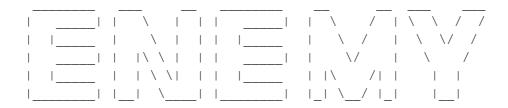
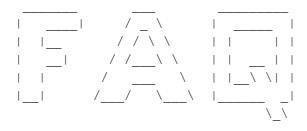
Pikmin Enemy FAQ

by Harri2097

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Writen by Daniel Harrison-Brown.
07/03/03
Email:little d2003@hotmail.com





For

PIKMIN

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I. Introduction

This is the first FAQ I have ever done. It will definitely help you defeat some of the enemies you will encounter throughout your adventure with Pikmin. Most of the enemies aren't really that hard

after you get the hang of it. It took me about 3 weeks to complete and I have beaten Emperor Bulblax (the last boss) 342 times (I'm not lying, he's easy!).

IMPORTANT

If you don't know what the name of the enemy you encounter is then you can do this;

- 1. Clear all of the enemies in the way of the enemy you want to know the name of
- 2. Make sure it isn't a special day; (find a new colour of Pikmin etc.)
- 3. Don't bring any Pikmin with you and go over to the enemy.
- 4. Either press down on the D-pad to lie down and become invincible in front of the enemy or run around it.
- 5. After a while press start and go to sunset.
- 6. Read the ship log and if it shows the enemy you wanted to know the name of then click 'don't save' and then 'continue from last save' to avoid wasting a day.
- 7. Find the enemy on my FAQ and you will now know how to defeat it.

II. Versions

Version 1.0 07/03/03

III. Enemies

Armoured Cannon Beetle:

This migrant lithopod has developed a stronger carapace than its relatives.

Difficulty: 3 (out of five)

Can be defeated by Olimar: no

Need to carry: 30

Seed dispersal: 50

Best Pikmin to use: 50+ Red

How to defeat:

When the Armoured Cannon Beetle sucks in air to launch a rock throw a Pikmin into the hole. This should open the wings, revealing a red

underside. Throw as many Pikmin on it as you can. Repeat the process until dead. ______ Beady Long Legs: Waxy secretions form this creature's distinctive armoured shell. Difficulty: 4 (out of five) Can be defeated by Olimar: no Need to carry: N/A Seed dispersal: N/A Best Pikmin to use: 15-30 yellow How to defeat: Throw yellow Pikmin onto the ball that hangs in the middle. Beady Long Legs should shake them off after each foot has moved once (if you have at least one Pikmin on it this will happen). Call all of your Pikmin back and repeat the process until it is dead. Breadbug: This creature's thick hide protects it from most attackers. Difficulty: 1 (out of five) Can be defeated by Olimar: yes Need to carry: 3 Seed dispersal: 3 Best Pikmin to use: 2 of any colour How to defeat: Get a pellet to use as bait. The Breadbug will take it so throw 2 Pikmin on the pellet. They will take it back to their onions and damage the Breadbug. Just attack it by yourself to finish it off. _____ Burrowing Snagret: The bluish hue of its feathers distinguishes it from the burrowing snarrow. Difficulty: 2 (out of five) Can be defeated by Olimar: no

Need to carry: N/A

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Seed dispersal: N/A
Best Pikmin to use: 50-100 blue
How to defeat:
It will poke its head from out underground so swarm it with blue
Pikmin until it is dead.
______
Candypop Bud:
Could this be the next step in Pikmin evolution? Like Pikmin
themselves, it has many mysteries.
How to defeat:
You cannot defeat this. It cannot hurt you or move either. All you do
is throw any colour Pikmin in it and it will spurt them out a bit
later in whatever colour the Candypop Bud is. They will be seeds in
leaf form so I wouldn't throw flower Pikmin in it.
Dwarf Bulbear:
A bulbear at an early stage of development in its life cycle. This
specimen appears to be nearly fully developed.
Difficulty: 1 (out of five)
Can be defeated by Olimar: yes
Need to carry: 3
Seed dispersal: 4
Best Pikmin to use: 15+ red
How to defeat:
Walk up to the Dwarf Bulbear and do one of 2 things;
† Use the C-stick to swarm it.
† Throw a Pikmin straight onto the back of it so the Dwarf Bulbear
gets flattened.
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Dwarf Bulborb:
Although similar in appearance to bulbears, these belong to a totally
different species.
Difficulty: 1 (out of five)
Can be defeated by Olimar: yes
Need to carry: 3
Seed dispersal: 3
Best Pikmin to use: 15+ red
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How to defeat: Walk up to the Dwarf Bulborb and do one of 2 things; ‡ Use the C-stick to swarm it. ‡ Throw a Pikmin straight onto the back of it so the Dwarf Bulborb gets flattened. ______ Emperor Bulblax: This massive grub-dog buries itself when hunting. Difficulty: 5 (out of five) Can be defeated by Olimar: no Need to carry: N/A Seed dispersal: N/A Best Pikmin to use: 70 red, 30 yellow How to defeat: Get bomb rocks from the back of the field. Then wake up Emperor Bulblax. Throw a Pikmin with a bomb rock in front of him and one of 2 things will happen. ‡ He will eat your Pikmin and get stunned. ‡ Your Pikmin will throw the bomb rock in his mouth, which will stun him for longer. Now quickly get your red Pikmin and throw them on Emperor Blublax's head. When he springs up call back all of your Pikmin. Repeat the process until dead. By doing this I only lost 14 Pikmin! _____ Fiery Blowhog: This creature expels a combustible phosphor that ignites at moderate temperatures. Difficulty: 2 (out of five) Can be defeated by Olimar: no Need to carry: 7 Seed dispersal: 8 Best Pikmin to use: 50+ red How to defeat:

Swarm all of your Pikmin onto this creature. They should do quite a lot of damage. The Fiery Blowhog should sneeze them off but don't call them back!!! They will automatically get up and continue battling. It should be dead in no time.

Swooping Snitchbug:

This rare species uses its antennae as wings. Difficulty: 2 (out of five) Can be defeated by Olimar: no (when fallen onto ground: yes) Need to carry: 3 Seed dispersal: 4 Best Pikmin to use: 20+ red How to defeat: Throw Pikmin onto its body until it falls to the ground. Then swarm the enemy with the rest of your Pikmin. Repeat until dead. _____ Goolix: A watery gelatinous membrane protects this creatures nerve system. Difficulty: 3 (out of five) Can be defeated by Olimar: no Need to carry: N/A Seed dispersal: N/A Best Pikmin to use: 30-100 blue How to defeat: Throw all of your Pikmin into Goolix and let them attack it. If any Pikmin attack the nerve system, all the Pikmin will get blasted out. Keep attacking until it is dead. Honeywisp: This creature collects nectar for the larvae waiting in its nest. Difficulty: 1 (out of five) Can be defeated by Olimar: no Need to carry: N/A Seed dispersal: N/A Best Pikmin to use: 1 yellow How to defeat: This enemy will not harm you so don't worry. Just throw a yellow Pikmin onto it and it will die and drop nectar (which makes Pikmin turn into flower Pikmin).

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Iridescent Flint Beetle:
This forager store undigested pellets in its stomach for winter.
Difficulty: 1 (out of five)
Can be defeated by Olimar: no
Need to carry: N/A
Seed dispersal: N/A
Best Pikmin to use: any
How to defeat:
Throw Pikmin onto its back and it will flip over and drop things in
this order (It keeps repeating and starts again if it goes underground);
1 '1' pellet
2 bits of nectar
2 bits of nectar
1 '5' pellet
You cannot defeat it and it cannot hurt you.
Pikmin will automatically be attracted to it when it rises from the
ground.
Mamuta:
This creature seems fond of flowers, but only for their decorative
properties.
Difficulty: 2 (out of five)
Can be defeated by Olimar: no
Need to carry: 8
Seed dispersal: 15
Best Pikmin to use: 50+ red
How to defeat:
Swarm all of your Pikmin onto Mamuta and don't worry if he slams his
hands on your Pikmin because all it does is re-plant your Pikmin as
flowers. It should really take long to defeat.
Pearly Clamclamp:
Though beautiful, this mollusk's pearls are thin
and fragile.
Difficulty: 2 (out of five)
Can be defeated by Olimar: no
Need to carry: 3 (The pearl)
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Seed dispersal: 50 (The pearl) Best Pikmin to use: 20+ blue or (blues for Pearly Clamclamps that are in/surrounded by water or reds for ones not in water) How to defeat: Throw Pikmin onto the pearl and the Pearly Clamclamp will open up. After a couple of second after it has drawn right back call all of your Pikmin back. Repeat until dead. Pellet Posy: This sparsely growing plant is able to crystallize nectar into round pellets. Difficulty: 0 (out of five) Can be defeated by Olimar: yes Need to carry: 1 Seed dispersal: 1 (2 if same colour) Best Pikmin to use: 1 of any How to defeat: Throw a Pikmin onto/next to it and wait for the Pikmin to defeat it. The Pellet Posy is just a flower that does nothing. ______ Puffstool; Many consider this walking fungus a delicacy. Difficulty: 3 (out of five) Can be defeated by Olimar: yes Need to carry: 10 Seed dispersal: 30 Best Pikmin to use: 50+ red How to defeat: C-Stick all of your Pikmin onto its legs until it flips upside-down. Then throw Pikmin onto its legs. When it flip back the right way up call back all of your Pikmin quickly!!! It will launch spores that will turn any nearby Pikmin into Purple Pikmin who will attack you. Repeat the process until Puffstool is dead.

Puffy Blowhog:

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Instead of breathing fire, this species uses its hydrogen to float.
Difficulty: 3 (out of five)
Can be defeated by Olimar: no
Need to carry: N/A
Seed dispersal: N/A
Best Pikmin to use: 30+ blue
How to defeat:
Throw Pikmin onto the Puffy Blowhog and after it has taken some
damage it will fall to the floor. Now swarm all of the rest of
your Pikmin onto it. Repeat until dead.
_____
Sheargrub:
Males of this species are purple and have an armored head.
Difficulty: 1 (out of five)
Can be defeated by Olimar: yes
Need to carry: 1
Seed dispersal: 1
Best Pikmin to use: 10+ red
How to defeat:
Swarm all of your Pikmin onto it until it is dead. A safer way is to
attack it by yourself by pressing 'a'.
_____
Shearwig:
The males of this species are able to fly, but the females remain
underground.
Difficulty: 1 (out of five)
Can be defeated by Olimar: yes (When not flying)
Need to carry: 1
Seed dispersal: 1
Best Pikmin to use: 10+ red
How to defeat:
Swarm it until it starts to fly. Throw a Pikmin at it when it is
flying to kill it.
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Smoky Progg:
Thought to be a malformed larval mamuta.
Difficulty: 4 (out of five)
Can be defeated by Olimar: no
Need to carry: 3 (The bit left behind)
Seed dispersal: 100 (The bit left behind)
Best Pikmin to use: 100 blue
How to defeat:
It will only appear before day 15 on distant spring.
Swarm the egg and try to do as much damage as you can.
When it hatches it will invade your base area. Get it stuck
on one of the onions (it follows you around) and throw Pikmin
onto its head until it dies.
Spotty Bulbear:
This rare subspecies of bulbear has a certain indefatigability.
Difficulty: 3 (out of five)
Can be defeated by Olimar: no
Need to carry: 10
Seed dispersal: 15
Best Pikmin to use: 40+ red
How to defeat:
It is sleeping so walk behind it without waking it up. Now C-Stick
Pikmin all around you and rapidly throw Pikmin on its back. If it
turns round move round behind it. Keep attacking and it should die.
Spotty Bulborb:
This nocturnal hunter feeds mostly on small animals returning to
their nests at night.
Difficulty: 2 (out of five)
Can be defeated by Olimar: no
Need to carry: 10
Seed dispersal: 10
Best Pikmin to use: 40+ red
How to defeat:
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It is sleeping so walk behind it without waking it up. Now C-Stick Pikmin all around you and rapidly throw Pikmin on its back. If it turns round move round behind it. Keep attacking and it should die. _____ Water Dumple: This aquatic creature is a close relative of the bulborb. Difficulty: 2 (out of five) Can be defeated by Olimar: yes Need to carry: 5 Seed dispersal: 5 Best Pikmin to use: 30+ blue How to defeat: Swarm all of your Pikmin onto it to kill it. (that was short!) _____ Wogpole: This creature appears to be a new-born yellow wollywog in tadpole Difficulty: 1 (out of five) Can be defeated by Olimar: yes Need to carry: 1 Seed dispersal: 1 Best Pikmin to use: 20+ blue How to defeat: Because they are quite fast I'd recommend to dismiss your Pikmin in front of them and let the Pikmin run after the Wogpole themselves. -----Wollywog: This creature's coloration results from remaining sheltered in its cavernous dwelling. Difficulty: 2 (out of five) Can be defeated by Olimar: no Need to carry: 7 Seed dispersal: 8 Best Pikmin to use: 40+ blue

How to defeat:

When it hovers up and pounds move your Pikmin out of the way. Swarm your Pikmin onto it and when it hovers again call back all of your Pikmin. Repeat until dead.

Yellow Wollywog:

After evolution led to the development of its specialized jumping ability. This amphibian actually lost much of its ability to swim.

Difficulty: 3 (out of five)

Can be defeated by Olimar: no

Need to carry: 7

Seed dispersal: 8

Best Pikmin to use: 50+ blue

How to defeat:

When it hovers up and pounds move your Pikmin out of the way. Swarm your Pikmin onto it and when it hovers again call back all of your Pikmin. Repeat until dead.

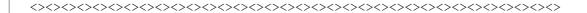
These are all the enemies on Pikmin.

IV. FAQs

Here are some questions people have asked me about my Guide. To submit one email me at little d2003@hotmail.com

- Q. What does 'swarm' mean?
- A. Swarming is using the C-stick to make lots of Pikmin attack a creature.
- Q. I can't find Smoky Progg. Were is he?
- A. On the Distant Spring before day 15. Look on the radar for a flower and the egg should be in the middle.
- Q. What does N/A mean?
- A. It means the enemy cannot be carried to the onion, but it will leave pellets instead.

- Q. Pellet Posies and Candypop buds are not real enemies. Why did you put them on there?
- A. When you get every ship it shows you all of the creatures on Pikmin. That is why I put them on and how I got the discriptions of the creatures.



V. Credits

I would like to thank my brother for finding out some of the information on the enemies and my mum & dad for checking it through and supporting me.



VI. Legal Info

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