

Pikmin Enemy FAQ

by ProtoDude

Updated to v1.2 on Feb 9, 2002

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Pikmin Enemy FAQ
Written by Protodude

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I. Introduction

This FAQ for Pikmin on Nintendo Gamecube will tell about all the enemies in the game and give strategies on defeating them and where they're located. It will also give info on how many Pikmin are needed to carry it back to the Onions and how many Pikmin seeds it will produce. This FAQ is written for Story Mode. Creature locations are different in Challenge Mode.

II. Version Updates

-Version 1.0 2/3/2002: FAQ written

-Version 1.2 2/9/02: Corrected some info on the Spotty Bulbear and Bulborb by changing the smaller versions to Dwarf Bulborbs and Bulbears.

III. Enemy Field Guide

Note: If an enemy cannot be carried I will put N/A in the "Pikmin Needed to Carry" section and "Seeds Produced" section.

A. Armored Cannon Beetle

1. Location-The Forest of Hope, The Distant Spring
2. Pikmin Needed to carry-30
3. Seeds produced-50
4. Strategies

- a. Recommended Pikmin for fighting-Red Pikmin
- b. The Armored Cannon Beetle is a huge beetle-like creature in the Pikmin world. Its main attack is sucking in air and then shooting a huge boulder out of its mouth, which can roll over a group of Pikmin and destroy them. It's especially dangerous if you're standing right in front when this happens. All your Pikmin will be standing right behind you and possibly 50 or more of your Pikmin could be wiped out instantly. The key is to throw a Pikmin at its mouth when it inhales air. It'll plug him up and his back armor will open up revealing a red skin. Throw your Pikmin onto the red and they'll do significant damage.

B. Beady Long Legs

1. Location-The Forest Navel
2. Pikmin Needed to Carry-N/A
3. Seeds Produced-N/A
4. Strategies
 - a. Recommended Pikmin for Fighting-Red
 - b. Beady Long Legs is a spider-like creature with 4 long, thin legs. The legs are especially dangerous as they can stomp and squish all your Pikmin in a matter of minutes. The key to defeating it is to throw your Pikmin as fast as you can at its ball-like head. To throw Pikmin faster use the C-stick to group your Pikmin around you and press A as fast as you can. If any Pikmin are attacking the bottoms of its legs, call them back and throw them at its head.

C. Breadbug

1. Location-The Forest Navel
2. Pikmin Needed to Carry-3
3. Seeds Produced-3
4. Strategies
 - a. Recommended Pikmin for Fighting-Red and Yellow
 - b. The Breadbug is an especially annoying creature that steals Pikmin pellets and drags them to its den. To counteract this you can throw enough Pikmin at it to grab the pellet and pull it in the opposite direction. When they pull it back to the Onion the Breadbug will be sucked up with the pellet and slam into the Onion's bottom and receive a load of damage. Repeat this as needed to destroy it. Another way to defeat it is to find its den in the Forest Navel. Just follow its daily route and when it finds a pellet it will drag it back to the den. When it's coming back make sure you have a yellow Pikmin with a Bombrock. When it's near its den throw the yellow Pikmin and it will throw the Bombrock and destroy the Breadbug before it can vanish into its den.

D. Burrowing Snagret

1. Location-The Forest of Hope
2. Pikmin Needed to Carry-N/A
3. Seeds Produced-N/A
4. Strategies
 - a. Recommended Pikmin for Fighting-Red
 - b. The Burrowing Snagret is a massive bird whose head and long neck pop out of the ground to eat your Pikmin. Use Red Pikmin and throw them at its head. Try to stay behind it as it can engulf several Pikmin in one gulp.

Those Pikmin that are not on its head should be moved with the C-stick to pummel the base of its neck. The Burrowing Snagrets are found in groups of three so don't think for a second that when one's gone it's over. Be prepared for two more.

E. Dwarf Bulbear

1. Location-The Distant Spring
2. Pikmin Needed to Carry-3
3. Seeds Produced-5
4. Strategies
 - a. Recommended Pikmin for Fighting-Red
 - b. A smaller version of the Spotty Bulbear, the Dwarf Bulbear is that much easier to defeat. Usually found in groups of two or three the C-stick swarm method is best to easily defeat these nuisances.

F. Dwarf Bulborb

1. Location-The Forest of Hope
2. Pikmin Needed to Carry-3
3. Seeds Produced-4
4. Strategies
 - a. Recommended Pikmin for Fighting-Red
 - b. Even easier to defeat than the Dwarf Bulbear, the Dwarf Bulborb is defeated with the same method, the C-stick swarm.

G. Emperor Bulblax

1. Location-The Final Trial
2. Pikmin Needed to Carry-N/A
3. Seeds Produced-N/A
4. Strategies
 - a. Recommended Pikmin for Fighting-Red and Yellow
 - b. As the games final boss, Emperor Bulblax is a force to be reckoned with. His huge tongue can eat all your Pikmin in one sweep if your not careful. Take around 25 yellow Pikmin and 75 red Pikmin with you. Before you wake it up gather Bombrocks with your yellow Pikmin from the raised ledge around the "arena". Next, wake him up. Take one yellow Pikmin with a Bombrock and throw him into the arena. Emperor Bulblax will eat it up and the Bombrock will explode inside. Now take your red Pikmin and throw them on its face. Repeat over and over until the Emperor is destroyed. Be aware that sometimes Emperor Bulblax will jump in the air and come down and squish the yellow Pikmin in the arena.

H. Fiery Blowhog

1. Location-The Forest Navel
2. Pikmin needed to Carry-7
3. Seeds Produced-8
4. Strategies
 - a. Recommended Pikmin for Fighting-Red
 - b. A common sight in the Forest Navel, the Fiery Blowhog is not much of a threat. It's long snout is like a flame thrower so don't go anywhere near it with yellow or blue Pikmin. Red Pikmin however, are immune to the fire. Throw a bunch of red Pikmin on it or group them with the C stick to easily destroy the Fiery Blowhog.

I. Goolix

1. Location-The Impact Site
2. Pikmin Needed to Carry-N/A
3. Seeds Produced-N/A
4. Strategies
 - a. Recommended Pikmin for Fighting-Blue
 - b. Goolix is nothing but a big blob of gel with two nuclei. Throw your blue Pikmin onto it and they will attack the nuclei for an easy kill. Red and yellow Pikmin will be hurt by the watery gell so only blue Pikmin can be used to kill it.

J. Honeywisp

1. Location-The Forest of Hope, The Forest Navel
2. Pikmin Needed to Carry-N/A
3. Seeds Produced-N/A
4. Strategies
 - a. Recommended Pikmin for Fighting-Any
 - b. Not really an enemy as much as an innocent bystander the Honeywisp floats around with a drop of nectar hanging from it. Throw a Pikmin to knock it down and the sweet nectar will be yours for your Pikmin to become flowers.

K. Iridescent Flint Beetle

1. Location-The Impact Site, The Forest of Hope, The Forest Navel, The Distant Spring
2. Pikmin Needed to Carry-N/A
3. Seeds Produced-N/A
4. Strategies
 - a. Recommended Pikmin for Fighting-any
 - b. Your Pikmin will automatically attack the Flint Beetle to no avail anytime they see it. To defeat the Flint Beetle throw a Pikmin at its back to flip it over, revealing its soft underbelly. Attack when it's flipped to destroy it and a pellet will appear.

L. Mamuta

1. Location-The Impact Site
2. Pikmin Needed to Carry-8
3. Seeds Produced-15
4. Strategies
 - a. Recommended Pikmin for Fighting-Red
 - b. Looking like a big stone the Mamuta is capable of sending your Pikmin back to where they came from, the ground. Instead of killing your Pikmin the Mamuta just slams them back into the ground as Pikmin sprouts, waiting to be picked again. Just throw as many red Pikmin onto it as you can, using the C-stick to group them close. You'll eventually defeat it, after maybe re-picking your Pikmin.

M. Pearly Clamclamp

1. Location-The Impact Site
2. Pikmin Needed to Carry-3
3. Seeds Produced-50
4. Strategies
 - a. Recommended Pikmin for Fighting-Blue
 - b. Just a big clam, the Pearly Clamclamp has a pattern at which it clamps down once Pikmin are thrown. You have time to throw about 10 Pikmin onto it before it snaps shut. Find its pattern and call your Pikmin back before it shuts

again. Repeat until it's destroyed. The Clamclamp's pearl produces a whopping 50 Pikmin seeds so it's a good source if you're running low.

N. Puffstool

1. Location-The Forest Navel
2. Pikmin Needed to Carry-10
3. Seeds Produced-30
4. Strategies
 - a. Recommended Pikmin for Fighting-Red
 - b. The Puffstool is a big mushroom that can spray out spores that turn your Pikmin against you. Group your Pikmin around its base to topple it over. When its upside-down throw Pikmin at it to inflict heavy damage. If your Pikmin do happen to get hit with the spores just avoid them for a while while still throwing the healthy Pikmin on top of the the Puffstool.

O. Puffy Blowhog

1. Location-The Distant Spring
2. Pikmin Needed to Carry-N/A
3. Seeds Produced-N/A
4. Strategies
 - a. Recommended Pikmin for Fighting-Blue or Red
 - b. Depending on where it is, water or land, choose red or blue Pikmin accordingly. The Puffy Blowhog blows air instead of fire like its relative, the Fiery Blowhow. The air can knock the flowers off your Pikmin so try to stay behind it as much as possible. Throw Pikmin at its underside and it will eventually drop to the ground where you can group Pikmin with the C-stick to inflict heavier damage.

P. Sheargub

1. Location-Male: The Forest of Hope, The Forest Navel Female:
The Forest of Hope
2. Pikmin Needed to Carry-1
3. Seeds Produced-Male: 3 Female 2
4. Strategies
 - a. Recommended Pikmin for Fighting-Red
 - b. Males are more powerful than the females and have a purple color. Group Pikmin with the C-stick for easy kills. Females are usually found eating bridges and are almost no threat at all. Again, group your Pikmin to kill them.

Q. Shearwig

1. Location-The Forest Navel, The Distant Spring
2. Pikmin Needed to Carry-1
3. Seeds Produced-4
4. Strategies
 - a. Recommended Pikmin for Fighting-Red
 - b. The Shearwig comes out of the ground to attack your Pikmin. When you turn the tables and attack them, they take to the air. When they're on the ground use the C stick grouping technique to inflict damage. They are easier to kill in the air. Throw a Pikmin at them and if it hits it will be and instant kill.

R. Smoky Progg

1. Location-The Distant Spring

2. Pikmin Needed to Carry-3
3. Seeds Produced-100
4. Strategies
 - a. Recommended Pikmin for Fighting-Red
 - b. A rarity, only seen on days 1-15 in the Distant Spring the Smoky Progg is a big source for Pikmin seeds. If you find its egg attack it until it shakes. Retreat back to your Onions while throwing Pikmin at its head. If you manage to defeat it you'll get a monstrous 100 Pikmin seeds from its pearl.

S. Spotty Bulbear

1. Location-The Distant Spring
2. Pikmin Needed to Carry-10
3. Seeds Produced-15
4. Strategies
 - a. Recommended Pikmin for Fighting-Red
 - b. A common sight in the Distant Spring, the Spotty Bulbear is similar to the Spotty Bulborb. Use the C-stick group Pikmin at its feet to deal damage, but also throw some Pikmin on it's back where they cannot be eaten, only thrown off.

T. Spotty Bulborb

1. Location-The Forest of Hope
2. Pikmin Needed to Carry-10
3. Seeds Produced-12
4. Strategies
 - a. Recommended Pikmin for Fighting-Red
 - b. The same strategy as Bulbears applies with Bulborbs.

U. Swooping Snitchbug

1. Location-The Forest of Hope, The Distant Spring
2. Pikmin Needed to Carry-3
3. Seeds Produced-4
4. Strategies
 - a. Recommended Pikmin for Fighting-Red
 - b. One of the most annoying creatures in the world of Pikmin the Snitchbug swoops and grabs your Pikmin, flies off, and plants them in the ground somewhere else. It's easily killed by tossing Pikmin at it to knock it out of the air. When it falls to the ground swarm it for the kill.

V. Water Dimple

1. Location-The Distant Spring
2. Pikmin Needed to Carry-5
3. Seeds Produced-5
4. Strategies
 - a. Recommended Pikmin for Fighting-Blue
 - b. Usually found in aquatic regions in groups of three the Water Dimple is another easy kill. When you walk in their "area" they will splash towards you. Swarm the blue Pikmin at them to destroy them. If you're fast enough no Pikmin will be eaten.

W. Wogpole

1. Location-The Forest of Hope, The Distant Spring
2. Pikmin Needed to Carry-1
3. Seeds Produced-1
4. Strategies

- a. Recommended Pikmin for Fighting-Blue
- b. Not a significant source for Pikmin seeds the Wogpole should be ignored in most circumstances. Fleeing as you get near it, its not worth it to chase and defeat it. If you get close to it, use the C-stick swarm to kill it.

X. Wollywog

1. Location-The Forest Navel
2. Pikmin Needed to Carry-7
3. Seeds Produced-8
4. Strategies
 - a. Recommended Pikmin for Fighting-Blue or Red
 - b. If one is close to the water always use blue Pikmin. Get close to it and when it jumps, back away. As soon as it hits the ground swarm it with the C-stick. Your Pikmin should hold it down but if it happens to get loose and jump again call your Pikmin back before they get squashed. The Wollywog is one of the most dangerous enemies in the game as it can destroy nearly all your Pikmin in one pounce.

Y. Yellow Wollywog

1. Location-The Distant Spring
2. Pikmin Needed to Carry-7
3. Seeds Produced-8
4. Strategies
 - a. Recommended Pikmin for Fighting-Red or Blue
 - b. The strategy for Wollywogs works just as well here

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IV. Contact Info

My e-mail address is Bubbeast115@aol.com. Feel free to e-mail me with any questions, comments, or suggestions for this FAQ. Also let me know of any mistakes I made in this FAQ if there are any. If you want to IM me, e-mail me first so I can put you on my list. Otherwise you'll be blocked.

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V. Credits

- CjayC for putting this up and his great site GameFAQs for having so many good FAQs already up.
- Nintendo Power magazine and their Pikmin strategy guide for having all the creatures listed in alphabetical order and for having the kindness to send me the guide for free for just because I renewed my subscription.
- Ferret5317 for correcting me on the Dwarf/Spotty Bulbear/Bulborb info.

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VI. Legal

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