all your Pikmin up there. Once the Blues are done with the first gate, have the entire army work on this second heavy gate that leads to the Armored Cannon Beetle.

Check my Enemies section to see how to beat the Beetle. Although taking him out isn't necessary, it's quite recommended. Beyond the Beetle, you'll find your Radiation Canopy. Take both back, if you have enough Pikmin.

Radiation Canopy: This keeps you from turning to a crisp due to harmful UV rays.

Min: 30

Max: 50

=====

#### H. Building Bridges (Sagittarius)

You'll need Blue Pikmin for this part. Across the large lake south of the landing area is the part you're looking for. You'll need to lay down two bridges to get the part out of there. The first bridge is no problem. Any color Pikmin can roll it out. The second one is a problem, however, because it's on the island with the part, so you'll need to have Blues wade through the water, then toss them up onto the island near the bridge so they roll it out.

Once both bridges are complete, grab the part with any Pikmin and you'll be set.

Sagittarius: A gift from Olimar's son. One wouldn't think it had much value on the ship, 'cept the fact that it forms part of the hull.

Min: 20

Max: 30

=====

#### I. Swallowed by Snagrets (Geiger Counter)

You'll probably need Blues for this, but it can be done without.

Bomb the wall to the left of the spot where you find the Yellow Onion. Take care of the Bulborbs behind it. Now, there's a 10 box blocking your path, but it's facing the wrong way, that is, you'll need to have Pikmin on the other side to move it out of the way. The easier way to do this is bring some Blues into the water and toss them onto the other side. A harder way is to run and throw Yellows. If you're moving when you throw them, they'll get more air, and can land past the box.

Once the box is out of the way, carefully move into Snagret territory. Check my Wildlife section for tips on how to beat the Burrowing Snagrets. The Snagret with the part is furthest back, near the edge that leads out to water.

Now, you'd think you should take out all the Snagrets so you'd have a clean route back, but it's not necessary. If you grab the part with Blues, they'll head into the water to carry the part back, safe and sound, with nothing but Wogpoles swimming around them.

Also, it can be tough getting a sizable group of Pikmin across the thin causeway where the 10 box is because of the width of the group. In this case, you can throw Pikmin up to the Snagret area from the shore of the water, then meet them up there later. Just be sure throwing them doesn't disturb any Snagrets, or they'll have their pick of the Pikmin while you make your way around.

Geiger Counter: WE know that Geiger Counters monitor radiation in an area. Of course, poor Olimar is just concerned with the annoying clicks it makes. Still, it's an essential part.

Min: 15

Max: 25

\*\*\*\*\*

## 9. The Forest Navel

You need five parts to enter this area.

Set in a cave-like area of this planet, the Forest Navel has nine parts and a whole lot of bad guys. It also has a fair amount of water, perfect for the Blue Pikmin you'll find here. There are also a good number of stone walls to tear down.

This area has you starting a bit north of the center. To your north are several puddles with a couple of parts. There isn't much to the west, but there's a part on an island, and the Blue Onion. South is where most of the action happens, with a large beach and a lake, as well as most of the monsters, with the grubs and blowhogs on land, and the Wollywogs in water. The southeastern corner has the tougher enemies in this area (Puffstool, Beady Long Legs).

You won't need to take out every single wall and gate, but there are a few that will make life easier, such as the just north of your starting point, the wall on the south end of your starting point, the gate and wall near the southeastern corner, and the gate on the far west, which blocks off a couple of parts.

If you see a bridge, however, get right on it, because they really help a lot in this area. Of particular convenience, are the two bridges south of your starting point leading down to the beach.

Parts: Space Float, #1 Ionium Jet, Automatic Gear, Anti-Dioxin Filter, Guard Satellite, Omega Stabilizer, Gravity Jumper, Analog Computer, Libra

Enemies: Beady Long Legs, Breadbug, Fiery Blowhog, Puffstool, Shear grub (male), Shearwig, Wollywog

Bomb-rocks: Two locations have bomb-rocks. One is just past the #1 Ionium Jet northwest of your starting point. There's dry land so you can walk your Yellows down off ledges, and you can just throw them back up. There are 10 bombs in that location. The other is far to the south, almost past the lake. You'll need to drop two bridges (one you need to get a part, anyway). There are about 10 there.

=====

### A. Getting Your Feet Wet (Finding the Blue Pikmin)

While doing this, I suggest having your other Pikmin working on another part, since putting together a new force always takes time.

Anyway, if you look out towards your west, you may see the Blue Onion right away. It's on the map if you can't find it. Head down there and touch the Onion and pull out your first Blue Pikmin. Naturally, since the Onion's in water, it stands to reason that the Pikmin inside can breathe underwater. Take the time to gather all the pellets in the area to build up a decent fighting force.

=====  
B. The Hoarder (Space Float)

You may notice a reddish-pink bug crawling around the area with no real direction. That's a Breadbug, and he's carrying a part. There are two ways to beat a Breadbug. One's long and tough, the other's easy. The long and tough way is throw Pikmin on his back. As they bounce off him, he'll take damage. The easy way is to just get him near a pellet. His schtick is that he drags pellets and other things back to his lair. If you can get two Pikmin on a pellet he's carrying, they'll engage in a little tug-of-war, with the Pikmin ultimately winning. Being nearly sucked into an Onion isn't good for this guy's health. In fact, it almost completely floors him. Once he's taken out, he'll cough up your part.

Space Float: This is a life-preserving device is useful if you can't swim in space. Fortunately, Olimar's an excellent swimmer, so he doesn't really need it. This part is not required to escape the planet.

Min: 25  
Max: 40

=====  
C. Puddle Parts (#1 Ionium Jet)

This part requires Blue Pikmin. To the north of your landing area is a series of puddles. You'll notice on the map that there's a star in one of the puddles. That's your part. Take at least 15 Blues and send them down there to grab it. A simple task, really. It helps to have the nearby gate down so that the Pikmin have a shorter walking distance.

#1 Ionium Jet

Min: 15  
Max: 25

=====  
D. Good Thing They're Waterproof (Anti-Dioxin Filter)

There's a part sitting in plain sight in the middle of the big lake in the south. To successfully corral this part, it's best if you drop the two bridges that lead down to the beach. You should also take out as many Fiery Blowhogs and Wollywogs as you can to minimize danger on the return trip. Once all the bad guys are cleared out, bring at least 40 Blues down to the water and grap the Filter.

Anti-Dioxin Filter: This keeps pollutants from the Dolphin from poisoning the fragile ecosystem. It's a must for any self-respecting pilot.

Min: 40  
Max: 60

=====  
E. Evil Purple Pikmin (Omega Stabilizer)

In the far southeast of the Navel, lit up by odd blue plants, sits the Puffstool. Check my Wildlife section for how to beat the Puffstool. Suffice to say, don't let your Pikmin be near him when he shakes his spores, or you'll be sorry. Once defeated, he'll cough up the fin.

Taking it back could be trouble. For one thing, you should use Reds, because flame jets line the road back. For another, there are grubs and Wollywogs in the area, so be sure to take them out before you start any serious hauls. So, just take those to heart, and you should be fine.

Omega Stabilizer: One of the Dolphin's fins broke off in the crash. Finding it will allow the craft to remain completely stable in flight.

Min: 30

Max: 50

=====

#### F. Plateau Parts (Gravity Jumper)

There's an area with two bridges between the Puffstool area and the lake, and a spring-like part on top of a small plateau near there. There are two ways to get to this. One is to take Blues, go around the back, roll up the bridge back there, then roll down the bridge on the plateau to take the part. The other is to throw Pikmin (preferably Yellows up onto the platform, where they'll get to work on the bridge up there. Once it's down, grab the part.

Gravity Jumper: This spring-like part is essential for maintaining the ship's flight.

Min: 25

Max: 40

=====

#### G. Twig Walking (Automatic Gear)

If you look west of the wall that's right near your starting point, you can see a blue gear on a high rock. The way to get there is on the next ledge over, in the form of a twig. Have about 15 Pikmin of any kind slap the twig silly to extend it over to the gear. They'll shimmy right across and grab the part. They'll have to walk off the ledge once they're done, which will jostle them, but none will die. If you have the aforementioned wall down, the trip back will be a lot shorter.

Automatic Gear: This simple machine keeps the basic stuff of the Dolphin in check, allowing Olimar to work on the more complicated stuff.

Min: 15

Max: 25

=====

#### H. Courage Under Fire (Analog Computer)

You'll need at least 20 Red and 20 blue for this part.

The far west area has a very thin corridor, only accessible from the south, by the lake. There's a heavy gate there, so bring a good amount of Pikmin to knock it down.

The corridor itself is lined with fire jets. Unless you're taking Reds, you'll need to be careful. Use the C Stick to get your Pikmin closer together. You can even get a full 100 Pikmin past it if you're careful.

Keep moving down the corridor, past the bridge, and you'll eventually see your part in the water. Have your Blues grab it to get it out of the water, then call them back and use your Reds to carry it past the fire jets, and back to the ship.

Analog Computer: This overclocked piece of the future of PC has its own AI, making it a bit tempermental.

Min: 20  
Max: 40

=====

#### I. Bridge Over Nothing (Libra)

You'll want a few Blues, and at least 15 Yellows and 15 Reds for this.

Head down the western corridor mentioned in the previous section, and this time roll out the bridge when you get to it. Once it's extended, send some Blues into the nearby water to open up the geyser down there. Once it's open and gushing, throw at least 15 Yellows up onto the high ledge, then ride up and join them. Throw them on the very top towards the part, and they'll carry it down. Once they're on ground level, have the Reds take over for the Yellows to carry it past the flame jets and back to the ship.

Libra: This gift from Olimar's daughter forms an integral part of the hull, so it's pretty useful.

Min: 15  
Max: 25

=====

#### J. Big Boss Bug (Guard Satellite)

In the southeast, there's a medium-strength wall in front of a large circular alcove covered in sand. Six bomb-rock toting Yellows will be enough to drop the wall. Once you step to the center, the Beady Long Legs will step in to challenge you.

Refer to my Wildlife section for ways to beat the Beady Long Legs. Once it's history, carry the part back to the ship with Reds, since you'll be passing over flame jets.

Guard Satellite: This part keeps the space pirates off Olimar's tail when he's roaming the untamed wild space.

Min: 20  
Max: 40

\*\*\*\*\*

## 10. The Distant Spring

You need thirteen parts to enter this area.

This water-based area is a Blue Pikmin's dream come true. There's plenty of land, but for the majority of the parts, you'll need to use the Piks of the cyan hue...

Most of the southern half of the area is dominated by the lake, which has three parts, Water Duples, Puffy Blowhogs, Wogpoles, Yellow Wollywogs, and a Spotty Bulbear on a beach. To the north of your starting point is the majority of the parts, along with the rest of the bad guys, a couple of walls and gates, and some water thrown around in between.

Parts: Bowsprit, Repair-type Bolt, Gluon Drive, Zirconium Rotor, Interstellar Radio, Massage Machine, UV Lamp, Pilot's Seat, #2 Ionium Jet, Chronos Reactor

Enemies: Armored Cannon Beetle, Dwarf Bulbear, Puffy Blowhog, Shearwig, Smoky Progg, Spotty Bulbear, Swooping Snitchbug, Water Duple, Wogpole, Yellow Wollywog

Bomb-rocks: The "storage" location of bomb-rocks is in odd-shaped skulls. There's one skull near your starting point, two on the other side of the lake, and a third near the northeast corner.

=====

### A. Thin Causeways (Repair-Type Bolt)

I don't know if he discovered the tactic, nor do I care, but thanks go out to SnapDragon for a far faster and less costly way to get this part.

This part is in southeast, atop a high platform, which you can get to by means of a bridge. Yellows could reach it from the ledge below, but you'll sacrifice a lot of them. There's a far easier way. If you look up at that platform, you'll see that it extends to the left and around back to near your starting position. Throw at least twenty Blues up to that ledge. How to move them? Simply stand on the other side of the ledge and call them. They won't be able to cross the low wall on the ledge, so just lead them around the ledge to the part and they'll grab it and carry it back to the ship.

Repair-Type Bolt: This automated robotic windup toy is a repair robot for fixing up problems in the ship. Of course, it has to be connected to the ship to fix it up, so it was kinda useless sitting around.

Min: 20

Max: 40

=====

### B. Belly of a Blowhog (Interstellar Radio)

At the very far south of the lake is a Puffy Blowhog. Naturally, take

Blues down there to deflate the Blowhog. Once you grab the part, you'll carry it up the west side of the lake, so make sure that route is clear, mostly of Water Dumpsles.

Interstellar Radio: This radio broadcasts the best in music throughout the stellar waves, and it can help Olimar send out an SOS...

Min: 20

Max: 40

=====

#### C. Far Off Beach (Massage Machine)

The first thing you'll need to do is roll out the bridge in the southeast area. Use Blues, since it's on the other side of the water. Once that's taken care of, you'll need to destroy the Spotty Bulbear on the far beach. Use bomb-rocks for quickest results. Once it's down, grab the part with any kind of Pikmin.

Massage Machine: This part, while non-essential, is very useful for soothing Olimar's taxed nerves.

Min: 30

Max: 50

=====

#### D. How High is Too High? (UV Lamp)

You'll need to take down the heavy wall to the east of the starting point to successfully corral this part. In the east side of the area, you'll see a series of ramps and raised plateaus. Your part sits on top of the highest of these plateaus. Take Yellows, and throw them up onto the first ledge, but not into the nearby hole. Once they're up on the ledge, go around the left side of this little maze and you'll find a ramp leading up. Follow the path until you reach your Pikmin, then jump off.

You still can't reach the part from here, but to the left of the platform the part's on, you'll notice another ledge. Toss your Pikmin up to that ledge, then go back to the ramp, and follow the path around and toss your Yellows up to the part from there. Once they get it moving, have the rest of them grab it.

UV Lamp: This lamp is good for tanning, but it doesn't really have anything to do with the ship. It's non-essential for takeoff.

Min: 10

Max: 25

=====

#### E. The Bridge Connection (Gluon Drive)

On the west side of the area, you'll notice a part across water, with two bridges on opposite sides. Have any kind of Pikmin work on the near side, while you have Blues work on the opposite side. Watch out for the Shearwigs on the far side. When you've fully extended both bridges, grab the Gluon Drive and get movin'.



Gluon Drive: It uses gluons. I think this might be the part that... uh... Aw, heck, no one really knows what this part does... Well, I suppose the really important section of this part is the partial hull on it.

Min: 50

Max: 70

=====

#### F. Watergate (Zirconium Rotor)

To the north of the Gluon Drive, you'll see a weak gate. Taking down the gate is no problem, but you also need to take down the wall nearby, which takes six bomb-rocks. Once you've taken down both, use Blues to grab the part. Make sure all the nearby Yellow Wollywogs are out of the way.

Zirconium Rotor: Good ol' rust-proof zirconium ensures long life out of these parts. Of course, the mechanic may have stiffed Olimar on the price.

Min: 30

Max: 50

=====

#### G. Beetle Brawl (Bowsprit)

This part is a short distance to the north, in the belly of an Armored Cannon Beetle. You'll need the dark wall near your starting point taken out, and preferably most of the enemies in the area. There's also a gate and bridge north of the Beetle that need to be taken down so you can carry the part back. You can use any Pikmin for this task, including taking down the Beetle. Refer to the Wildlife section for how to beat it.

Bowsprit: The front hull of the Dolphin was designed by Olimar himself. It's been said it looks like a Pok<sup>ぜ</sup>ball from the front. Olimar denies any relation.

Min: 30

Max: 50

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#### H. Tucked in a Corner (Pilot's Seat)

To the north, there are several hollow stumps. In one of these is your part. There's a heavy gate nearby, so you'll need to remove it, and you'll also want to take out the medium wall in the west. Make sure the enemies in the way are removed.

Pilot's Seat: This soft, cushioned beanbag chair was personally selected by Olimar for his spacefaring.

Min: 25

Max: 45

=====  
I. High-Flying Blues (#2 Ionium Jet)

In the northwest, you'll see a part on a high platform. You'll need to use Blues, because the part is across water. You can't reach the platform itself, so you'll have to toss your Blues on the ledge to the left of it from the shore. Once they're up, use the geyser to float up to the ledge, then throw your Blues across the gap and they'll head for the part. Once you've thrown enough, they'll march off the platform, so you can have the rest of the Pikmin grab the part. They'll go back the way of the heavy wall, so make sure it's down.

#2 Ionium Jet: The other of the Dolphin's two maneuvering jets is a lot less stinky.

Min: 15

Max: 25

=====  
J. Yellows Over Water (Chronos Reactor)

In the far northeast, you'll see a part that only Yellows can reach, but it's across water. What to do? Note the flowers nearby. These are Candypop Buds if you didn't know. Take a bunch of Blues to the Yellow Bud and toss them up to the platform. Ride up the geyser to the platform and toss your Blues into the Bud. After ten are tossed in, the bud will close and spit out your Blues as Yellows. Pluck the Yellows and toss them over to the beach near the Blue Candypop Bud.

Once all your Yellows are on the beach, toss them up to the part on the high ledge, where they'll grab the part. Once they take it off the ledge, call them back and toss your Yellows into the Blue Bud. Once they're all Blue again, have them grab the part once more and they'll take it back to the ship.

Chronos Reactor: The reactor of the Dolphin is useful for warping the space-time continuum into pure energy. Plus, Olimar got a pretty good deal on it.

Min: 20

Max: 40

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11. The Final Trial

You need twenty-nine parts to enter this area.

The last area of the game has but one part, and naturally, is designed to be the ultimate test of your Pikmin handling abilities. There's really no point in describing the area, as I'll be going over the whole thing in the next section.

Parts: Secret Safe

Enemies: Emperor Bulblax

Bomb-rocks: There's a pipe with a bunch of rocks on a hill before the

sand pit, and a whole load of them behind the gate at the far end of the sand pit.

=====

#### A. The Last Hurrah (Secret Safe)

All right! Time for the final push! Take ten Reds, three Yellows, and a whole load of Blues. Have your Blues go through the water and take down the Bridges before you. After they're done the Bridges, call them back.

The Yellows are to go to the right side of the area. Toss them over the water to the island, then onto the ledge on the far side, near the bomb-rocks. Ride the geyser up to the ledge, then toss them up to the bomb-rocks. Throw them back to the beginning area (remember, to call back bomb-throwers after you've thrown them, don't use B. Just run into them). Once they're back at the landing area, use them to blow up the wall, which only takes three bomb-rocks.

As for the Reds, throw them onto the causeway with fire jets. They seem stuck there. This is where you use a little indirect control Get down in the water under them and whistle for them. Then, walk over to the area that leads to the 10 box blocking your path and they'll follow you on the path above you. Use the C Stick if they get hung up.

Once the box is moved, take down the gate. At this point, you may want to end the day so you'll have a full day to take out the final boss, if you have time.

Enter the final arena to take on Emperor Bulblax. Check the Wildlife section for tips on how to beat Emperor Bulblax.

Once Bulblax is history, grab your final part and head back to the ship.

Secret Safe: This big piggy bank has all Olimar's savings. It's not necessary to leave the planet, but you never know when you'll need some spare change on the ride home.

Min: 40  
Max: 95

\*\*\*\*\*

#### 12. The End (Final Results)

The game will end after you've found all thirty parts or after thirty days have elapsed. The ending you get depends on certain factors:

Just for the record, the non-essential parts are the UV Lamp, the Massage Machine, the Nova Blaster, the Space Float, and the Secret Safe.

Bad Ending (Don't have all 25 essential parts): If Olimar cannot complete his ship, he'll attempt to take off anyway, but will fail and crash back onto the planet. You'll get your Final Results. Afterwards, the Pikmin will carry him back to the Onion, where he will be turned into a Pikmin.

Good Ending (Have the 25 essential parts): Olimar attempts a takeoff, and is successful. One Pikmin of each color watches him leave. Final Results Screen.

Best Ending (Have all 30 parts): Olimar waves goodbye to his friends, the Pikmin. They line up and wave goodbye in their own cute little fashion. Olimar takes off. The Pikmin, finally in control of their own destiny, attack a nearby Bulborb on their own. Final Results Screen. Credit roll. Special Montage of the enemies in the game. The End.

The Final Results Screen shows how many parts you found in how many days, how many Pikmin you've sprouted, and how many Pikmin you lost, which will only count if you got all thirty parts. The next screen shows which parts you've found.

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### 13. Standard Guide Stuff

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#### A. Legal

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#### B. E-mail Guidelines

If you wish to e-mail me, be sure to follow these guidelines...

- Make ABSOLUTELY sure I haven't already answered your question in the guide.
- Make sure it has something to do with Pikmin for God's sake. I don't want spam, chain letters, offers for friendship. Compliment me on the FAQ all you want, though...
- Make sure you say Pikmin at one point in your e-mail. I have more than one FAQ, and asking a generic question such as "How do I beat the last boss?" doesn't tell me much.
- Spell correctly and use proper grammar, please. If I can't understand your e-mail, it'll go to the junk pile...

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#### C. Credits

CJayC and Al Amaloo for having this on their sites.

SnapDragon for a little help on a part.

Nintendo and Shigeru Miyamoto, for this incredible new game.

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#### D. Version Updates

Version 1.0 - 2/1/02 - Completed Guide.

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#### E. The Final Word

Pikmin is so much fun and something really new in the face of so many sequels and rehashes. I hope the success of this game can show developers the value of innovation.

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