

Pikmin Challenge Mode Guide

by Xel23

Updated to v8.2 on Jul 14, 2004

Pikmin

Challenge Mode Guide

Written by Xel23, with many contributions.

Version 8.2-Friday, March 14, 2003

Contact: leadervpl@yahoo.com

```
e88'Y88 888          888 888
d888 'Y 888 ee  ,"Y88b 888 888 ,e e, 888 8e  e88 888 ,e e,
C8888      888 88b "8" 888 888 888 d88 88b 888 88b d888 888 d88 88b
Y888 ,d 888 888 ,ee 888 888 888 888 , 888 888 Y888 888 888 ,
"88,d88 888 888 "88 888 888 888 "YeeP" 888 888 "88 888 "YeeP"
                                     , 88P
                                     "8",P"

          e e          888
          d8b d8b      e88 88e  e88 888 ,e e,
          e Y8b Y8b    d888 888b d888 888 d88 88b
          d8b Y8b Y8b  Y888 888P Y888 888 888 ,
          d888b Y8b Y8b "88 88"  "88 888 "YeeP"
```

```
e88'Y88          ,e,      888
d888 'Y 8888 8888 " e88 888 ,e e,
C8888 eeee 8888 8888 888 d888 888 d88 88b
Y888 888P Y888 888P 888 Y888 888 888 ,
"88 88"  "88 88" 888 "88 888 "YeeP"
```

Table of Contents:

- 1) Introduction
 - 2) Acknowledgments
 - 3) Version History
 - 4) Walkthrough
 - a. Impact Site
 - b. Forest of Hope
 - c. Forest Navel
 - d. Distant Spring
 - e. Final Trial
 - 5) Pellet/Enemy Nutrition Chart
 - 6) Top 20 Scores (as of 3/13/2003)
 - a. Impact Site
 - b. Forest of Hope
 - c. Forest Navel
 - d. Distant Spring
 - e. Final Trial
 - 7) FAQ
 - 8) Contact
 - 9) Legal Information
 - 10) Conclusion
-

1) INTRODUCTION:

This is a collection of the brilliant strategies of the hardcore gamers at

GameFAQs.com. It is made to assist new players to get off the right start in Challenge Mode and get great scores. Remember, don't worry if you can't pull off these strategies; they require skill as well as luck. Hopefully these FAQ will give the awesome scores at the Pikmin board a permanent home. If you're willing to contribute something, please direct yourself to Section 8, "Contact". I have a few very important guidelines that need to be followed.

2) CREDITS:

There are so many people to thank; I'll put the Credits section at the top, since this is hardly my work anyway. If I missed somebody, please notify me (see Section 8, "Contact").

acote80, for giving me a big enough kick to start this thing.

Rogue7, for the Forest Navel strats and pointers, Impact Site, Forest of Hope, and Distant Spring.

Ahylis, for the Final Trial and Forest of Hope strats.

TomatoMan, for the Impact Site strat.

Grenade Guzzeler, for the Forest of Hope strat.

SnapDragon, for in a way "popularizing" Challenge Mode.

CJayC, for having such a wonderful site hosting this guide.

Ferret5317, for inspiring the only DS strat in this guide. ;)

Nathan Ian Bowers, for his FoH evaluation.

Mikepharvy, for correcting an error.

Nai, for his FN.

Xel23, because I said so.

3) VERSION HISTORY:

Version 0.5-Friday, August 09, 2002: Challenge Mode Guide completed, except for a Forest of Hope and Distant Spring strategies. Expect more updates to come shortly.

Version 1.0-Wednesday, August 14, 2002: I added my own little thing for Forest of Hope and revised Rogue7's Forest Navel submission with a newer version of his. Plus, I decided to add Difficulty levels for things and update the Top 15 Scores list.

Version 1.5-Tuesday, August 20, 2002: Corrected formatting mistakes made by Microsoft Word. Contrary to last update, I did NOT update the High Scores list but I did in this update.

Version 2.0-Friday, August 23, 2002: Added Grenade Guzzeler's strat.

Version 2.5-Friday, August 30, 2002: Improved my Forest of Hope contribution, added Ahylis's own little thing for Forest of Hope, updated Top 20 Scores list. Still no DS submissions. :(

Version 3.0-Saturday, September 07, 2002: Updated High Scores list, added Rogue7's easy strategy for Forest Navel, with his tips.

Version 3.5-Tuesday, September 10, 2002: Revised Grenade Guzzeler's submission.

Version 4.0-Saturday, September 21, 2002: Added a Distant Spring and Impact Site walkthrough.

Version 4.5-Friday, October 04, 2002: Rogue7's DS strategy was added on to on request of him, finished my Impact Site thing.

Version 5.0-Sunday, October 13, 2002: Updated Grenade Guzzler's FoH walkthrough, added a nice little chart of the pellets and enemies, including how much Pikmin they make and how much it takes to carry them. =P

Version 5.5-Friday, November 01, 2002: Added Nathan's FoH strat, updated High Scores, I'm working on a Forest Navel strat, it will be finished soon!

Version 6.0-Monday, November 11, 2002: Sorry, but my FN guide still isn't complete, but Rogue7 was kind enough to send in a Impact Site and another Forest Navel thing, for your gaming needs.

Version 6.5-Thursday, November 14, 2002: Fixed an error, added another Forest Navel.

Version 7.0-Saturday, November 23, 2002: Added my own Forest Navel solution (so much Forest Navels...ARGH!) and updated Ahyllis's Forest of Hope strategy.

Version 7.5-Saturday, December 28, 2002: Updated scoreboard, and Rogue7's Forest Navel as well as Grenade Guzzler's strat.

Version 8.0-Tuesday, January 14, 2002: Added more stuff.

Version 8.1-Sunday, February 9, 2003: I put in Rogue7's FoH strat.

Version 8.2-Friday, March 14, 2003: Updated High-Scores, began re-formatting.

Version 8.21-Wednesday, April 2, 2003: More re-formatting.

4) WALKTHROUGH:

Impact Site-

Contributor: TomatoMan

Target Score: 278

Difficulty: Hard

1. Pick the three reds and get the three red 1s on the ground.
2. Pick two blues and get them both on the blue 1 nearby; pick the other and take down the two blue flowers. Keep the Breadbug OFF SCREEN to the right so he doesn't pick up the red 1 by the flame spouts, but instead re-emerges from the bush by the yellow Onion.
3. When the two reds rush to rejoin you, fling them away. Get the two blues and stand by the downed blue flowers.
4. When the Breadbug comes out, fling two blues towards him, but not directly on him, so they grab the 1 as he does. Fling the other blue at the other blue pellet.
5. Get your reds back, pick the yellows, and get the two yellow 1s in the shrubs. Take the other one to the one by the red Onion. When he's underway, fling the reds at the red flowers.
6. Check the Breadbug under the blue Onion; he should have been bonked once, left to get the other blue 1 nearby, dragged it back under the blue Onion, where the idle Pikmin should have grabbed it and caused him to be bonked again. If he didn't, he'll be too far along to his hole to catch, so restart. If he did, but drops two of the same color 5s, restart.
7. Get all your Pikmin right under there, pick as many blues as you need to have at 3 of the appropriate color on each 5, and get them going; take the Breadbug to whichever color Onion didn't drop.

8. Grab all your blues and pull some if you need so that you have at least 8. Get the blue 5 by the red Onion going back, and get the two red 1s that you knocked down. Take the others to the yellow Onion, and pick yellows if you need to get to 16.
9. Get the three 5s that are behind the yellow Onion. Keep one blue and throw it over the wall to the blue 1 below the mountain with the yellow 5.
10. Run back, pull yellows if you need to, and knock down and collect the yellow flowers.
11. Run to the red Onion, where the red 5 should be arriving, and whistle your reds. Pick reds if you need to get to 20 or so.
12. Run to the blue Onion, whistle your blues that are also arriving, and pick if you need to get up to 32 or 33.
13. Run right to the steam jet, and fling all of your Pikmin up. At least 30 needs to make it by the time you get up there; practice this. If you have to go back down because you don't have enough, do it immediately, and if you take more than 4 or 5 seconds, restart.
14. Put 9 blues and 1 yellow on the blue 10 and get it going. Put whatever you need on the yellow to get it going, and do the red last. If you have extra blues, fling them at the blue 10.
15. Get down to the blue Onion and pick all of the blues while the 10s come down. Keep them alert so they don't grab the yellow when it lands.
16. With a crowd of blues and one yellow, head for the matchbox. You want only blues (25 or so) and one yellow for the matchbox area.
17. Get your yellow isolated and ready to throw, and squeeze through the opening as soon as the matchbox is pushed far enough. Fling your yellow at the yellow 1 in the back, and knock the flowers down as blue by flinging blues at them right after they turn yellow.
18. When the box is finished moving, get all your blues together; give the yellow a beat or two to get clear.
19. Take your blues into the shrubs by the fire spout to flush out the Flint Beetle, and hit him with everything you've got. You must hit him five times to get the one, two rounds of nectar, the five, and another one. If you can get him three more times, you'll get the second 5 and have a chance for a 278. If you fail to hit him five times, or if you lose any blues in the fire, restart.
20. Get the blues working their way back, and pick all the yellows.
21. Whistle your yellows, get the yellow 1 up by the matchbox, get 5 yellows on the yellow 5 by the red Onion, and pick the reds.
22. Go to the blue Onion, pick the blues, and whistle them all.
23. Whistle all your Pikmin from all of the Onions, grab a yellow, and charge for the matchbox.
24. At the base of the ramp, fling two yellows near the opening, then swirl the other 98 around and get as many as you can up the ramp while the yellows fetch bombs. Dismiss the group near the middle of the log and go back to get the stragglers on both sides, and the bomb-carrying yellows. Make sure you have two.
25. Go back up the ramp, get all your Pikmin, get the blue 1 on the ledge below the yellow 20, and the red 1 on the ledge above the red 20.
26. Toss 20 reds over the side down onto the red 20, four groups of five. Learn what that sounds like.
27. Get the 12 1s in color pairs, working your way counterclockwise to the yellow 20. If any of the wrong color Pikmin grabs 1s, whistle them immediately and get the right color on them. If you miss more than one or two this way, you're going to have a hard time.
28. Get the yellow 20.
29. Dismiss your Pikmin a little ways off, get the yellows with the bombs, and bomb the wall. Don't kill any Pikmin; be careful. Restart if you do.
30. Run in with a yellow towards the back; get the yellow on the 1 that's there. Take down the flowers, and get the right colors on all of the 1s; keep the others out of the way so they don't grab the 1s as they go by. Dismiss them once they're out of range and get the blues.

31. Get the blue 1 in the water, the red 1 on the small island, and put 10 blues on the yellow 5 on the island. Put 5 blues on the blue 5 right away and head back to shore; whistle back the blues carrying the red 1 and yellow 5. If you have 22 or more blues, put two on the yellow five.
32. Put the other blues on the blue 20, and run up to get your reds and yellows.
33. Put as many yellows as you need on the yellow 5, avoiding the blue 5 coming out of the water. You may need to wait a little.
34. Get the other yellow that's nearby, then get the three red 1s that are up there. The one near the ledge is especially tricky, be sure a red picks it up before you drop down.
35. Charge down the ledge, and whistle all the spare reds, yellows and blues you can from the Onions, and head up to the back area.
36. Dismiss them all and get your reds. Head into the flame spout area and max out the reds; two on each 1 and 10 on the 5 so they don't distract the others as they pass. You can run up the side of the little mountain to fling two reds up to the 1 there, don't take the long route. Head back.
37. Grab the others, and knock the flowers down. Get the reds under way first, because they have the longest to go.
38. Get the other 1s on the way, and save the yellow 5 for last. It has the shortest distance to go.

Do this all perfectly, and you can get a 273; with this, I've been able to get the last pellet in and the score at 273 before the "Hurry up" warning (just once though). I also used it to get the 278 that I taped for the video.

Props to SnapDragon especially, and the other regulars on the Pikmin board at GameFAQs, for advice and tips every step of the way.

Contributor: Xel23

Target Score: 266

Difficulty: Medium

1. In the beginning, the Breadbug should go after a red 1-pellet. Quickly pick 2 reds, and throw them on the Breadbug to damage him slightly, then throw the twosome on the 1-pellet.
2. While you're waiting, pick 3 yellows and get the 2 yellow 1-pellets and a yellow Pellet Posy near their Onion. Repeat with blues, then reds.
3. Pick some more Pikmin, and color-coordinate the 5-pellets the Breadbug dropped; hopefully they'll be 2 different colors, if not, reset. Have the color Pikmin the Breadbug didn't drop carry the carcass.
4. Now that that's taken care of, pluck around 12 of each color Pikmin and collect the 1-pellets and Pellet Posys in the immediate vicinity, ignoring everything past the cardboard box. Throw 1 Pikmin at each one; you can use the hold-down-A sorting method to effectively colorcoordinate the pellets.
5. It's time for the 5-pellets when you have 40 idle/buried Pikmin, whistle/pluck them. First take them to the area with 3 5-pellets together; throw 5 of the corresponding type at them. Then, go for the blue and yellow 5-pellets somewhat near the red Onion.
6. Next is the blue and red 5-pellets behind the blue Onion. Last is the yellow 5-pellet high up on the 'mountain'. After that, go back to the Onions and pick/whistle the Pikmin that aren't doing anything and let them drink nectar near the red Onion.
7. Take these flowerized Pikmin and put them to work on the pile of sticks near the geyser. While they're working, as Olimar, go up the geyser and wait for your army to arrive. When they do, take them to the 10-pellets back there and C-stick as much Pikmin as you can onto their right color.
8. Quickly run back to the Onions, grab the idle warriors, and push the cardboard box.
9. Make sure you have the full 100 Pikmin you can command at once, then throw 20 reds behind the flames to get their giant 20-pellet. Go for the 2 Pellet

Posy's and the 1-pellets on the ground nearby; hopefully you won't wake up the Flint Beetle just yet.

10. Have the yellows get 3 bombs behind the box, go up the ramp, throw the minimum amount of Pikmin you can at each pellet (including the yellow 20-pellet) and blow up the wall.

11. Head in the new area, get 20 blue on the huge 20-pellet, then go for the big punch of Pellet Posys and 1-pellets to the right. It's time for the pellets in the water and across the lake. Throw blues at them, but try to coordinate them once the pellets are on safe land.

12. Now go left, get the pellets and the Posys when/if you have enough Pikmin with you. If time allows it, go after the Flint Beetle.

Contributor: Rogue7

Target Score: 278

Difficulty: Hard

Some Notes: When I write to "fling" a Pikmin, I mean to throw it while running so that it goes farther. Unless I write otherwise, when I say to "grab" or "collect" a pellet, I mean to put the minimum number of Pikmin on it, i.e. throw five Pikmin on a 5 pellet.

**Since writing this I figured out the adjustment for if the Breadbug drops two yellows or two blues: take the Breadbug to the red Onion, and where you put two yellows away below, put away two yellows if two yellow 5's were dropped or two blues if two blue 5's were dropped.

-Pick the three reds behind you.

-Grab one, run behind the blue Onion and fling it up to the red 1 by the fire spouts (not the one the Breadbug grabs).

-Go left and throw the other two reds at the Breadbug so that it takes some damage and dies with one bonk on the Onion.

-Pick the three blues and while doing this, check that your reds are dragging the Breadbug to the red Onion. Sometimes they don't grab the pellet, they wandered into grass, chose to stand idle, whatever, just restart.

-Grab the nearest blue 1, turnaround, knock a blue flower down, grab the other blue 1 near the Onion and get the pellet from the flower with the blue that knocked it down (the red 1 from the beginning should pass by, don't throw it on that).

-Pick the three yellows and get the two yellow 1's by the yellow Onion.

-Go to the red Onion and check the carnage. If the Breadbug dropped two blue 5's or two yellow 5's restart because your ratio will be off (well, I never took the time to figure out the adjustment). Note if a red 5 fell, I'll explain later.

-Get the yellow 1 nearby and whistle the reds under the Onion, you should have three, and get the red 1 nearby.

-Go towards the blue Onion and get the red 1.

-Knock down the blue flower and collect the pellet, pick all of the blues, you should have ten Pikmin (nine blue, one red).

-Go towards the yellow Onion and knock the yellow flowers down. Grab your red and fling it up to the red 1 behind where the flowers were.

-Whistle the yellows and collect the pellets from the flowers.

-Head towards the box and throw a yellow up to the yellow 1 there.

-Grab the blue 5 nearby.

-Pick three yellows and whistle the two under the Onion.

-Collect the pellets under the red Onion, sending the Breadbug to the color Onion of the 5 that didn't fall (if two reds fell send it to the yellow Onion). Don't collect what's going to the red Onion yet and instead use your three reds to get the red 1 nearby and the two red flowers. Pick about five reds and now get the pellet/Breadbug for the red Onion.

-Whistle the Pikmin from the blue and red Onions, go to the yellow Onion, whistle those Pikmin and pick yellows until you have about 23-25 all together.

-Run up to the three 5's behind the yellow Onion and throw a blue over the

root to the blue 1 there.

-Collect the three 5's: red, blue then yellow. Seems to time nice in that order. Use eight or nine each on the blue and red and six or seven on the yellow. Don't hold any back.

-Pick about ten yellows until the 5 returns. Now, think back to the Breadbug. Did it drop a red 5? If it didn't you're going to be two reds short at the end, so put two yellows away now to adjust.

-Go to the red Onion, whistle if needed, and pick a few to get to 25-27.

-Go to the blue Onion, whistle if needed and pick to get to 36-38.

-Get right between the geyser and the stump and throw yellows up. When they're done, c-stick the reds and blue up and hit the geyser. Whistle and c-stick everyone up.

-Put ten yellows on the yellow ten, then reds (use some yellows if needed to get to ten) on the red 10 and blues (again, use yellows/reds if needed) on the blue 10 last.

-Head down and pick blues until you have about 12 and at least six blues. Go up by the blue 5 and knock the flowers down as colors you have and collect them. Grab the blue 5.

-Return to the blue Onion and pick everything. When the red 10 get in you'll be over 100 so the blue 5 and any flower pellets won't produce sprouts, so you only need to wait for them to return.

-You should have 30+ of mostly blues, but make sure you have at least one yellow, if you don't get one from the Onion.

-Have your crowd push the box, but hold some back. If there's a yellow in your small group grab it, go past the box as soon as you have space, throw the yellow at the yellow 1 once inside, knock the flowers down as blue, collect the pellets as well as the blue 1 nearby. If you didn't have a yellow, just collect the blue pellets and get the yellow after the box is finished moving.

-If you have any non blues try to throw them at the mobile pellets, but it's not that important.

-Flush the Flint Beetle out from the bushes and throw blues at it. Five hits will get you two 1's and a 5, and a chance for 273. Eight hits will get you another 5 and a chance at 278. This is difficult even with a lot of practice. The beetle is unpredictable; I've had it run all the way to the blue Onion and all the way to the stonewall up the ramp. Anytime it goes towards the fire spouts it's trouble because you could lose Pikmin to the fire or they could grab a pellet the beetle dropped and carry it through fire while you're not looking. I found that aiming just in front of it while it's stopped and throwing a steady stream would get me two hits pretty consistently. You also need to remember to whistle Pikmin back because some will chase the beetle and with all the nectar drops you could find yourself without any Pikmin to throw. Sometimes the beetle will wedge itself against the box, a wall or corner and be stuck in one spot for a while. Should this happen, consider yourself lucky and throw every Pikmin you got on it, you're sure to get a bunch of hits, if not all eight. Also, if any Pikmin do catch fire, remember that if you whistle them soon enough the flame can be blown out and the Pikmin saved.

-Assuming you hit the beetle 5-8 times, collect the pellets and return to the Onions.

-Whistle some yellows and grab the yellow 5 behind the red Onion.

-Pick all of the reds and whistle when you're done.

-Whistle everything from the blue Onion, and pick all the yellows. Whistle everything.

-Go back to the ramp and whistle any Pikmin you left before. Throw two yellows at the open end of the box so that they grab bombs. C-stick them back to you.

-Swirl all 100 of your Pikmin around you and head up the ramp, continue rotating the c-stick while moving up the ramp. Your Pikmin should have formed a line behind you and all of them should have made it up the ramp, if any fell to the sides quickly (dismiss your big group first) runs down and get them.

***NOTE: From this point the walkthrough is nearly identical to TomatoMan's. That's because that's where I learned this from. I'm continuing merely to make

the walkthrough complete. Many thanks to TomatoMan, the Impact Site champ.***

- Grab the red 1 on the edge and throw twenty reds over the edge to the red 20. Watch your counter, when it shows you have 79 Pikmin, you're done.
- Grab the 1's around the stump, be quick but make sure you have the correct colors on the pellets.
- Grab the blue 1 by the yellow 20.
- Grab the yellow 20; make sure you don't throw a bomb up there.
- Blow the wall down with bombs and run through holding a yellow so you can grab the yellow 1 right there.
- Note how many reds you have left. You need at least four to get the four red 1's in this area. If you have four or less, take care not to knock any of the flowers down as red. Knock the flowers down and collect the pellets. When the pellets are clear, dismiss your Pikmin and whistle just your blues.
- Grab the blue 1 in the water nearby and throw a blue on the red 1 on the little island.
- Throw ten blues on the yellow 5 and five blues on the blue 5.
- Go to shore and whistle the blues off the red 1 and yellow 5 once they're on dry land (won't take long).
- If you have over 22 blues, throw two on the yellow 5 and put the rest on the blue 20.
- Go back to your reds and yellows and whistle them.
- Grab the yellow 1, yellow 5 and the three red 1's. The red 1 on the edge can be hard because of where it's at and the traffic, just make sure it's moving before dropping down.
- Drop down; whistle reds and yellows, making sure not to whistle any Pikmin off pellets.
- If needed, whistle any Pikmin carrying the wrong color pellet and put the correct color on.
- Head up to where the ship normally is in story mode and dismiss your group.
- Whistle just your reds and head past the fire spouts. Throw ten reds on the red 5, run up the steep ramp and throw two reds on the red 1 up there. Dismiss the reds.
- Head towards your yellows (watch the fire spouts) and whistle them.
- Go to the yellow 5 on the high ledge behind the yellow Onion and throw your Pikmin up at it so that you get ten on it.
- Go to the Onions, watch and hope. The only thing you could help is the blue 20, but it should have gotten in by now.

That's it. With practice 264-273 becomes pretty routine, the Flint Beetle is always a variable. When working on this level I suggest playing it all the way through until you're very comfortable with the end. You don't want a run where you hit the beetle 5-8 times to be foiled by a mess-up at the end (happened to me the first time I hit the beetle eight times). Thanks go out to TomatoMan for his fine walkthrough and particularly the second half.

Forest of Hope-

Contributor: Xel23

Target Score: 501

Difficulty: Easy-Medium

1. Pick all 3 blue Pikmin, and throw 1 at each blue 1-pellet near their Onion. Repeat with the reds and yellows, throwing them at the corresponding 1-pellet color.
2. Use 5 blues to get there 5-pellet; repeat with reds and yellows.
3. Pluck EVERYTHING. You should have 42 Pikmin thus far.
4. Take your horde and kill the 3 Dwarf Bulborbs, and the Dwarf Bulbear to the left using the throw-on-head strategy, and the adult Bulborb and 2 Dwarf Bulborbs on the right, hauling everything back as you kill them. If you have some left, go after the 2 Dwarf Bulbears nearby, and take them home.

5. While your Pikmin are carrying things back, use Olimar to knock down the Pellet Posy's near the ledge with the blue 10-pellet. Then, head back to the Onions.
6. Pick Pikmin until you have at LEAST 23 reds, 23 blues, 10 yellows, and a mixture of around 20 other colors (preferably blues) to defeat some monsters. Then head out the base after you get some nectar and go to the right, killing the Bulborb and its 2 children while you carry them back. Go left, and get 10 Bombrocks from the can; use 3 to bring down the wall.
7. Grab more bombs, and enter the new area. Move the box with blues. Ignore the 2 monsters and head left to the Pearly Clam-Clamp. Use your bombs to kill it and have 3 blues bring back the pearl. Then, use the remaining bombs on the Bulborb and Bulbear. Once again, take them home, preferably with blues. Then go out the way you came and throw 20 blues up to the 20-pellet.
8. Go past the Bulbear on the left and kill its child. Then, keep going ahead and kill the 3 monsters there. Use a maximum of 20 reds(to give you more time for the next step) to carry the 20-pellet back to base, and 10 yellows for the yellow 10-pellet.
9. For this part, you must work rather quickly. Go through the tall grass and kill all the monsters except the adult Bulborb (save him for when you got more soldiers with you) and anything past the Onions. You must work quickly so the monsters don't attack the Pikmin carrying the giant pellets.
10. Gather up all idle Pikmin; most of the stuff should be back by now, but don't sweat it if it's not. Just get everything under the Onions.
11. Go back and carry everything back that your swarm eradicated. You may wish to do this while the 10 and 20 pellets are coming back. If you are up to a slight risk, go to step 12a. If you would rather collect some pellets, go to step 12b. I would try both.
- 12a. Take the route to the area I told you to go past earlier. Wipe out everything step-by-step, saving the moms and dads for last. Bring everything back, ASAP, and remember the Dwarfs are more overall nutritious than there parents, so choose them over the big guys if you're left with the decision.
- 12b. Head out the opening we went out in the beginning, with a mediocre sized army of mostly blues. Color-coordinate the pellets Olimar knocked down earlier, putting 2 to each 1. Then, take some blues in the water and get all the blue pellets.

Contributor: Grenade Guzzeler

Target Score: Around 470

Difficulty: Medium

1. Start off by picking all 9 Pikmin in your landing site and quickly tossing one to the appropriate 1 pellet. Pick all the sprouts around one Onion, then take the 9 Pikmin to their 5 pellet. Carry it. Repeat for the other two Onions as well.

GOOD PIKMIN COUNT: 42

2. Feed all of your leaf Pikmin to nectar and head out towards the two dwarfs beside the blue Onion. Kill them. Keep going and kill the dwarf bears and the Bulborb with minimal deaths. Carry all the carcasses back, but make sure the red Onion gets the big Bulborb. Toss 3 yellows to work on the bridge in a meantime.

GOOD PIKMIN COUNT: 70

3. Feed all new sprouts to nectar and head back out. Go towards the red 20 pellet to the left and kill the dwarf bear and the two dwarf borbs. Carry the 20 pellet back with your reds, and also latch onto the yellow 10. You might also want to take the time to knock down the two pellet posies and defeating another dwarf bear. Carry everything back.

GOOD PIKMIN COUNT: 115

4. Pick all new sprouts and head for the bridge. It should be done by now. Arm

four yellows with bomb-rocks and blow up the wall. Defeat the first Bulborb in the way by swarming it. When you get to the pearl, bomb the Clamclamp with the remaining 2 bomb-rocks. Put 3 Yellows on the pearl and beat the two other grubdogs in the area with your Pikmin army (be careful of the Bulbear however since it has more stamina). Put 10 Pikmin to work on each grubdog. With your remaining Pikmin, arm 2 yellows with bomb-rocks and head towards where the Nova Blaster sat in the normal adventure. Rain down on the dwarf and use your two bombs on its parent. Pass them and defeat the dwarf bears. Carry all pellets/carcasses back (including the submerged blue 5 and the yellow 5 on a ledge).

GOOD PIKMIN COUNT: 230

5. Pick any sprouts if you got any deaths. Balance your Pikmin like so: 50 Red, 20 Yellow, 30 Blue. Head out towards the grubdogs opposite where you just were. Defeat all dwarfs. Swarm and kill the two big Bulborbs and the Bulbear near the red 10 pellet. Arm two yellows with bomb rocks and destroy the wall. With all your Pikmin, rush through and kill the three dwarfs and the big Bulborb. Dismiss your Pikmin (making sure none of them grab onto carcasses) and take your blues. Use 10 of them to push the cardboard box and the other 20 for their 20 pellet. Make sure none of the reds or yellows get interested in the pellet though. Arm two yellows with bomb-rocks and put the remaining yellows/reds to work on the carcasses/pellets. Bring your two bomb-rock holders and meet up with your blues who pushed the box. Get to the pearl and bomb the Clamclamp. Carry it back with 6 blues. Get back to your landing site and call back any Pikmin who finished putting their booty under the Onions. Make them carry back any remaining carcasses/pellets.

GOOD PIKMIN COUNT: 455

6. The day should be almost over now. Take your blues and bring them to the pond where two 1 pellets and a 10 pellet sit. Carry them all back (put 2 on each the 1 pellet and 20 on the 10 pellet). If you have any spare time, take some reds/yellows and knock down the pellet posies for some more pellets.

DAY OVER

Contributor: Ahylis

Target Score: 569

Difficulty: Hard

Pick the 3 blues and toss one on each of the three blue 1-pellets. Pick the 3 yellows and toss one on each of the three yellow 1-pellets. Pick the 3 reds and toss one on each of the three red 1-pellets. Pick two of the blue sprouts. You should have 5 blues and possibly a yellow or red with you. Run to the blue 5 and dismiss all of them into it. Pick all 6 yellow sprouts. Run to the yellow 5 and dismiss all into it. Pick two red sprouts and call the 3 reds. Pick more sprouts if you left a red carrying the blue 5. Dismiss all into the red 5. Grab some idle Pikmin and have them help the red 5 back.

Pick all sprouts and gather all Pikmin. You should have 42 Pikmin at this point. Flower them next to the red Onion.

Head out next to the blue Onion and kill the two dwarf Bulborbs. Rain on the 3 dwarf Bulbears. This is tricky and takes some practice, but you don't have enough Pikmin to safely swarm all three of them. Rain blues or reds instead of yellows, its easier to aim with them due to their shorter air time. Call your Pikmin back to you. Knock down the two posies. Carry back four of the dwarf carcasses and the two pellets. Use blues to carry back the dwarfs. Take the remaining 28 Pikmin towards the red 20. Kill the dwarf Bulbear and 2 Bulborbs and send them back. Send the yellow 10 back. Kill the dwarf Bulbear and knock down the 2 pellets. Avoid blue pellets if possible. Send those back. You should have one extra Pikmin. Add it to one of the pellets.

Run back to the Onions and gather some idle Pikmin. Have them bring back the lone dwarf carcass left earlier. Don't use blues. Pick all sprouts around the blue Onion. Hurry anything that is not yet back.

You should have about 60 - 65 Pikmin at this point. Run out next to the yellow Onion. Swarm kill the dwarf Bulborbs, but leave the bodies for the moment. It is quicker to swarm than to rain and safe enough when you have a large swarm like you do now. Swarm kill the Bulborb. Swarm kill the 2 dwarf Bulbears. Send back the 3 red 1 pellets, both dwarf Bulbears and the Bulborb. Don't use blues. Dismiss the Pikmin, then take just the blues into the water. Get both 1 pellets and the 10 pellet. Toss EXACTLY 2 flowered blues up to build the bridge by the yellow 20. Run back to the Pikmin you left and gather them. Carry back as many of the dwarfs by the Landing site as you can.

Run back to the yellow Onion. Gather the idle Pikmin and pick all sprouts. Head to the red Onion and do the same. Go to the blue Onion and gather the idle Pikmin. Pick any sprouts, but there should be none if you followed my instructions to this point. You should now have 98 Pikmin. Flower them by the blue Onion.

To this point, A Pikmin death would not ruin anything other than the final score. For this next section, you need every single one of those 98 Pikmin.

Head out by the yellow Onion and over towards where the Snagrets are in the main game. Swarm kill all enemies in this section that aren't bombed. Kill the Bulborb and send it back with reds. Kill the 2 dwarfs and send them back with yellows. Kill the Bulbear and send it and the red 10 back with reds. You should have exactly 62 Pikmin left, mostly blue and yellow. Gather all bombs and knock down the gate. Kill the three dwarfs and the sleeping Bulborb. Yes, swarm them. Your 8 bomb toting yellows will not throw their bombs. Dismiss everyone by the water, then grab the blues. Put 15 to work moving the box. Take the rest and grab the idle reds and yellows (without bombs). Send the blue 20, 3 dwarfs and the Bulborb back. Grab the 8 yellows and the 15 blues that were moving the box. Wait for the box to finish first if necessary. Cross the 'bridge'. Dismiss the Pikmin. Grab 3 yellows and quick toss them just to the side of the Bulbear. while they are in the air, start whistling and keep whistling to them. when they land, each will drop his bomb and run back to you. The three bombs will kill the Bulbear instantly. Use this method anytime you kill Bulborbs or Bulbears with bombs. Drop the 3 yellows and grab 2 others to kill the Bulborb. Grab the last 3 bomb yellows and take down the pearl. It only takes 2 bombs, so just toss the other to the side, then whistle him back. Send the pearl and Bulborb back with blues. Put your last 10 Pikmin on the Bulbear. Run off the edge and back to the Onions.

Gather up the loose Pikmin and hurry back anything which is almost home. You should have 75 Pikmin. Go out by the yellow Onion and veer to the left. Kill the dwarf Bulbear and knock down the posies. Kill the 2 dwarf Bulborbs. Put 10 reds to work on the bridge. Send back all dwarf carcasses and the 2 posies. Toss the rest of your Pikmin up on the ledge by the blue 10 pellet. Run Olimar through the water and around to the 10 pellet. Call all the Pikmin. Kill the Bulbear either by swarm or by raining. Kill the 4 dwarf Bulborbs. Send all back with extra Pikmin, including the blue 10 pellet. Drop off the ledge and go grab the 10 reds that were building the bridge. Put all 10 on the red 5 pellet.

Run back to the Onions and gather up all Pikmin. Wait for any that aren't quite back yet. You should have 98 Pikmin, but need at least 95. Head out past the blue Onion. Toss 10 yellows up to build the ramp, then kill the Bulborb. Leave it for now. Head around the side and get the yellow 5 on the ledge. Kill the dwarf Bulborb, then head past the sleeping Bulborb and kill the 2 dwarf

Bulbears. Now kill the sleeping Bulborb. Send the 3 yellow 1 pellets and all carcasses back. Use all of the yellows you have with you, then use blues. Save your reds. Get the blue 5 from the water, then head back to the ramp. The yellows should be done. Gather your Pikmin and go up the ramp. Get the bombs, then knock down the gate. Toss 2 yellows at the sleeping Bulborb and whistle while they are in the air. Right now, you have plenty of bomb yellows to toss two quickly without needing to dismiss everyone. Head over to the pearl and bomb it. Dismiss everyone off to the side. Grab the bomb yellows and use all 4 of them to kill the Bulbear. Gather your Pikmin, and then swarm kill the Bulborb. Send all three carcasses and the pearl back. Use every non-red Pikmin you have. Head back and get the Bulborb carcass at the base of the ramp. You should have 20 - 23 Pikmin left, all red. Go get the red 20 pellet from behind the fire jets.

Run back to the Onions and grab all of the idle Pikmin. Don't wait for anything still returning. Go get the yellow 20-pellet from across the double bridge. The two blues you put to work ages ago should be done by now. If not, carefully toss yellows across the gap to help finish it. Make sure you put at least 11 yellows on the yellow 20 pellet first, then swarm everyone else onto it. Run back to the Onions and grab some idle Pikmin. Take them to help the yellow 20 back.

Wait for the end of the day and your final score.

Contributor: Nathan Ian Bowers

Difficulty: Hard

Target Score: 569

There are six stages in my tactic. Each one is fine tuned to assure a precise balance of colors. I always have 16 yellows, 42 reds and 42 blues. Yellows are virtually worthless in this level when it comes to killing enemies. I keep just enough to gather yellow pellets and blow up walls. I do not bomb any enemies. The six stages are as follows:

Stage One: Clear the base area plus the two Dwarf Bulborbs near the blue Onion (for a total of 50).

Stage Two: Take 35 Pikmin and clear out all five Dwarf Bulborbs, the Dwarf Bulbear and the three pellet posies in the bridge area. Throw four yellows onto the first bridge (a total of 81 when all the Pikmin make it back to their Onions).

Stage Three: Pick all of the available sprouts for a total of 77 Pikmin (four are working on the bridge). Kill the Bulborb by the water by swarming him (I always smarm bears and borbs so long as I have 50 or more Pikmin). Leave his corpse alone. Put four blues on the other bridge, 10 on the blue 10 and one on each of the blue one-pellets. Gather all 61 remaining Pikmin and take them over to the ledge with the blue 10. The first bell usually rings here. Throw all the yellows and reds over the ledge. Take the blues up the tree root and around the corner. Kill the four Dwarf Bulborbs by luring them over separately and raining on them with blues. Go over and call the reds and yellows. Swarm and kill the Bulbear with all 61 Pikmin. Assign Pikmin to the corpses and the blue 10. Take the remaining 25 back down the ledge where the first bridge is already complete. Collect the red five and call the four bridge-building yellows. Collect the corpse of the Bulborb killed earlier. Kill the two Dwarf Bulbears, collect them and grab the three red one-pellets by the can. Return to base.

Stage Four: Pikmin count is at 169. Pick the remaining 19 sprouts and flower all 96 Pikmin (four are working on the second bridge). Take the 96 toward the

pearl area by the water. Kill the Bulborb. Leave the corpse. Kill the two Dwarf Bulborbs. Leave the corpses. Kill the Bulbear. Leave the corpse. Throw six reds and four yellows on the red 10. Bomb the gate open. Kill the three Bulborbs. Kill the Bulborb. Assign Pikmin to carry these four corpses and make sure to use up all yellows. Take blues and throw a bunch onto the box. The second bell usually rings here. Put 20 Pikmin onto the blue 20 making sure at least 11 are blue. The box is finished moving. Take the 47 remaining Pikmin carefully over the bridge. Swarm the Bulborb to kill him. Rain on the Bulbear to kill him. Flower if necessary with the nectar patch. Assign 10 blues on the Bulbear, 10 reds on the Bulborb. Jar the pearl loose and assign three blues to it. Jump over the ledge with the remaining 24 Pikmin and place 10 of them on the dead Bulborb, 10 on the dead Bulbear and four on one of the dead Dwarf Bulborbs. Return to base. All yellows have returned by this point along with a formidable number of reds and yellows. Take them over to the bridges and retrieve the yellow 20 with 50 Pikmin. Return to base and wait briefly for the 20 to return.

Stage Five: Head towards the second pearl area. Kill the three Dwarf Bulbears. Leave the corpses. Knock down the pellet posies and assign the proper colors to them. Throw 10 reds on the bridge and swarm the Bulborb. Leave the corpse. Take the 88 remaining Pikmin over to the area with the blue and yellow five-pellets. Collect the fives. Kill the Dwarf Bulborb, two Dwarf Bulbears and the Bulborb. The third bell usually rings here. Assign blues to these four corpses and assign yellows to the one-pellets. Take the 56 remaining Pikmin back to the finished bridge. Call the 10 reds and blow the wall down with yellows. Swarm the two Bulborbs and the Bulbear. Assign the rest of the blues to the three corpses and use reds once blues run out. Jar the pearl loose. Assign three reds to it. Take the remaining 33 Pikmin down the bridge and over to the red 20 area. Kill the Dwarf Bulbear and two Dwarf Bulborbs. Assign 10 Pikmin to the yellow 10 using up all yellows so that only reds are left. Put three reds on a Dwarf Bulborb. Use the remaining 20 reds for the red 20. Return to base.

Stage Six: Gather as many Pikmin from base area as are free. Head back toward the red 20 area but pick up the corpses of the three Dwarf Bulbears and the Bulborb on the way. Turn the corner and pick up the corpses of the Dwarf Bulbear and the Dwarf Bulborb. Kill the last remaining Dwarf Bulbear and collect him. Knock down the pellet posies and assign the proper colors. Head down toward where the red 10 was and pick up the dead Dwarf Bulborb left during stage four. That's it. You're done. Just pray they get back in time and that none of your Pikmin have vanished mysteriously.

Stage Seven: Okay, so I lied. There are actually seven stages. This stage is crucial. Once you complete stage six you must do a little dance. Nothing extreme. Just a little dance. A funky little dance. Get your groove on.

Contributor: Rogue7

Difficulty: Hard

Top Score: 569

- Pick the three blues and grab the three blue 1's around the blue Onion.
- Pick the three yellows and grab the three yellow 1's around the yellow Onion. If a blue rejoins you throw it at the blue 5.
- Pick the three reds and grab the three red 1's around the red Onion.
- Go to the blue Onion, whistle any blues there, pick two blues and throw your blues (4 or 5) onto the blue five.
- Whistle the yellows from the yellow Onion (they probably came back to you earlier, but get them if they're there) and pick three yellows.
- Grab the yellow 5 by the red Onion with five yellows.
- Whistle the reds from the red Onion and pick two reds, you should have 6 Pikmin (5 red, 1 yellow).

- Throw all six onto the red 5 in the corner.
- Return to the blue Onion, pick the four blues and the five blues who carried the blue 5 should join you as you're doing this.
- Take your nine blues out behind the blue Onion and rain them on the two dwarf Bulborbs there. Send them back using all nine (6 and 3 or 5 and 4).
- Go to the yellow Onion and pick all but two of the yellows.
- Go to the red Onion and pick all of the reds.
- Go to the blue Onion and pick until you have 45 Pikmin.
- Go out behind the red Onion and kill the three dwarf Bulborbs there. I like to kill one by throwing and swarm the other two. Leave the carcasses.
- Head left and swarm the dwarf Bulbear, leave the carcass.
- Head towards the bridge and swarm the two dwarf Bulborbs, leave those carcasses.
- Dismiss your Pikmin, whistle the reds and yellows and put them on the bridge.
- Whistle your blues, go into the water, grab the blue 1, put 12 blues on the blue 10, throw two blues at the bridge by the yellow 20, and grab the other blue 1. You should have three blues left with you.
- Head back towards the bridge, go past it and knock the flowers down as two yellow 1's and a blue 1. Send the blue 1 back with two blues.
- The bridge should be done, so head back, throw your last blue on a dwarf Bulborb carcass, whistle the bridge Pikmin and grab the red 5 there.
- Send the two dwarf Bulborb carcasses back with three reds and two reds on the one that has the blue.
- Send the dwarf Bulbear carcass back with four reds. You should have only yellows left.
- Turn around and grab the two yellow 1's from the flowers.
- Send the last three dwarf Bulborb carcasses back with your yellows.
- Return to the Onions and pick blues until there are only three or four sprouts left.
- Pick about five yellows.
- Pick reds until you have 80 or so. The first bell should go off around now.
- Go out behind the blue Onion and swarm the three dwarf Bulbears. This can be difficult. The best scenario is when they are standing close to each other, that way you can swarm and get a good amount of Pikmin on each one. When they are spread out, it can be hard to get enough guys on the last one to kill it before it chomps a guy. If you are skilled at raining on dwarves, then I suggest you give that a try.
- Return the carcasses with three blues each.
- Knock the two flowers down and return those.
- Kill the Bulborb by the bridge to the ACB area and return it with ten blues.
- Head towards the red 20, swarm the dwarf Bulbear and send it back with three blues.
- Swarm the two dwarf Bulborbs and send those back with three blues each.
- Toss ten yellows up to the yellow 10.
- Swarm the dwarf Bulbear and send it back with three blues or yellows.
- Knock the two flowers down and return those.
- Go towards the red 20, dismiss your group, whistle just the reds and have them grab the red 20.-Whistle your remaining Pikmin and swarm them onto the red 20 when it passes the fire spouts.
- Return to the Onions and pick everything. Help the red 20 get in.
- Flower your group with one of the grass patches, I prefer the one by the red Onion just because it's the closest after the red 20 gets in.
- You should have 98 Pikmin, most of them flowered, and your score should be 183 if you haven't had any losses or pellets to the wrong Onion.
- Head out by the red Onion and swarm the Bulborb, leave the carcass.
- Swarm the two dwarf Bulbears and leave those carcasses.
- Swarm the Bulborb and leave the carcass.
- Swarm the two dwarf Bulborbs and leave both carcasses.
- Swarm the Bulbear that's in front of the red 10.
- Turn around and throw three yellows each on the two dwarf Bulborb carcasses.

- Put ten yellows on the Bulbear carcass.
- Put ten reds on the red 10.
- Throw nine yellows at the can so that each one gets a bomb. The noon bell should go off around now.
- Bomb the stone wall down with two bombs.
- Swarm the three dwarf Bulborbs and then the Bulborb, leaving the carcasses.
- Throw eleven blues and nine reds up to the blue 20.
- Send the dwarf carcasses back with three reds each and grab the Bulborb carcass with ten reds/yellows. You should have 33 Pikmin, mostly blues and seven of them yellows with bombs.
- Dismiss your group, whistle just the blues and toss about 12 or 13 up to push the box. Throw the rest up onto dry land.
- Return to the other side, whistle the Pikmin you left, and whistle the blues when they're done pushing the box.
- Go across, c-stick swirl your crowd so that none fall in the water.
- Whistle the blues when you get across and grab a yellow with a bomb.
- Throw three of them near the Bulbear. As soon as you've thrown the third one, hit and hold the whistle button so that all three drop their bombs as soon as they land and return to you. The Bulbear should die with the explosion.
- Repeat this for the Bulborb, but you only need two bombs. This will take some practice, especially when bombing Bulbears. A safe tactic is to dismiss your group and whistle only the yellows that have bombs, this way there's no chance that you'll throw a regular Pikmin (something that I have done very often).
- Once both are dead, send them back with ten blues each. If you use any other colors here, the carcass will go the long way back instead of the shorter route through the water.
- Break the pearl by throwing your last two bomb carrying yellows (one by one, not at the same time like you did the Bulbear and Bulborb) near it.
- Put three blues on the pearl for the same shortcut reason stated earlier.
- You should have ten Pikmin with you, so drop down from the clam and grab the Bulborb carcass that you left closest to the can with the bombs.
- Return to the Onions and whistle the Pikmin under the red and yellow Onions, should be about 45.
- Head back out where you came and grab the closet Bulborb carcass with ten Pikmin.
- Grab the two dwarf Bulbear carcasses with at least 4 Pikmin each.
- Go to the can past them and put two reds on each of the three red 1's there.
- Head back to the Onions, helping anything you pass.
- Let everything get in and whistle everything from the Onions. You should have 98 Pikmin and your score should be 377 if you haven't had any losses or pellets to the wrong Onion.
- Go through behind the blue Onion towards the bridge to the ACB area and throw five yellows up to the bridge.
- Turn around and go left into the area you haven't been in yet.
- Throw five yellows up to the yellow 5 on the ledge. Make sure it gets moving, sometimes a yellow or two will just sit there and not grab it.
- Throw five blues at the blue 5 in the water.
- Continue on and swarm the dwarf Bulborb. Leave the carcass and be careful not to wake the nearby Bulborb.
- Swarm the two dwarf Bulbears behind the Bulborb, then turn around and swarm the Bulbear. Leave the carcasses.
- Grab the three yellow 1's with one yellow each. You should have 80 Pikmin with you.
- Throw your entire group up on the ledge, c-sticking them close to you makes this go faster. The third bell should go off around now.
- Use the geyser to get up on the ledge and whistle your group.
- This next part can be difficult, you have to kill four dwarf Bulborbs. Swarming is the fastest, but because there are four of them to your 80, you might suffer a casualty or two if you don't get enough guys on each one. Raining takes more time but is safer. I use this rule of thumb: if the third

bell goes off and I've got most of my guys thrown up the ledge, I'm ahead of schedule and I'll rain on one and swarm the other three. If the bell went off before I'm throwing the Pikmin up, I need to swarm to save time.

- Leave the carcasses and go around the Bulbear to swarm it from behind. Note: last chance for a mysterious death, hold your breath.
- Send the Bulbear carcass back with ten blues.
- Send the dwarf Bulborbs back with three blues each.
- Drop down where you left the carcasses earlier and send everything back with the minimum number on them. Try not to use many reds and you have to save at least four yellows. You should have 39 Pikmin with you, mostly reds.
- Head back to the bridge your yellows were building. They should be done, so whistle them and go up the bridge.
- Throw nine yellows near the bombs so each one picks one up.
- Bomb the wall down with two bombs.
- Go just inside the area and use two bombs to kill the Bulborb there with the method you used before.
- Go to the pearl and break it with two bombs like you did before.
- If you have a perfect run going at this point I highly suggest dismissing your group and whistling the three yellows with bombs that you have left.
- Bomb the Bulbear with your last three bombs.
- Whistle your entire group and put three yellows on the pearl.
- Grab a red and go behind the last Bulborb in the area.
- Kill this bulbborb by throwing Pikmin on it's back. C-sticking your group close to you so that you can throw as fast as possible is a must and the more reds you have the better.
- When it's dead, put 11 to 12 Pikmin on it's carcass.
- Put 11 to 12 Pikmin each on the Bulborb and Bulbear carcasses you left earlier.
- Return to the Onions, the 'Hurry Up' warning should happen on your way back.
- Whistle all the Pikmin there and go out behind the red Onion.
- Take a left and throw ten blues up to the blue 10 on the ledge.
- Go across the two bridges to the yellow 20, making sure no Pikmin fall in the water.
- Grab yellows and start throwing them on the yellow 20. As soon as you know you have 11 yellows on it, swarm the rest of your group onto the pellet. If you get this pellet moving before the countdown starts it should get in.
- Return to the Onions, look for traffic jams (sometimes the blue 10 and a carcass block each other) and whistle some Pikmin so you can add them to the yellow 20.
- Once you get 50 guys on the yellow 20, you can do no more, just hope it returns in time.

This can be an extremely frustrating level since there are so many places where you can lose a Pikmin, plus the ever present risk of mysterious deaths. My advice - don't be your own worst enemy. Mysterious deaths are a fact and are out of your hands (I try a few things, but have found nothing foolproof), so don't let the things you can control compound this risk. Bombing Bulborbs and Bulbears can be dangerous, but with practice can become routine. Similarly, swarming dwarves can result in swallowed Pikmin, nothing mysterious about that. Know when you're outnumbered or when you have extra time and take some of them out by raining, you don't want to finish with a 568 and 5 ticks left. As always, practice, practice, practice...

Forest Navel-

Contributor: Rogue7

Difficulty: Easy

Target Score: 350+

- Start off by picking all five blues and raining them down on the Breadbug. Ideally, you'll hit him twice so that he dies with one bonk on the Onion. Two

blues grab the pellet he has and two blues grab the other pellet. If you failed to hit him enough, take the extra blue and knock down a blue flower for him to go for after the first bonk.

-Either way, while he's being dragged to the blue Onion, pick the reds and yellows (rotate the camera so you can watch the Breadbug).

-At this point, move quickly to collect the Breadbug carcass, the 5's he dropped, plus the three 5's and all the 1's in the Onion area.

-Pick everything, you should have 67 Pikmin.

-Go to the flowers behind the red Onion and knock them down as anything and grab them.

-Take a left towards the yellow 10 and get the blue 1 there.

-Grab the yellow 1, throw ten yellows over the cliff at the yellow 10 and then throw five yellows over the cliff at the yellow 5.

-Go down the ramp and throw five blues on the blue 5 in water near where the yellow 5 was.

-Head past the patch of grass (don't let any Pikmin stop, whistle them if they get distracted) towards the wood wall, throwing a red at the red 1 on the way.

-Throw 12 reds on the stick pile that leads to the red 10. You should have 30 Pikmin left after this.

-Put six to nine Pikmin on the wall, but make sure you're left with at least 11 blues and 10 reds.

-Throw a blue on the blue 1 near the wall and five reds on the red 5 nearby.

-Put five reds on the bridge near where the red 5 was.

-Double back and use the remaining blues for the blue 10 in the water nearby.

-Check that the reds who built the stick to the red 10 picked it up (sometimes they fall off and don't return to the pellet). If it's sitting there, whistle the reds up top and put them plus whatever else you got on the red 10. Even if it's moving whistle up top in case one or reds are up there.

-Return to the Onions and pick until everything gets back.

-Balance the Pikmin to get 40 blues, 30 reds (5 are at the bridge), 30 yellows.

-Feed your 95 nectar and head towards the five reds at the bridge. You need a little luck here. The more flower Pikmin the better, but you also need to be fast. I usually wait for just one nectar drop and just hope I get a lot of flowers.

-Put five reds on the second bridge, try to position yourself so that the Pikmin behind you knock the flowers down (not necessary, but might help at the end), but leave the pellets.

-Put 5 blues each on the two blue 5's and five yellows on the yellow 5 nearby.

-Head towards the red 20 at the beach, putting five reds on the red 5 on the way.

-Throw four yellows on the bridge that leads to the red 20 and one yellow on the yellow 1 there.

-You should have 70 Pikmin (30B, 20Y, 20R), so go to the pearl area.

-Put ten yellows on the bridge to the pearl.

-Go around and get the Red 20, Yellow 10, Blue 10, Blue 20 in that order - it's the fastest.

-You shouldn't have any Pikmin with you so hit the geyser.

-Go back to the Onions and pick up the 10 blues, 5 reds and 6 yellows who were carrying pellets

-Head for the beach, picking up the 5 reds on the second bridge along the way.

-Dismiss your Pikmin near the water so you can take the ten blues to get the blue 10 in the water. Get the red 10 with your reds.

-The four yellows on the second bridge should have finished, so whistle them and knock down the two flowers in any combination, if any are yellow, grab them with two yellows each, if not leave them.

-Take your remaining yellows and put all of them on the yellow 5 near where the red 10 was.

-Return to the pearl and break it, put three yellows on it.

-Return to the Onions and let everything but the pearl get back. Use idle

Pikmin to help.

- Take your 97 to the Puffstool area; put five blues on the blue 5, five yellows on the yellow 5 and ten reds on the red 10 on the way.
- Drop down from the red 10 avoiding the grass.
- Put ten blues on the blue 10 and twenty yellows on the yellow 20.
- Return to the beach, picking up the yellow 1, red 1 and two blue 1's on the way.
- Get the two pellets from the flowers you knocked down earlier (you may have gotten one or both of these earlier)
- Put reds on the red 20 (you will need to use some blues) to get it going and make sure you're left with twenty-one blues only.
- Go to the blue 20, throwing a blue on the blue 1 in the water on the way. Pick up the blue 20. You should be out of Pikmin.
- Return to the Onion and whistle whatever's idle, should be at least the three yellows that carried the pearl and the ten reds from the red 10.
- Go behind the blue Onion where there are two flowers. If you knocked the flowers down earlier, grab what you can. If you didn't knock these down before, do so now as colors you have and grab them.
- Return to the Onions and use idle Pikmin to help what's farthest out, the blue 20 and red 20 should be the last to arrive.

Even if you don't get the last 20's in you should have a score that's easily over 300.

Contributor: Rogue7

Target Score: 422

Difficulty: Medium

- Start off by picking all five blues and raining them down on the Breadbug. Ideally, you'll hit him twice so that he dies with one bonk on the Onion. Two blues grab the pellet he has and two blues grab the other pellet. If you failed to hit him enough, take the extra blue and knock down a blue flower for him to go for after the first bonk.
- Either way, while he's being dragged to the blue Onion, pick the reds and yellows (rotate the camera so you can watch the Breadbug). If he drops two 5's of the same color, just restart because it will throw your ratio off. If he drops two different colors take them back to the correct Onions and the Breadbug back to the color Onion that didn't fall (I learned this trick from reading TomatoMan's IS walkthrough - thanks, TomatoMan!).
- At this point, move quickly to collect the three 5's and all the 1's in the Onion area.
- Pick 55 Pikmin: 21 blue, 19 yellow, 15 red.
- Go to the flowers behind the red Onion and knock them down as anything (no yellows are good, one red and one blue is best).
- If there is one red, put a red on the red 1 first, then a yellow/blue on the yellow/blue 1 so that you're ready to throw yellows/blues.
- Take a left towards the yellow 10 and get either the yellow 1 or blue 1 depending on what you're holding.
- If you got the yellow 1, throw ten yellows over the cliff at the yellow 10 and then throw five yellows over the cliff at the yellow 5.
- Go down the ramp and throw five blues on the blue 5 in water near where the yellow 5 was.
- If you didn't get it earlier, grab a blue and throw it on the blue 1 behind you.
- Throw a blue over the ledge where the yellow 5 was (you'll use it later).
- Head past the patch of grass (don't let any Pikmin stop, whistle them if they get distracted) towards the wood wall, throwing a red at the red 1 on the way.
- Throw 12 reds on the stick pile that leads to the red 10. You should have 17 Pikmin left after this.
- Put six Pikmin on the wall, but make sure you're left with 11 blues.
- Throw a blue on the blue 1 near the wall and use the remaining ten blues for

the blue 10 in the water nearby. The first bell should ring around now. As long as you're going towards the blue 10 when it goes off, you're on pace.

- Return to the Onions, whistle at least ten yellows (the yellow 10 should've just arrived) and pick all the reds.
- Put four reds on the nearest bridge behind the blue Onion, five reds on the red 5 pellet nearby, but save one (two if you can) and drop down to get the red 1.
- Wait a second for the wall to be finished, throw Pikmin at it if you're impatient. Put ten yellows on the yellow 5 nearby. If you get this pellet moving before the wall is finished it will take the long way - it's worth it to wait.
- Check that the reds that built the stick to the red 10 picked it up (sometimes they fall off and don't return to the pellet). If it's sitting there, whistle the reds up top and put them plus whatever else you got on the red 10.
- Return to the Onions and pick until everything gets back.
- Balance the Pikmin to get 41 blues (1 is over by the water), 29 reds (4 are at the bridge), and 30 yellows.
- Feed your 95 nectar and head towards the four reds at the bridge. You need a little luck here. The more flower Pikmin the better, but you also need to be fast. I usually wait for just one nectar drop and just hope I get a lot of flowers.
- Put three blues on the second bridge, try to position yourself so that the Pikmin behind you knock the flowers down (not necessary, but might help at the end), but leave the pellets.
- Put 5 blues on the blue 5 and five yellows on the yellow 5 nearby.
- Head towards the red 20 at the beach, picking up the two blue 1's and putting five reds on the red 5 on the way.
- Put five reds on the red 5 to the left of the bridge.
- Throw four yellows on the bridge that leads to the red 20 and one yellow on the yellow 1 there.
- You should have 69 Pikmin (30B, 20Y, 19R); so go to the pearl area.
- Put nine yellows on the bridge to the pearl. The noon bell should ring around now. If it goes off before you even reach the canyon, you're too far behind to even break 400. If it goes off after you put the yellows on the bridge, you're in great shape.
- Go around and get the Red 20, Yellow 10, Blue 10, and Blue 20 in that order - it's the fastest.
- You shouldn't have any Pikmin with you so hit the geyser and whistle the blue Pikmin you left here earlier (remember him?). Take a right and grab the blue 1 nearby.
- Go back to the Onions and pick up the 7 blues, 10 reds and 6 yellows who were carrying pellets
- Head for the beach, picking up the 3 blues on the second bridge along the way. They probably didn't finish the bridge, so put your six yellows on it.
- Dismiss your Pikmin near the water so you can take the ten blues to get the yellow 10 in the water. Get the red 10 with your reds.
- While waiting the six yellows on the first bridge and the four yellows on the second bridge should have finished, so whistle them and knock down the two flowers in any combination, but try not to have any yellows and leave the pellets. Note - no yellows aren't critical, but it will make things easier at the end.
- When the yellow 10 is on land, whistle the blues and replace them with the ten yellows.
- Put the ten blues on the blue 10 in the water.
- Return to the pearl and break it, put three yellows on it.
- Return to the Onions and let everything but the pearl get back. Use idle Pikmin to help. The third bell will go off around now. If you're still in the canyon on your way to the Onions, you're behind and will struggle, but don't restart if you've gone this far, you never know. When I got 422 the third bell

sounded when I was on my way to the red 10.

-Take your 97 to the Puffstool area, put ten reds on the red 10 on the way.

-Drop down from the red 10 avoiding the grass, but try to have your crowd knock the flowers down.

-Put ten blues on the blue 10 to get it going first (this is important for later) and twenty yellows (use some blues if needed) on the yellow 20. Another important note - you came to this area with 27 yellows and before you return to the Onions you will pick up a yellow 20, 5 and 1, plus 4 flowers. If all 4 flowers were yellow and you put twenty yellows on the yellow 20 you'll be short (it takes at least eight yellows to get five 1's and a 5, you'll only have seven). So you need to remember if you knocked any yellows down near the red 20 earlier. If you did, you should put that number (1 or 2) of blues on the yellow 20.

-Return to the beach, picking up the yellow 1, red 1 and yellow 5 on the way. You should have 48 Pikmin with you.

-Get the two pellets from the flowers you knocked down earlier (you should have a minimum number of yellows left, and grabbing one might be awkward, that's why it was advised not to knock either of these down as yellow).

-Put reds on the red 20 (you will need to use some blues) to get it going and make sure you're left with twenty-six blues only.

-Go to the blue 20, throwing a blue on the blue 1 in the water on the way. Pick up the blue 20 and nearby blue 5. You should be out of Pikmin.

-Return to the Onion and whistle whatever's idle, should be at least the three yellows that carried the pearl and the ten reds from the red 10.

-Go behind the blue Onion where there is a blue 5 and two flowers. If you knocked the flowers down earlier, grab what you can keeping in mind you need three yellows to get the yellow 5 to the left. If you didn't knock these down before, do so now as reds and grab them.

-Take a left and get the yellow 5 up on the ledge.

-Return to the Onions and whistle blues and yellows.

-Get the blue 5 from before and the blue 5 on the ledge behind the patch of grass (put ten on this one if you can), get the 1's from the flowers if you couldn't get them earlier.

-Should everything get back at this point you'll have 422. Use idle Pikmin to help what's farthest out or, if you're confident everything will make it, go after extra pellets...

That's it. The max for this level would be 482, so any higher would require getting the 30 points in the Beady Long Legs area, the other yellow 10 in the water, or the yellow 20 behind where you built the bridge to the red 20. In my opinion, you would need to approach the level very different to get any of those.

Contributor: Rogue7

Target Score: 452

Difficulty: Hard

-Start off by picking all five blues and raining two of them down on the Breadbug. You must hit him at least once so that he dies with one bonk on the Onion. If you failed to hit him, restart because you waste too much time getting a second bonk. The two blues should grab the pellet he's going for and start dragging him back to the blue Onion, if not, put two blues on it now.

-While he's being dragged to the blue Onion, use your remaining three blues to knock down the blue flowers and then collect the three blue 1's.

-Pick the 5 reds, knock the red flowers down, collect the four red 1's

-Return to the blue onion and check the Breadbug carnage. If he drops anything but two blue 5's, just restart because it will throw your ratio off. If he drops two blue 5's whistle the blues and get the blue 5 on the ledge behind the Onion.

-Whistle your reds and collect the red 5 by the yellow Onion.

-Pick the five yellows, knock the yellow flowers down, collect two of the

yellow 1's and put your remaining three on the yellow 5 on the ledge.

- Pick two blues and put them on the yellow 5 on the ledge.
- Check the blue Onion. If the blue 5 from the ledge took the long way, pick five blues and have them collect one of the blue 5's there. If it took the short way, those five blues should have rejoined you, so put them on a blue 5. Either way, do this and leave, they'll collect everything under the onion on their own.
- Whistle the two yellows under the yellow onion and grab the last two yellow 1's.
- Pick all 67, red, blue, then yellow times out nice. You should have 31 blue, 18 red and 18 yellow.
- Go behind the red onion and flower your group with the grass patch. Don't spend a lot of time here, one nectar drop should do.
- Grab the yellow 1, throw ten yellows over the cliff at the yellow 10. Resist the temptation to grab the blue 1 here, it will throw your ratio off.
- Drop down and throw eleven blues over the ledge to the blue 10.
- Grab the red 1.
- Throw twelve reds on the stick pile that leads to the red 10. You should have 32 Pikmin left after this.
- Throw a red over the ledge between the wall and the blue 1, it will collect the red 1 that's down there.
- Grab the red 5 nearby with four reds and a yellow.
- Turn around, throw a blue on the blue 1 near the wall and put four blues on the wall.
- Throw four blues at the bridge behind the blue Onion.
- Drop down, knock the flowers down as either blue or yellow (you have no reds) and grab them.
- Grab the blue 5 nearby, drop down and grab the blue 5 on the ledge.
- Return to the Onions, collecting the yellow 5 on the ledge that's on the way. The first bell should ring while you're back at the onions.
- Whistle yellows and blues, the yellow 10 and blue 10 should be back. Pass by the red Onion, the red 5 should return about now and those reds should join you.
- Go to the flowers behind the red onion, knock them down as anything and grab them.
- Take a left, grab the yellow 5 with 6 or 7 yellows and the blue 5 with 6 or 7 blues (you need to save at least two blues).
- Head back up the ramps and grab the blue 1 from before. Throw a blue over the ledge where the yellow 5 was (you'll use it later).
- Return to the onions and whistle some yellows, head for the wall your four blues are knocking down.
- The wall is probably not down, so swarm your group onto it to finish it off.
- Go through the wall and grab the yellow 5 with seven or so yellows.

Whistle up top where the red 10 was in case any reds were left up there. Note: if the red 10 is sitting there, whistle up top and swarm everything you have onto it, the flowers will move it fast enough that you shouldn't lose any time.

- Return to the onions, pick everything and then whistle everything. Your 100 Pikmin should be made up of 43 blues, 30 yellows and 27 reds.
- Flower your group with the grass patch by the red Onion, again, only wait for one nectar drop.
- Head towards the four blues at the bridge and whistle them.
- Throw 5 blues on the blue 5 and five yellows on the yellow 5 over the ledge.
- Throw six blues over the ledge, swarm your remaining Pikmin onto the second bridge, drop down and whistle the six blues.
- Put two blues on each of the two blue 1's nearby and knock the two flowers here down as blue and collect them.
- The bridge should be finished so return and whistle those Pikmin (be careful not whistle any blues off pellets).
- Head towards the red 20 and put five reds on the red 5 on the way and put

five reds on the red 5 to the left of the bridge.

-Throw four yellows on the bridge that leads to the red 20 and one yellow on the yellow 1 there.

-You should have 68 Pikmin (31B, 20Y, 17R), so go to the pearl area.

-Put eight yellows on the bridge to the pearl.

-Go around and get the Red 20, Yellow 10, Blue 10, Blue 20 in that order - it's the fastest. The noon bell should ring around now. If it goes off as you reach the red 20, you're on pace. I would say that if you haven't passed the grass yet you should restart.

-You shouldn't have any Pikmin with you so hit the geyser and whistle the blue Pikmin you left here earlier (remember him?). Take a right and grab the blue 1 nearby.

-Go back to the onions and pick up the 11 blues, 10 reds and 6 yellows who were carrying pellets.

-Head for the beach and dismiss your Pikmin near the water so you can take the eleven blues to get the yellow 10 in the water. Get the red 10 with your reds.

-While waiting the four yellows on the bridge to the red 20 should have finished, so whistle them and the six you came down here with.

-When the yellow 10 is on land, whistle the blues and replace them with the ten yellows.

-Take you eleven blues into the water, grab the blue 1 and the blue 10 past it.

-Return to the pearl and break it, put three yellows on it.

-Return to the onions and let everything but the pearl get back. Use idle Pikmin to help.

-Take your 97 to the Puffstool area, put ten reds on the red 10 near the BLL wall, swarm your 87 onto the BLL wall to knock it down quickly. The third bell should go off as you approach the red 10. If you're still at the Onions, you're behind and will struggle, but don't restart if you've gone this far, you never know.

-Drop down into the Puffstool area avoiding the grass, but have your crowd knock the flowers down.

-Get the pellets from the flowers.

-Put ten blues and one yellow on the blue 10 to get it going first (this is important for later) and four blues and sixteen yellows on the yellow 20.

-Return to the beach, putting two yellows on the yellow 1, two reds on the red 1 and three yellows with two blues on the yellow 5 on the way (those two blues on the yellow 5 and four blues on the yellow 20 are important for the end).

-Put reds on the red 20 (you will need to use some yellows and blues) to get it going and make sure you're left with twenty-five blues only.

-Go to the blue 20, grab it and the nearby blue 5. You should be out of Pikmin.

-Return to the Onion and whistle whatever's idle, should be the three yellows that carried the pearl, the ten reds from the red 10 and the six Pikmin who carried the four 1's.

-Head behind the red Onion and find the blue 10 and whistle the Pikmin off it, you should have 30 Pikmin.

-Go into the BLL area (where you knocked the wall down earlier). Put yellows on the yellow 10 (you will probably need to use some blues) and put your remaining twenty Pikmin on the red 20. You have a majority of reds, so it will go back to the red onion.

-Hurry back to the onions and whistle the yellows from the yellow Onion (you will probably have to wait for the yellow 20 and yellow 5 to get in). The "Hurry Up" warning should happen as you're returning to the Onions. If you're at the Onions when it goes off, you're in great shape, if you're still in the BLL area, you're going to struggle.

-Collect the blue 10 you left earlier with six blues and four yellows (this is why you put those blues on the yellow 20 and 5). Use what's left to help the red 20 get in.

-After the red 20 is in, whistle those Pikmin. You should have 35 Pikmin,

check if the blue 5 from the lake is back and if it is, whistle those five too.

-Find the final red 20 and yellow 10 and swarm them on so that they have the maximum number (50 and 20) of Pikmin carrying them.

-Return to the onions, you've done all you can on the red 20 and yellow 10, and your remaining Pikmin are carrying the blue 20 and blue 10. Time to watch and hope.

This strat requires a lot of patience. Having the Breadbug drop two 5's is a huge time saver because your original five blues can collect everything under the onion with very little assistance and it also saves balancing time later. The problem is every time you play there is only a 1 in 6 chance that two blues will drop. Knowing this, I suggest you practice parts of the strat when two blues do not drop, even though you know all the pellets won't get in, just so that you're less likely to make mistakes when two blue 5's do drop. I hope this helps whoever reads it, good luck, and may the force be with you.

Contributor: Nai

Target Score: 330+

Difficulty: Easy

-Begin taking the blues, since the Breadbug will attack blue pellets first. Hit it once by throwing a Pikmin on its body, then carry it to the Onion, meanwhile, take the other blue pellets.

-As you took them all, go and extract reds, and get the 5-pellet or Breadbug carcass, then do the same with blues and yellows. Get the 5-pellet with blues, and they're done. Collect everything with yellows first and then with reds, then start extracting all the new Pikmins, reds last.

-The reason for which you're extracting reds for last is that you need to go behind red Onion; collect the 5-blue pellet in the water, and the 5-yellow one near there, keep going to the left and collect the 1-blue and the 1-yellow pellet. From this edge throw down 10 yellows in order to get the 10-yellow pellet. Keep going ahead and take the 1-red by the way. Throw 12 reds at the pole and all the yellow (best if you have 7) at the headbutt-wall. Downside there's a 1-red, get it, and get also the 1-blue near there. Proceed towards the bridge and get the 5-red pellet with all spare reds; throw down all the blues but 10 (you may have to use one red, so check before the previous step how many blues you have) in order to get the 5-blue pellet. You should have just 10 blues left, go behind, you'll spot a 10-blue pellet, get it. Check if 12 reds are carrying the 10-red pellet.

-Wait for everything to be taken back to the Onions, meanwhile start extracting the Pikmins, and also take back the yellows that were working on the headbutt-wall as they're done. Balance your Pikmin in this manner: 35 Blues, 35 Yellows, 30 Reds. Make them flowers.

-Go through the headbutt-wall, get the 5-yellow pellet and the 10-red one. Go towards the bridge that takes you to the Pearly Clamp-Clamp and throw 20 yellows there, then proceed to the end of the way. Get all the pellets in this order: 20-red, 10-yellow, 20-blue, 10-blue. You should have 5 blues left, go to the lake and get the 5-blue pellet in the water, then go back to the bridge (they should have already finished). Collect the pearl (a couple assaults should be enough) and make 3 yellows transport it. With the remaining 11 yellows, go get the 1-yellow pellet under the bridge that takes you to the 20-red pellet, then go back to the Onions, passing near the Beady Longleg [as above...] nest, there are two 5-yellow pellets in the way, the first near a 5-blue pellet, the second on a raised platform, get them both.

-Wait for all things to be brought back (help them if needed) and if you can get a few pellets from the flowers near the Onion zone.

-Once you have all 100 Pikmins active, go towards the Longleg Beady nest, but go get the two 5-blue pellets, one is that stated above, the other is on the platform on the left of the latter. Get also the 10-red pellet in front of headbutt-wall, then destroy it (it should take a few seconds). Get the 20-red

pellet and the 10-yellow pellet inside. Exit and drop to the Puffstool nest, collecting the 20-yellow pellet and the 10-blue one. You should have 15 blues and 5 yellows; use the yellows to collect the 5-yellow pellet which is located in Puffstool nest; with the blues, go towards the lake. During the way, you shall encounter two 1-blue pellet, get them both; once you get to the flowers in front of the bridge, kill them and get blue pellets. Then get the 1-blue pellet and the 10-blue pellet in the lake.

-You're done in collecting stuff, go back to Onions and help the other Pikmins, you should have enough time to get everything carried back with some seconds left.

Contributor: Xel23

Target Score: 347

Difficulty: Medium

1. Pick 2 blues and immediately rain them down on the Breadbug. Now grab the pellet he's pulling with your 2 blues. When he dies, if he doesn't drop 2 5-pellets of different colors, reset.
2. Clear out the starting area using the blues to get their 1-pellets, then their Pellet Posy's, and finally their 5-pellet. Repeat with your reds and yellows.
3. Have the appropriate-color Pikmin grab hold of the 5-pellets the Breadbug dropped and have the remaining color take the carcass.
4. Pluck everything, then go off the starting platform where you see the Breadbug's nest and harvest everything on this ground level in a counter-clockwise direction color-coordinating everything. (This means the 2 Pellet Posy's, the blue and yellow 1-pellets, the red 1-pellet, the blue 1-pellet, and the red 5-pellet.) Don't go into the 'puddle' areas just yet; we're saving that for later.
5. Pluck some more troops and throw a few Pikmin on the white gate, and 10 red Pikmin on the nearby pile of sticks. With the rest of your army, jump down PAST the white gate on the lower level.
6. Go left, grab the red 1-pellet, the 2 posys, the blue 5-pellet, and the yellow 5-pellet on the ledge. Follow the path deeper into the level getting the 3 5-pellets on the way.
7. Continue forward, and grab the blue 1-pellet. If you still have Pikmin left, put all your reds and yellows on the red 10-pellet and yellow 5-pellet, and taking your blues into the lake for some more pellets.
8. Restock on Pikmin, and get whatever you missed before. Put your blues to work in the lake, but if you're going to take the yellow 10-pellet, have the yellows take it once it's on land.
9. Make sure you have at least 30 blues, 20 reds, 10 yellows, and 10 of any other color. Go to the right side of the lake and follow the narrow path, throwing your 10 'other' Pikmin on the bridge. Keep going, making sure to flower your Pikmin with the nectar patch and color-coordinating the 3 big pellets.
10. Run back to base, and gather up more Pikmin. From the now-destroyed white gate, run along the left side of the lake and harvest the 2 posys, the 1-pellet, and the 5-pellet. Go deeper into the twilight mushroom area, getting the few 1-pellets and the giant ones in the back that are there.
11. Make sure to throw 20 reds on the bridge with the red 20-pellet, and some on the gate that originally housed Beady Long Legs. Fill up on Pikmin.
12. It's time to get everything we have missed. Start with the long bridge over the pit and jar-loose the Pearl. Put 6 Pikmin on it. Then use the 20 reds at their bridge to get there nearby pellet.
13. Take as much reds and yellows as you can to Beady Long Leg's lair and pick up the red 20-pellet and the yellow 10-pellet, and finally clean out the puddle area. If you get to the puddle area, start with the regions closer to base incase you don't make it.

Contributor: mikepharvy

Target Score: 482

Difficulty: Hard

Pick the 5 blues and throw them at the Breadbug. Hit him once then throw two at the pellet he is carrying, and one at the other blue 1 pellet. Knock the two blue pellet posies over and collect them as well. Pick reds, knock both red pellet posies down and collect. Throw the rest of the reds at the other 2 one pellets.

Go to the blue Onion. If the breadbug dropped two blues carry on, if he dropped at least one blue then you can carry on for practice, if anything else then restart.

Call the blues and throw them at the blue 5 on the ledge.

Wait till the reds are at the Onion and call them and throw them at the red 5 pellet.

Pick 5 yellows and throw 2 at the yellow 1 pellets and the other three at the yellow 5 pellet.

If the blue 5 went the short way, pick 2 blues and throw them at the yellow 5 pellet and then make sure the 5 blues are all on a 5 pellet under the Onion. If it went the long way then pick 7 blues and put 2 on the yellow Onion and the other 5 on a 5 pellet beneath the Onion.

Go to the Yellow Onion and call the 2 yellows and put them on the other 2 yellow one pellets.

Go to the Blue Onion and make sure the 5 Pikmin are on the other 5 pellet.

Go to the red Onion and pick all the reds.

Go to the yellow/blue Onions and pick all Pikmin. Go first to the one that all Pikmin are grown. You should have 67 (65 if the Breadbug dropped only one blue pellet.)

Go to the two pellet posies behind the red onion and knock them down as red. Put reds on them.

Drop down towards the yellow/blue 5 pellets and a Honeywisp should appear. Hit it and flower your Pikmin. (Thanks Ahlyis)

Go to the yellow 1 and put a yellow on it.

Throw 10 yellows over the ledge at the yellow 10.

Throw 5 yellows over the ledge at the yellow 5.

Drop down and throw 5 blues at the blue 5.

Go back up and throw a blue at the blue 1.

Throw a blue Pikmin right at the corner near where the yellow 5 was. It must be at the corner or it will get attracted to the yellow 10 when that goes past later.

Grab a red then fling it at the red 1 pellet.

Dismiss Pikmin and grab your blues. Throw 10 over the ledge at the blue 10 and drop down towards the yellow 10 and throw 10 blues on that.

Call all your Pikmin and grab a red. Throw 12 reds at the pile of sticks, a blue at the blue 1 pellet and C-stick the rest onto the wall.

Go to base, the yellow 10 should have just arrived, call all yellows and go to the red Onion. Pick all reds, there should be 6 sprouts (you will have to wait a little for 2 of them).

Go to the blue Onion and call all Pikmin, make sure the blue 5 has arrived. Drop down and put 4 yellows on the bridge.

Put 2 yellows and 3 reds on the red 5 pellet and drop down.

The bell should go off around now.

Put a red and then a yellow/blue on the red 1 pellet.

Go to the red 10 and put 5 reds 2 yellows and 3 blues on it.

Put the remaining Pikmin on the wall and check the red 10 (one that needs the stick) has gone. Call any reds left on the ledge.

The wall should have finished. Call all the Pikmin and put about 7 on the yellow 5, mostly yellows. Then C-stick the rest on the red 10 that comes past.

Quickly run to base and call the blues off the yellow 10 before it gets sucked up by the blue Onion. (this ruined many of my good runs)

Pick all yellows and when everything has got to base except the last red 10 put 5 yellows back in the Onion.

Pick all blues.

Run to the red Onion, the red 10 should have arrived, quickly withdraw 5 reds before the pellet gets sucked in.

You should have 95 Pikmin with you, and 151 on the scoreboard. Flower them on the nearby patch of grass.

Go behind the blue Onion and drop off by the bridge. Put 3 blues on the second bridge, knock the two posies down as red and throw 5 blues over the ledge at the blue 5 and 5 yellows at the yellow 5. The other bridge should have finished so call the 4 yellows. You should have 86.

Grab a blue, Throw a blue at the nearby blue 1 pellet, turn left and throw another at the other blue 1 pellet.

Grab a red and throw 5 at the red 5 on the ledge. Throw 5 reds on the other red 5 further on.

Grab a yellow. Throw 4 at the bridge to the red 20 and one at the yellow 1 pellet. You should have 69 Pikmin left with you.

Go towards the Pearl area. Throw 9 yellows at the bridge to the Pearl and carry on.

Dismiss the Pikmin in the clearing near the grass (but far enough so they don't get attracted to the grass.)

Grab the yellows and reds, you should have 30, and throw 10 yellows at the yellow 10 and cstick the other 20 pikmin on the red 20 pellet.

Go back and grab the blues, you should have 30, put 10 on the blue 10 and C-stick the other 20 on the blue 20.

Use the geyser and use the blue 1 here to get the blue 1 pellet nearby.

Go back to the Onions and grab the 5 reds and put them on the other red 5 approaching. Call all the pikmin in the yellow/blue/red Onions. You should have 23.

The bell should go off here.

Go to the bridge with the three blues on it. Call them off and put 4 yellows on it, and then grab hold of a yellow.

Go to the other bridge with 4 yellows on it and throw remaining 2 yellows on it.

Dismiss Pikmin and grab your blues. Go into lake and C-stick them onto the yellow 10.

Go back to your 10 reds and the bridge should finish when you arrive.

Call the reds and pit them on the other bridge near the yellow 20.

Go back to the other bridge and call your yellows. Throw 2 at the pellet posies. Best result is red and yellow, but it is not that important.

Go to the other bridge and call the 4 yellows off, you should have 10 yellows with you. Go towards the yellow 10 and coming out the water and dismiss your yellows.

Call the blues off the yellow pellet when it is on land and put them on the blue 10 in the lake. Go ack on land and put the yellows on the yellow 10.

Go towards the Pearl, the bridge should finish as you arrive. Throw them up on the ledge and break the pearl. Put three yellows on the Pearl and head back to base via the gap where the wall used to be.

C-stick your 6 yellows on to the blue 10 near the bridge. Then go to base and help everything back until the blue gets back. You should have 87 pikmin.

Go behind the blue Onion towards the red 20. Picking up the two pellets next to the bridge by the red 20.

Call the 10 reds and quickly throw 20 reds at the red 20.

Throw 26 blues at the yellow 20, making sure no other Pikmin fall of the edge.

You should have 49 Pikmin left with you, go towards the Puffstool area. Put 5 yellows on the yellow 5, one yellow on the yellow 1 pellet and a

red on the red one pellet.

The bell should go off around here.

Throw 20 yellows on the yellow 20, 10 blues on the blue 10 then knock the two pellet posies over, preferably as blues and collect them, then quickly throw your last 10 Pikmin, mostly reds, at the red 10 on the ledge.

Quickly run to the bridges near the blue Onion and call the blues off the yellow 20, it should be just at the top of the second bridge. Most of the time, all 26 wont be on it, as for some reason when the yellow 20 goes up the bridge where it started some fall off and will be underneath the bridge.

Go to the lake, throw a blue on the blue 1 pellet and then, if all 26 were not on the yellow 20, go around and call the others from under the bridge.

You should have 25. Go to the blue 20, throw 5 away and C-stick the 20 on the blue 20 and call and C-stick the other 5 on to the blue 5.

Run to the Onions and call all Pikmin, should be 21 reds, 3 yellows and whatever the two pellets from the posies where which preferably were red and yellow. Go to the wall to bll area and C-stick the Pikmin on to the wall.

Run back to the Onions and call the Pikmin there, there should be 6 yellows and possibly 2 blues from the pellet posies in the Puffstool area.

Go back to the BLL area and the wall should just finish. You should have 30 Pikmin possibly 32 depending if the two from the pellet posies had arrived. Put 10 or 12 on to the yellow 10 and 20 onto the red 20.

Go back to base. The hurry up warning should go off around here. Call all Pikmin, make sure the yellow 20 is back. You should have 48 Pikmin or 43 if the blue 5 is not back yet.

Drop down and put 12 yellows and 8 reds on the yellow 20. Go down the bridge and put about 7 blues on the blue 5. Drop down again and put about 9 blues and reds on the blue 5 on the ledge. The turn around and put the last lot of pikmin, which should be mostly yellow, on the yellow 5.

Run to base, grab all Pikmin at the Onions and go towards the red 20/yellow 10 and put Pikmin on both.

Help everything else back and pray it all gets back in time.

If you had two blues from the Breadbug then 482 is the max. Just one blue and the max is 480.

No blues and the max is...wait a sec I told you to restart it if this happened.

My advice is to keep doing it with the one dropped blue until you know the strat like the back of your hand.

Big big thanks to Rogue7, a lot of this strat was gotten from Rogue's strat so thanks man.

Also thanks to Ahlyis for the Honeywisp tactic.

Thanks to everyone else at GameFAQs for help, inspiration and encouragement all the way, thanks people.

Thanks to Avril Lavigne and Incubus for keeping me entertained while I spent two hours writing this thing.

Distant Spring-

Contributor: Rogue7

Target Score: 430-480

Difficulty: Easy-Medium

-Pick all five blues and rain them down on the nearby Dwarf Bulbear. When it's dead, put three blues on it. Grab the two blue 1's nearby with your remaining

two blues.

-Pick all five yellows and grab the yellow 5 on the ledge behind the blue Onion.

-Pick all five reds and whistle the five blues. Grab the two red 1's nearby. Rain on the Dwarf between the Bulborb and Puffstool, grab it with three blues.

-Whistle the two reds under the red Onion and pick about three blues.

-Grab the red 5 behind the yellow Onion. If the yellow 5 has returned, get the two yellow 1's here, if not, kill the Dwarf to the left and return it with blues and then get the yellow 1's. Whatever order, get the Dwarf and yellow 1's at this time.

-Return to the blue Onion and pick until you have ten blues. Dismiss your Pikmin so that you have ten blues only.-Go into the water behind the yellow Onion towards the blue 5 and frog. As your crowd nears the blue 5 dismiss them so they grab the 5.

-The frog will jump at the Pikmin but miss, they'll move too fast. Go behind him to see if he'll jump at you, if not, you might have to go to the yellow Onion and whistle any Pikmin under there to get them out of danger. When the frog reaches the Onion he will turn around because he's traveled too far from home. Pick all the yellows at this point.

-Whistle your blues and head towards the yellow 10 behind the blue Onion.

-Kill the Dwarf here and carry it back with blues, grab the yellow 10 with as many Pikmin as you can.

-Return to the Onions and pick all the reds and then all the blues (reds first to give the blues seeds from the Dwarf time to sprout).

-Whistle all your Pikmin, you should have 58 if none have died.

-Go behind the yellow Onion and kill the Bulborb by swarming it. Carry it back with six blues and four yellows.

-Pick the ten yellows to get back to 58 and go swarm the Bulborb behind the red Onion. Carry it back with blues.

-Kill the Puffstool (c-stick throwing is good to know for this) and carry it back with blues.

-Go further behind the red Onion and kill the Dwarf by the fiery Blowhog, carry it back with blues (if you have any left-you should).

-Dismiss your Pikmin and grab your reds. Have them attack the fiery Blowhog (make sure he isn't facing water, he could buck the reds off and drown them) and leave them, they'll take care of business for you.

-Return to the Onions and pick. If you have had no losses your score should be 126 at this point. When finished, head back towards where the reds fought the fiery Blowhog. The reds should have either returned to you on their own, or started carrying the Blowhog carcass back. If they are carrying it back, whistle the reds off and replace with seven blues.

-Swarm the Bulbear and return it with ten blues, get the Blowhog if you didn't get it earlier.

-Head towards the pearl and kill the Puffy Blowhog.

-Collect the Blowhog pellets, the yellow 10 and the two flowers in the area.

-Kill the Dwarf and return it with blues.

-With just blues, go towards the clam putting three blues on the first part of the bridge and eight blues on the second.

-Break the pearl and put three blues on it.

-Return to the Onions and put away all of your yellows and all but 12 of your reds. Take out more blues to get to 100 in the field. You should have 86 with you, 74 blue and 12 red.

-Head behind the blue Onion where mamuta (sp?) is. Flower your group in the nearby grass.

-Grab the red 10 with six reds and four blues, ignoring Mamuta, he takes too long to kill and really doesn't get you many points.

-Swarm the three dwarves and leave the carcasses.

-Kill the frog and leave the carcass and pellet.

-Get the red 10 by the Puffstool with six reds and four blues.

-Kill the Puffstool and leave the carcass.

- Head back towards where the frog was and swarm the Bulborb. If you suffered many losses you may have to kill the borb with the C-Stick method, I do this if I have less than 60.
- Collect all the bodies with the minimum number required, working back to the Puffstool.
- Kill the Dwarf nearby and send it back.
- Go to the clam in the corner. Make the frog that is guarding it jump away towards the square island. He should now leave you alone while breaking the pearl.-Break the pearl and return it with three flowers or buds, if you only have leafs put six on it. It will be fast enough to avoid frog jumps.
- If you have less than 10 Pikmin return to the Onions now. If you have more, go around to the first pearl area and get the blue 10 and the blues who made the bridges. Return to the Onions, if you want take the long way and kill and return a Dwarf.
- Back at the Onions, pick if you need to, put your reds away and replace them with blues.
- Flower your group with the grass to the left of the yellow Onion.
- Go behind the red Onion and kill the frog, leave it there for now.
- Continue along and kill the frog by the long bridge, leave it also.
- Put about 20 Pikmin on the bridge, and throw one on the blue 1 nearby.
- Go to the pearl and break it, watch out for the fiery Blowhog. Return the pearl with three flowers, it will be faster than the Blowhogs.
- Head right and put ten guys on the blue 10. You killed both frogs it would've encountered earlier, so it will be fine.
- Continue to the blue 20. Make sure you draw the frog away at least one jump. This way you can put 25-30 on the blue 20 and it will be fine.
- There should be two dwarves and a red 10 on the way back, kill and grab what you can.
- The bridge should be done, so get those Pikmin and collect the frogs and pellets you left earlier.
- The day should be ending soon so either help things return or you could go for the frog behind the yellow Onion.

If you get everything in your score could be anywhere from the 430's to 480's, I've never calculated it out. Since you use only blues for the second half of the day, much depends on the color pellets that the frogs give you and the number of Pikmin you lose in battle. Roughly 3/4 of this walkthrough was developed from Ferret's, so I hardly can take credit. Ferret collects a great deal more than I do, particularly at the end, probably because he executes the beginning much faster than me. The best I've done with this is 476.

Contributor: Rogue7

Target Score: 520-550

Difficulty: Medium

- Pick all five blues and rain them down on the nearby dwarf bulborb. When it's dead, put three blues on it. Grab the two blue 1's nearby with your remaining two blues.
- Pick all five yellows and throw one at a nearby yellow 1.
- The dwarf should be back, so whistle those blues and grab the yellow 5 on the ledge behind the blue Onion with six pikmin (4 yellow, 2 blue).
- Pick all five reds and whistle the blues that carried the 1's if they aren't already with you.
- Grab the two red 1's nearby. Rain on the dwarf between the bulborb and Puffstool, grab it with three blues.
- Whistle the two reds under the red Onion and pick at least three blues.
- Kill the dwarf to the left of the yellow Onion and return it with blues.
- Whistle the yellow under the yellow Onion and use it to collect the other yellow 1.
- Grab the red 5 behind the yellow Onion.
- Return to the blue Onion and pick about four or five blues.

- Go to the yellow Onion all pick all of the yellows.
- Whistle your blues, and if you need, pick some blues to get to 25 total and head towards the yellow 10 behind the blue Onion.
- Kill the dwarf here and carry it back with five or six blues, grab the yellow 10 with as many pikmin as you can.
- Return to the Onions and pick all the reds and then all the blues (reds first to give the blues seeds from the dwarf time to sprout).
- Whistle all your pikmin, you should have 53 if none have died.
- Go behind the yellow Onion and kill the bulborb by swarming it. Carry it back with six blues and four yellows.
- Pick the ten yellows to get back to 53 and go swarm the bulborb behind the red Onion. Carry it back with six blues and four yellows.
- Kill the puffstool (c-stick throwing is good to know for this) and carry it back with blues, but make sure you have two or three blues left.
- Dismiss your group and whistle the reds and blues, you should have 16 or 17 total.
- Go further behind the red Onion and kill the dwarf by the fiery Blowhog, carry it back with blues so that you only have reds left. The first bell should go off around now.
- Have your reds attack the fiery Blowhog (make sure he isn't facing water, he could buck the reds off and drown them) and leave them, they'll take care of business for you.
- Return to the Onions and pick. If you have had no losses your score should be 121 once the dwarf gets in. When finished, head back towards where the reds fought the fiery Blowhog. The reds should have either returned to you on their own, or started carrying the Blowhog carcass back. If they are carrying it back, whistle the reds off and replace with seven blues.
- Swarm the bulborb and return it with ten blues, get the Blowhog if you didn't get it earlier.
- Head towards the pearl and kill the puffy Blowhog.
- Collect the Blowhog pellets, the yellow 10 and the two flowers in the area.
- Kill the dwarf and return it with blues.
- With just blues, go towards the clam putting two blues on the first part of the bridge and seven blues on the second.
- Break the pearl and put three blues on it.
- Return to the Onions and put away all of your yellows. Take out more blues to get to 100 in the field. You should have 88 with you, 74 blue and 14 red.
- Head behind the blue Onion where Mamuta is. Flower your group in the nearby grass.
- Grab the red 10 with six reds and four blues, ignoring Mamuta, he takes too long to kill and really doesn't get you many points (relative to the effort, his ratio is actually very good).
- Swarm the three dwarves and leave the carcasses. The noon bell should go off around now.
- Kill the frog and leave the carcass and pellet.
- Get the red 10 by the puffstool with eight reds and two blues.
- Kill the puffstool and leave the carcass.
- Head back towards where the frog was and swarm the Bulborb. If you suffered many losses you may have to kill the borb with the C-stick method, I do this if I have less than 60.

Contributor: Ahylis

Target score: 570-580

Difficulty: Medium-Hard

Pick the 5 blues and toss one on each of the blue pellets and the other three on the Dwarf near the blue onion.

While those are returning, pick all 5 yellow and all 5 red Pikmin.

At least one of the blues should have returned his pellet and be under your control as well. You should have between 11 and 15 Pikmin under your control.

Run to the yellow onion and toss 2 yellows on each of the 2 pellets. Toss 5

reds and one blue on the red 5.

Grab the yellows from the onion (the 2 pellets return VERY quickly). Grab any blues still at the blue onion. You should have 9 Pikmin, 5 yellow and 4 blue. Kill the dwarf by the yellow 10 and send it back with 3 blues.

Put the other 6 on the yellow 5.

Return to the blue onion and pick 3 Pikmin. Toss them on the dwarf by the Puffstool. Make sure they stay there to collect the carcass.

Grab the 5 red and 1 blue from the red onion and toss 4 reds at the 2 red pellets.

Return to the blue onion and pick the 5 sprouts and gather the 3 idle blues. Kill the dwarf between the blue and yellow onions. Send it back with 2 blue and your 1 red.

Head to the beach and toss all 7 blues just short of the blue 5. Immediately run to the yellow onion. If done right, the frog will not trigger.

Pick all yellows, then reds and finally blues. You should have 58 Pikmin at this point, 14 red, 14 yellow and 30 blue.

Kill Puffstool, then the borb. Send both back with 10 blues.

Toss 10 reds to attack the fiery Blowhog.

Kill the dwarf, then the borb. 28 Pikmin is enough to kill the borb using the rain tactic.

Send the dwarf back with 3 blues and the borb with the last 7 blues and any other 3.

Put your last 15 (mostly yellow) on the yellow 10.

The fiery blowhog should die about now and the 10 reds will come back to you.

Put them on the FB carcass.

Run back to the onions and pick all 42 of the blue sprouts (there are no others).

The first bell should go off while you are picking, probably about halfway through or a bit earlier.

This ends section 1. :-)

Part 2:

Take all 100 Pikmin behind the blue onion and kill the Mamuta.

Take all 100 and kill all 3 dwarfs, then the frog.

Flower the majority of the Pikmin on the grass near the ACB lair.

Send the pellet from the frog back using 2 blues and 3 of the proper color.

Kill the sleeping borb.

Knock down the posies and send them both back.

If you had a problem getting any nectar from the first grass patch, you probably should have just started over. But you can flower your Pikmin on the grass near the posies if you're still playing. It just eats up a lot of time is all.

Dismiss everyone once the pellets pass, then grab the blues.

Head into the water and kill both frogs, then dislodge the pearl.

Put 3 blues on the pearl and 7 on each frog. If either pellet is blue, put 5 blues on it, otherwise, put 7 - 10 on it.

run out of the water and gather up the reds and yellows.

fix any red or yellow pellets as quickly as possible. Use 3 reds/yellows and 2 blues.

Gather up the borb, 3 dwarf carcasses and the frog using all blues. Be sure to keep at least 28 Pikmin. Leave behind dwarf carcasses if necessary. You should have plenty, but may not if you lost a lot to the frogs.

If you still have at least 31 Pikmin, kill and collect the dwarf in the alcove near the 3 dwarf carcasses.

Get the red 10 using as many reds as possible.

Get mamuta with any remaining reds and blues.

Finally, get the yellow 10 with your remaining Pikmin.

Return to the onions and pick any sprouts that may be there. Hopefully there aren't any, right? :-)

Gather up any idle Pikmin and have them speed everything back. Everything will already be back at the landing site anyway.

Thus ends stage 2.

Part 3:

Head out past the red onion.

Kill the puffy blowhog and knock down the two posies.

Head over to the first bridge and grab and hold a blue. Face away from the bridge, then c-stick about 80 of the Pikmin onto building the bridge. Doing it this way should leave you with all blues. Run to the second bridge and toss 15 blues up to work on it.

Run back to the first bridge and gather up your Pikmin. Wait a sec or two if they haven't finished the first bridge yet.

Head towards the back area and kill the dwarf. Make note of what colors the pellets from the puffy were as you pass. You might be able to collect them later depending on how many Pikmin you lose to the upcoming Puffstool and 2 frogs.

Head to the back area and kill the next dwarf as well.

Kill the puffstool, then the dwarf in the cul-de-sac on the beach.

Step to the back section of the cul-de-sac and lure the frog near the red 10 to jump over the wall. Kill it.

Head to the beach and lure the other frog onto land. Kill it and send the carcass and pellet back with blue Pikmin, regardless of the pellet color. Only blue Pikmin can carry them out of here. If you are fast, you can catch the pellet back at the onions later.

Send the dwarf, puffstool, second frog and pellet all back using mostly blue and yellow. You only have 14 reds and you need at least 8 of them for the two red 10 pellets.

Send back the 2 red 10 pellets and the 2 dwarfs (one isn't dead yet, so kill it).

Head back towards the front, but pause near the blue 10. Dismiss everyone remaining and grab the blues. Put 10 on the blue 10, then go back and gather everyone up again. You may have as many as 12 Pikmin left. Use whatever you have to send back as much of the 1 and 5 pellets from the posies and puffy as you can.

Go get the 15 blues from the second bridge.

Break the pearl and send it back.

Use the others to get the dwarf and as many of the remaining pellets as you can. If nobody died, you can get everything, though the last 5 pellet will have to be taken to the blue onion. Hopefully puffy dropped at least one blue one. :-)

Return to the onion and fix the 5 pellet just returning if necessary. This was the one from the frog in the water way in the back.

Gather up everyone that has returned. Should be pretty much everything except the last 15 blues.

Thus ends section 3.

Part 4

You might not have much time left, so adjust this according to the clock. The most important part is to get the last pearl. Everything else is just nice.

Head out past the yellow onion and kill the sleeping borb. Dismiss everyone off to the side, then grab the yellows and reds and swirl them onto the borb. Dismiss the rest.

Grab the blues and kill the frog near the bridge.

Toss about 15 or 25 blues up to build the bridge. 25 if time is short and you only want the pearl, 15 if your clock is in better shape.

Go break the pearl and send it back with 6 blues if you are short on time.

If you have time, instead kill the fiery blowhogs. Toss one blue on, then wait for fiery to buck it off. As soon as fiery bucks, swarm with the rest of the blues. Call off the blues shortly before fiery bucks again, then swirl them back on. With about 50 blues, mostly flowered, you can kill fiery in two passes.

Now kill the second one. Send both fiery's, all 3 pellets and the pearl back with the minimums.

Put everyone else to work helping to finish the bridge.

As soon as the bridge finishes gather everyone up who was working on it.

Collect the frog and pellet in the water and get the blue 10 if possible. Put at least 2 extras on each if at all possible.

Head back to land and gather up any loose reds/yellows from earlier.

Head to the onions and gather up any idle Pikmin.

Head over by the red onion and lure the frog onto land. Kill it and file it.

Do the same with the frog by the yellow onion.

You will almost certainly run out of time somewhere before or at this point.

But if by some miracle you still had a lot of time, get the dwarfs and red 10 pellet from down the beach first, then kill the frogs.

Final Trial-

Contributor: Ahylis

Target Score: 299

Difficulty: Hard

When the round starts, pick the 8 blue Pikmin from the ground and leave the others for now. Toss one Pikmin onto the blue 1 pellet, then turn around and head towards the Dwarf Bulborb on the beach. Kill the Bulborb, but leave the body. The easiest and quickest way to kill it is to toss a Pikmin directly onto its back.

Gather the 7 Pikmin and head across the water to the first island. Pick the 5 blues there, and then use the jet to get up to the plateau and pick the 10 blues there. Drop off the plateau and head to the bridges. Have all 22 blues start building the bridge back to the starting area. Pick the 6 reds and have them work on the bridge as well.

Now pick the 5 blues here and run into the water towards the blue 5 pellet. As you pass by the pellet, dismiss the 5 blue Pikmin when they are close to the pellet. If you pass behind the pellet, you will activate the frog. This is a good thing that can save you time a bit later. Your 5 Pikmin will be fast enough to get the pellet away from the frog, so don't worry about them. Now head back to the first small island and pick the 5 yellows there. Toss them to the main beach, then run over and gather them up. Toss 4 of them onto the Bulborb carcass and the last onto the yellow 1 pellet.

Now go pick the 8 yellow and 8 red Pikmin. Toss one red onto the red 1 pellet. Quickly kill the Dwarf Bulborb by tossing Pikmin onto its back. Call back those Pikmin and head to the bridge. Call the Pikmin under the yellow Onion as you pass. The bridge should complete as you are running up to it or just after you get there. Gather up all those Pikmin, then head to the blue Onion. Gather any Pikmin there and run to the red Onion to get the lone red you had carry the red 1 pellet. You should have 55 Pikmin right now. Flower as many as possible from the grass patch near the red Onion.

Take your 55 Pikmin back to the bridges and lure the frog onto the central island. If you triggered him earlier, this will be easy. If not, dismiss your Pikmin and go lure him up there as just Olimar. When he is on the island, swarm him with all 55 Pikmin. This is the biggest luck factor in the whole level. Sometimes you will kill the frog cleanly. Sometimes the frog will get airborne. If the frog jumps, quickly call all your Pikmin and C-stick them

behind you. If you are lucky and fast enough, they all will survive. Then just swarm the frog again. Sometimes, when the frog dies, you will mysteriously lose one

Pikmin. There is no death scream and no ghost. As near as anyone can figure, this is a glitch where a Pikmin 'fell through the floor' and ends up falling out of the map. If that happens, ooh too bad. Start over you poor unlucky soul. It happens and there's no way to predict or prevent it as far as I've ever learned.

When the frog dies, toss 10 reds onto the carcass, then have the other 45 Pikmin start building the second bridge. Run back to the main beach and call the 10 reds off the carcass. Head over to the fire jets and toss them up onto the ledge. As just Olimar, go kill the 6 Sheargrubs you just passed. It works best to kill the females when they come up and to kill the males while waiting for the females to resurface since the males won't hide while Olimar is nearby. As soon as you kill the grubs, run into the water, call your 10 reds and run them over to move the box. Dismiss them when you get the last one around the corner and they will automatically head to the box. The second bridge should finish at about this time as well.

Run up onto and across the bridge. Call all of the Pikmin and head to the breakable wall. Dismiss all of the Pikmin near the wall and run up the slope and across the box. Pick the 5 reds and 5 yellows there. If you have been exceptionally quick up to this point, these 10 Pikmin will still be buds. If this is the case, you are doing excellent. But you want flower Pikmin so just wait here a second or two for them to grow into flowers. Then pick them.

Drop off the edge near the box opening and c-stick the Pikmin so that your yellows grab Bombrocks. Once these 10 are all back under your control, toss 3 of the yellows to blow open the wall here. It only takes 2, but you have an extra bomb to get rid of.

Run back to the rest of the Pikmin and gather them up. Head into the arena and go to the left. Pick the 5 reds, then the 5 blues. Toss the last 2 yellows with bombs to open the far gate. Go pick the 5 yellows. C-stick everyone to the wall and dismiss them there. If any drift towards the center of the arena, grab them and dismiss them near the wall. Get 13 yellows. You can use a different amount, but 13 works best for me.

With just those yellows, head into the center of the arena. Use the C- stick to keep all the yellows in the exact middle of the arena. Beady Long Legs (BLL) will drop in right over you, but will miss any Pikmin in the center of the arena when he lands. The Pikmin at the edge of the arena are also safe.

Now toss all 13 yellows onto BLL. Whenever he shakes some off, quickly call them back and toss them back up. keep moving to keep yourself positioned to be able to quickly toss Pikmin back onto BLL. If you are careful, you can kill BLL fairly quickly and safely. Practice practice practice :-)

When BLL dies, gather your 13 Pikmin, but pause for a second to note what color pellets he drops. The best possible is 3 blues and one red or yellow. If you get no blues at all, things will be much tougher, better hope the Snagret drops nearly all blue in that case.

Now gather all your Pikmin, should be 80, and head to the Snagret. He's out the back exit of the arena and to the right. Just run towards the red 10 pellet and he will pop up. As soon as he pops up, run behind him and repeatedly call all your Pikmin. If done right, they will all run behind you and you will be behind the Snagret. With nothing to eat, the Snagret will go back into the ground. As soon as he does, C-stick swarm your Pikmin over the

exact spot where the Snagret was. The Snagret will come up directly under your Pikmin. If he comes up fast, just call your Pikmin off and hide behind him until he flees again. Now swarm the spot again. Repeat this process until the Snagret comes up slow. When he comes up slow, he is dead. Your 80 Pikmin will make VERY short work of him. Just C-stick them all onto him and he will die quickly.

At this point, you must use your judgment for Pikmin distribution based on what pellets have been dropped by BLL and the Snagret. For example, if you had few blue pellets dropped, use 4 blue and 6 red instead of 10 red to carry back a red 10 pellet.

Gather up your Pikmin and toss 10 onto the red 10 pellet. Carry back all 3 of the 5 pellets the Snagret dropped and all 7 of the 1 pellets. You should have 48 Pikmin left. Run back to the back exit of the arena and get the red 5 pellet. Continue around the backside of the arena and get the yellow 10 pellet. Drop into the arena and get three of the 10 pellets. If you don't have the right colors of Pikmin left, don't worry, take them back anyway, but remember that some are coming back with the wrong Pikmin. Toss the extra 3 Pikmin onto one of the pellets that is going to the right place or just leave them here.

Run back out the front entrance of the arena and to the right, from your current perspective. Kill the two Dwarf Bulborbs with just Olimar. Then continue on this way and pick the 10 yellows on the ledge above where you killed the grubs. Drop down and have the yellows carry back all 6 of the grub carcasses. Head to the Onions and gather up the Pikmin that have already arrived. Use these Pikmin to help hurry the rest of the 10 pellets back. If you had some carried by the wrong Pikmin, correct it at this time.

As soon as the pellets are all back, gather up your 90 Pikmin (or 87 if you left the three in the arena) and head back towards the bridges. Toss 7 red or yellow Pikmin on the frog. Head across the first bridge and get the 5 pellet the frog dropped. Head across the second bridge and to the left. Get the 2 Bulborb carcasses and the red 10 pellet. Get the yellow 5 pellet using 10 Pikmin. This pellet takes a long route back and the extra Pikmin help it get back in time. Toss at least 10 yellows up to the yellow 10 pellet sitting above the gateway into the arena. Toss 12 yellows at least if you can. Get the last pellet that BLL dropped. If all four were blue, then get this pellet with 4 blues, 3 reds and 3 yellows or whatever mixes you have to with as few blues as possible. Run off to the side and dismiss all your Pikmin where they won't go and 'help' any of the pellets. Get all of the blues. You should have about 30, but you need at least 20. Run back out the front of the arena and to the left. Go through the gate you bombed earlier and across the fire jets when it is safe. Quickly toss all of the blues up to the blue 20 pellet. Some will fall back down. If you only have 20 blues, you will have to get these and toss them back up again. If you had more than 20, you can ignore these since you only need 20 to stay up and grab the pellet. As soon as you see the pellet has 20 Pikmin on it. Hit the dismiss button about 5 times in a row. The rest of the Pikmin should help with the pellet when it comes to them.

Ignore the 10 reds planted here. You don't need them and you don't have to pick them for them to count. Drop into the water and run back to the Onions. Gather up any Pikmin here and go get the dead Bulborb you killed way back near the beginning. Now go kill the Dwarf Bulbear and carry it back. Take any Pikmin left and any those arrived while you were doing this and go help the remaining pellets back.

Contributor: Grenade Guzzler

Target score: 210

Difficulty: Easy

1. First, start off by picking 8 blues and raining them down on the nearby Dwarf Bulborb. When he dies, don't take the carcass back but instead proceed to a small island that holds 5 blues and 5 yellows. Pick the blues and ride the nearby geyser to pick 10 more blues. You should now have 23 active Pikmin. Toss 5 onto the 5-pellet near the Yellow Wollywog. Now this part is purely luck. If the Pikmin attract the frog, restart. If they don't though, you're fine. Get onto the island in between the two bridges and dismiss your 18 blues to work on the bridge leading to the Onions. Pick the 6 reds and 5 blues and send them to work as well.

2. While the bridge is being worked on, pick the 5 yellows at the island and throw them onto the other side. Put 4 to work on the Dwarf Bulborb carcass and 1 to work on the yellow 1 pellet. Now pick the remaining 16 Pikmin around the landing site. Defeat the Dwarf Bulborb and Dwarf Bulbear (he's covered by some clovers) and carry the 1 pellets back. Once that's all done, gather all your Pikmin. You should have 55 now. Go off into the nectar patch near the red Onion. Try to flower up everyone. If some don't get the nectar, there is a second patch beside the yellow Onion.

3. Take your 55 flowered Pikmin and go onto the island where the second bridge sits. Dismiss all Pikmin (DON'T let any work on the bridge though) and attract the Yellow Wollywog with Olimar alone. Lead him to dry land. When he gets there, swarm him with all Pikmin. Sometimes you'll get a good clean kill. If he gets airborne, quickly whistle and C-stick the Pikmin behind Olimar before any get flattened. When the frog dies, sometimes you'll mysteriously lose one Pikmin. This is a glitch where a Pikmin seemingly "fell through the floor" and out the map. If this happens, restart.

4. Once the frog dies, put 10 reds to work on carrying the frog back and put the remaining 45 to work on the bridge. Follow the reds back. When they pass directly under the blue Onion en route to the red one, whistle to them. Lead them to the bridge full of volcanic sprouts to the left of the bridges. Toss them up there and lead them across. C-stick them into the box then press X for them to move it. Get back on the island. Both the bridge and the box will be finished now. Take all 55 and beat the Dwarf Bulborbs to the left. Also pick the 5 yellows and reds above the box. You can also pick 10 extra yellows past the Dwarf Bulborbs, but if you've waited too long and they've withered, forget it. If you're able to pick them, you can manage a 210 by carrying an extra 10 pellet. If the five reds and yellows above the box are gone, restart. You can't afford to waste time waiting for them to grow back.

5. Bash the wooden gate down and steer your 65 or 75 Pikmin (depending on if you could pick the 10 yellows) away from the middle of the sandy arena. If you worked quickly you can also pick some more Pikmin around the edge. If you go into the middle, you'll attract Beady Long Legs. Until you're better at the level, you want to skip him. Restart if he gets active. Anyway, arm two yellows with bomb-rocks next to the stone gate and blast it down. Head off to the right and out of the arena. Keep going until you attract a Burrowing Snagret. Quickly whistle to your Pikmin and put them out of range of his beak. When he goes back down, swarm the spot he just left. If he comes up slowly, he's in big trouble and will most likely die. If he comes up quickly, whistle and get them out of range. When he does die, you'll have three 5 pellets and a huge mess of 1 pellets to coordinate. Have fun controlling which Pikmin picks up what! Anyway, you should have 43 or 53 Pikmin left over. If you have the 10 extra yellows. Throw them on their 10 pellet near the top of the fallen wooden gate. Take the remaining 43 now and put them on some of their 5 and 10 pellets around the arena.

6. If the "Hurry up!" has not taken place yet, quickly get back to the Onions

and gather up 17 flowered Pikmin. Run onto the bridge and put 5 Pikmin on the 5 pellet the Yellow Wollywog dropped earlier and take the remaining 12 to carry the Dwarf Bulborbs. If you are able to do this, you should have around 210. If not, you'll be stuck with anywhere from 195 to 200. When your skills improve on the level, you will be able to take on Beady Long Legs, the Sheargrubs in the clover to the left of the bridges and the blue 20 pellet behind another stone gate. Practice!

Contributor: Grenade Guzzler

Target Score: 299

Difficulty: Medium

1. Pick the 8 blues at the landing site. Throw 1 on the blue 1 pellet and rain down on the nearby Dwarf Bulborb.
2. Don't carry the Bulborb carcass back yet. Pick the 5 blues on the small island and geyser up to the 10 planted blues on the plateau.
3. You should have 22 Pikmin under your control (1 of them is at the blue Onion). C-stick everyone onto the island and put them to work on the bridge towards your landing site.
4. Pick the 6 reds and put them to work on the bridges the blues are working on.
5. Pick the 5 blues and c-stick throw them in between the frog and the 5 pellet, yet not too far off so they don't grab the pellet. You want the frog to come charging at you. Don't worry, he won't squish anybody.
6. While the 5 pellet is being carried back, pick the 5 yellows and throw them off the island onto the mainland. Put 4 on the Dwarf Bulborb carcass and 1 on the yellow 1 pellet.
7. Pick the 8 reds and yellows at your landing site. If they are not in leaf form, restart. You have taken too long. Rain down on the other Dwarf Bulborb and put 6 yellows on it. Put 1 red on the red 1 also. The bridge should finish in seconds now.
8. (Pikmin count at 119) Swarm and defeat the Dwarf Bulbear, but don't carry him back yet. Whistle to the reds and blues who worked on the bridge. Make sure all 55 available Pikmin are under your control and lead them to the nectar. If you can't flower up everyone with one patch of grass, restart.
9. Take your 55 flowered Pikmin and get them across the bridge. Trigger the frog (he'll be very near your position) so he lands on the island you're standing on. Swarm and defeat him. If he gets airborne, C-stick everyone behind Olimar and re-swarm him when he lands. When he dies, it's possible that you could lose a Pikmin in the form of a mysterious death. If you're unlucky enough for that to happen, restart. THE FIRST BELL SHOULD RING HERE.
10. Carry the frog carcass back with 10 reds and put the remaining 45 on the other bridge. Run across the bridge as just Olimar and pummel the male Sheargrubs with his attack. If you worked quickly the frog carcass should be passing under the blue Onion.
11. Whistle to the 10 reds when they're under the blue Onion and put them on the ledge with the fire sprouts. Whistle and guide them across with the C-stick into the box. Dismiss with X for them to move it.
12. Meet up with your 55 Pikmin and put everyone on the wooden gate. Pick the 5 reds and yellows above the box. Bomb the stone gate with 2 bomb-rocks.
13. Take the 5 reds only and take them to the Dwarf Bulborbs. Rain down on them. Pick the 10 yellows at the end of the path above the water.
14. Dismiss any active Pikmin at the box and go through the fallen stone gate as Olimar alone. Pick the 15 Pikmin near Beady Long Legs' lair. Meet up with your 75 other Pikmin. Whistle and dismiss everyone so they all break up into color groups. Get 12 yellows (12 is a lucky number :D) and prepare for a fight.
15. Trigger BLL and wait with your 12 yellows in the middle of the arena. THE SECOND BELL SHOULD RING WHEN YOU ARE FIGHTING BLL. As soon as the bug lands, throw everyone at his body. If he shakes anything off, whistle and throw them back up. Eventually, he'll fall. Practice! Restart if any yellows get killed

in the battle.

16. When BLL is defeated, look at the pellets he dropped. The best combination you can get is 2 blue, 1 red and 1 yellow. If he dropped 2 blue and 2 yellow, this is okay (two red is NOT okay because you'll have problems with the red 10 later). Just don't put 10 of the color on the non-blue pellet (e.g. put 7 yellows and 3 reds on a yellow 10) so you don't waste too many Pikmin. If he drops 3 blues, you better hope the Snagret doesn't drop too much blue. If he drops ANY other combination, restart. Don't carry anything back yet though.

17. Bomb the stone gate with 2 yellows.

18. Take your 90 Pikmin to the right. When you get past the red 5 pellet, dismiss everyone (don't let any get intrested in carrying the pellet though) and trigger the Snagret as Olimar alone. Whistle to all 90 and wait till the bird goes back down. Swarm his spot. If he comes up slowly, he's in big trouble and will die. If he comes up fast, Whistle to everyone and get them out of range of his beak. Wait until he comes up slow again. If he comes up fast for a 3rd time, restart. You've used up too much time. THE THIRD BELL SHOULD RING JUST BEFORE OR JUST AFTER YOU DEFEAT THE SNAGRET.

19. Toss 40 Pikmin according to the 10 pellets BLL dropped to the side. Carry the pellets the Snagret dropped (don't misfile any!), the red 5, the red 10 and the yellow 10. Whistle to your 40 Pikmin and put them on BLL's pellets. If you have any Pikmin left over, make them help the others with the pellets that are en route top the Onions.

20. Get at least 80 Pikmin. Toss 5 onto the pellet the frog dropped a while ago. Toss 3 onto each Dwarf Bulborb. Get up the ramp behind BLL's lair and go to the left. Carry the yellow 10, yellow 5 and red 10.

21. With at least 20 blues, lead them through the fallen stone gate near the box. Get them to their 20 pellet (beware the fire sprouts!) and make them carry it. Ignore the 10 reds planted here. THE HURRY UP WARNING SHOULD SOUND HERE!

22. With any Pikmin that are still at the Onions, put 3 on the Dwarf Bulbear carcass that's just been lying there. Beat the female Sheargrubs and carry all 6 bug carcasses back. Put any remaining Pikmin to help with the blue 20.

If you worked quickly and got no deaths, you should manage a 299.

5) PELLETT/ENEMY NUTRITION CHART

Name=Name given to object

Carry=Minium amount of Pikmin required to carry

Right Onion=Amount of Pikmin produced at the proper color Onion

Wrong Onion=Amount of Pikmin produced at the improper color Onion

Value=Right Onion/Carry; high number is best

NAME	CARRY	RIGHT ONION	WRONG ONION	VALUE	
1 Pellet	1	2	1	2.0	
5 Pellet	5	5	3	1.0	
10 Pellet	10	10	6	1.0	
20 Pellet	20	20	10	1.0	
Beady Long Legs	Drops Pellets	Drops Pellets	Drops Pellets	Drops Pellets	
Breadbug	3	3	-	1.0	
Bulbear	10	15	-	1.5	
Bulborb	10	12	-	1.2	
Cannon Beetle	30	50	-	1.6	
Dwarf Bulbear	3	5	-	1.6	
Dwarf Bulborb	3	4	-	1.3	
Fiery Blowhog	7	8	-	1.1	
Flint Beetle	Drops Pellets	Drops Pellets	Drops Pellets	Drops Pellets	
Goolix	Drops Pellets	Drops Pellets	Drops Pellets	Drops Pellets	
Mamuta	8	15	-	1.8	

Pearl	3	50	-	16.6	
Puffstool	10	30	-	3.0	
Sheargrub, Female	1	2	-	2.0	
Sheargrub, Male	1	3	-	3.0	
Shearwig	1	4	-	4.0	
Smoky Progg	3	100	-	33.3	
Snitchbug	3	4	-	1.3	
Water Duple	5	5	-	1.0	
Wogpole	1	1	-	1.0	
Wollywog	7	8	-	1.1	
Yellow Wollywog	7	8	-	1.1	

6) TOP 20 SCORES: (as of 3/13/2003)

Impact Site:

1. 278 (TomatoMan, SuperStein, cocoapuffs999, Mikepharvey, Rogue7, Nathan Ian Bowers, *Ahlyis, *Dragorn)

Other Top Scores:

9. 273 (Snapdragon, JimiThingR, Ferret5317, spenser, Cork)
14. 272 (Grenade Guzzler)
15. 270 (Xel23)
16. 269 (XquietusX)
17. 264 (robluvsnic)
18. 263 (GasMan)
19. 253 (jakemrjr)
20. 246 (Lewellyn)

Forest of Hope:

1. 569 (Snapdragon, SuperStein, Nathan Ian Bowers, cocoapuffs999, Rogue7, Mikepharvey, Ahlyis, *Grenade Guzzler, *JimiThingR, TomatoMan, *Dragorn)

Other Top Scores:

12. 568 (topotheclass)
13. 557 (XquietusX)
14. 544 (spenser)
15. 528 (redpichead)
16. 524 (Xel23)
17. 490 (Lewellyn)
18. 482 (QYN)
19. 477 (Ice Man)
20. 469 (Ferret5317)

Forest Navel:

1. 482 (Mikepharvey)

Other Top Scores:

2. 452 (Nathan Ian Bowers, Rogue7, *SuperStein)
5. 451 (Dragorn)
6. 439 (Snapdragon)
7. 430 (cocoapuffs999)
8. 421 (JimiThingR)
9. 420 (XquietusX)
10. 412 (Ahlyis)
11. 400 (TomatoMan)
12. 397 (redpichead, Ferret5317)
14. 389 (Xel23)
15. 388 (Grenade Guzzler)

16. 377 (Nai)
17. 360 (robluvsnic)
18. 349 (jakemrjr)
18. 349 (shyunein)
20. 334 (Master Bowser782)

Distant Spring:

1. 620 (Mikepharvey)
2. 615 (Nathan Ian Bowers)
3. 582 (Ferret5317, *Rogue7)
5. 575 (SuperStein)
6. 554 (XquietusX)
7. 542 (GrenadeGuzzler)
8. 533 (cocoapuffs999)
9. 518 (Ahlyis)
10. 516 (Snapdragon)
11. 514 (TomatoMan)
12. 507 (redpichead)
13. 501 (JimiThingR)
14. 482 (Nai)
15. 469 (Master Bowser782)
16. 443 (topothecclass)
17. 441 (Xel23)
18. 439 (jakemrjr)
19. 437 (robluvsnic)
20. 399 (Souja246)

Final Trial:

1. 299 (Snapdragon, Ahlyis, SuperStein, Rogue7, Mikepharvey, cocoapuffs999, Nathan Ian Bowers, *JimiThingR, TomatoMan, *Dragorn, Grenade Guzzler)

Other Top Scores:

12. 295 (XquietusX)
13. 286 (Master Bowser782)
14. 281 (redpichead)
15. 278 (jakemrjr)
16. 267 (Ferret5317)
17. 266 (Lewellyn)
18. 260 (Ice Man)
19. 253 (supersonicfan)
20. 248 (Xel23)

Top Ten Combined Totals:

- 1) 2248 (Mikepharvey)
- 2) 2213 (Nathan Ian Bowers)
- 3) 2180 (Rogue7)
- 4) 2173 (SuperStein)
- 5) 2109 (Cocoapuffs999)
- 6) 2096 (SnapDragon)
- 7) 2095 (XquietusX)
- 8) 2076 (Ahlyis)
- 9) 2070 (Grenade Guzzler)
- 10) 2063 (JimiThingR)

7) FAQ (Frequently Asked Questions):

Q: How do I access Challenge Mode?

A: You must have found all 3 Pikmin Onions; they are in the Impact Site (just walk forward), Forest of Hope (head right as soon as you break down the first

gate and keep going), and the Forest Navel (a passage leading off the Blowhog Area).

Q: Help! These strats are way too hard!

A: Just practice, making sure to keep every Pikmin busy. You'll eventually get it.

Q: How do I contribute to this Guide?

A: See Section 8, "Note on Submitting".

Q: For some reason a Pikmin died and there was no ghost or anything. Is this a glitch?

A: Yes. There has been no proven explanation for it. The best we can guess is the GameCube lost track of 1 of them, or a carcass or pellet crushed it while the creature was doing its death animation.

Q: Is there a way to throw Pikmin faster?

A: Yes. Simply use the C-Stick to herd the Pikmin towards Olimar while rapidly pressing A. It's quite a time saver, especially useful against foes and throwing Pikmin up ledges.

Q: I'm losing a lot of Pikmin to monsters. What should I do?

A: Try the Rapid Pikmin Throw mentioned above or brush up on your techniques using the Enemy Guide at the Pikmin FAQs section.

Q: Is there any pointers for Forest Navel?

A: Rogue7 has this to say:

Whether you are trying to break 300 or going for the high score, the basic strategy for Forest Navel is this:

-Grow 100 Pikmin

-Get 30-32 busy doing useful things (collecting pellets, building bridges, etc...)

-Take what's left (68-70) to the pearl area, put 10-8 yellows on the bridge to the pearl, collect the pellets there, take the geyser shortcut back to the Onions

-Get your 30-32 from before busy on something else

-Go to the pearl and break it, send it back with 3 Pikmin

-Return to the Onions and let everything but the pearl get back

-You have 97 Pikmin at your disposal, use them to collect as many pellets as you can. Starting from the puffstool area and working around to the blues in the water works the best.

Things to know/remember/think about:

-Have a certain ratio of Pikmin that you work with. How you handle the "70-30" part of this level should dictate your ratio. Since there are a good amount of pellets in water, you don't want to be short blues. I've always used at least 40. Grow more than 100 Pikmin and balance them to the ratio you want. Taking a little time to do this will make the board go much smoother.

-Walls and bridges need to be complete before a pellet is moving or else it will take the long way. If you need a pellet to take the wall/bridge path and it was moving before it was completed, just whistle them off and replace them.

-1 pellets are important! Other than the pearl, they are the only items that are worth more than the number of Pikmin carrying them. Get as many as you can.

-Flower Pikmin make life much easier. They carry faster, are thrown faster and stay closer to you when you're on the move. It's very frustrating waiting on leafs when you have to go around corners. That said, try to get as many flower Pikmin as possible, but don't lose a lot of time for this. If you're running

90+ through some grass, not much else is happening, so be quick and hope to be lucky.

-If you get the red 20 and blue 20 moving (with a fair amount of flowers) before the edge (not the center) of the time dial hits the center of the second to last notch, they will return without any help. If you didn't, you'll have to add Pikmin to these at the end in order to get them in. That limits the last second pellet scrounging you can do.

Q: What's the best way to get the most Pikmin flowerized from a nectar patch?

A: My preferred method is to throw some Pikmin on a patch of grass, and when the nectar flies into the air, C-Stick swarm your army around it where it's going to land. At least 90% of the Pikmin will have gotten some.

8) NOTE ON SUBMITTING:

My e-mail address is leadervpl@yahoo.com. Please use this address if you have something you want to contribute or criticize. Suggestions are always welcome. Just make sure you use proper grammar and spelling and put 'About your Pikmin FAQ' in the topic, and specifically state if you are submitting a strategy that I have permission to use it. Do not bother sending spam, because I am telling you right now I'm not interested. Also, I will block you if you are just sending hate mail. Feel free to praise me anyway you like, though. ^_^

9) LEGAL INFORMATION

All strategies in this document are copyright of their respective owners. Feel free to distribute this document, as long as it remains unaltered and intact and you do not claim it as your own or gain any profit from it. Proper credit must also be given. Pikmin, GameCube, and all associated characters and ideas are trademarks of Nintendo. All rights reserved.