Pikmin FAQ/Walkthrough

by TrulyDexterous

Updated to v1.0 on Oct 8, 2008

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Forest Naval. There are some parts in the Distant Spring included. 6 more parts are required and the walkthrough will be finished. The Piklopedia is missing the game descriptions. All other chapters have been completed. File size is around 131KB.

	VERSION 1.	.0	(08/10/08)		
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The guide is finished. The last part in the Distant Spring has been added, as has the Final Trial. File size is around 136KB.

This guide can only be viewed on the following sites-

GameFAQs - http://www.gamefaqs.com
GameSpot - http://www.gamespot.com
IGN - http://www.ign.com

NEOSEEKER - https://www.neoseeker.com SUPERCHEATS - http://www.supercheats.com

These are the only sites that I trust and that keep my guide updated. For this reason I won't allow my guides on other sites. Please don't email to ask.

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Hello peeps and welcome to my Pikmin FAQ for the Gamecube. I'm not sure, as I have a couple of projects on at the moment, but I think this will be my 15th FAQ. Or something like that. I am writing this FAQ purely because I know this game well and I'm sure I can help people out. No personal 'goals' for me this

time, I just hope you find it helpful.

Pikmin is a game that pushes the envelope of innovation. Which is great. Who wants to stick to the straight and narrow of tried and tested methods anyway? Gaming is all about innovation, which this has without question. But what else would you expect from a Miamoto game?

I've introduced myself. I have introduced the game. But you need to know what you will find in this guide, right? The story chapter is pretty obvious. It contains the lines that I borrowed from the instruction manual. The controls chapter is also pretty obvious. After that is the Using Pikmin chapter. In here you will find information on everything that Pikmin can do, what harms Pikmin etc. Following that is the walkthrough. Here you will find step-by-step instructions on how to obtain each part. Proceeding that is the Piklopedia; an analysis of each enemy in the game. Then there is a small FAQ section. Things are wrapped up with the Credits and the Contact Information chapters.

You won't find any challenge mode help in this FAQ. There is plenty of other sources for that and I'm not concerned with it.

If you want to see any more of my work, go here-

http://www.gamefaqs.com/features/recognition/76852.html

Thanks peeps, bon appitite!

- TrulyDexterous

The story from the instruction manual.

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 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 favourite 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.

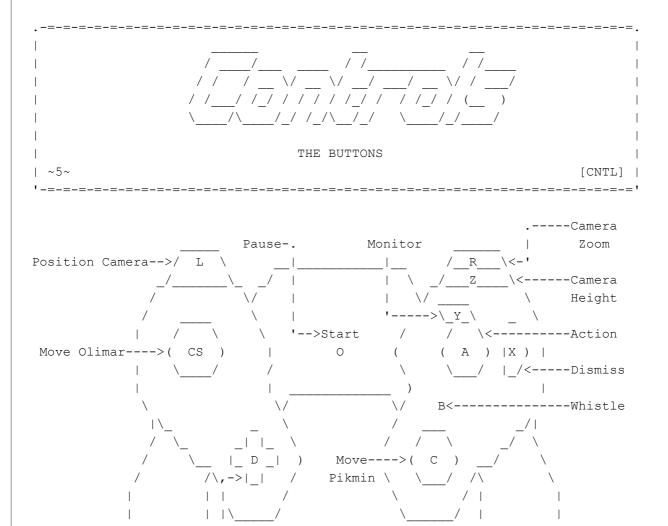
The journey began well. With no set destination in mind, I simply allowed the sleek Dolphin of mine to make its own efficient way through the vast reaches of space. A strange feeling came over me... I then felt a premonition that my short trip would soon become an epic adventure. I dismissed the thought 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 re-entry that several of her pieces had been jarred loose, probably scattered around the planet. To make matters worse, my 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 from 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 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 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 to my planet's miniature carrots. I have decided to name this small life-form...Pikmin...



/ '-- Olimar Lies Down

Control Stick

The first function of the control stick is that it moves Olimar around the landscape. This requires a full tilt of the stick. If you slightly tilt the stick, you will move the cursor instead of Olimar. The cursor is used for aiming. This can be used to see where Pikmin land, or to call them as a group.

A - Button

The action button. If you have a group of Pikmin selected, press this and Olimar will throw the Pikmin where the cursor is pointing. If there are no Pikmin selected then Olimar will punch. This isn't very strong, but it can be used, so bear it in mind. Pressing A in lit up areas (such as underneath and Onion or in front of the Dolphin) will cause Olimar interact with that object. If you press A whilst in the light in front of the Pikmin, Olimar will be healed.

B-Button

Olimar will whistle when you press the B button. The epicentre of whistle is where ever the cursor is pointing. The longer you hold B down, the larger the area of the whistle. Any Pikmin at are inside the confines of this whistle will become part of the selected group.

C - S t i c k

This will move the Pikmin in the selected group. You can move them around but you can't move them far from Olimar.

D - Pad

Press down on the D-Pad and Olimar will lie down. Whilst he is in this state, he cannot be harmed by any enemies. In addition to this Pikmin can pick up Olimar and carry him to the Onion. If this happens the Onion will shoot out fireworks. This is really an Easter egg and not much use.

Y - Button

This brings up the Olimar's monitor.

X - Button

This will dismiss any Pikmin that are in the selected group. Pikmin will stand in groups defined by colour (i.e. Blues stand with Blues and Reds with Reds etc). Yellow Pikmin with Bomb Rocks will stand in a different group to Yellows without.

L-Button

Re-positions the camera directly behind Olimar.

R - Button

Adjusts the zoom of the camera. There are 3 different zoom settings. I prefer in second one, a mid-range view. There is also a close-up and a long-range view.

Z - Button

This changes the camera angle.

Start Button

This pauses the game and brings up the pause menu.

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	THE BASICS
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	TYPES OF PIKMIN
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There are 3 types of Pikmin. These are Red, Yellow and Blue. The different colours have different advantages and disadvantages.

 $R \in d P i k m i n$

The Red Pikmin are the first Pikmin that you will come across. The Red Pikmin are stronger in the attack than the others. They are also fire-resistant, perfect when carrying parts back to the Dolphin without worry about death by flame. If a Red Pikmin falls into the water, they will drown. They can be rescued by Blue Pikmin or they can be called back, however this often has an element of luck.

Yellow Pikmin

The Yellow Pikmin can be found in the Forest of Hope. These have two advantages over other Pikmin. First of all Yellow Pikmin can handle Bomb Rocks. This will allow you access to new areas. Secondly, Yellow Pikmin are lighter than other Pikmin, meaning Olimar can throw them further and higher. Some parts can only be reached by throwing Yellows onto a higher platform.

Like the Reds, Yellows will drown in water.

Blue Pikmin

The Blue Pikmin are found in the Forest Naval. The Blue Pikmin have one major advantage. They can breathe in water. This opens up a great number of new areas to search and new parts to find.

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	WHAT CAN PIKMIN DO?
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There are a number of things that you require Pikmin to do throughout the game.

Fighting

There are a number of enemies that the Pikmin will have to meet in combat. The Red Pikmin best for "hands on" combat. To attack you need to throw your Pikmin at an enemy. You can also just use the C Stick to make your Pikmin swarm the enemy. You will require a different approach to take down different enemies. See the Piklopedia - A Guide to Enemies chapter for more information on this.

Generally though, if you throw a Pikmin onto an enemies face or back, they will be sheltered from harm. In contrast to this, if you throw a Pikmin onto an enemy's feet, it will be slowed down.

There is another more effective way to take down foes. Get your Yellow Pikmin to pick up a couple of Bomb Rocks. Throw these at an enemy. Two or three Bomb Rocks are usually enough to take down a Bulborb. This is a good tactic with two main advantages. It is often quicker. Secondly, you don't have as much chance of loosing large numbers of Pikmin.

Carrying

There are a number of items in the world that the Pikmin can carry. This can range from pellets, to bodies, to parts. Each item will require a certain number of Pikmin to carry. The number of Pikmin required and then number of Pikmin actually carrying the object will be shown above the object (e.g. 22/20).

Harvesting

After your Pikmin have found a Pellet or killed an enemy, they can take it back to the Onion. The Onion will disperse a number of new seeds (Pikmin) depending on what you brought back. This is an essential practice to get you through the game. If there is more than one colour of Pikmin carrying a pellet or body then the colour helping out the most will get the item. If there is the same number of Pikmin of different colours, then the Pikmin that grabbed the object first will get it.

There are 4 types of pellet. A 1 pellet, 5 pellet, 10 pellet and a huge 20 pellet. These come in red, yellow and blue. Okay, an example of how this works. A 5 pellet will require 5 Pikmin to carry and will yield 5 Pikmin seeds. Simple eh?

Scattered around most areas of the game you will find Petal Posies. These are flowers that contain pellets. Some will remain a single colour. Others will change colour. The colour that the pellet it when the posy is brought down is the colour it will stay. Every posy will yield a single 1 pellet.

It is important to match the colour of pellet to the colour on Onion. If you take a 1 pellet to the right Onion, you will be given 2 seeds. If you don't then you will get 1 seed. A 5 pellet will produce 5 seeds for the right colour and 3 for the wrong. A 10 will produce 10 for the right and 6 for the wrong colour. Finally, a 20 pellet will only produce 10 seeds if taken to the wrong colour Onion.

Construction

Occassionally, you will come across an "un-built" bridge, a pile of twigs or a geyser. Set your Pikmin to work to construct these. An un-built bridge will be turned into a bridge. A pile of twigs will create a longer single twig that can be used as access by Pikmin. A geyser will propel Olimar onto higher ground.

Destruction

Often in the course of the game, you will come across either vine gates or a stone wall. Vine gates stretch across a gateway. They have holes in, which distinguishes them from the stone wall gate. Vine gates can be taken down by Pikmin attacking them. There are different coloured gates, the darker in colour, the longer it will take to bring down. I would not advise using less than 20 Pikmin to bring down a gate, otherwise you may be waiting a long while.

The stone walls cannot be brought down by Pikmin merely attacking them. To bring down the walls you need to throw Bomb Rocks at it. It will take between 3 and 9 Bomb Rocks to bring a wall down. Again, the darker the wall, the more Bomb Rocks it will require.

Pushing

You will come across your first need to push at the Impact Site. This is pretty self explanatory. Throw your Pikmin at the object to be pushed (usually a cardboard box, usually requiring 10 Pikmin) and they will push it out of the way.

	PIKMIN	LEVELS	OF	GROWTH
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To get through the game, you will need to make your Pikmin grow stronger. There are 3 levels of growth for a Pikmin.

Leaf Pikmin

The leaf is the Pikmin's basic form. It will look like this after coming out of the Onion.

Bud Pikmin

The bud is the next evolution of the Pikmin. It is stronger and faster than the leaf Pikmin. It can run faster, carry parts quicker, knock down gates quicker and so on.

Flower Pikmin

Flower Pikmin are the strongest form of Pikmin. These are even quicker and stronger than the bud Pikmin and considerably better than the leaf Pikmin.

	HOW TO MAKE I	PIKMIN GROW	
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You know about the different forms of Pikmin now. But how do you get them to grow? There are two methods.

Plant-Life

When your Pikmin come out of the Onion, if you leave them in the ground, they will grow on their own. Wait a few seconds and the leaf will appear. Wait 2 minutes for it to turn into a bud and 3 minutes on top of that to turn it into a flower. This is probably the easiest method, if a little time consuming.

Nectar

If you can get your Pikmin to touch a drop of nectar, your Pikmin will grow into a flower Pikmin. There are 4 sources of nectar. I can be found in certain clumps of grass. The grass can be hard to spot, but your Pikmin will find it for you. Nectar can also be found in piles of white rocks. These are far easier to see than the grass. Just get your Pikmin to break them open. If you come across an Iridescent Flint Beetle, throw a Pikmin directly onto its back and sometimes it will give up a drop of nectar. Finally, you can get nectar from a Honeywisp. This is a creature that floats around in the air, almost aimlessly. Throw a Pikmin at it and it will drop the nectar that it is carrying.

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	PIKMIN HEALTH	
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Pikmin don't have actual health points per se, but they can stand up to some certain things and not others. Say you have flower Pikmin and they are engaged in a fight with an enemy. If they are thrown off too many times or flamed too much etc. they will lose their petals and return to being bud Pikmin.

There are numerous things that will kill a Pikmin. Red Pikmin are resistant to fire, whilst Yellow and Blue will be burned. Blues can breathe in water, whilst Yellow and Red will drown. Falling off of the map will result in a Pikmin being killed. If any Pikmin are too close to a Bomb Rock when it detonates, they will die. The major kill-factor is the enemies in the game. Most enemies throughout the game can kill Pikmin in different ways. See the Piklopedia section for more information. Finally, if you leave Pikmin behind

at the end of the day, they will not survive the night.

If a Pikmin is killed, occasionally a new seed will be planted in the ground where it fell.

PARTS IN AREA: 2

The game will start at the Impact Site. The rather charred-looking wreckag of the Dolphin can be seen behind Olimar. In a brief introduction the game, Olimar will explain about the missing ship parts and the 30 days worth of breatheable air supply. This means that you have 30 days to recover 30 parts. You work it out. Got there? Good. That's one part per day then genius.

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I	MAIN	ENGINE	
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PIKMIN REQUIRED: 20 RED

Before you set out upon your parts recovery mission, let's go and meet the stars of the game. A short way away from the Dolphin, you will come across a strange dome-shaped item. This will reveal itself as the Red Onion, where Red Pikmin are to be found. The Onion will then disperse a single 'seed'. Once this seed has sprouted go over and pick it.

That's no seed! In fact it is your very first Pikmin. Browse the controls that pop up on the screen if you like. Close to the Onion is a flower which contains a Red 1 Pellet. Throw you Pikmin at it and it will harvest the flower. If you throw it onto the head of the flower it will be harvested faster. Next throw your Pikmin at the Pellet. It will now take the Pellet over to the Onion. The Onion will disperse a further two Red Pikmin. There is another flower close by. Harvest this and you will have 5 Pikmin.

If you stand at the Onion and look towards the Dolphin, on the left, upon a ledge is a Red 5 Pellet. This requires 5 Pikmin to carry. Take over Pikmin and get them to carry this back to the Onion. Your Pikmin will now total 10. Next to where you found the Red 5 Pellet is a flower with a 1 Pellet. Harvest this for a further 2 Pikmin. Stand facing the Dolphin and over over to the left. There is a pathway up the side of a tree trunk. At the top of here is a 1 Pellet. You will now have 14 Pikmin.

Close to the Onion you will see a cardboard box with the number 10 stamped on it. It is sat between 2 rocks and is blocking youe path. Take 10 of your Pikmin and throw them at the box. The Pikmin will now proceed to push the box out of the way. In this new area you will find the Dolphin's Main Engine. However, it will require 20 Pikmin to lift it and at the moment you will only have 14. Next to the engine is a slanted rock. Walk up it and onto the box

that you just pushed. Here is another new area. In the space here can be found a Red 5 Pellet and two 1 Pellets. Take these back to the Onion. If you look to your left, there is an additional 1 Pellet on a higher ledge. Throw a Pikmin up there to recover it.

You will now have a total of 25 Pikmin. Go over to the engine and recover it back to the Dolphin. It can fly again! Go you. After you have recovered the engine, the day will end.

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	POSITRON GENERATOR

PIKMIN REQUIRED: 1 YELLOW (at least)

20 BLUE 20 RED

The second part in this area must be attained later, once you have discovered the Yellow and the Blue Pikmin.

On your return to the Impact Site you will notice that there a lot of Pellet Posies around the area, so get harvesting them.

Take out 15 Red Pikmin and 3 Yellow. Head over to where you found the engine. Go up the slanted rock here and onto the raised area. Depending on how it works out there will be one of two enemies up here. A Googlix or a Mamatu. They will appear on alternating days. Leave your Yellows to one side and take out the enemy. For information on killing these enemies consult the Piklopedia.

With your Yellows pickup 3 Bomb Rocks from next to the cardboard box with 10 marked on it. Head back up on the raised area. Here there is a stone wall. Bring it down with 3 Bomb Rocks. There is a red 20 Pellet here, but ignore that for now. You are going to need 20 Blue Pikmin and 20 Red, so bring them up. Take your Reds along the beach to the left. Here is a vine gate. Set them to work bringing down the gate.

In this area there are 3 Clamclamps. You need to attack the one on the left to gain the part. Take your Blues over to it. The part can be seen inside. Whilst the Clamclamp is open, throw your Pikmin inside to attack. However, when it is open to its maximum, it will slam shut and kill any Pikmin inside. You need to call your Pikmin back before this happens. Repeat this until the Clamclamp gives up the Positron Generator. This requires 20 Pikmin to carry.

Before you leave the area there is a 20 pellet of each colour to collect. The red and blue are in the Positron Generator area. The Yellow is on a raised platform on the raised platform. Did you see what I did there? :)



~7b~	[ATFH]

PARTS REQUIRED TO OPEN: 1

PARTS IN AREA: 8

The Forest Of Hope is the second area. Whilst Day 1 was a bit of a training exercise, this area is a little tougher. You will meet your first enemies in the game, as well as one or two other surprises. The first thing that you should notice is the bar at the top of the screen. This is the Sun Meter. Once the sun reaches the end of this bar, the day will end. Any Pikmin that are not in their Onion at the end of the day will be lost. Keep that in mind.

Although you only really need to recover one part per day, it is easy to get two or three in a single day in this area. Getting a few days in front can be beneficial, especially if you get stuck later on.

	ETERNAL	FUEL	DYNAMO	
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PIKMIN REQUIRED: 40 RED

At first you will find yourself in an enclosed area. Take out all 25 of your Red Pikmin. There are a couple of 1 Pellets in the immediate vicinity, so you can collect those. Now, you will notice a large white gate of vines blocking your path. Throw your Pikmin at this gate and they will begin to attack it. After a minute or so they will drop it down to the ground. There are a number of these gates that you will come across in the game. The darker the colour of the gate, the harder it will be to break down.

In this small enclosure you will find a patch of grass or two. It isn't very easy to spot, but when you are close your Pikmin will start to pick it. This grass contains nectar. If your Pikmin come into contact with nectar the leaf on top of their heads will grow into a flower. Flower Pikmin are stronger and fast than ones with leaves. There are three other ways to find nectar. Patches of white rocks on the ground will give nectar. These are easier to spot than the grass. The other way is to find a Honeywisp. These will float around carrying nectar beneath them. Throw Pikmin at them to get them to drop it. The final way is the most effective. After the Onion has dispersed a seed, leave it in the ground. After a while the leaf of the Pikmin will turn into a bud. Leave it a while longer and this will mature into a flower.

Once you have the gate opened, head out to the right. Here you will notice a few things. First of all you will see your first enemies in the game, Dwarf Bulborbs. The best way to take these out is from the rear. Move around the back of them and the swarm them with your Pikmin. They will each drop a 1 Pellet. Take them and the bodies back to the Onion. To the right of this is a juicy Red 10 Pellet. Get 10 of your Pikmin to take this to the Onion. The final thing to notice is your first part in this area, the Eternal Fuel Dynamo. Recover this with 40 Pikmin.

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I	WHIMSICAL RADAR	I
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Take twenty or so Pikmin and leave the home area where the Dolphin rests. Head over to the right, past where you found the Eternal Fuel Dynamo. Around here are a few 1 Pellet flowers. Next to them is a rusty can with strange rocks inside it. You will require these later but for now take on the Spotty Bulborb. To defeat it you need to go around the back of it, without waking it up. Now throw your Pikmin at its back. When it shakes off the Pikmin, call them back. Make sure that you get out of the way of its front end, otherwise your Pikmin will become lunch. Keep throw Pikmin at his back until you have drained all of its health. You can find it useful to leave one or two Pikmin in front of it. Sacrifice them and you will get a clear shot at the back. Usually you don't need to do this with a Spotty Bulborb though. Take its body back to the Onion.

When you are ready, there is another white vine gate to the right. Get your Pikmin to bring it down. Behind the gate are a Dwarf Bulborb and a Spotty Bulborb. Take them out. Behind the Spotty Bulborb you will find the Yellow Onion. The Yellow Onion is home to the Yellow Pikmin. The Yellow Onion will now disperse a single Yellow Pikmin. Yellow Pikmin are lighter than the others, so they can be thrown higher. As well as this, Yellow Pikmin can handle the Bomb Rocks like the ones in the rusty tin cans. Now get the Yellow Pikmin to collect the 1 Pellets next to the Yellow Onion. There should be others in the surrounding area as well as the body of the Spotty Bulborb. If you are following the guide step by step this will probably all you have time for on Day 2.

In this area you will see another tin can containing Bomb Rocks. There are also 2 rock walls, similar to the vine gates. You need to use the Bomb Rocks to open these. Take a few Yellow Pikmin and go over to the tin can. Throw a single Pikmin and to find a Bomb Rock and return to you. Whatever you do, do not call them back with B otherwise they will detonate the bombs where they stand and return to you. Now go over to the stone wall nearest the Yellow Onion. There are some Bomb Rocks in front of it. Throw the single Pikmin at the wall and it will detonate the bomb. Stand well back. This bomb will cause the others nearby to detonate as well. This will bring the wall down straight away.

Behind the wall are 2 Dwarf Bulborb along with a number of Sheargrubs. Fight Sheargrubs by swarming them with your Pikmin or throwing Pikmin directly at them. Take them all out using your Red Pikmin. Once you have dealt with these look at the ledge the left hand side of this area. Up here is the Whimsical Radar. Throw your 20 Red Pikmin up onto the ledge and they will take the part back.

If you Press Y, you can now view world maps and the location of missing parts.

Before you move on grab your Yellow Pikmin. Get a Bomb Rock for 3 of them. More Bomb Rocks can be found in the tin can in large area just outside the home area. Take your Pikmin back to the home area. There is a stone wall here. Use the Bomb Rocks to take down the wall. This will allow you access to a new area, as well as creating a shortcut for bringing back new parts.

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	EXTRAORDINARY BOLT
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PIKMIN REQUIRED: 30 RED

To attain this part you will need to use 9 Bomb Rocks. If you have used a lot today, you may need to do this over 2 days. Bomb Rocks can be found in the open area just outside the home area, in the place where you found the Yellow Onion and in front of the stone wall that you blew up to get the last part. Take 6 Yellow Pikmin and 30 Red then head out to the area where you found the Whimsical Radar. Pick up 6 Bomb Rocks along the way. At the opposite end of this area you will find a dark stone wall. In front of it there are a number of Sheargrubs, so take these out using Red Pikmin. This will take 9 Bomb Rocks to bring down. Throw your Bomb Rocks at it. If you have any Bomb Rocks remaining on this day use these as well. On the next day use the required number of Bomb Rocks to open the way. Behind this is the Extraordinary Bolt. This will take 30 Pikmin to carry.

Once you have grabbed the part, the Pikmin will take it back to the ship. If you have opened the stone wall in the home area they will take it back that way as it is the shortest. They could well bump into a Bulborb and a Dwarf Bulborb along the way, so you may want to clear these before passing through.

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	NOVA BLASTER	1
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PIKMIN REQUIRED: 30 RED

Take 30 or so Red Pikmin and go through the stone wall gate in the home area. Go past the turning where you got the Extraordinary Bolt from and look to the right. Here you will find a dark vine gate. This will take a couple of minutes to take down, so get your Pikmin to work on it. You could go off and do something else whilst they are doing this (effective time-management and all that). Once the gate is down, head through. Watch for the puddle of water on the left, don't let any Pikmin fall in. Further up this path are 2 Dwarf Bulborb and a large Bulborb. Take the small ones out first so that they don't get in the way.

Once you have defeated these, head over to the Nova Blaster which is just behind. This is a non-essential part, meaning that you can finish the game without it if you really wish. However, its nice and easy to get and we're here now, so take it back. This will require 30 Pikmin. On your way back on the left hand side you will see a large yellow 20 Pellet on top of a tree stump. Get to the side of it and throw 20 Yellows up there to harvest it.

	SHOCK ABSORBER
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PIKMIN REQUIRED: 30 Red

This is the final part in the area which can be accessed without the use of Blue Pikmin. Take about 30 Red Pikmin out. Exit the home area through the vine gate. You will now be in the open area. Head out to the left. You might come across a couple of Dwarf Bulborbs and Petal Posies here if you haven't taken them out already. There will be a ledge here with a 5 Pellet upon it. Throw you Pikmin up here. Go to the left and head through the puddle of water here. There will be a tree root that you can walk up. Up here, head back to the right, past the Bulborb and collect your Pikmin. Take out the Bulborb. Behind him is the Shock Absorber. Use 30 Pikmin to get this back to the ship.

SAGGITARIUS
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PIKMIN REQUIRED: 20 RED 20 BLUE

The final 3 parts in this area require the use of Blue Pikmin.

Take out 20 Red and 20 Blue Pikmin. Head out of the vine gate into the open area. The Dwarf Bulborbs will probably have reappeared so take them out. Now head straight forward. There is an un-built bridge here. There will also be a Sheargrub nest, so take them out. Set your Reds on with the task of building the bridge. Take your Blues across the water. There is another un-built bridge here. Throw your Blues up and get them to build it. Once both bridges are complete, take 20 Pikmin over to the Sagitarrius and get them to take it back to the Dolphin.

GEIGER COUNTER	
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PIKMIN REQUIRED: 20 BLUE
20 RED
3 YELLOW

Take 20 Reds, 20 Blues and 3 Yellows. and go towards the area where you found the Yellow Onion. Take a left as soon as you get into this area. Here there is a stone wall. If you haven't already blown it up with Bomb Rocks do so. It will fall in 3 hits. Behind here are a couple of Bulborbs. Take care of these with your Reds. After you have dealt with these group your Blues. Walk them itno the water nearby. Now, throw them up behind the cardboard box and they will push it out of the way. Now take your Pikmin across this bridge.

In this area you will meet the Burrowing Snagrets. These are huge, long necked birds that burroe underground and suprise their prey. There are three of these here, but the one holding the part is right at the other end, nearest the home area. Just run straight past the others.

These can be a real pain to defeat. The best way is to wait until it is about the reveal itself, then move your Pikmin over to it. When it bursts up, Pikmin will grab onto its head, causing maximum damage. However this can be a little tricky, so the next best thing to do, is to wait until it pops up and get behind it, out of the way of its beak. Now throw your Pikmin onto the back of its neck. When it burrows underground, group your Pikmin and repeat. This will probably take a while. Try and keep behind the Snagret so that your Pikmin are safe.

Sometimes the Snagret will get stuck on it's way out of the ground. Throw as many Pikmin on it's face and as possible. The face is it's weak point so more Pikmin means more damage. Eventually you will wear it down and it will give up the Geiger Counter. Get 15 Blues to grab the part and they will drop down into the water and take it back to the Dolphin. However, if you make the Reds or Yellows do this, they will take it the long way and get eaten by the remaining Burrowing Snagrets. It's up to you, but I know which way I would choose.

RADIATION CANOPY

This is the final part in the area. Take out 20-30 Blues and 20 Reds. Head out of the stone wall gate at the home area. Go towards where you found the Nova Blaster. Just as you move through the vine gate you will see another vine gate in a puddle of water, on the left hand side. Take your Blues and get them to take down the gate. Head back out of the vine gate and go to the right. Throw your Reds onto the ledge up here.

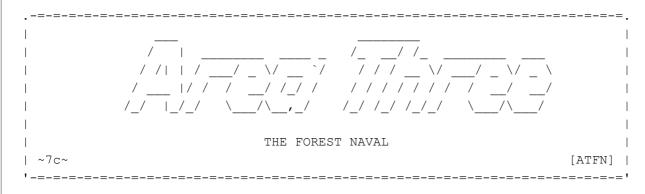
Once your Blues have taken down the vine gate, pick them up and go through. You will find yourself on the ledge with your Red Pikmin. Behind you is another vine gate. Get your Pikmin to bring it down.

Go through the gate and in an open clearance there is an Armoured Cannon Beetle scuttling around. This will be your first meeting with the Armoured Cannon Beetle unless you have met the one in the Distant Spring.

The first thing that you should note is the beetle has a powerful attack. It will first suck in some air. It will then fire a large boulder-like ball out of it's mouth. This is kind of like a bowling ball. If any of your pins... I mean Pikmin get in the way they will be killed. Large numbers of Pikmin can be taken out all in one go unless you are wary.

Okay, take your Pikmin and stand in front of the beetle. It will then draw in air. Whilst it is doing this you need to throw Pikmin in the beetle's mouth. If you are struggling with this, try and get nice and close. You won't be hurt as long as you get a Pikmin in the mouth. If you get one or more in it will open up it's protective shell on it's back. After this, a red skin undershell will be made vulnerable. Throw as many Pikmin on to this shell as possible, before it closes up. When it does close up, repeat the process. After a couple of goes at this the Armoured Cannon Beetle will be defeated.

In an alcove at the back of the clearing is the Radiation Canopy. Get 30 Pikmin to carry the part back to the Dolphin. Get another 30 to take the Armoured Cannon Beetle's body back to an Onion.



PARTS REQUIRED TO OPEN: 5
PARTS IN AREA: 9

The "belly button" apparently. This is another new area which is a lot more challenging than the previous two. It is set in a deep cave in the centre of the forest. The first thing that you should note is that there a lot of stone walls in this area. You don't actually need to take any of them down, but it will save time. The only one that I take down at first is the one next to the home area. There is another, but that's not until later on.

To get the Bomb Rocks; first take out 6 Yellow Pikmin. Drop down behind the Yellow Onion and drop onto the land next to the middle pool here. Go through the opening and drop onto the land below. There is a stash of Bomb Rocks in the corner here. Collect them. You now need to throw the Pikmin back up the way you came. You on the other hand need to walk all the way around. Meet them at the top, but don't call them with B, just walk into them. Repeat this in this pool as well and you'll have the Bomb Rocks and be free to do with them what you will. You can find more Bomb Rocks by looking at the Gravity Jumper section.

I would advise using your second or third day to build bridges, knock down walls and take out enemies. This will save you a lot of trouble later on. There are two briges to be built close to the home area. Take down the stone wall also close to the home area. There are a number of Firey Blowhogs and Sheargrubs in the centre area so use your Red Pikmin on them. The fire will not hurt the Red Pikmin so they should make short work of the enemies.

I	#1	IONIUM	1 JET	
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PIKMIN REQUIRED: 15 Blue

To start off take out 20 Red Pikmin. There is a vine gate close to the Red Onion so get them to take this down. Now, head over behind the Yellow Onion. Here the are a few pools of water. On the left-hand-most one you will find the Blue Onion. Blue Pikmin. w00t. These bad boys can breathe in the water, which will come in very handy.

Spend a while building up your Blue Pikmin numbers. There are a few pellets in the surrounding area, so harvest them. Once you have done this you will have 16 Blue Pikmin. Great. Head over to the next pool over. At the edge of this is an opening which will allow you to drop to a lower pool. Do so. In the corner of this pool you will find Bomb Rocks. These will be useful, so remember where they are. In the water is the #1 Ionium Jet. Get at least 15 Blue Pikmin on this.

	AUTOMATIC GEAR	
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PIKMIN REQUIRED: 15

Get 15 Pikmin of any colour. I usually use Red as they are usually the most abdundant. Behind the stone wall next to the home area is a pile of sticks. These are perched on the edge of a cliff. Throw your Pikmin at it and they will extend out a long stick. Once this stick has reached the other platform they will hop along it and pick up the Automatic Gear.

SPACE FLOAT	
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PIKMIN REQUIRED: 25

No doubt you will have seen a Breadbug running about the place. He is a large

red coloured bug. He will pay your Pikmin very little attention. He is holding the Space Float. But how to get it from him? You can try an open attack, but this is very ineffective. The best way to do this is to attack Petal Posie. Now leave the Pellet out in the open until Breadbug comes past. When he sees the Pellet, he will grab it and try to take it back to his hole. You need to throw at least two Pikmin at the Pellet and get them to have a tug-of-war with him. Eventually the Pikmin will come out on top and drag the Pellet back to the Onion. When the Pellet gets sucked up, so will the Breadbug. This will deal him some serious damage even if it doesn't kill him. Use a swarm attack to finish him off if need be. Once he is dead, the Space Float will be left behind. It will require 25 Pikmin to recover this the short distance.

ANALOG COMPUTER AND THE LIBRA

PIKMIN REQUIRED: 35 RED

20 BLUE 15 YELLOW

These two parts should be attempted all in one go, this will save you time and hassle. For now take out around 30 Reds.

Exit the home area via the stone wall gate. Head to the left but take a right asap. Here you will find an un-built ramp. Throw your Pikmin at it to get them to construct it. You can leave them to it and get on with something else if you like. Anyway, once that ramp is done walk down it and you will find another ramp that requires building. When this is built you will be in a beach-like area. There are a number of Firey Blowhogs on this beach. Assign a few Pikmin to each and they will take them down usually without damage. The Red Pikmin are invulnerable to fire.

After you have cleared the way, take a look at your map. You will see a narrow path to the east. Head towards the entrance of this path. There will be a Firey Blowhog here, so take it out if you have not done so already. At the entrance to the path, there is a vine gate blocking your way. Set your Pikmin to work. Once this is down, I would advise doing something else for the rest of the day, you will want a full day to make the trip for these two parts.

Take out 35 Red, 15 Yellow and 20 Blue Pikmin. Take these to the narrow path. A short way down the path are some fire geysers. Wait until they stop, then move past them one at a time. Further down the path is an un-built bridge, on the left hand side. Get your Yellow and Red Pikmin to construct it.

Take your 20 of your Red Pikmin and all of your Blues further down the path. Make your way past the fire geysers one at a time. In the pool of water here is the Analog Compter. Recover it onto the land using your Blues. Once the part is on land, get 20 of your Reds to take it back. The Reds, being immune to fire can get past the fire geysers without being harmed.

There is a Red Candypop Bud next to the pool. This will turn what ever colour Pikmin that is thrown in it into a Red one. So in theory you could take 20 less Reds down with you and change the Blues into Reds to get the part back. I don't like this method but each to their own.

Take your remaining Pikmin back to the bridge. Hopefully it will be completed by now. Take some of your Blues and throw them into the water. They will unblock the geyser here for you. Next, take your Yellows and throw them up

the cliff. Use the geyser to get up the and meet them. Throw them up to the Libra and they will bring it down from the cliff. As soon as it is down, get your Reds to take it back to the Dolphin without being harmed by the fire geysers. Take the rest of your Pikmin back up the path safely.

	ANTI	DOXIN	I FILTER
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PIKMIN REQUIRED: 40 BLUE

Look at your map. In the lake you will see that there is another part. Take about 45 Blue Pikmin over to it. You will need 40 to take the part back, but you will need to take out some FROGS on the way. As you get close to the part you will meet these FROGS. These can be dangerous and can take out a lot of Pikmin if you get this wrong. Okay, first of all you need to make them slam into the ground. Make sure that there are no Pikmin underneath or they will be history. When it is on the ground you will have time to throw 5 or 6 Pikmin on its back. When it slams the ground again, the Pikmin will be thrown off, so you need to repeat this a few times. Once you have taken out all 3 of the FROGS you will be free to collect the part.

	GRAVITY JUMPER
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PIKMIN REQUIRED: 25 YELLOW

Take out 25 Yellow Pikmin. Head over to the edge of the lake. If you look on your map you will see a part on a raise bit of land nearby. Go over to it and you will see an un-built ramp on the land. Throw your Pikmin up there and they will begin to construct it. Once it is complete you can access the Gravity Jumper. Get your Yellows to take it back to the Dolphin. Behind this raised and you can also find some extra Bomb Rocks.

GUARI	SATALLITE
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PIKMIN REQUIRED: 20 YELLOW

Take out 25 Yellow Pikmin. Head down the path nearest to the Red Onion. Here you will encounter a dark stone wall, unless you have blown it up. If you haven't then check your map and head around until you are at the other side of it. Once you are, you will see a dark vine gate. Set your Pikmin to work on it. You may meet some Shearwigs along the way, so take them out. Next you need to get 6 Bomb Rocks. Take 6 Pikmin and gain them from the two locations.

Ready? Good. As soon as the vine gate opens take your bomb rocked-up Pikmin and throw them at the dark stone wall on the left. Watch out for the fire geysers though, Pikmin aren't resistant to fire like Reds. 9 Bomb Rocks will open the stone wall up. Gather all your Pikmin and head through.

You will be in what appears to be an empty clearing. But soon a shadow will appear and wham! 4 giant legs stomp down out of nowhere. This is the Beady Long Legs. This guy can be lethal. Try and keep underneath his body, that way you will avoid him stomping feet (to an extent). You can now do a couple of things. You can throw Pikmin at his legs to slow him down. Then attack by

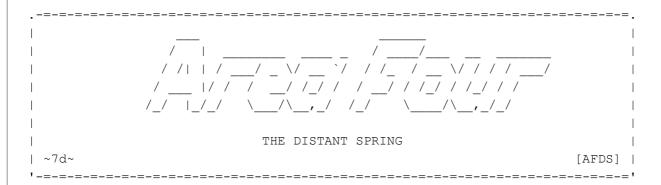
throwing the Pikmin at his body. Here's a tip, aim your cursor in his body's shadow, that way you will always land the Pikmin on his body. I personally don't bother throwing Pikmin at his legs. Instead just stay underneath and attack his body. Try and save your Pikmin if it looks like they are about to get stomped. The Beady Long Legs will keep shaking your Pikmin off, so you need to keep grouping them back up. Eventually, you will drain all of its health and he will drop the Guard Satallite. This can also be achieved with Red Pikmin, but it is harder as you can't throw them high enough, unless the Beady Long Legs brings his body closer to the ground. The part will take 20 Pikmin to carry.

	OMEGA STABILIZER
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PIKMIN REQUIRED: 30 RED

This is the final part in this area. It is located in an area at the very top of the map. Take out 40 Red Pikmin and head on over there. Here you will come into contact with the Puffstool, who is basically a walking mushroom. Go over and thrown your Pikmin at it. Make sure they are attacking its underside, as it is well protected on top. If you keep at this it will eventually fall over and reveal its entire underside. A cue for a big attack. At first it will seem that it isn't going to attack, but every so often it will stop and start to bulge, That is your cue to get out of there. It will release a cloud of pink spores. If your Pikmin come into contact with these spores, they will turn a purple colour and come and attack Olimar! If this happens run away hopefully your healthy Pikmin will kill the purple one. If one latches on to you, then God help you. You can try and burn it off with the nearby fire geyers but this only occassionally works. Once the spores have cleared go in for another attack.

After you have defeated the Puffstool it will give up the Omega Stabilizer. This requires 30 Pikmin to carry. Also take back the Puffstools body which requires 10.



The Distant Spring is pretty difficult. There are a great deal of enemies in this area and a great deal of parts. The parts aren't so easy to get as in the Forest of Hope and the Forest Naval, so I hope that you're ready.

If you enter the Distant Spring before Day 16, the Smokey Progg will be in the vicinity. It can be found on the small islands in the main body of water. You can go over and break it out if you wish. Sometimes though, it will make it's way over to the home area around the Onions and break out of it's egg. See the Piklopedia for more info on the Smokey Progg.

When you have finally drained all of it's health. Take the egg that is dropped

back to an Onion. This is worth 100 seeds! Think which colour Pikmin you are short of. Blue will be in constant demand on this level, so bear that in mind.

If and when you have taken out the Smokey Progg, you need to turn your attention to a different group of enemies. Close to the home area there is a Windy Blowhog. This is a large purple floating creature. He won't cause any damage but he will blow your Pikmin far and wide, even into the water. The best idea is to take out 20 or so Blue Pikmin, as to safeguard them against the water. Keep out of the way of it's front end and try and get behind or underneath it. Throw the Pikmin up at it and if you get enough up there, it will be brought to earth. Once it is down, use a swarm to finish it off. It will drop 5 tasty 5 Pellets. Yum.

This will probably take up a lot of the first day unless you haven't come across the Smokey Progg. The very next thing that you need to do is take out the two Bulbears close to the Windy Blowhog. The first one is out in the open, but the second is guarding something. After killing the second look behind it. Here you will find a stash of Bomb Rocks. There are two stone walls that need blowing up in close proximity. The first is to the left of the Bomb Rocks. This will require 6 Bomb Rocks to take down. Unfortunately for you, you only have access to 4 per day at the moment. Throw todays 4 and then return tomorrow.

The other stone wall is over by the home area. This is a stronger gate that takes 9 Bomb Rocks to break. There are more Bomb Rocks that you can get, but this seems like too much messing around to me. Just use the 4 in the first stash and let them reappear on a new day. This should only take 3 days maximum and can be done whilst you are collecting parts.

There are a few Yellow Woolywogs in the area, you could take these out before moving onto your first part if you wish. There is also the extremely annoying Swooping Snitchbug. I hate this creature with a passion. Take them down as soon as you get the chance.

I	GLUON DRIVE	I
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PIKMIN REQUIRED: 50 BLUE

Remove 50 Blue Pikmin. Head over to the stone wall near the Bomb Rocks. To the left, at the waters edge is a un-built bridge. There is also a FROG nearby so kill it before you continue. Set half of the Pikmin to work on this bridge.

Walk across the water and you will see another un-built bridge that will join up to the other. In front of it there is a Sheargrub nest. Kill the Sheargrubs and then set the other half to work here. Eventually the two halves will join up. On the patch of land next to the bridge you will find the Gluon Drive. It takes a massive 50 Pikmin to carry this back. Use Blues as to avoid casualties in the closeby water.

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I	ZIRCONIUM ROTOR	
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This is made a little easier if you have the stone wall open near the Bomb Rock stash. Draw out 30 Blue Pikmin and head through the stone wall gate. If it isn't open then you can go through the water next to it. You will now be in a narrow area. There are 2 FROGS in this area, kill these before moving on.

There is a white vine gate on the left hand bank of this stream. Set your Pikmin to work to bring it down. Once the gate is down, head through. You will now be in a clearing. The Zirconium Rotor is on the left hand side. It will take 30 Pikmin to carry.

1	PILOT'S SEAT
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PIKMIN REQUIRED: 25 BLUE

Take 25 Blue Pikmin to the stream near where you found the Zirconium Rotor. On the opposite bank there is another vine gate. You can take this down now if you wish or wait until later. Taking it down may take a while so get a good number of flower Pikmin on the job. Once the gate is down, go through and head to the left.

There is a small Shearwig nest here. Kill them and move over to the left. There are a couple of hollow tree trunks here. Inside the largest is the Pilot's Seat.

If you don't take the vine gate down, head a little further down stream. There will be an opening on the bank. In the hollow tree trunk, you will find the Pilot's Seat. This will take 25 Pikmin to lift.

	INTERSTELLAR F	RADIO
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If you head out into the water near the home area and past where the Smokey Progg egg was, there is a Windy Blowhog. Take 30 Pikmin and get them to destroy any nearby FROGS.

Close to the Blowhog are BITING TADPOLES and a Windy Blowhog. Take out the TADPOLES by swarming them. Now move onto the Blowhog. You should have dealt with the one near the home area before, so kill this one in the same way (see the start of this section if not).

After you have defeated the Blowhog, the Interstellar Radio will drop from the sky. Get 20 Blues to take it back to the Dolphin.

MASSAGE	MACHINE
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PIKMIN REQUIRED: 30 BLUE

Take 30 Blues and go out into the water behind the Yellow Onion. There is an un-built bridge on the beach here. Take out the nearby Shearwig nest, then set 25-30 Pikmin to work building the bridge. Go onto the beach and you will come across a Bulbear. Kill it. On this beach you will also find another source of Bomb Rocks.

At the far end of the beach is the Massage Machine. It will take 30 Pikmin to carry. As soon as the bridge is complete, you can take this part back to the Dolphin.

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	REPAIR-TYPE BOLT
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Take out 20 Yellow Pikmin.

Okay, little bit of a weird explaination here. Stand at the Red Onion and face the Yellow Onion. Go to the left of the Yellow Onion, onto the beach. Here you will come across a narrow path. Arrange your Pikmin into 2 groups of 10. This path is so narrow that you can't get them across all at once.

Take one group and slowly take them along the path. It is possible to get along here without losing any, but what the hell, you can get some more Pikmin if you need to. Once you are here leave the group and fetch the rest of the Pikmin. When you have all 20 in place, throw them up onto the ledge where the part is sat. If you can't get them up, try from a different angle, and aim for the edge of the platform. Once all 20 have grabbed the part, they will bring it down.

It is possible that the part and the Pikmin will fall into the water here. You need to accept this loss. If they don't fall in you can take them back to the Onion if you wish.

You need 20 Blue Pikmin to come and recover the part.

	IONIUM JET #2
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PIKMIN REQUIRED: 15

You need to have opened up the stone wall gate near the home area before attempting to recover this part. It would also be asvisable to have killed all the enemies that you will meet whilst taking this part back to the Dolphin.

Take 20 Blue Pikmin and head the the stream near the Pilot's Seat. Go all the way down the stream and follow it's path dead ahead. You will come to a low wall with a geyser next to it. Throw your Pikmin on top of the wall and then use the geyser to get up there yourself.

Move to the opposite end of the wall. Across a small gap, the Ionium Jey #2 is to be found. You need to throw the Pikmin across to it. This is a pretty long jump for the Blues to make.

Point the cursor at the part and keep Olimar running against the wall. Now throw your Pikmin across. Hopefully they will land on the platform and grab the part. You need 15 Pikmin to carry it.

CHRONOS	REACTOR
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PIKMIN REQUIRED: 20 Blues

In the far corner of this area, past where you found the second Ionium Jet, you will find the Chronos Reactor. Getting it back to the ship is quite a procedure.

Take at least 20 Blues with you. In the water close to the part is a raised platform. On this platform is a yellow Candypop Bud. Throw your Blue onto this ledge, then use the geyser to get up there yourself.

Throw your Blues into the Candypop Bud. Once 10 are in there the bud will pop open and out will pop 10 Yellows. Do the same to your remaining Pikmin. You now need to throw them over the channel of water and onto the beach opposite.

Once all your Pikmin are safely on land, follow them over. Take them over to the high ledge on which the part rests. Once the Yellows have brought the Chronos Reactor down from the ledge, throw them all in the nearby blue Candypop Bud.

Now that all your Pikmin are blue again, they are free to carry the part over the water and back to the ship.



The Final Trial is home to a single part. However, it isn't as easy as walking up to it and carrying it back to the ship. It is hidden behind numerous puzzles and more importantly, the strongest enemy in the game.

There are numerous ways that you can set about these puzzles and taking on the final boss. I've done my best to list the best way of achieving these goals. I would strongly advise you to have 2 days left before you attempt this. Trying to cram it all into a single day is extremely difficult.

The first thing you should notice at the start is the 3 coloured INSERTS. You can use these if you are a little low on Pikmin numbers. Simply convert which ever colour Pikmin you have enough of, to the colour you have too few of. Simple. Moving on...

First of all withdraw about 60 Blues. Take them over to the nearby shoreline. You will see an unbuilt bridge on a nearby strip of land. Take your Blues over and set 30 of them to work building this bridge.

Next to the bridge is a stone wall. Go past this wall and you see another unbuilt bridge. Set the second 30 to work building this bridge. Now return to the Onions.

Withdraw 3 Yellows. To the right of the unbuilt bridge is another patch of land. Throw the Yellows over the narrow inlet and onto this land. Walk along

this island and at the far end is a protruding rock. Stand on this rock and you can throw the Yellows onto a higher cliff nearby.

Once you have the Pikmin on this higher platform, walk down into the water next to this cliff. Close by you will see a geyser. Use this to get Olimar on top of this platform. Now head over and group the Pikmin.

On a ledge to the right you will see a pipe. Inside this pipe are Bomb Rocks. Precious Bomb Rocks. Throw the Pikmin up to collect them. Once they have them, remember that you can't call the Pikmin without them detonating the bomb. Throw the Pikmin down the way that you can up (i.e. onto the protruding rock).

Head down and group the Yellows together by walking into them. Throw them across the narrow inlet. Hopefully by now the Blue should have finished work on the first bridge. Once they have, walk across the bridge and use the Bomb Rocks to take down the stone wall. Once the wall is down, put all the Blues back in the Onion.

The keen eyed among you will have noticed a box blocking your path. There are two ways that you can clear it. One method uses Yellows, the other uses Reds. I'll tell you both and you can use which ever seems easier to you.

Method 1 - Reds

Take 10 Reds out of the Onion. Face towards the shoreline and head to the left. Here you will come across a path covered with fire geysers. The Reds are fire-resistant though, so don't worry about them burning up. Throw them as far into the fire as you can.

Once all 10 are on the path, go into the water to the right of this path. Group the Pikmin by calling them and then walk along the path, using the C-Stick to guide the Reds. Once they are on the other side de-group them.

Walk back over the two bridges that the Blues built. Stand on the second and you will be close to where you left the Reds. In fact you can call them from here. Once they are grouped, walk towards the box, using the C-Stick to guide the Reds towards it too. Adjust the camera angle if it helps.

As soon as the Reds come into contact with the box, they will push it out of the way.

Method 2 - Yellows

Personally I prefer this method, but do what ever is good for you. Take out 10 Yellows. Walk across the first bridge and stand on the end of the second. To the left you will see a sloping wall and behind that is a flat platform. Throw the Yellows over the slanting wall, so that they land on the platform behind.

Once the Yellows are sat on this platform, call them to group them together. Now, walk towards the box and guide the Pikmin with C-Stick to make them do the same. As soon as they touch the box, they will push it out of the way.

Once the box is moved, you can walk up a slope next to it and use it as a bridge. The ledge that this leads to has nectar-giving grass, so you can use this to upgrade your Pikmin.

Now that the box is out of the way, you can focus on the next part. Set your 10 Pikmin to destroy the nearby vine gate (INSERT). Go and withdraw some more if you want to speed things up a bit.

As soon as the gate is down, you can head out into the final boss' arena. You really don't want a fight yet though, so keep well away from the suspicious looking plant-life in the centre of this area...

Instead stick to the edge and head around to the right. You will come to another vine gate. Set your Pikmin to knock this down too. Behind the gate you can walk onto a large grassy area. Around this area you will find 3 sources of Bomb Rocks, as well as the grass the will give up nectar.

Once you have done this I would advise you to take your 'min back to the Onion and end the day. You really haven't got enough time to take on the boss at this stage. If it's your last day then you are going to have to try anyway.

Day 2

Withdraw 20 Yellows and 80 Reds. Take them to the gate just outside the main boss arena. You might want to take them a few groups at a time, as it can be hard to fit all 100 on the bridges at the same time.

Once you have all your Pikmin in place, take your 20 Yellows to the grassy area with the Bomb Rocks, behind the boss arena. There are 3 sources of Bomb Rocks here, so get all 20 of your Yellows stocked up. Now take them back to where you left the Reds.

Leave them in a separate group from the Reds. Make sure the Reds are close at hand so you can use them to attack. De-select the Yellow group and walk into a single one of them. Take this single Yellow and walk towards the plant-life in the centre of the boss arena.

Emperor Bulblax will now reveal himself. Try and lure him towards the entrance, where all your Pikmin are. Throw the Yellow at him and one of two things will happen. Either the Yellow will throw the Bomb Rock at him, or Emperor Bulblax will eat the Yellow. Either way the Bomb Rock will explode and Emperoro Bulblax will be stunned.

As soon as you have thrown the Yellow, you need to run back and group a large portion of Reds. As soon as Emperor Bulblax is stunned, throw as many Reds on his face as you can. Hammer that A button! After a few seconds, Blublax will recover and knock all of your Pikmin to the ground. You need to quickly group them together and run back to the entrance. If you are not quick enough, Bulblax will swallow all your Pikmin with one flick of his tongue.

You now need to grab another Yellow and repeat this process. You should be able to take a large chunk of his health by doing this. You may find though, as Emperor Bulblax's health moves into the red, he will get wise to your plan.

Instead of swallowing up the Yellow, he will jump high into the air, then come down and squash the Yellow. This way Bulblax doesn't get stunned. When this happens, it is time to abandon the Bomb Rock tactic.

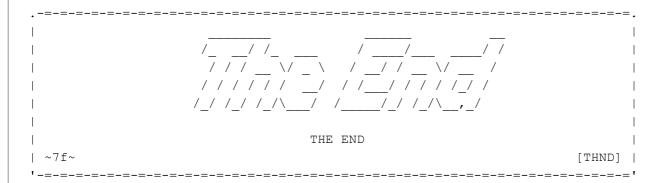
Get a group of about 30 Reds together and take them into the main arena.

Go to the side of Bulblax and throw your Pikmin on the side of his face. Avoid his tongue at all costs. When he leans forward and wags his tongue, you need to throw as many Pikmin onto the side of his face as you can.

As before he will knock them off after a few seconds. You need to group them up and get them the hell of out the way before Bulblax swallows your entire group up. Repeat this process until Emperor Bulblax is dead in the ground.

Once defeated, Bulblax will give up the final part- the Secret Safe! This requires 40 Pikmin to carry. Oddly, he will also give up some pellets. Why do you need them? Anyway have your remaining Pikmin take the Secret Safe back to the ship.

On doing so, the game comes to an end. Watch the end sequence and marvel at your own brilliance.



Depending on how you faired in the game, you will get one of three endings.

Failure

If you reach the end of Day 30 without gaining at least all 25 essential parts, Olimar will attempt to take off anyway. This is ill-fated and the Dolphin will return to the surface with a bump. The Pikmin will take a worse-for-wear Olimar and carry him to an Onion. He will be turned into an Olimar/Pikmin. An Olimarin if you will. You can continue from your last save after this.

Lucky Escape

This occurs if you recover the 25 essential ship parts, but fail to attain all 30 parts. For example, if you get 29 parts, but fail to get the Secret Safe, you will get this ending.

Olimar will take off successfully, watched by a Pikmin of each colour.

The Real Ending

To get this ending you need to have recovered all 30 parts. A whole host of Pikmin will wave off Olimar as he sets off back home. A passing Bulborb will be taken down by the Pikmin, showing that they have learned to defend themselves under the guidance of Olimar. As Olimar leaves the atmosphere a number of different coloured Onions will follow him.

A montage of the will run through the enemies in the game. The Happy End .

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/ / /_/	
	A GUIDE TO ENEMIES
~8~ 	[PKPA]
.=====================================	
========= DESCRIPTION 	The Armoured Cannon Beetle is large and black and to me it looks more like a fat spider with 4 legs. There are only 2 of these to be found in the game.
LOCATION	Forest of Hope, Distant Spring
 SEEDS PRODUCED	50
 PIKMIN TO CARRY	30
 ATTACKS 	Will "lock" onto Olimar and then suck in a breath of air. The beetle will spit out a large boulder. If your Pikmin are in its path, they will be killed.
 TO DEFEAT 	When the beetle sucks in air, throw one or more Pikmin at its mouth. These can be any colour but Red is most If you got it right, the beetle will gag and then reveal a soft red undershell. Throw your Pikmin onto this undershell to cause maximum damage.
.====================================	Beady Long Legs
=====================================	The Beady Long Legs only appears once throughout the game. It has huge long legs with big feet. A round body sits in the middle of these legs. It is yellow in colour.
LOCATION	Forest Naval
ATTACKS	Has 4 long, spindly legs with big feet. These legs will stomp on any loose Pikmin.

| Get into the shadow of the BLL's body. Try and keep in|

| up at its body. If you aim for the shadow, it is | easier to hit. You can throw Pikmin at the legs to | slow them down if you wish. Repeat this until all its | | health is drained. You can also use Reds for this if | | you wish. They will cause more damage than Yellows, | but you may find it hard to hit the BLL's body. Breadbug |-----| DESCRIPTION | There is one Breadbug to be found. It is purply-red in | | colour. It trots around the map looking for pellets | | and not attacking your Pikmin in any way. ______| LOCATION | Forest Naval ______ SEEDS PRODUCED | 3 PIKMIN TO CARRY | 3 | There is only one of these in the game, and he has no | TO DEFEAT | attacks. You can throw Pikmin at him, but this will | have little effect. This enemy's weakness is pellets. | | Wait until he passes, then knock down a Pellet Posy. | | He will grab it and try and take it to his den. Throw | | at least 2 Pikmin at the pellet. The Pikmin will be | stronger, pulling the pellet and the Breadbug to the | | Onion. The Breadbug will be sucked onto the underside | | of the Onion, causing it major damage. Finish it off | | by throwing Pikmin at it. -----Burrowing Snagret _____ DESCRIPTION | I hate these. A large blue bird. You will only see | the neck and head, the rest of its body is concealed | | below the ground. _____| LOCATION | Forest of Hope ______ | The Burrowing Snagret will pop out of the ground and | | literally eat up your Pikmin. ______ TO DEFEAT | Use Red Pikmin. The easiest way to kill this is to | wait until it comes out of the ground and throw Pikmin| | at its head. This will cause maximum damage. Pikmin | on it's neck is also effective. Try and stay behind it|

| at all times so to keep out of the way of its beak. |
| Sometimes the Snagret will get stuck whilst coming out|

| the centre, away from the legs. Now throw the Pikmin |

	of the ground. This is a good chance to get some
	=======================================
.=====================================	Dwarf Bulbear
DESCRIPTION	A very basic enemy. A small grubdog. Black with red spots.
LOCATION	Distant Spring
	5
PIKMIN TO CARRY	1
	If there are Pikmin right in front of it, they will be eaten up.
	Throw a Pikmin directly onto its head to cause a big hit of damage and then swarm using the C-stick.
 	========. ============================
	=======================================
	Pretty much the same as a Dwarf Bulbear, but is red with white spots.
LOCATION	Forest of Hope
SEEDS PRODUCED	4
PIKMIN TO CARRY	3
	If there are Pikmin right in front of it, they will be eaten up.
TO DEFEAT	Throw a Pikmin directly onto its head to cause a big hit of damage and then swarm using the C-stick.
	·'
 :	========

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DESCRIPTION	The last enemy of the game. A huge grubdog.
LOCATION	The Final Trial
 ATTACKS 	The first attack will see EB wag his tongue from side to side. Any Pikmin the tongue touches will be killed. The second attack is a stomp. EB will jump into the air. It will stomp down where ever the shadow appears, killing any Pikmin underneath.
TO DEFEAT	See the Final Trial chapter.
.=====================================	======================================
' '	'
=====================================	A elephant/hog cross. Grey in colour. Blows fire out of its trunk.
LOCATION	Forest Navel
 SEEDS PRODUCED	
 PIKMIN TO CARRY	7
 ATTACKS	Blast of fire from its trunk.
	Throw Red Pikmin at it. They are unharmed by fire. The Blowhog will throw the Pikmin off his back and they may loose their petals when this happens. However they will automatically get back on his back and attack. Eventually they will drain its health.
.=======	
.======== 	G o o l i x
=====================================	This is a huge blob of gel with 2 nuclei.
 LOCATION	Impact Site (on odd days 3, 4, 7 etc.)
 ATTACKS	
 TO DEFEAT 	Throw Blue Pikmin at the 2 nuclei (or nucleuses if you like). They will penetrate the "goo" easily and cause considerable damage. Yellow and Red Pikmin will drown in the goo.

.======================================	Honeywisp
DESCRIPTION	This creature hovers around carrying drop of nectar.
LOCATION	Forest of Hope, Forest Naval.
TO DEFEAT	Throw a Pikmin at it, to take it out of the air.
 	ridescent Flint Beetle
'=====================================	:======================================
DESCRIPTION	These will yield a drop of nectar or pellets. Green in colour, Pikmin will go mad at the sight.
LOCATION	Impact Site, Forest of Hope, Forest Naval, Distant Spring.
TO DEFEAT	Throw Pikmin directly onto its back.
 -===================================	Mamuta '
DESCRIPTION	A rock-like creature with a super long arm.
LOCATION	Impact Site on even days (2, 4, 6 etc.)
SEEDS PRODUCED	15
PIKMIN TO CARRY	8
ATTACKS	Won't cause damage to the Pikmin, but will "plant" them back into the ground. You will need to pick them again. Can also plant Olimar if you get too close.
TO DEFEAT	
	Throw Red Pikmin at it You may have to pick the Pikmi numerous times to defeat it though. Pearly Clamclamp

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LOCATION	Impact Site
	50
PIKMIN TO CARRY	3
ATTACKS	The clam will snap shut, killing any Pikmin inside.
TO DEFEAT	Wait until the clam opens, then throw the Pikmin inside. You will have to use Blues for this. When the clam is about the shut, quickly call your Pikmin back to safety. Repeat this process until it is defeated.
.======== 	Puffstool
·	·=====================================
DESCRIPTION	A mushroom-like creature. This has a red shell.
LOCATION	Forest Naval
SEEDS PRODUCED	
PIKMIN TO CARRY	1 10
ATTACKS	The Puffstool will stop and spray a cloud of pink spores. If any of your Pikmin come into contact with these spores, they will turn a shade of purple. These purple Pikmin will attack Olimar. If this is the case get out of the way quickly and swarm it with your healthy Pikmin. You can run away if you wish and eventually they will return to normal.
TO DEFEAT	Use the C-stick or throw Pikmin at its base. It will run and fall over, revealing a soft under-belly. Thro your Pikmin onto this under-side to cause maximum damage. Red Pikmin suit this purpose the best.
	Puffy Blowhog
	:=====================================
DESCRIPTION	A floating purple creature. A descendent of the Fiery Blowhog. Very annoying.
LOCATION	Distant Spring
ATTACKS	Will blow a huge gust of wind from its snout.
TO DEFEAT	Can be pretty tricky to defeat. Stay away from its front, so that your Pikmin do not get blown away. Blu Pikmin should be used, as the Blowhogs are usually

	swarm attack it.
========	Sheargrub Female
DESCRIPTION	White in colour and less dangerous than the males. Will pop up straight out of the ground. They will tall down anything that you have constructed, bridges etc.
LOCATION	Forest of Hope
SEEDS PRODUCED	
IKMIN TO CARRY	1
ATTACKS	They can eat your Pikmin, though it is unlikely.
	Swarm attack with the C-Stick.
=========	Sheargrub Male
	Sheargrub Male
	Sheargrub Male Much like the females, though purple in colour and aggressive.
DESCRIPTION LOCATION	Sheargrub Male Much like the females, though purple in colour and aggressive. Forest of Hope, Forest Naval.
DESCRIPTION LOCATION SEEDS PRODUCED	Sheargrub Male
DESCRIPTION LOCATION SEEDS PRODUCED IKMIN TO CARRY	Sheargrub Male Much like the females, though purple in colour and aggressive. Forest of Hope, Forest Naval. 3
DESCRIPTION LOCATION SEEDS PRODUCED IKMIN TO CARRY ATTACKS	Sheargrub Male Much like the females, though purple in colour and aggressive. Forest of Hope, Forest Naval. 3 1 If your Pikmin are too close to its mouth they will be eaten.
DESCRIPTION LOCATION SEEDS PRODUCED IKMIN TO CARRY ATTACKS	Sheargrub Male Much like the females, though purple in colour and aggressive. Forest of Hope, Forest Naval. 3
DESCRIPTION LOCATION SEEDS PRODUCED IKMIN TO CARRY ATTACKS TO DEFEAT	Sheargrub Male Much like the females, though purple in colour and aggressive. Forest of Hope, Forest Naval. 3
DESCRIPTION LOCATION SEEDS PRODUCED IKMIN TO CARRY ATTACKS TO DEFEAT	Sheargrub Male Much like the females, though purple in colour and aggressive.
DESCRIPTION LOCATION SEEDS PRODUCED IKMIN TO CARRY ATTACKS TO DEFEAT	Sheargrub Male Much like the females, though purple in colour and aggressive.
DESCRIPTION LOCATION SEEDS PRODUCED IKMIN TO CARRY ATTACKS TO DEFEAT DESCRIPTION	Sheargrub Male Much like the females, though purple in colour and aggressive.

| close to the water. Get underneath the Blowhog and |

SEEDS PRODUCED	4
PIKMIN TO CARRY	1
ATTACKS	Similar to the Sheargrub, will eat up your Pikmin.
TO DEFEAT	At first the Shearwig will come out of the ground like a Sheargrub. Use the C-Stick to swarm them. After they have taken a little damage they will take to the air. They will heal themselves whilst they hover. Throw a Pikmin at it for a one-hit kill.
	At first this is found in an egg. It will hatch into a frog-like smoke creature. Killing this will yield a lot of seeds.
	The Distant Spring (before Day 16).
	1 100
	3
ATTACKS	If your Pikmin touch the smoke emitting from the SP they will be killed instantly. The SP will also use a "ground pound" and shockwaves will emit from it. Any Pikmin caught will be killed.
TO DEFEAT	Draw out 20 Pikmin and throw them at the body of the Smokey Progg. Make sure they don't go in the smoke at the Progg's rear or they will instantly die. Get them on it's body and after a while it will thump the ground and throw them off. Collect them again and throw them on it's back. Do not get too close to the Progg or your Pikmin will be killed easily. If you leave it alone it will have an interest in the Onions. This is the perfect chance to strike.
'	
DESCRIPTION	A larger version of the Dwarf Bulbear. This is a lot more dangerous and is capable of taking out a lot of Pikmin.
LOCATION	The Distant Spring.

SEEDS PRODUCED	15
PIKMIN TO CARRY	10
ATTACKS	Chomp
TO DEFEAT	Whilst it is sleeping, go behind and throw Pikmin onto its back. It will throw these Pikmin off. Call any Pikmin near its mouth back. Stay behind it and throw more Pikmin on his back. A more effective, but more time-consuming method is to use Yellow Pikmin to throw Bomb Rocks at it. 2 Bomb Rocks should do it.
.=====	
.====================================	Spotty Bulborb
=====================================	See Spotty Bulbear.
LOCATION	Forest of Hope
SEEDS PRODUCED	12
 PIKMIN TO CARRY	10
ATTACKS	Chomp
TO DEFEAT	See Spotty Bulbear.
.=====================================	Swooping Snitchbug
DESCRIPTION	Greeny in colour. By far the most annoying creature in the Pikmin world. Looks a little like a grasshopper.
LOCATION	Forest of Hope (after Day 15), Distant Spring
SEEDS PRODUCED	4
PIKMIN TO CARRY	3
 ATTACKS 	No damage-causing attacks but will swoop down, pick up your Pikmin and drop them, planting them into the ground.
 TO DEFEAT 	Wait until it swoops low and throw Reds at it. If you have enough, it will be brought to the floor. Either swarm it, or throw more Pikmin on it.

,	=======================================
	Water Dumple
========= DESCRIPTION 	A bit like a tadpole but with big teeth. Only found in water.
	Distant Spring
 SEEDS PRODUCED	5
 PIKMIN TO CARRY	
l	Pikmin close to its mouth will be eaten.
l	Use Blue Pikmin to swarm.
	=======================================
	Wogpole
	A real irrelevance. Not worth your time to chase it down. It has no attacks.
LOCATION	Forest of Hope, Distant Spring
SEEDS PRODUCED	1
PIKMIN TO CARRY	1
	Throw Blues at it.
•	======================================
	Woolywog
DESCRIPTION	A fat greeny/grey frog. Resilient and time consuming to take down.
•	Forest Naval
SEEDS PRODUCED	8
 PIKMIN TO CARRY	
ATTACKS	The Wollywog will float up into the air and slam down onto the ground. Any Pikmin beneath will be killed.
TO DEFEAT	Whilst the Woolywog is on the ground throw 3-5 Pikmin on its back. It will then float upwards, with the

 	ground, they will be thrown off. Repeat the process and throw some more on. Keep calling back any Pikmin that look like they will be squashed. If you are close to water make sure you use Blue Pikmin. Otherwise, use
 	Reds.
1 1	Yellow Woolywog
=====================================	Much the same as the Woolywog, but yellow in colour.
LOCATION	Distant Spring
SEEDS PRODUCED	·
 PIKMIN TO CARRY	7
	See Woolywog.
	See Woolywog.
 ~9~ !-=-=-=	FREQUENTLY ASKED QUESTIONS [FRAQ]
Q) In the Distant Sp	oring, there is an egg rolling around. What is it?
	ey Progg. This enemy can be found in the Distant Spring or further information on the Smokey Progg see the Enemies
	the Libra, my Pikmin dropped it off the cliff and it he map! Can I get it back?
	you will have to start the day over.

| Pikmin still attacking it. When it slams back to the |

| ~10~

[CDTS]

Thank Yous

GameFAQs for hosting this guide.

You, for reading this FAQ.

The FCB who keep me motivated and who keep this fun :)

Namod65, who I took the basic shape of the GC controller ASCII from.

My contact email is truly.dexterous@hotmail.com. Before contacting me see my rules below. Follow these and I'm more than willing to help you out.

D o

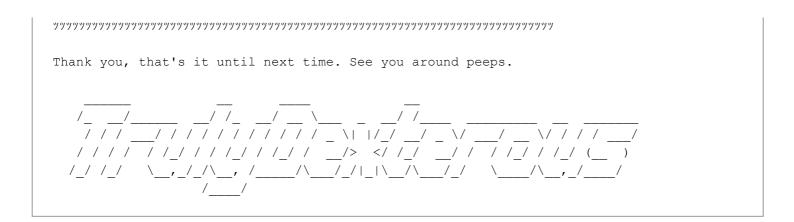
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- Put the game name in the title of your email.
- Read all of the guide before contacting me. Make sure the thing that you email me about isn't already in the guide.
- Send me anything that you have to add to the guide.
- Praise mail. It's always nice to get good feedback.
- Tell me about a mistake I made, but not typos please, I'll sort them out if I need to.

Don't

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- Send me emails in txt spk lik ths. Proper English please.
- Send me spam.
- Hate mail. I don't really need to see this. I don't care if you didn't like the FAQ.
- Add me to your IM contacts list. Send me an email instead!
- Email me asking me to join a group/club/forum. Thanks but no thanks.



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