

Pikmin FAQ/Walkthrough

by InvaderHera

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Pikmin

Game by: Nintendo

Walkthrough by: Invader Hera

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1. STORY

This is copied from the Pikmin instruction manual, so I take no credit for it.

"Olimar's Disaster

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

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

"The journey began well. With no set destination in mind, I simply allowed the sleek Dolphin to make its own efficient way through the vast reaches of space. A strange feeling came over me... I then felt a premonition that my short trip would soon 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 reentry that several of her pieces had been jarred loose, probably scattered around the planet. To make matters worse, my space suit's sensors indicated that the planet's atmosphere contained

oxygen, an element incredibly deadly to my people. Fortunately, the life-support system built into my suit seemed unharmed, but I knew that it only had 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 all of my observations and experiences in my journal until I am able to leave this forbidding planet. My only hope lies in the promise of two strange encounters that I had today. The first was the discovery of a large object, similar to the onions on my planet. But it was enormous, and it rested on three legs. The other was the appearance of a small life-form eerily similar in appearance to my planet's miniature carrots. I have decided to name this small life-form...Pikmin..."

2. CONTROLS

Control stick: Move Olimar; Move it slightly to only move the cursor

C-Stick: Move Pikmin around

Start: Pause game

A: Pick Pikmin sprouts; Throw Pikmin; If you have no Pikmin with you, causes Olimar to attack

B: Call Pikmin to you

X: Dismiss Pikmin

Y: See map (after getting the Whimsical Radar)

L: Rotate camera

R: Zoom camera in or out

Z: Switch between the camera being at an angle or above you

3. TYPES OF PIKMIN

There are three types of Pikmin, each of which can do different things. It's useful to know about all of them.

Red: Red Pikmin are found on your first day in the Impact Site. They are the toughest of the Pikmin, so it's best to use them to fight when you can. They can also go through fire without getting hurt.

Yellow: Yellow Pikmin are found in the Forest of Hope. You must knock down two twig walls to get to them. These Pikmin are lighter, so they can be thrown higher and farther. They can also pick up bomb-rocks (use C or throw them to the bombs). Throw them to a wall, and they will drop the bomb and run.

Blue: Blue Pikmin are found in the Forest Naval, in a pool of water not too far from the ship. They can go in water, which is extremely useful.

4. WALKTHROUGH

Here's the walkthrough! If you just want to read about areas and items, look here. I have also written my schedule, though, for anyone having

trouble getting things done in time ("My Schedule"). Please give it a look.

A. ITEM LIST

Missing a specific item? Well, I have them all listed here by area. And I wrote a summary of each place, as well.

THE IMPACT SITE

Overview: This is the first area, and it's pretty small. You'll move that box on the first day, and later on, you'll find bomb-rocks next to it. Sometimes you'll find an Iridescent Flint Beetle, and in front of the stone wall, you may find a Goolix or a Mamuta. Past the stone wall are Pearly Clamclamps, whose pearls can give you a lot of Pikmin if brought to an Onion. Also, you can find many large pellets here, so it's a good place to get more Pikmin. There are only 2 ship parts here.

Engine: You get this item on day 1 no matter what. It will allow Captain Olimar's ship to fly and requires 20 Pikmin to carry.

Positron Generator: Up the ramp and over the box, you'll find a stone wall. (Kill the Goolix with blue Pikmin if it is here.) Grab bomb-rocks from next to the box and knock that wall down, and past that, you'll find Pearly Clamclamps. One has this item inside. Have Pikmin work on knocking down the twig wall nearby, while you throw blue Pikmin inside the clam to destroy the bubble around the item. Keep calling them back before the clam can close and eat them. This item is able to make a lot of power and must be carried by at least 20 Pikmin.

THE FOREST OF HOPE

Overview: This is the second area; you can get here once you get the Engine from the Impact Site. There are stone and twig walls around and also many Bulborbs. Go past the twig wall near the ship and then past the twig wall to the right to find the yellow Onion. There are also several Burrowing Snagrets and an Armored Cannon Beetle, so watch out. This area has 8 ship parts.

Eternal Fuel Dynamo: This provides Olimar with an endless supply of power and requires 40 Pikmin to carry. Just break down the twig wall near your ship and go past that and right to find it.

Shock Absorber: Through the twig wall near your ship, throw some Pikmin onto the ledge to the left, then, go through the water to the left to rejoin them. Kill the Spotty Bulborb, then, carry this back with 30 Pikmin. This is supposed to make flying smoother.

Whimsical Radar: This radar is found not far from where the yellow Onion originally was and requires 20 Pikmin to carry. Now press Y to see the map. The stars are ship parts and the colorful dots are Pikmin.

Extraordinary Bolt: A big bolt, found behind the dark stone wall past the Whimsical Radar. Use 30 Pikmin to carry it.

Nova Blaster: Go past the stone wall near the ship and break down the dark twig wall past here. Past that is the Nova Blaster, which requires 30 Pikmin to carry it. This item is not needed for the ship to fly.

Sagittarius: Through the twig wall near your ship, have some Pikmin build one bridge, then, bring the blues through the water to build another. Once they're complete, you can cross the bridges and find this item. It is from Olimar's son and requires 20 Pikmin to carry.

Geiger Counter: There's a path just before where the yellow Onion was, leading to a box. Go in the water with some blue Pikmin and throw them behind the box. At least 10 are needed to move it. Now go around to the bigger area of water (not far from the Sagittarius) and throw many red Pikmin onto the ledge to the right of here (around some nectar grass). (If you look at the map, you'll see that an item is to the left of here.) Go cross the area where the box was and run past two Burrowing Snagrets. A third Snagret is located at the star on the map. This is the one we want to kill. These things stick their heads and necks out of the ground, then, they peck at your Pikmin. Throw Pikmin at the head to avoid them being grabbed. Also, when it is underground, try to move over where it will come up and use C to move the Pikmin around. Then, when the bird comes out, the Pikmin should grab its head. With enough Pikmin, this will defeat it very quickly. Now they have the Geiger Counter. It requires 15 Pikmin to carry. It may be best to get a bunch to carry it, though, because they will go the long way, past the other two Snagrets. Try to distract the birds as they do (and throw the other Pikmin back off the ledge, rather than lead them over the narrow path between the two puddles, where they'll probably fall in).

Radiation Canopy: Past the twig wall leading to the Nova Blaster is some water. Bring over 50 blue and 50 red Pikmin. Have the blues knock down the twig wall in the water and go back to the other side of the wall and throw the red Pikmin onto the ledge. Once the wall is gone, you can rejoin them and have all 100 Pikmin knock down the dark twig wall. Past here is the Armored Cannon Beetle, guarding the Radiation Canopy (which protects Olimar from radiation in space). It's best to kill it before trying to get the item. It can shoot a boulder that can crush your Pikmin, so I would leave the blues in a safe place and only bring in the reds, so it is easier to get out of the way. When it sucks in, it will then shoot a boulder. Stop it by throwing a few Pikmin at its mouth while it sucks in. It will open its wings, so go attack the red backside until it unblocks its mouth. Repeat until you win. Now carry the item back with 30 Pikmin.

THE FOREST NAVAL

Overview: You need 5 ship parts to get here. There are 9 here. This area has a Breadbug that walks around and steals pellets and also Fiery Blowhogs and fire geysers that can hurt non-red Pikmin. There are also two parts to this area. There's the upper part around your ship (in one of the small water areas is the blue Onion) and the lower part. The lower part is darker and has the Wollywogs and Fiery Blowhogs (and the Puffstool). Also in this part are the easier bomb-rocks to get. Just build the bridges next to the large pond to get to them. This area has many walls, but only the twig wall near your ship and the stone wall near Beady Long Legs must be knocked down.

Space Float: The Breadbug has this item. Throw Pikmin onto it to kill it, then, carry the item back to the ship with 25 Pikmin. This item is not needed for the ship to fly.

Automatic Gear: To the left of where you found the blue Onion, make the Pikmin work on the pile of twigs. They'll make them long enough to reach this item. It requires 15 Pikmin to carry and makes piloting easier for Captain Olimar.

#1 Ionium Jet: In the small pools of water near the ship is this item. Have at

least 15 blue Pikmin carry it back.

Libra: In the lower area, with your back to the ships, go right and knock down the twig wall (because of the Fiery Blowhogs, you should bring red Pikmin). Past the fire geysers, build a bridge. Over here, use blue Pikmin to make a geyser in the water, then, throw yellow ones up to the higher ledge. Get up there with the geyser and throw the Pikmin up to the Libra (from Olimar's daughter). You need 15 Pikmin to carry it down. Have the red Pikmin carry it back through the fire geysers.

Analog Computer: Past the bridge that leads to the Libra is this item in some water, which requires 20 Pikmin to carry. Have the blue Pikmin carry it out of the water, then, let the red ones carry it back through the fire geysers.

Anti-Dioxin Filter: The Anti-Dioxin Filter is found in the pond in the back of the lower area. You need at least 40 blue Pikmin to carry it. Watch out for the Wollywogs.

Gravity Jumper: The Gravity Jumper is on a ledge near the Anti-Dioxin Filter. You can build two bridges to get up to it. (One bridge is on a higher ledge. Either throw yellow Pikmin up there or other Pikmin, then, use the geyser to get up there and move the Pikmin to where they need to be.) The item takes 25 Pikmin to carry.

Guard Satellite: Not far from the blue Onion are two bridges leading to the lower area. Go down them and left to find a twig wall and fire geysers. Knock down the wall, then, knock down the stone wall past that. (Bomb rocks are found near the Gravity Jumper and in a more annoying place. For those, bring the yellow Pikmin along a dry area around the middle of the small pools around where you found the blue Pikmin originally. Get some bombs, then, throw them to the higher ledge and go up there and get them. Touch them, don't call them, or they'll drop the bombs. Repeat to get out of here.) Past the stone wall is Beady Long Legs. It has four legs that can smash your Pikmin and a big body. Throw yellow Pikmin at the body and keep them away from the feet. Defeat it for this item and pellets. Because of the fire geysers, carry it back with red Pikmin (at least 20). This item protects Olimar's ship.

Stabilizer: This item is important (Olimar says that with this, he should be able to fly, even without all 30 parts). It is found by defeating Puffstool, in the lower area, with the glowing mushrooms. Use C to attack the lower part (don't throw Pikmin onto the top because it doesn't work) and if it stops and shakes, call the Pikmin back and run before it releases some gas. This will turn Pikmin on you. If Puffstool flips over, attack the underside, then run when it gets back up because it will use the gas again. Defeat it for the Stabilizer and carry it back with 30 Pikmin.

THE DISTANT SPRING

Overview: You need 12 ship parts to get here. There are 10 in this area. As the name suggests, there is a lot of water here, so be careful. There are also Bulbears, Swooping Snitchbugs, Puffy Blowhogs, Wollywogs, and Water Dumpsles to watch out for. Plus another Armored Cannon Beetle. There is also a large egg. It's best to leave it alone, or else the Smoky Progg will come out. It is tough to kill, and you are better off staying away from it. All in all, a terrible place.

Gluon Drive: Facing the large area of water near the ship, go right to find two bridges. Have some Pikmin work on the nearby bridge, while some blue Pikmin

work on the other (be careful of the Shearwigs and Wollywog). Once the bridge is complete, they can carry the Gluon Drive back. You need at least 50 Pikmin to carry it.

Massage Machine: Cross the large area of water near the ship to find a bridge. Over here is the Massage Machine, along with a Spotty Bulbear, Shearwigs, and bomb-rocks. Have blue Pikmin make the bridge and get rid of the Wollywogs, then, bring the item back with at least 30 Pikmin. This item is not needed for the ship to fly.

Interstellar Radio: Far out in the large area of water near the ship is a Puffy Blowhog. Kill it for the Interstellar Radio. (It can blow air at your Pikmin, but just keep attacking, and you'll get it.) Watch out for Water Dimples and Wollywogs, as well (and do NOT attack the giant egg because of the horrible Smoky Progg inside). This radio sends out an SOS signal and needs to be carried by at least 20 Pikmin.

Repair-type Bolt: Not far from the ship is a narrow path in the water. When you go along it, you find the Repair-type Bolt on a ledge. It's best to get blue Pikmin over here, except that they can't reach the ledge by simple throwing. So, at the beginning of the path, throw them onto that wall, behind the raised edge. Now call them and walk along the path, and they'll follow until they get to the item. This item repairs things on the ship, as the name implies, and you need 20 Pikmin to carry it.

UV Lamp: Take some yellow Pikmin through the stone wall near the ship and up the ramp to the right. Carefully go along up here (use C to keep them from falling off) and throw them up to the UV Lamp (you need 10 Pikmin to carry it). This item is not necessary for the ship to fly.

Bowsprit: Not far from the UV Lamp, in the big tree stump thing is an Armored Cannon Beetle. Bring about 50 red Pikmin over to fight it. This enemy will suck in, then, shoot a boulder that can crush your Pikmin. Stop it by throwing a few Pikmin at its mouth while it sucks in. It will then open its wings, so go attack the red backside until it unblocks its mouth. Repeat until you win. Have 30 Pikmin carry it back (make sure the bridge nearby is all made, or they won't be able to get back).

#2 Ionium Jet: Take some blue Pikmin through the stone wall near the ship and to the water in the back. To the left is the #2 Ionium Jet. Throw 15 or more Pikmin onto the ledge to the left of it and get up using the geyser. Bring them right and throw them across the gap to the item (stand over at the edge of the gap and hold the control stick towards the item as you throw Pikmin; you won't actually be walking anywhere, but the Pikmin will go farther).

Chronos Reactor: Take some blue Pikmin through the stone wall near the ship and to the water in the back. In the corner is the Chronos Reactor. It's too high to reach for blues, but the water keeps the yellows from coming over. Well, with the Candypop Buds nearby, this will be easy. Throw 20 Pikmin onto the ledge with the yellow Candypop Bud and get up with the geyser. Throw them into the flower 10 at a time and yellow Pikmin sprouts will come out. Pluck them and throw them to shore. Throw them up to the item and once they bring it down, you can turn them back into blues with the blue Bud and let them carry it back. (By the way, Olimar says this item can turn the space-time continuum into energy. Sounds fancy.)

Zirconium Rotor: From the ship, facing the water nearby, head right a bit. Over here, past a stone wall, is a fairly narrow path through the water. Go in (get rid of any Wollywogs) and knock down the twig wall. Then, you can carry back the Zirconium Rotor that was past it with 30 Pikmin.

Pilot's Seat: Just past the Zirconium Rotor, in a tree stump, is the Pilot's Seat. Carry it back with 25 Pikmin.

THE FINAL TRIAL

Overview: You need 29 parts to get here, where the final part is guarded by Emperor Bulbax. To get to him, you must build the two bridges with blue Pikmin, knock down the stone wall with the yellow ones, and move a box with the reds. The reds must go along the path with the fire geysers while you lead them from the water to the right to reach the box, and the yellows must be thrown to that small island and then to the next ledge to reach the bombs. Afterwards, there are two twig walls to destroy before you can reach the final enemy.

Secret Safe: You must defeat Emperor Bulbax for this item (don't worry if you can't, though, because you can still beat the game without it); I would suggest getting about 70 red Pikmin and 30 yellow for this. Then, head on over to the upper area around where Emperor Bulbax is sleeping, then, have Olimar go down there. Touch the enemy to wake him up. This huge thing can get Pikmin with his long tongue or jump on them and squish them. Usually, he uses the tongue. We need to stun him with a bomb-rock, so have the yellows get bomb-rocks, then, split the Pikmin up. Keep reds near the twig wall, just off to the side, so you can call them quickly. Get 1 yellow that has a bomb and throw him into the sandy area, near the edge. Bulbax will turn towards it (and hopefully not jump on it). Call it back, and it will drop the bomb, which Bulbax should eat. He'll be stunned, so call the reds over quickly and throw them onto his face. Once he starts to recover, run back and leave the Pikmin back where you left them before. Repeat until you win, and you'll get some pellets and the Secret Safe. Bring it back with 40 Pikmin. The game will end when it returns to the ship. Hooray, you have finished the game!

B. MY SCHEDULE

This game took me many tries to beat, let alone get all the items. Here's a good way to go about playing the game in the most efficient way as I know.

Day 1

Objectives: Get Red Pikmin and the Engine

Day 1 is the same every time, so I'll just explain what you do.

Captain Olimar will crash his ship in the Impact Site. He has 30 days to find 30 items for his ship, (though he doesn't need all of them). Well, you'll find a red Onion here, and a seed will come out of it. When a leaf grows, pluck it. It's a red Pikmin! You can throw it at things and have it carry things for you.

Have it knock the red pellets off of flowers and carry them to the Onion for more Pikmin. The number on the pellet is how many Pikmin are needed to carry it. When you have at least 10, have them move that box. Over here are more red pellets and the Engine. Hooray! You need 20 Pikmin to carry it back to the ship. Now the ship can fly!

Day 2

Objectives: Get Yellow Pikmin, Eternal Fuel Dynamo, and clear the way for tomorrow

There's another item left at the Impact Site, but we can't get it yet, so let's head to the Forest of Hope. So first off, you'll see a stone wall

and a twig wall. You can't break the stone wall yet. You can bring a lot of Pikmin to the twig wall and they'll knock it down. (Don't forget to have them pull the patches of grass for nectar. This lets them grow flowers, which makes them faster.) Outside of here are Dwarf and Spotty Bulborbs. Throw Pikmin directly onto the small ones to smash them quickly. The Spotty ones are big, but they are sleeping, so you can sneak up on them and attack from behind. Throw the Pikmin quickly because the Bulborbs will wake up, shake them off, then, try to eat them! No! Get rid of them, then, bring the Eternal Fuel Dynamo back to the ship (40 Pikmin) then knock down the next twig wall.

Past this all is the yellow Onion, where you will get your first yellow Pikmin. They are lighter and can be thrown farther and higher. Also, they can carry bomb-rocks (you'll find some in those cans around here). Use the yellow Pikmin to break down the stone wall nearby. It takes three bomb-rocks. (Have them grab a bomb, then, throw the Pikmin to the wall, and it will drop the bomb and run.) Likely you don't have much time left by now. Make sure all Pikmin are with you or by the Onions so they don't get left behind at night. (Sprouts will be okay through the night, though.)

Day 3

Objectives: Knock down more walls and get the Whimsical Radar

Now break down the stone wall near the ship. This and yesterday's stone wall both lead to the same place. Past them, you'll find a dark stone wall, which requires 9 bomb-rocks to knock down, and a dark twig wall, which takes longer to knock down than normal. So knock down these walls (and you may as well knock down the other stone wall near where the yellow Onion was) and get rid of the Bulborbs and Sheargrubs (the weak purple and white enemies that come out of the ground). Those Sheargrubs are found near the Extraordinary Bolt, which we'll get that tomorrow. For now, head back towards where you first found the yellow Onion, and before it, you'll find the Whimsical Radar up on a higher area. It requires 20 Pikmin to carry and is very important. Now you can press Y to see the map. The stars are items and the colorful dots are Pikmin. Get more Pikmin until the end of the day.

Day 4

Objectives: Get the Extraordinary Bolt and the Nova Blaster

Now we have enough time to get two more items. Go get the Extraordinary Bolt (30 Pikmin to carry), then, take the path to the right of here. Past the dark twig wall from yesterday is the Nova Blaster, which needs 30 Pikmin to carry. Now we can go to the Forest Naval. Prepare by getting as much Pikmin as possible for the remainder of the day.

Day 5

Objectives: Get Blue Pikmin, Automatic Gear, and Space Float

You need seven more parts to get to the next area. Well, let's get started! Around your ship and Onions are a bunch of walls and stuff. You can knock down the twig wall, but the rest are stone walls, and the bomb-rocks are hard to find. And besides that...we don't need to knock them down in the first place. (Oh, Pikmin can find nectar in the areas of white rocks and attack those small mounds of dirt to reveal geysers. Olimar can go on those and get thrown up to a higher place.) Also be careful of the Breadbug, the fat, red bug that patrols the area. It will not attack, but it will drag off pellets and such, sometimes along with your Pikmin. Best to just get rid of it by throwing Pikmin onto its back to hurt it (you can't hurt it from the sides). Just wait for it to show up (don't bother looking for it; it will likely come to you) and kill it for the Space Float. This item requires 25 Pikmin to carry. Okay, in the far left pool of water not far from the ship is also the blue Onion. The very useful blue Pikmin can go in water without drowning. So focus on getting more

of them while you also get the Automatic Gear. You'll find a pile of twigs to the left of the blue Onion. The Pikmin will make these twigs extend out and climb along them to the Gear. You need 15 Pikmin to carry this item.

Day 6

Objectives: Get the #1 Ionium Jet and prepare for the next items

In the water pools not far from the ship is the #1 Ionium Jet. Get 15 blue Pikmin out there to carry it back while some red Pikmin build those two bridges down to the lower area. Red Pikmin because the Fiery Blowhog will blow fire at them while they build the second bridge. (Around this area, you may also find green Shearwigs and Sheargrubs. Be careful, the Shearwigs are tougher than the Sheargrubs.) Anyway, there are a whole bunch of things down in this lower area; we'll start by heading right until we find a twig wall. Knock it down. (Oh, and when you attack the hogs, don't do it when they're facing the water, or they may throw the Pikmin into it.) Past the wall are fire geysers. Past some of those, have the Pikmin build another bridge here. (Past here is the Analog Computer in some water, a red Candypop Bud, and some twigs. The item is all we need; the other things aren't necessary.) We'll take care of all that stuff tomorrow. Let those Pikmin take care of that bridge I mentioned while you explore the lower area and get more Pikmin. We'll have a busy day tomorrow.

Day 7

Objectives: Get the Libra and Analog Computer

Start by getting some red Pikmin and go kill off any Fiery Blowhogs or Shearwigs that may get in the way in the lower area. (While you're at it, you may need to get rid of a few Wollywogs. These frogs try to jump on and squish your Pikmin. Throw Pikmin onto their backs after they land, then call them back when the frog jumps and lands again; the Pikmin will get knocked off, so you must call them back or else they'll run under the frog.) So anyway, get some yellow and blue Pikmin now and bring them carefully past the fire geysers from yesterday. (Remember, you can use C to keep them close to the wall.) The blue Pikmin can carry the Analog Computer (requires 20 Pikmin to carry) out of the water so the red Pikmin can carry it through the fire geysers and back to the ship. Then, cross the nearby bridge and have the blue Pikmin make a geyser in the water. Throw yellow Pikmin onto the higher ledge and use the geyser to get up to them. Now throw the yellow Pikmin up to the Libra (15 Pikmin). When they carry it down, have the red ones carry it back. Now you can have the yellow and blue Pikmin bring back the enemies the red Pikmin killed earlier.

Day 8

Objectives: Get the Anti-Dioxin Filter and Gravity Jumper, then, get ready for tomorrow

Now bring a bunch of blue Pikmin to the big area of water in the lower area. Kill the Wollywogs and carry back the Anti-Dioxin Filter (40 Pikmin). If any are left, they can carry back the Wollywogs and/or make the bridge nearby (near the bomb-rocks and the big pipe). You can wait until the bridge is made to get to the one on the higher ledge or make that one at the same time, too. (Either throw yellow Pikmin up to it or throw any Pikmin up and use the geyser to get up with them to move them to the bridge.) With the bridges complete, you can carry this Gravity Jumper (25 Pikmin) back. Go to the two bridges that lead back to the upper area and face the ship. Go right and around here is a dark twig wall (and Shearwigs). You can knock down that wall to get to a dark stone wall (though, we may not have time to get rid of both walls). You can use six bombs to knock the wall down extra fast, but be careful not to waste them. We'll get rid of the dark stone wall tomorrow. Just bring back the dead Shearwigs for now. (We can now go to the Distant Spring, but we'll save that for later.)

Day 9

Objectives: Defeat Beady Long Legs

Okay, finish knocking down the twig wall and stone wall. Just get the bomb-rocks from the same place as yesterday. (There's another place that has them, in case you run out, but it is much more annoying. You need to bring the yellow Pikmin along a dry area around the middle of the small pools around where you found the blue Pikmin originally. Get some bombs, then, throw them to the higher ledge and go up there and get them. Touch them, don't call them, or they'll drop the bombs. Repeat to get out of here.) Anyway, before the stone wall are fire geysers, so it's best to use red Pikmin to carry the part back. But, first bring a bunch of yellow Pikmin past the stone wall to fight Beady Long Legs. Watch out for the four stomping feet and throw yellow Pikmin onto the body. Try to keep the Pikmin away from its feet. Keep attacking until you win. You'll get pellets and the Guard Satellite. Carry it back with at least 20 red Pikmin, if you have time. (I didn't.)

Day 10

Objectives: Defeat the Puffstool and get the Guard Satellite and Stabilizer

Now carry the Guard Satellite back with 20 red Pikmin if you didn't already, then, head into the lower area again. Defeat any Wollywogs and Shearwigs and go towards the glowing mushrooms (watch for fire geysers) to find the Puffstool. This should be easy if you're careful. Use C to attack the lower part (don't throw Pikmin onto the top because it doesn't work) and if it stops and shakes, call the Pikmin back and run before it releases some gas. This will turn Pikmin on you. If the Puffstool flips over, attack the underside, then run when it gets back up because it will use the gas again. Defeat it for the Stabilizer and carry it back with 30 Pikmin. You've finished this area, so get more Pikmin for the rest of the day.

Day 11

Objectives: Get the Positron Generator and get more Pikmin

Head back to the Impact Site and get some blue Pikmin. Now cross over that box to a higher place. Up here, the Goolix will come out of the ground. It is basically just a moving blob of water. Have the Pikmin attack the blue part to kill it (it may take a while). Then, get some yellow Pikmin and grab three bomb-rocks from the right side of the box. Use them to knock down the stone wall up where the Goolix was. Past that wall are Pearly Clamclamps. In one, you'll see the Positron Generator. Throw blue Pikmin at it so they can destroy the bubble around it. You'll need to keep calling them back, though, before the clam closes and kills them. (Have Pikmin work on knocking down the twig wall nearby while you do this.) Once you do this, carry it back with 20 Pikmin. Now get more Pikmin the rest of the day. (As you probably noticed, there are many large pellets around, which will be useful.)

Day 12

Objectives: Get the Sagittarius, Geiger Counter, and the Shock Absorber

Now go to the Forest of Hope. It will be a busy day, but we can do this! Remember to clear out any enemies in your way, but don't waste your time with all of them. Anyway, past the twig wall near the ship, build the bridge here, then, bring some blue Pikmin over to where there was the yellow Onion before. There's a path just before where the Onion was, leading to a box. Go in the water with some blue Pikmin and throw them behind the box. At least 10 are needed to move it. Now go back to the bridge the others are working on and

into the water and have blue Pikmin build the other bridge. While they do, throw many red Pikmin onto the ledge to the right of here (around some nectar grass). (If you look at the map, you'll see that an item is to the left of here.) Go cross the area where the box was and run past two Burrowing Snagrets.

A third Snagret is located at the star on the map. This is the one we want to kill. These things stick their heads and necks out of the ground, then, they peck at your Pikmin. Throw Pikmin at the head to avoid them being grabbed. Also, when it is underground, try to move over where it will come up and use C to move the Pikmin around. Then, when the bird comes out, the Pikmin should grab its head. With enough Pikmin, this will defeat it very quickly. Now you have the Geiger Counter. It requires 15 Pikmin to carry. It may be best to get a bunch to carry it, though, because they will go the long way, past the other two Snagrets. Try to distract the birds as they do (and throw the other Pikmin back off the ledge, rather than lead them over the narrow path between the two puddles, where they'll probably fall in).

Once they are safe, you can leave your red Pikmin and go to the blues. Their bridge is probably done, so they can now carry back the Sagittarius with 20 Pikmin. Now, not far from the first bridge is a ledge. Throw Pikmin up there, then, go through the water nearby to get back up to them.

Kill the Spotty Bulborb and carry back the Shock Absorber with 30 Pikmin. (If you couldn't keep up with me today, you can catch up tomorrow.)

Day 13

Objectives: Get the Radiation Canopy

Okay, past the twig wall leading to the Nova Blaster is some water. Bring over 50 blue and 50 red Pikmin. Have the blues knock down the twig wall in the water and go back to the other side of the wall and throw the red Pikmin onto the ledge. Once the wall is gone, you can rejoin them and have all 100 Pikmin knock down the dark twig wall. Past here is the Armored Cannon Beetle, guarding the Radiation Canopy. It's best to kill it before trying to get the item. It can shoot a boulder that can crush your Pikmin, so I would leave the blues in a safe place and only bring in the reds, so it is easier to get out of the way. When it sucks in, it will then shoot a boulder. Stop it by throwing a few Pikmin at its mouth while it sucks in. It will open its wings, so go attack the red backside until it unblocks its mouth. Repeat until you win. Now carry the item back with 30 Pikmin. Use the rest of the day to get more Pikmin.

Day 14

Objectives: Start working on some bridges and walls

Okay, go to the Distant Spring now. This terrible place has a bunch of water and annoying enemies, like Wollywogs, the tougher Bulbears, and Swooping Snitchbugs. The last of those can grab two Pikmin at once and carry them off. When it throws them down, they become sprouts again. Yellow Pikmin are best for bringing these down. Anyway, nearby is a Spotty Bulbear in front of a skull and some bomb-rocks. Past it, there are two bridges and a stone wall (use six bombs to knock it down). You can get rid of the Wollywogs over there, then, have some Pikmin build the first bridge while a few yellows work on the wall (you may not get it all; I only found 4 bombs). After the yellows do what they can, bring over blues to work on the second bridge on the other side of the water. (Over here are Shearwigs and the Gluon Drive. We don't have time to get it, though.

Day 15

Objectives: Get the Gluon Drive and start on another wall and bridge

Now finish the bridge and stone wall and carry the Gluon Drive back with 50 Pikmin. Now get started on the dark stone wall near the ship and have the blues cross the water nearby to another bridge. (Over here are also

Shearwigs, bomb-rocks, a Spotty Bulbear, a blue Candypop Bud, and the Massage Machine.) Also, get rid of the Wollywogs around here.

Day 16

Objectives: Get the Massage Machine and Interstellar Radio

Now kill the Bulbear near the Massage Machine and bring the item back with 30 Pikmin. Also, finish with the dark stone wall. Now, go out in the water again to find the Puffy Blowhog that contains the Interstellar Radio. (Out here are also Water Dumps. They can attack your Pikmin, but they aren't too tough.) Anyway, the Puffy Blowhog blows air at your Pikmin. Just keep coming back and fighting. If you knock it down, use C to make the Pikmin swarm it and damage it extra. Like I said, you'll get the Interstellar Radio once you kill it. Carry it back with 20 Pikmin (and kill any enemies in the way). By the way, do not attack the big egg out here. If you do, the Smoky Progg will come out, a big ghost frog that is hard to kill. Anyway, finish the day by starting to get rid of the enemies past the dark stone wall.

Day 17

Objectives: Get the Repair-type Bolt, clear out enemies, and knock down a few walls

Okay, let's get another part. Not far from the ship is a narrow path in the water. When you go along it, you find the Repair-type Bolt on a ledge. It's best to get blue Pikmin over here, except that they can't reach the ledge by simple throwing. So, at the beginning of the path, throw them onto that wall, behind the raised edge. Now call them and walk along the path, and they'll follow until they get to the item. You need 20 Pikmin to carry it. Next, go through the stone wall near the ship and get rid of the remaining Bulbears, Shearwigs, Swooping Snitchbug, and Puffy Blowhog. There's also a dark twig wall and a normal one. Knock those two down, then, bring the enemies and pellets back to the Onions.

Day 18

Objectives: Get the UV Lamp and Bowsprit

Now take some yellows through the stone wall near the ship and up the ramp to the right. Carefully go along up here (use C to keep them from falling off) and throw them up to the UV Lamp (you need 10 Pikmin to carry it). Now get about 50 red Pikmin and bring them over the fire geysers not far from that last item (in the big tree stump things) and defeat the Armored Cannon Beetle like you did last time for the Bowsprit. Now build the bridge nearby (I don't know why the Pikmin take that path) and have 30 carry the item back. Now get a head start on defeating the Wollywogs near those twig walls you knocked down recently.

Day 19

Objectives: Get the #2 Ionium Jet, Chronos Reactor, Zirconium Rotor, and Pilot's Seat

No, really, we're getting four items today. Get started! You need blue Pikmin for all four, so bring a whole bunch through the stone wall near the ship and to the water in the back. To the left is the #2 Ionium Jet and to the right is the Chronos Reactor. To get the one on the left, throw 15 or more Pikmin onto the ledge to the left and get up using the geyser. Bring them right and throw them across the gap to the item (stand over at the edge of the gap and hold the control stick towards the item as you throw Pikmin; you won't actually be walking anywhere, but the Pikmin will go farther). Now go right to the Chronos Reactor. It's too high to reach for blues, but the water keeps the yellows from coming over. Well, with the Candypop Buds nearby, this will be

easy. Throw 20 Pikmin onto the ledge with the yellow Candypop Bud and get up with the geyser. Throw them into the flower 10 at a time and yellow Pikmin sprouts will come back. Pluck them and throw them to shore. Throw them up to the item and once they bring it down, you can turn them back into blues with the blue Bud and let them carry it back.

Facing the direction of the ship, go right. Over here is a fairly narrow path through the water. Go in (get rid of any Wollywogs) and knock down the twig wall. Then, you can carry back the Zirconium Rotor that was past it with 30 Pikmin. Now head back the way you came and go into the tree stump over here to find the Pilot's Seat. Carry it back with 25 Pikmin. That's 29 items! We can now go to the Final Trial! (The last item is not needed, so you will still beat the game even if you don't get it.)

Day 20

Objectives: Clear the way to Emperor Bulbax

Now let's go to the Final Trial, where the last item is. There are Candypop Buds of all colors near your ship, in case you need it. Now, get some blue Pikmin and go build the bridge across the water. Get about 10 reds and bring them to the left of the bridge. Throw them all to the area with the fire geysers, then, go to the right of it. Call them so they follow you along the path to a box. They will move it. Leave them and have the blues build the other bridge (on the other side of the stone wall) if they're done with the first. Now get some yellows (I'd get 4) and bring them to the right of the bridge. Throw them across the water to the island, then, get them and throw them to the higher ledge. Get up with the geyser, then, throw them to the bomb-rocks. Hopefully, you'll get four. Then throw them back to the island and so on to get back. (Remember, touch them, don't call them back, or else they'll drop their bombs.) Use three bombs to knock down the stone wall past the first bridge, then, past here, just knock down this twig wall with the last bomb. Now all the Pikmin can reunite and knock down the last wall. Go into the big sandy area (stay away from the middle, where Emperor Bulbax is!) and knock down that other twig wall. Past it is a higher area with many bomb rocks. Now we can prepare to fight the final enemy.

Day 21

Objectives: Get more Pikmin

I spent this day getting more Pikmin at the Impact Site because of all those large pellets.

Day 22

Objectives: Defeat Emperor Bulbax and get the Secret Safe

Now get about 70 red Pikmin and 30 yellow. Head on over to the upper area around where Emperor Bulbax is sleeping, then, have Olimar go down there. Touch the enemy to wake him up. This huge thing can get Pikmin with his long tongue or jump on them and squish them. Usually, he uses the tongue. We need to stun him with a bomb-rock, so have the yellows get bomb-rocks, then, split the Pikmin up. Keep reds near the twig wall, just off to the side, so you can call them quickly. Get 1 yellow that has a bomb and throw him into the sandy area, near the edge. Bulbax will turn towards it (and hopefully not jump on it). Call it back, and it will drop the bomb, which Bulbax should eat. He'll be stunned, so call the reds over quickly and throw them onto his face. Once he starts to recover, run back and leave the Pikmin back where you left them before. Repeat until you win, and you'll get some pellets and the Secret Safe. Bring it back with 40 Pikmin. The game will end when it returns to the ship. Hooray, you have finished the game!

5. TIPS

One great part of this game is that there are so many ways of doing things. Here are some tips to help you through it.

You probably already know this, but have Pikmin carry pellets to the Onion of the same color for extra Pikmin.

Remember, you can throw Pikmin on things to make them attack or grab it. Sometimes this isn't convenient, though, like when grabbing an item or knocking down a wall with a lot of Pikmin. Direct the Pikmin towards the object with C to make them do whatever they need to without having to throw them one at a time.

Press X to dismiss your Pikmin, and they will form groups by color. Also, Pikmin carrying bomb-rocks will form a separate group.

When you throw yellow Pikmin carrying bomb-rocks to a place where they can't use their bombs, they'll just stand there. If you call them back, they'll drop their bombs and run to you. If you don't want that, touch them, and they'll keep the bombs.

You need to be good at multi-tasking for this game, so remember that it is very helpful to have Pikmin work by themselves on bridges and twig walls while you bring the others to the next enemies you need to kill or items to pick up. But, it is not helpful to build bridges too early (as in a few days too early) because Sheargrubs or Shearwigs may come and undo it.

Olimar can knock down Pellet Posies on his own and do some damage to smaller enemies like Shearwigs and Wogpoles with A. If he gets hurt, though, bring him to his ship and press A to recover.

If you don't need them, don't pick Pikmin sprouts right away, so that they can become bud and then flower Pikmin. They are faster than leaf Pikmin in these forms. Also, nectar from grass, small rocks, Honeywisps, and Iridescent Flint Beetles can upgrade Pikmin to flowers. Certain things like wind and fire can cause them to lose their flowers, though.

When there are a lot of Pikmin sprouts to pick, repeatedly press A near a sprout and Olimar will go and pick all of the ones nearby so you don't have to go to each one.

Sometimes when flower Pikmin die, they'll leave behind sprouts. Watch for these (they will look like green dots on the map).

The items that you don't need are: the Nova Blaster, Space Float, Massage Machine, UV Lamp, and Secret Safe.

6. ENEMIES AND CREATURES

Armored Cannon Beetle: An Armored Cannon Beetle is found in both the Forest of Hope and the Distant Spring. It can shoot a boulder that can crush your Pikmin, so don't bring too many over to fight it. (I had 50 red Pikmin) With less Pikmin, it is easier to get out of the way. When it sucks in, it will then shoot a boulder. Stop it by throwing a few Pikmin at its mouth while it sucks in. It will open its wings, so go attack the red backside until it unblocks its mouth. Repeat until it is defeated.

Beady Long Legs: Beady Long Legs is found behind a stone wall in the Forest Naval. It is a big spider with four legs used for squishing dumb, little Pikmin that get in the way. It's best to throw yellow Pikmin at the body to defeat it, and you'll then get the Guard Satellite.

Breadbug: The Breadbug wanders around the Forest Naval, stealing pellets from unsuspecting Pikmin. Don't let them get carried off. To kill this thing, you must throw Pikmin onto its back (attacking from the side doesn't work). Killing it makes things easier and gets you the Space Float.

Burrowing Snagret: Several Snagrets are found in the Forest of Hope, but only one has the Geiger Counter. These things stick their heads and necks out of the ground, then, they peck at your Pikmin. Throw Pikmin at the head to avoid them getting grabbed. Also, when it is underground, try to move over where it will come up and use C to move the Pikmin around. Then, when the bird comes out, the Pikmin should grab its head. With enough Pikmin, this will defeat it very quickly.

Candypop Bud: Candypop Buds are big red, blue, or yellow flowers you see around. Throw Pikmin in, and they will come out the same color as the flower. It seems you must throw Pikmin in 10 at a time to get them back.

Dwarf Bulbear: The Dwarf Bulbear is black with red spots and is tougher than the Dwarf Bulborb. They can be found in the Distant Spring. They can still be squished if you throw Pikmin right on top of them.

Dwarf Bulborb: A common enemy, Dwarf Bulborbs pose little threat to you or your Pikmin, but they can still hurt you. Throw Pikmin right onto their backs to squish them quickly (otherwise, they may cry out and wake up the big Bulborb!).

Emperor Bulbax: Emperor Bulbax is found at the Final Trial. He can jump on Pikmin and eat them with his long tongue. If you throw a yellow Pikmin near him and call it back before he attacks with his tongue, he'll eat the bomb and get stunned, giving you a chance to attack with your red Pikmin. Defeat him for the Secret Safe. (I explained this better in the "Item List" or "My Schedule" parts of the walkthrough.)

Fiery Blowhog: These hogs blow fire, obviously, so use red Pikmin to fight them. They will buck and throw your Pikmin forward, though, so make sure they're not facing the water.

Goolix: Later on in the Impact Site, you'll find the Goolix. It is found up the ramp with the box. It is a blob of water, so use blue Pikmin to attack the blue part. It takes a while, but you'll eventually kill it.

Honeywisp: Sometimes you see these creatures floating around, carrying nectar. Throw Pikmin at them to make them drop the nectar.

Iridescent Flint Beetle: These beetles sometimes appear when you walk through certain areas and start running around. Throw Pikmin onto their backs to flip them over for pellets and nectar.

Mamuta: Earlier on in the Impact Site, you may find one of these. They can hurt Olimar, but all they do to Pikmin is pound them into the ground so that they become sprouts again.

Pearly Clamclamp: Some of these clams are found in the Impact Site. Throw Pikmin in to attack the bubbles inside to get either the Positron Generator or a pearl (pearls give you many Pikmin if brought to the Onion). Call the Pikmin

back often, though, or else the clam will close and eat them. (I believe you can also use bomb-rocks to get the items even faster.)

Pellet Posy: Pellet Posies are the flowers with the pellets. Some change colors and others just stay the same.

Puffstool: The Puffstool is found in the lower part of the Forest Naval, with the glowing mushrooms. Attack the underside to hurt it (use C to move the Pikmin over there). When it stands still and shakes (which happens after it runs around a bit or after it gets up after flipping over), get the Pikmin and run before it releases a gas that causes the Pikmin to attack you. Kill the Puffstool for the Stabilizer.

Puffy Blowhog: Puffy Blowhogs are found in the Distant Spring and float around. They blow air at your Pikmin, which makes it more difficult to defeat them. Don't let them blow your Pikmin into the water. Just keep attacking it, and use C to swarm it whenever it comes down to the ground to defeat it.

Sheargrub: Sheargrubs are purple or white grubs that come out of the ground and attack your Pikmin. They aren't very strong, but there are often many of them. They can also cause trouble by undoing bridges you've built.

Shearwig: These green bugs come out of the ground and are tougher than the Sheargrubs. They can fly, as well. You can kill them easily if you hit them with Pikmin while they're flying. They can also cause trouble by undoing bridges you've built.

Smoky Progg: The Smoky Progg is found in a big egg in the Distant Spring. Don't attack it or a big, ghost frog will come out. I heard that you can defeat it, but I never have.

Spotty Bulbear: In the Distant Spring, you'll find the tough Spotty Bulbears. Be careful because they start eating your Pikmin faster than the Bulborbs do.

Spotty Bulborb: Spotty Bulborbs are large and dangerous. They sleep a lot, so you can sneak up and attack from behind. They will shake the Pikmin off a lot and may eat a few, but that's hard to avoid. It's best to attack with as many Pikmin as possible.

Swooping Snitchbug: Swooping Snitchbugs grab two Pikmin at a time, fly a bit, then throw them down hard enough that they become sprouts again. Yellow Pikmin are best to use on these things. If you manage to bring it to the ground, swarm it with C to finish it off faster.

Water Dimple: Water Dimples are strange blue things that scoot around in the water. Be careful because they can attack your Pikmin.

Wogpole: Wogpoles are tadpoles found in a few areas. They are very fast, but they won't attack you.

Wollywog: Wollywogs are frogs that try to jump onto your Pikmin and squish them. When it lands, throw Pikmin onto its back. When it jumps and lands again, the Pikmin will be knocked off, so call them back before they run under the frog. Repeat until you kill it.

7. COPYRIGHT STUFF

I do not own this game; Nintendo does. I just own the walkthrough.

Special thanks to Prima's Official Pikmin Strategy Guide and the Pikipedia for enemy names and any other info I needed. (I didn't know enemy names were shown after the credits...)

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