

Pikmin Field Guide/Enemy Strategies

by Timber Wolf

Updated to v1.5 on Mar 15, 2002

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Pikmin field guide

A Comprehensive Study and strategy of the Native Wildlife in the Alien Pikmin World

Introduction

First of all, Pikmin for the Nintendo Game Cube is a fantastic game for a fantastic system. Along the way through your quest for the 30 missing parts, you will encounter some real nasties that will gobble up your Pikmin and kill them or pull out one of their abilities to ensure that your Pikmin are a bother to them no longer. This guide includes All the enemies that you can encounter and each description of the creature comes with a strategy that will ensure your victory.

***** Disclaimer *****

I (T.S.) created this FAQ, if you wish to post it elsewhere you must give me credit for creating this FAQ. E-Mail me at arcticwolf@Hotmail.com if you wish to use my faq in this fashion, I will give you permission after receiving a confirming email.

Features

1. Updates
2. Future features
3. Different color Pikmin and their abilities
4. Basic controls that are essential in your battle strategy
5. A description of the creatures you may encounter, as well as:
 - The common name of the creature.
 - Its technical name.
 - Its habitat you will find them.
 - One or more strategies to defeat the creature.
 - The number of Pikmin required to carry the defeated body.
 - The number of Pikmin seeds that the body will produce when the body is hauled back to an onion.
 - Best Pikmin to do battle with the creature
7. Secrets, fun facts, and hoaxes
8. Conclusion

1. Updates

update 1.5- re-arranged text for easier viewing and added cool ASCII pikmin at top

2.Future features

-Feature to come: the Pikmin Challenge Guide!
(dont count on it =P)

3. Different color Pikmin and their abilities

There are 3 different types of Pikmin that will encounter and control in the duration of the game, each has an ability that will help you defeat certain enemies.

Reds: these are the first Pikmin you get. They are the most reliable and fight the hardest (do the most damage). The special ability that they have is their extreme tolerance for heat. Fire geysers will plague you ever once in a while and reds are the only Pikmin that can survive the heat.

Yellows: These are the second Pikmin you encounter. They are weaker than the reds but they have lighter bodies, allowing you to throw them higher so they can reach places that the reds

normally can't reach. Their special ability is the ability to wield bomb rocks. These small rocks contain extreme power inside that can break down stonewalls that block your way. The yellows are the only ones that can hold these rocks. Just march your Pikmin into the bomb rocks

and they'll pick them up. Throw a Pikmin at a place it can use the bomb rocks and it will use it.

Blues: These are the final Pikmin that you encounter. These strange blue Pikmin are the only Pikmin that can go in the water without drowning. This is their only ability that makes them stand out but I think they are stronger than the yellows.

4. Basic controls, essential in your battle strategy

Knowing the controls is the most important thing to know; don't even think of going into battle

with a fierce Grub Dog if you don't even know how to make your Pikmin fall in line! Here are the basic controls you will need to know:

-Let's start with the most essential button; the A button. The A is your basic action button. The

first thing that the A will do is when there is no action around for Olimar to perform, Olimar will throw his tiny punch. This punch delivers very little damage that should be left up

to your Pikmin; save the small fists of fury for the pellet posies. When a Pikmin seed has been

expelled from the onion, it will plant itself in the ground, after a few seconds the seed will

bloom into a leaf Pikmin. The Pikmin need your help to emerge! Run over to the blooming Pikmin and hit the A button to pluck them from the ground, as soon as you pluck them, the Pikmin will

willingly follow you. When Pikmin of different colors are in your group, they will mix up with

each other and won't be in any particular formation, holding down the A button while this is happening will make you grab a Pikmin and hold it, as you're holding it, the Pikmin will fall into

formation- Pikmin colors will be separated as well as evolution (they will line up like, red, then yellow, then blue. After that it will be flower in front, then bud, then leaf). The fourth

and final action the A button performs is the throw action- when there is a Pikmin at your side

(there is a little bubble at the bottom of the screen next to the right of Olimar's health that

will display what kind of Pikmin is standing next to you) you can toss the Pikmin in the direction of where your cursor is pointing. Throwing Pikmin can give you a variety of advantages.

- you can throw Pikmin onto an enemy in the exact spot you want them to attack, you can toss Pikmin onto high platforms for them to carry out an action by themselves without your assistance,

you can throw your Pikmin to an area where they'll be out of the way (throwing a Pikmin automatically makes them inactive and turns them a pale color indicating just that).

-The cursor is controlled by the analog stick. This is the next essential button next to the A button. Move the stick a little bit and you will move the cursor, the cursor is the little circle that appears in front of Olimar, the cursor is pretty much your target where your Pikmin will land when you throw them, and it's where you will whistle when you hit the B button.

Move the stick all the way in one direction and you will move Olimar himself.

-The next button is the B button. The B button is used for one thing- to call upon inactive Pikmin to get them back at your side. There are many different reasons that a Pikmin will become inactive, to get them active again (turn bright again and return to your command) point the cursor on top of an inactive Pikmin and hold down the B button until the Pikmin the

Pikmin return to your side. The longer you hold down the B button the larger the radius of your whistle.

-The C-Stick is used to march your Pikmin around you, push the C to the left and your Pikmin will move to the left of you, its very simple. Marching Pikmin into an object that they can perform an action on, they will do that action when marched into it. You can also march your Pikmin to prevent them from going into an area you don't want them to be in (if there is water

at the left of you and a wall at your right, hold right on the stick and your Pikmin will hug the wall instead of falling into the water).

-Next is the Y button. This button has no use until you find the whimsical radar. Once you find

this part and put it on your ship, the Y button will call up your radar screen. On the radar screen, you can view the whole area's contours and the parts that reside in the area.

-The X button has only one purpose- to dismiss your Pikmin (make them inactive and not part of your group anymore.) dismissing your Pikmin has a lot of uses; if your Pikmin are dismissed, they will head into their own color groups (reds will go in one group, yellows in another). Be warned, any inactive Pikmin that isn't in your control will carry out actions at their own will- if there is something for them to do nearby then they will do it.

-The Z button is a rather simple button- it switches from your normal view to a bird's-eye, overhead view. This is necessary when you're not quite sure if you're throwing your Pikmin in the right direction or if you can't see something from the side very well.

-The R button has three different uses- your first view will be a close up view, hit the R button and the camera will move out, hit it again and you will move all the way out, hit it once more and you will go back to the original close up view.

-The final useful button is the L button. This button will rotate your camera in correspondence

with the movement of the analog stick. I like to continuously hold down this button so that I can always have a behind view of Olimar. While holding down the L button, move the stick to the

right and your camera will swing to the right, it will also go to the left, of course.

-The D-Pad practically has no use at all and has nothing to do with your battle strategy- hold

down on the D-Pad when there is 4 Pikmin around you and Olimar will crouch, causing the Pikmin

to lift you up and carry you back to their onion, the onion will suck you up but you won't go inside and land on the ground underneath, after this happens, you will see a small fireworks show just for you.

5. Field Guide

The Creatures of The Pikmin Planet

The following contains a guide to all the alien creatures that Olimar encounters on the alien planet in alphabetical order. All technical names have been taken straight from the official guide of Nintendo Power.

Armored Cannon Beetle

Technical Name: Greater Lithopod

Habitat: The Forest of Hope, The Distant Spring

To Carry: 30

Seeds: 50

Best Pikmin: Red

Description: This is a huge bug that vibrates the ground when it walks. It's not common and usually guards a piece of your ship (bosses) they are black in color and look like a beetle, it has six large legs that shake the ground.

Strategy: the beetle is normally solitary and will stay in its own little space until stirred.

As soon as it catches wind of you, it will turn toward you and your group of Pikmin, suck in a lot of air, and then shoot a big rock at you from its mouth that squishes Pikmin and does major

damage to Olimar's suit. The beetle's attack is actually its weak point; the beetle is generally protected from all Pikmin attacks and you won't be able to hurt it, but, there is one way to beat on this giant tank with legs. Get the beetle to face you, as it sucks in air, quickly throw Pikmin into its air hole while it is still sucking. A Pikmin will get stuck in there and the beetle's wings will open; exposing the beetle's vulnerable back. As soon as the wings open, the bug will go berserk and avoid you, race around to the back of the bug and start

tossing Pikmin on its back, get as many as you can on there because the wings will close shortly. Repeat this strategy to defeat the bug.

Beady Long Legs

Technical Name: arachnorb

Habitat: The Forest Navel

Cant Carry

Best Pikmin: Yellow

Description: The main basis of the its body is a large yellow orb that stands just tall enough

that its out of throwing reach of red and blue Pikmin. Out from the orb extend 4 long legs that

will squish Pikmin underneath them, so keep you Pikmin safe. These are the only features of the

beady long legs, its only attack is squishing your Pikmin.

Strategy: The only place you will find the giant deformed spider is in the forest navel behind

a rock wall that you have to blow up with the yellow Pikmin bomb rocks, take out about 50 yellow Pikmin since only the yellows can reach the body when you throw them. Head down to the area that holds the long legs with your yellows and keep them close to you, when you head into

the area, the spider will jump out at you, get beneath it and make sure you Pikmin don't get squashed by the stomping legs. Start hurling your yellows onto the orb body until it falls, in

its death, you will receive a number of Pikmin pellets as your prize.

Breadbug

Technical Name: Vanilla Breadbug

Habitat: The Forest Navel

To Carry: 3

Seeds 3

Best Pikmin: Any you've got

Description: the Breadbug kind of looks like a brown armadillo with a light brown face and 2 legs. This annoying little pest is attracted to any small Pikmin pellets that happen to be lying around, which is essential to your strategy in defeating it.

Strategy: The Breadbug has a tough skin that will deflect most Pikmin attacks. The Breadbug will be attracted to small pellets so use some to lure it to you. There are 2 strategies you can use here, the easy way: the Breadbug will drag pellets back to its flower, if a Pikmin helps it carry it, the Pikmin will be carried back into the flower and will die. If you pop 2 Pikmin on the pellet, the 2 Pikmin will overpower the Breadbug and take the pellet back to their onion where the Breadbug will be sucked up and severely damaged, it will get up and run away, do this strategy once more and the Breadbug will be done for. The second strategy: when you spot the bug, overwhelm it with Pikmin numbers to deal some damage to it until it croaks.

Burrowing Snagret

Technical Name: White-Headed Snagret

Habitat: the Forest of Hope

Cant be Carried

Best Pikmin: Red

Description: Think of a seagull's head on a snakes body, now picture that coming out of the ground and gobbling up your Pikmin, now that you have that image, think of three of these, now

you have the image of the Snagret flock that you encounter in the forest of hope.

Strategy: The Snagret's deadliest attack is its element of surprise, it will pop up from the ground without warning and start gobbling up your Pikmin that are in its reach. When this happens, throw your Pikmin on its head and try to keep the group safe from its swiping beak. The Snagret will go back underground, march your Pikmin over the exact area the Snagret's head

will come up from, when the bird comes up, your Pikmin will already be on its head, repeat this

until you get your prize; a number of Pikmin pellets. Now take out the other 2!

Emperor Bulbax

Technical Name: Emperor Grubdog

Habitat: The Final Trial

Cant be Carried

You will need all the red and yellow Pikmin for this battle

Description: Emperor Bulbax is the final boss of the game, living up to its name; Bulbax is the

god of all Grubdogs, its huge and will put up a tremendous fight. Bulbax is a giant Grubdog with a green back that has fungi growing on it. You can find Bulbax submerged in its arena in the Final Trial area.

Strategy: take out about 20 yellow and 80 red Pikmin and head down to the entrance of Bulbax's

lair, dismiss your Pikmin and then call only the yellows to your side, head to the rear exit of

the lair and you find a pipe with bomb rocks. Collect all the bomb rocks in the pipe, not all of your Pikmin will have bombs, head to the right and you will find another pipe. Get the rest

of your Pikmin loaded up and join the rest of your red Pikmin. Dismiss your Pikmin and the bomb

Pikmin will separate from the other Pikmin, make it so you can call all your red Pikmin fast and easily (make sure the reds are far from the bombs). Now, grab one bomb Pikmin and head into

resting place of the Bulbax. Run into the Bulbax and it will shoot you back, as soon as it rises, it will roll out it's big sticky tongue, dismiss the yellow Pikmin and allow the Bulbax

to lap up the bomb. As it does this, race back and call your red Pikmin that are waiting for you. As the Bulbax swallows, it will find that bomb rocks cause some serious heartburn! The Bulbax will be disabled for a few precious moments, take this time to throw as many red Pikmin

on its face as you can. Now the tricky part, as the Bulbax recovers, he will probably roll out

his tongue again, march your Pikmin to the side away from its mouth and keep tossing Pikmin. Next the Bulbax will probably do a small hop that will shake off all Pikmin, this is essential:

call back all your Pikmin and continue throwing them on its face (the reason for calling them back is because when they get shook off, they will attacks it's feet, the next time Bulbax hops, it will crush all the Pikmin attacking its legs). After a few cycles, you will probably have depleted most of its health, the Bulbax will go into a jumping fit, it will leap high in the air and squash your Pikmin so move quickly and get your Pikmin back on the sidelines.

Grab

another bomb Pikmin and lead him into the arena, grab the Bulbax's attention, if it's mouth is

watering then its about to bust out its tongue again. Dismiss the bomb and allow the Bulbax to

once again, give itself heartburn. Repeat the above strategy to defeat the god of all Grubdogs; the Emperor Bulbax. Seeing the emperor go down in a shame spiral and spitting out your final piece is one of the most satisfying thing you will ever see in the game.

Fiery Blowhog

Technical Name: Porciferno

Habitat: The Forest Navel

To Carry: 7

Seeds: 8

Best Pikmin: red

Description: The Fiery Blowhog is gray in color, has 4 legs, and has the body of a mole. What makes the F.B. so unique is that it breathes fire! All the F.B.'s appear in the same area in the forest navel, and react to your Pikmin to by lighting them up!

Strategy: Only the red Pikmin are safe from this fire-breathing mole since they can withstand the flames without dying. Lead a group of Pikmin to a F.B. and before you engage it, make sure

it is facing away from the water! Now start tossing Pikmin on its back, first it will turn up the heat, watch out! Then it will throw off your Pikmin at an incredible distance (this is why

you make sure its not facing the water). Your Pikmin will return to the F.B. and will do battle

with it until its defeated. Not much strategy when you have your trusty red Pikmin.

Goolix

Technical Name: Greater Water Slime

Habitat: Impact Site (days 8-30 on odd days)

Cant be Carried

Best Pikmin: blue

Description: as you head onto the large stump that leads to the water, the Goolix will slime its way up and attack you. The Goolix is a big water blob that has 2 nuclei; a pale one that looks like a volleyball and a smaller blue one, the blue is your target.

Strategy: get as many blue as you've got and head towards the Goolix, when it appears it will head for Olimar, it hurts! March your Pikmin towards the blue nucleus and dismiss them to unleash they're tiny hell. It will take a while to deplete the health of the Goolix but it will

eventually go down in time. Just remember to keep Olimar away from the blob!

Honeywisp

Technical Name: Nectar Spectre

Habitat: The Forest of Hope, The Forest Navel

Cant be Carried

Best Pikmin: yellow

Description: The Honeywisp kind of looks like a light brown, transparent dolphin without a snout and with giraffe horns, plus it has a glob of nectar on its tail. It gets its name Spectre because it floats around like a ghost. The Honeywisp appears out of thin air in random

area and slowly floats through the air making a quiet shrieking noise. The Honeywisp is harmless

and will disappear is left alone just as silently as it appeared

Strategy: Grab some yellow Pikmin since they fly the highest, and bull's eye it, if you hit the

Honeywisp, it will drop its cargo of sweet, sweet nectar. Nectar, if I haven't mentioned, instantly turns Pikmin into flower Pikmin when they drink it, making the Honeywisp worth

going
out of your way for.

Iridescent Flint Beetle

Technical Name: Steeliprax

Habitat: All areas except the final trial

Cant be Carried

Best Pikmin: Any will do

Description: yet another, mysterious harmless creature that appears out of nowhere! Every once

in a while, a flint beetle will pop up and start scurrying around. For some reason, your Pikmin

will go berserk and attack it. The beetle carries small Pikmin pellets and nectar in its stomach.

The beetle's armor is too thick for Pikmin to hurt it, so try this:

Strategy: instead of swarming the bug, carefully throw Pikmin on top of it, if you hit it, the

bug will flip over and either a randomly colored Pikmin pellet will appear, or it will spare some nectar for your Pikmin. When you have squeezed the bug dry of all the contents of its stomach, it will disappear.

Mamuta

Technical Name: The Great Protector (god of all Pikmin)

Habitat: Impact Site (days 8-30, on even days)

To Carry: 8

Seeds: 15

Best Pikmin: red

Description: the Mamuta is hard to describe, its big, brown, its left arm is longer than its right, has scissors for hands, and stands on 2 legs. You will find the Mamuta at the same place

you found the Goolix

Strategy: the Mamuta is a docile creature and will keep to itself. If you attack it, it will go

crazy and turn into a fierce fighter, the Mamuta cant actually hurt your Pikmin, it actually helps, with a smack of its powerful hand, it plants your Pikmin in the ground and immediately turns them into flowers! It gets to be a pain to pluck all of them though. Just swarm the Mamuta until it goes down, keep plucking your new flowers and order them to keep attacking. The Mamuta is very slow; I once took it down with nothing more than Olimar's tiny fists of fury!

With no help of the Pikmin, I took the Mamuta to Olimar's beating school and showed him some pain. Just get behind it and keep punching, it'll take 5 minutes but it's satisfying to know that you took down that huge creature all by yourself.

Pearly Clamclamp

Technical Name: Ploister

Habitat: Impact site

To Carry: 3

Seeds: 50!

Best Pikmin: blue

Description: the P.C. is a big clam with a beautiful pearl glittering in the center of it. It's

a trap. Throw Pikmin on it and the top half of the shell will go back, after a few seconds there, it will slam shut and eat all Pikmin that were inside, making the task of steeling the pearl a risky operation.

Strategy: Since you don't have very much time before the clam slams shut, you have to do all

the damage you can in the allotted time. Position the curser just past the pearl so that when you throw your Pikmin they land directly on top of it. As soon as your first Pikmin lands, it will hopefully, attack the pearl. When this happens, the top half will go back, when this happens, wait about 2-3 seconds and call your Pikmin back to you (while waiting, keep tossing as many Pikmin that you've got on the pearl). Hopefully, all your Pikmin will make it back to you. Repeat this until you defeat the pearl and the clam spits it out.

Puffstool

Technical Name: Red Sporovid

Habitat: The Forest Navel

To Carry: 10

Seeds: 30

Best Pikmin: red

Description: The Puffstool is a giant brown mushroom with legs that runs away from you and your hoarding Pikmin. You will find it in the depths of the forest navel with one of your parts in its body...????

Strategy: The Puffstool has to be the strangest enemy that you will encounter; its only attack

is to spread spores. You may think, "what are spores going to do?" well I'll tell you, it turns

you your Pikmin into mushroom zombies that attack you! "What?" while chasing the Puffstool, every once in a while, it's cap will start to quiver, this is a sign that its about to release

its spores; any nearby Pikmin that get affected by the spores will turn into purple mushroom Pikmin. If they see you, they'll attack you, all of your Pikmin get dismissed automatically and

you can't call them back to help you. The only way to shake off the mushrooms and turn your Pikmin back to normal is to frantically wiggle the analog stick and get them off you. After you

do this, the Pikmin will turn back to normal. To defeat this parasite, march your Pikmin at its legs and it will eventually topple over, call back your Pikmin and throw them on top of it

to attack it. When it flips back over, it will immediately release spores so run away fast. Repeat until you defeat it.

Puffy Blowhog

Technical Name: Flotaswine

Habitat: The Distant Spring

Cant be Carried

Best Pikmin: depends on location

Description: The puffy Blowhog is a Blowhog that uses its hydrogen for flying, not breathing fire on your Pikmin. It's a purple, legless fiery Blowhog that's 5 times the size, has large spikes on its back, and floats in the air.

Strategy: These, by far, are the most annoying enemies in the entire game. Run at them and they

will keep backing up away from you, preventing you from attacking it. Its attack is also the most annoying; it sucks in a lot of air and lets out a hurricane blast that will scatter your Pikmin and make them inactive. If the P.B. moves over water, you'll want blue Pikmin, if it's over dry land, you want red Pikmin. Your best bet is to take it by surprise, throw Pikmin onto

its body and get enough on there to drag it to the ground, when this happens, surround it with

the rest of your Pikmin to ensure that it doesn't take flight again. If you cant get the element

of surprise, approach the P.B. and freeze, wait for it to suck in air and then race around behind it, do the same strategy above to ground the creature. When you defeat it, instead of

leaving a body, the P.B. will shoot off like a balloon and leaves 4 large Pikmin pellets in the place that you defeated it.

Sheargrub

Technical Name: Mandiblard

Habitat: Female: Forest of Hope. Male: Forest of Hope, Forest navel

To Carry: 1

Seeds: Female: 2. Male: 3

Best Pikmin: red

Description: There are actually 2 types of Sheargrub but they both act the same way. In areas that the Sheargrub lie, they stay underground until you approach, then they ascend from the ground and engage you and your group. If there is a bridge that your Pikmin have constructed nearby, they will chomp at your bridge and it will recede back to its starting position that you found it

Female: These are pink in color and are fairly weak

Male: these are purple in color and are slightly bigger and stronger than the females.

Strategy: Simply overwhelm the Sheargrub with your Pikmin mob and they will perish quickly

Shearwig

Technical Name: Flying Mandiblard

Habitat: The Forest Navel, The Distant Spring

To Carry: 1

Seeds: 4

Best Pikmin: red

Description: these are the adult version of the male Sheargrub. They are green in color, and have wings that allow them to fly. You don't encounter the female version of the adults since they stay in larval form and remain underground.

Strategy: the same strategy applies as the Sheargrub except for one factor: the Shearwig can fly. As you swarm over them, they will take flight, toss a Pikmin at it to ground it and then finish the job.

Smokey Progg

Technical Name: Piku-lord (Lord of Pikmin)

Habitat: The Distant Spring (before day 15)

To Carry: 3

Seeds: 100!

Best Pikmin: any you have, it'll take a lot!

Description: you'll find the Progg egg south of the landing zone in the middle of a bunch of small islands in the middle of the water mass. I won't describe what it looks like so as not to ruin the surprise!

Strategy: Attack the egg until it hatches and race back to the landing site, stay away from the sludge coming out of its back, it will instantly kill Pikmin. It will make its way to your landing site and will uproot all your planted Pikmin and eat them. The only strategy here is to relentlessly toss Pikmin on its head and keep them away from the sludge. When you defeat it, a pearl will come out that produces an astonishing 100 Pikmin!

Spotty Bulborbs and Bulbears

First, the Bulborbs:

Technical Name: Greater Grubdog (Bulborbs), grizzly Grubdogs (Bulbears)

Habitat: The Forest of Hope

All grub dogs are best to be handled with red Pikmin

There are 2 types of Bulborbs:

Dwarf Bulborbs

To Carry: 3

Seeds: 4

Adult Spotty Bulborbs

To Carry: 10

Seeds: 12

Description: Spotty Bulborbs look like ladybugs, with 2 bird legs, and 2 lobster-like eyes. There are the adults, which are very large and are always asleep when not disturbed. The dwarfs come in multiple numbers and usually hang around an adult.

Strategy: the dwarfs can be taken down rather easily, while the adults stay asleep until you get really close to them, the dwarfs will attack anything within 10 feet of them. Pre-occupy one with a few Pikmin and try to toss a Pikmin on its back, if you successfully land a Pikmin on its back, it will be squished and most of its life will go away providing an easy kill.

Ahhh, if only the adults were so easily killed. Take about 50 reds and move to the back of the sleeping giant. March your Pikmin straight at it's feet and it will wake up, the Pikmin should do some major damage and kill it before it gets any good shots at your Pikmin. If you don't have 50 or more Pikmin at your disposal, try throwing your Pikmin on its back for a long drawn out battle.

The spotty Bulbears are pretty much the same thing as the Bulborbs but they are black in color, their spots are red, and they are stronger.

The strategy is also the same; just remember that you'll need more Pikmin to defeat them since the Bulbears are stronger.

Dwarf Bulbears

To Carry: 3

Seeds: 5

Adult Bulbears

To Carry: 10

Seeds: 15

Swooping Snitchbug

Technical Name: Scarpnid

Habitat: Forest of Hope, The Distant Spring

To Carry: 3

Seeds: 4

Best Pikmin: any that happen to be at your side

Description: The Snitchbug has a bug body with no legs, an insect-like head with 2 flat antennae that it uses as wings. Out of its body it has 2 long arms that it uses to grab your Pikmin from above.

Strategy: the snitch bug is attracted to large groups of Pikmin, when you least expect it, the annoying bug will fly by and snatch 2 of your Pikmin and replant them elsewhere. If you don't stop this menace, it will replant your army all over, so here is how to defeat it: when you see the Snitchbug making an assault on your army, be ready to throw a Pikmin at it, if you hit it, you will ground the creature. Prevent it from taking flight again by mobbing it; once you have done this, the snatch doesn't stand a chance.

Water Duple

Technical Name: Whiskered Water Dumple

Habitat: The Distant Spring

To Carry: 5

Seeds: 5

Best Pikmin: blue, (only Pikmin that can go in water)

Description: these look like big, blue brains with pink lips that open up to be a gigantic mouth that chomps up Pikmin whole. You will find them in groups of 3 in various places.

Strategy: These are closely related to the Bulborb so it's the same strategy, just swarm over them in numbers and watch out for the mouth

Wogpole

Technical Name: Amphituber

Habitat: The Distant Spring, Forest of Hope

To Carry: 1

Seeds: 1

Best Pikmin: blue (only Pikmin that can go in the water)

Description: These are just big tadpoles that swim around in certain areas. They don't have any attacks and do their best to ensure that they don't become Pikmin food by frantically swimming away from you.

Strategy: There really is no strategy to use here, if you can catch them, you've got 'em. At one seed per Wogpole, these are hardly worth going out of your way for.

Wollywog

Technical Name: Amphituber

Habitat: The Forest Navel

To Carry: 7

Seeds: 8

Best Pikmin: depends (blue in water, red on land)

Description: These are pale green colored frogs that can be found mostly in or near the water's edge. If you enter their vision of sight, they will jump forth and squash your Pikmin.

Strategy: You'll need a minimum of 60 Pikmin to hold these to the ground. Get the Wog to see you and your group of Pikmin, it will take a high leap in the air over your group, march your Pikmin away from its shadow, as soon as it lands, march your Pikmin at it and make sure you completely surround it to prevent it from jumping up again...ever. If it just happens to get loose, quickly call all your Pikmin to you so they don't get squashed, otherwise you will end up with 60 Pikmin pancakes. Just keep repeating if the Wog gets away.

Yellow Wollywog

Technical Name: Amphituber

Habitat: The Distant Spring

To Carry: 7

Seeds: 8

Best Pikmin: depends

Description: The yellow Wollywog is similar to the Wollywog except its yellow in color and is taller. The Y.W. uses the same tactics as the Wollywog: squish those Pikmin!

Strategy: Same strategy applies as the Wollywog, so just remember to keep you Pikmin away from the hopper when its in the air, and you still need 60 Pikmin to hold it down.

7. Secrets, fun facts, and hoaxes

Fireworks trick: when you have 4 of the same color Pikmin around you, hit down on the D-Pad to crouch, causing the Pikmin to lift you up and carry you back to their onion, the onion will suck you up but you wont go inside and land on the ground underneath, after this happens, you will see a small fireworks show just for you.

Have 1 Pikmin, go to the distant spring and find some dwarf Bulbears, preferably a single Bulbear, no wait, make it so there is one dwarf Bulbear only, and just run right up to it. Get you Pikmin on top of it (don't throw it, that will instantly kill it!) when your Pikmin attacks it, the Bulbear will do a flip and the Pikmin will fly off. Now the tables have turned on the Pikmin! The Pikmin will scream and run away!

Find a dwarf Bulborb hanging around an adult Bulborb, start to attack it with cap. Olimar's fists of fury. When you start to over whelm it, it will scream... now momma comes to the rescue from her nap, better run!

Hoax- you can get the purple Pikmin under your command. This is false. The only time you encounter purple Pikmin is when a Puffstool infects your Pikmin with its spores.

Hoax- if you go to the landing site with some yellow Pikmin, make them get bomb rocks, then toss them into the water, if you come back the next day, they'll be purple. This is also false.

8. Conclusion

In order to be a great Pikmin general, you must study the strengths and weaknesses of your Pikmin and your enemies. Only then can you crush all of those who oppose you.

if you have spotted any errors, got a better strategy for an enemy or know a secret or hoax, then email me at arcticwolf@hotmail.com. If you would like to use this FAQ and post it elsewhere, you must give me, T.S., credit for creating it.

All contributions are appreciated, so send me some stuff so I can update!

My records:

1. Most total # of Pikmin: 1635
2. Most red at one time: 965
3. Most blue: 345
4. Most yellow: 236
5. # Of Pikmin lost in Smokey Progg battle: 245