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(CS) - Coming Soon

To jump quickly to one section of this walkthrough, simply click the text, press Ctrl+F, and type the number (and letter, if applicable) in the box that appears.

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1. Introduction =====  
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This is my first FAQ/Walkthrough, one I hope is thorough and helpful. I decided to start with a game I fell in love with instantly, Pikmin 2. Probably the best game out for the Nintendo GameCube right now, Pikmin 2 improves on its predecessor in many ways. Keeping the same control scheme, it provides 4 new areas (filled with puzzles, treasures, and plenty of enemies), a completely revamped Challenge Mode (far more difficult than the original), 2 new playable characters (Louie comes to Olimar's side, and an alternate second character you can unlock), and of course, 2 new types of Pikmin (You guessed it, Purple and White)! With all of this, plus the all-new 2-Player battle arenas and Challenge Mode in multiplayer, Pikmin 2 is sure to provide you with countless hours of fun, frolic, and, of course, flowers!

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2. The Game =====  
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Every good game has a story of some kind. Pikmin 2 may not win any awards for elaborate storytelling, but enough of a plot is provided to compell to play. Read on to discover the plot behind this game.

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2A. The Story -----
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Hocotate Freight is a long-haul deep-space shipping company. One day, its only employee of any merit, Captain Olimar crashed on an uncharted planet while on an interstellar vacation. There, he was aided by indigenous creatures which he called Pikmin. In the end, Captain Olimar escaped, but in Olimar's absence, his employer, Hocotate Freight, ran into financial difficulties...

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2B. The Characters -----
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The Cast and Crew of Pikmin 2. I'm a poet who didn't know it!

Captain Olimar: A veteran member of the Hocotate Freight Shipping Company, the pilot was on an interstellar vacation when, after colliding with a meteor, he

crashed-landed on an uncharted planet. His ship a wreck, his Life-Support limited, and his hopes plummeting, Olimar proceeded to encounter a strange, onion-like vessel which ejected a single seed. Plucking this tiny sprout marked his first encounter with the Pikmin, a cute, yet surprisingly ferocious, race of half-animal, half-plant creatures that were eager to carry out his bidding. Utilizing the incredible strengths of the Pikmin, Captain Olimar reconstructed his ship and took off, heading straight back toward his home planet of Hocotate.

Louie: A local employee of Hocotate Freight, Louie was attacked by a "giant Space Bunny" during his very first delivery mission, which consumed all of his Pikpik Brand Carrots. The company was required to take a massive loan in order to repay the Pikpik Carrot Company. Unfortunately, Hocotate Freight still owes quite a sum of money. When Olimar is assigned to return to the planet of the Pikmin, Louie is ordered to accompany him on this adventure.

President Shyacho: The long-standing owner of Hocotate Freight, Shyacho is in real trouble when the company is drawn into an enormous debt. Sending Olimar and Louie back to the planet Pikmin, he hopes enough treasure might be salvaged to alleviate the debt. When Louie is left behind once 10,000 Pokos worth of treasure has been obtained, the Prez returns with Olimar to the planet to see how much extra treasure can be grabbed.

S.S. Dolphin: To get from Hocotate to Pikmin planet, Olimar and Louie need some sort of conveyance. This comes in the form of an old, rather junky ship, the S.S. Dolphin. A craft with a personality all its own, the ship will help you learn the controls and give you helpful tips throughout the game. At the end of each day, you take off inside the craft. The Dolphin also holds Purple and White Pikmin, and is solely responsible for appraising and naming the items you'll find throughout the game. The Survey Pod (the top section of the ship) will also detach to join you down in the various caves and mazes scattered throughout the game.

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3. The Basics =====  
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Even seasoned gamers don't stand a chance if they don't know how to play. Take a moment to familiarize yourself with the controls and gameplay mechanics of Pikmin 2.

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3A. The Controls -----
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Guess what this section's for?

A Button: -Throw Pikmin: Line up the Targeting Reticule with the place you
Want to throw Pikmin, then press and release the A
Button to throw.

-Pluck a Planted Pikmin: Get near the sprout you wish to pull, and
tap the A Button to extract it. Repeatedly
press the A button to continuously pluck
seeds.

-Punch: To deliver a small punch, tap the a button when no Pikmin
are behind you. If you're an enemy, you may do a bit of
damage. You can eventually upgrade you punching power.

B Button: -Whistle: Move the cursor over your Pikmin and press the B Button to
call them to attention with your whistle. Hold the B

Button to expand the radius of your whistle. The maximum width of your whistle can be upgraded, as well as given the ability to call sprouts out of the ground.

X Button: -Dismiss and separate: Press the X Button to cause all of your Pikmin as well as your other leader, to become idle. Additionally, Pikmin will automatically separate by color.

Y Button: -Change Leaders: Press the Y Button to switch between Olimar and Louie. Each can control a separate squad. When together, the two will automatically swap Pikmin.

C Stick: -Move the Group: Tilt the C Stick in any direction to move all of your Pikmin accordingly. When being ordered by the C Stick, Pikmin will automatically interact with anything they touch, i.e. picking up an item, attacking an enemy. Mastery of the C Stick is recommended.

D-Pad: Up-Use an Ultra-Bitter Spray: Fires an Ultra-Bitter Spray directly in front of you. May effect multiple enemies. Turns all effected enemies to stone for approximately 10 seconds. Stone enemies leave behind Nectar or a Spray (See 4D. Miscellaneous), and any items they'd have otherwise.

Down-Use and Ultra-Spicy Spray: Causes all of the Pikmin in your group to become "supercharged." Pikmin will all move faster than flowers (Regardless of Budding Status) and attack with twice as much speed and strength.

Left/Right- Switch Colors: When holding a Pikmin (Hold the A Button), press Left or Right to switch between the colors of Pikmin in your group.

Control Stick: -Press Hard: Moves the leader under your control.
-Press Slightly: Aim the targeting reticule.

L Button: -Center Camera Behind Leader: Press the L Button to center the camera behind the leader.
-Move the Camera: Continue to hold the L Button and tilt the Control Stick Left or Right to move the camera accordingly.

R Button: -Zoom: The default view is a 2/3 zoom. Press the R Button to zoom out to 1/3 zoom. Press the R Button the zoom into full zoom. When in full zoom, press and hold the R Button to go into 3rd person view.

Z Button: -Tilt Angle: Press the Z Button to switch between a top-down view and a 45-degree view (default).

Start/Pause: -Access the Radar Screen: Press the Start/Pause button to access the Radar screen.
-Access the Item Screen: Press the L Button on the Radar Screen to view the Item Screen.
-Access the Menu Screen: Press the R button on the Radar Screen to access the Menu Screen.

=====
 3B. Screen Layout -----
 =====

```

0  o  o  o  o  0  o  o  o  0  o  o  o  0  o  o  o  0  DAY
                    ^----Sun Meter           Day Counter---->(6)
  
```

```

Ox4 <---- # of Ultra-Bitter
_|o|_      Sprays available           View Here
|_  _|
 |o|
Ox3 <----# of Ultra-Spicy
      Sprays available
  
```

```

/ \ / \ <---- Idle Leader and Health, respectively
\ / \ / |----Controlled
      |
      | \ / |---- Pikmin you control/Pikmin on
      | \ / | the Field/All non-wild Pikmin
      | \ / | in existance
( ) ( ) | x | | / | / |
\ / \ / \ / | / | / |
  
```

Note that only 100 Pikmin can be on the field at a time (including sprouts).

=====
 3C. All about Pikmin -----
 =====

Pikmin are strange creatures originally discovered by Captain Olimar on his first quest to rebuild his ship. Half-Plant, Half-Animal, the Pikmin are indeed strange and mysterious beings who reside in Onion-like Motherships.

Types of Pikmin:

-Red Pikmin: Once again, the first Pikmin you'll encounter, Red Pikmin are one of the original 3 types. The most ferocious of the primary colors, Red Pikmin are resistant to fire and second in strength only to Purple Pikmin. Their distinguishing features are their noses.

-Yellow Pikmin: Returning in the sequel are Yellow Pikmin, versatile little things that can attain heights twice that of other Pikmin. Their ability to carry bomb-rocks has been replaced with a more use resistance. Yellow Pikmin, as one might presume, are now impervious to electrical hazards. Their distinguishing features are their ears.

-Blue Pikmin: The third of the Primary Pikmin colors, Blue Piks are assumeably able to survive in water, whereas other Pikmin flail frantically, attempting to float (whistle to them to have them swim to you). This ability, though singular, is incredibly useful. In multiple areas, you'll have to use Blue `Mins to crack open a drain or bust down a gate submerged in water, or perhaps to simply more a piece of treasure through a pool. Their distinguishing features are their mouths/gills.

-White Pikmin: Resistant to all forms of poison, due to their own toxicity, White Pikmin are incredibly agile and rather small. They can sense buried treasure, and have that neat pink flower. Spawn these guys by tossing some of your own `Mins into an Ivory Candypop Bud. Their distinguishing features are their beady red eyes.

-Purple Pikmin: The greater of the two Pink Flowers, Purple Pikmin weigh as much as 10 Pikmin, and have an equal strength. Achieving quite a bit of distance, Purple `Mins slam down rather nicely when they land, sometimes stunning, or causing a bit of damage to, enemies they land on or near. These beasts are made from Violet Candypop Buds. Their distinguishing features are the little bristles on their heads, reminiscent of hair.

-Bulbmin: While not entirely Pikmin, Bulbmin are just as ferocious and useful as any. To obtain these guys, make sure there aren't 100 on the field in the given level. Kill the slightly larger leader, then whistle to the Bulbmin to have them join your group. They can obtain flower status through Nectar like all Pikmin, but are restricted to the caves and labyrinths you find them in. See the Piklopedia for a more detailed background.

GENERAL NOTES:

-Whenever a Pikmin is afflicted by fire, water (droplets), or poison, simply whistle to them to alleviate the creature's condition. When non-Blue Pikmin are drowning in large bodies of water, whistle to them and they will swim toward you. If they make it to land in time, the Pik will hop out, dry up, and join you up again.

-Remember that when you're in caves and you lose a generous portion of Pikmin, if you're not satisfied with the results you have received, hit the Reset Button and try again. There's nothing wrong with it, especially if and when it is your first time in that particular sublevel.

-Above ground, when more than one type of Pikmin carry the remains of an enemy or a pellet, the type with the greatest presence will send it to that Onion, which is selected by the color of the fraction. Remember, white fractions denote that the item will go to your ship, and if a spoil doesn't have enough Pikmin attempting to lift it, the fraction is grey.

-Purple and White Pikmin will randomly choose where to send spoils. Often, adding more of those two colors will result in a change of Onion. If a Pikmin of the primary colors latches on, that Pik's Onion will automatically become the destination.

-AVOID ELECTRICITY WITH ALL NON-YELLOW PIKMIN! If you ram a large and varied number of Pikmin into an Electric Fence, there's gonna be quite a few ghosts rising up in a bit.

-Don't forget that when moving on to the next level of a cave, you don't have to have all of the Piks with you; they'll magically appear at your side as the hole-hopping cutscene begins. This is a useful fact to bear in mind when in the Submerged Castle (ZOMG!!!!!! ITS DA GHOSTROLLER TING!!!!!!1!!/!) or if the hole has a large body of water in between it and you.

-When you have Pikmin planted in the ground when underground, and you attempt to leave the level you're on, you will be warn that there are sprouts in the ground and asked if you want to leave. If you do leave with those sprouts still planted, they will count as dead Piks in your cave total.

-Whenever a Pikmin is in the process of being ingested in any way, shape, or form, if the creature doing the ingesting is killed, the Pikmin will remain in the grips of the dead beast for a few seconds before hopping out idle.

-100 Pikmin can be on the field at any time, there can be as few as 1 or as many as 76. However, there is NO way, NO glitch, NO non-Action-Replay-related means of having over 100 Pikmin on the field at any point in time. The number of Pikmin out and about includes those with you, idle, working (fighting, carry, etc.), and sprouted in the ground. The farthest left box tells you how

many Pikmin (under your control) are in existence, including those sprouted in all regions.

-Pikmin are not in the least brilliant (they look up to Louie as a leader, after all) so don't expect them to do ANYTHING at all unless they are assigned directly to the task.

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4. The Planet of the Pikmin =====  
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The Pikmin's homeworld is full of thing both wonderful and deadly. Take a bit to educate yourself about the various flora and fauna inhabiting the planet. Associate yourself also with the many other thing scattered throughout the world.

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4A. Areas -----
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These are descriptions of the four major areas in the game. I'm NOT going to include caves, because copying and pasting them up here is a waste of space. I'll provide tips for treasures, as well as when enemies are added/changed. Remember: Treasure Name (Weight in Pikmin, Worth in Pokos). I may make some references to Pikmin 1 areas, so don't get confused.

VALLEY OF REPOSE

- Total Caves: 3
- Total Treasures: 7
- Hazards: Fire, Water, Poison
- Enemies: Armored Cannon Beetle Larva
 - Cloaking Burrow-Nit
 - Decorated Cannon Beetle
 - Dwarf Red Bulborb
 - Fiery Blowhog
 - Fiery Bulblax
 - Mitite
 - Pellet Posy
 - Red Bulborb
 - Water Dimple
 - Watery Blowhog
 - Withering Blowhog
- Treasures: Courage Reactor (20, 280)
 - Fossilized Ursidae (25, 160)
 - Pink Menace (5, 100)
 - Spiny Alien Treat (4, 50)
 - Temporal Mechanism (25, 110)
 - Unspeakable Wonder (30, 120)
 - Utter Scrap (35, 170)

-On your first day, gather the 20 possible Red Pikmin, then have them pull the Courage Reactor (20, 280) out of the mound of snow.

-Get Yellow Pikmin past the Emergence Cave, across the bridge, past the pond, to a large mount of slippery snow. Toss the Yellows up to the circular opening, where they'll slide down to the Fossilized Ursidae (25, 160).

-After draining the portion of the pond, hike across with some Reds or Purples but with Whites regardless. Look for a small path heading up a hill. Avoid or

kill the Burrowing Snarget, then take your White Piks and uncover the Pink Menace (5, 100) located at the end of the path.

-Across from the aforementioned path is a wide open area. Facing this area from the path, the Spiny Alien Treat (4, 50) is buried toward the left.

-After crossing the bridge, head left toward a large pond with either Red Piks or Blues. Either kill or avoid the Water Dumpsles, then get across the pond. Keep your Blues back, or have your Reds swim across. Either lure the Fiery Bulblax on the other side of pond into the water and use an Ultra-Bitter Spray, or freeze it as it sleeps. Kill the stone-cold beast, and use Blues to retrieve the Temporal Mechanism (25, 110) and anything else left behind.

-Near the ramp leading to the Frontier Cavern, there is a giant malformed snowman. Climb up the nearby slippery slope with some Red Pikmin, and take out the Armored Cannon Beetle Larva at the top. Proceed to throw the Reds onto the snowman's head, where they'll gather around the Unspeakable Wonder (30, 120) and tote it down.

-Grab the Utter Scrap (35, 170) located in the sewer lid area with the Red Bulborb in the middle.

Creature Notes:

-The three or four 5-Pellet Pellet Posies near the landing area, as well as the 10-Pellet Posy on the ledge, will disappear around Day 15.

-A large cluster of enemies sits near the bridge area, including a pair of Decorated Cannon Beetles. Use the rocks from these two beasts to kill the other creatures, and each other, as well.

AWAKENING WOOD

Total Caves: 4

Total Treasures: 7

Hazards: Water, Electricity, Poison

Enemies: Burrowing Snarget

Cloaking Burrow-Nit

Creeping Chrysanthemum

Dwarf Red Bulborb

Female Sheargrub

Gas Pipe

Iridescent Flint Beetle

Iridescent Glint Beetle

Male Sheargrub

Pellet Posy

Ravenous Whiskerpillar

Red Bulborb

Wogpole

Yellow Wollywog

Treasures: Air Brake (15, 100)

Chance Totem (15, 100)

Decorative Goo (10, 80)

Geographic Projection (101, 200)

Healing Cask (6, 60)

Pilgrim Bulb (10, 55)

Sunseed Beery (5, 170)

-Take some 41 Pikmin over to the pond beyond the Geographic Projection area that links you to the Snarget Hole. Get a leader and around 20 Pikmin onto the block that starts higher up. Toss 21 or more Pikmin onto the other block, then

switch to the first leader and toss his Piks up to the Air Brake (15, 100).

-To get the Chance Totem (15, 100), break down the Gas-Pipe-protected White Gate near the White Flower Garden. Get a leader and some Pikmin up on the higher ledge using See-Saw Blocks (for the leader), then head on over to the giant die, which is located on another ledge, but that any Pik can reach.

-As you encounter Blue Pikmin, be sure to grab the Decorative Goo (10, 80) behind the Blue Onion, on the far side of the pond.

-Down the path opposite the Hole of Beasts is a Gas-Pipe-protected White Gate. Bust it down, then destroy the Creeping Chrysanthemum. Build the nearby bridge, then use plenty of Purples to tote the Geographic Projection (101, 200) back to the Ship.

-When you arrive in the Awakening Wood with Yellows, take a few, past the Burgeoning Spiderwort, and toss them on top of a tall stump where the Healing Cask (6, 60) sits. Its where that Yellow 20-Pellet sat in Pikmin 1.

-To the left of your starting point sits a pair of pots, one higher than the other. Once you have White Pikmin, take some behind these pots up a ramp, and to the edge of the lower pot. Toss up the White Piks to the larger pot to uncover the Pilgrim Bulb (10, 55).

-When you defeat the Red Bulborb near your camp, look around for a ledge. On the ledge is the Sunseed Berry (5, 170).

Creature Notes:

-Be watchful of the Creeping Chrysanthemums-they are often placed near several other flowers. One is also hidden among several Margrets on the plateau with the Burrowing Snarget.

-An Iridescent Flint Beetle hides near the ramp leading up to the pots. Locate an Iridescent Glint Beetle in another pot near the bridge you built for the Geographic Projection.

-Male and Female Sheargrubs will spawn near the Geographic Projection bridge and on the island with two bridges in the pond near the Snarget Hole starting around Day 15. The Females near the Onions and the pots will disappear.

-Also around Day 15, three Pellet Posies, one for each color, will spawn with 10-Pellets, around the landing area. Also, an alternating 20-Pellet Pellet Posy will spawn on the Sunseed Berry ledge.

PERPLEXING POOL

Total Caves: 4

Total Treasures: 7

Hazards: Fire, Water, Electricity, Poison

Enemies: Beady Long Legs

Bulbear

Dwarf Bulbear

Fiery Blowhog

Fiery Bulblax

Gas Pipe

Hermit Crawmad

Mitite

Pellet Posy

Raging Long Legs?

Shearwig

Skitter Leaf

Swooping Snitchbug

Toady Bloyster
Water Dimple
Withering Blowhog
Yellow Wollywog

Treasures: Aquatic Mine (3, 80)
Fortified Delicacy (20, 60)
Gherkin Gate (15, 100)
Impediment Scourge (10, 55)
Massage Girdle (15, 100)
Onion Replica (20, 30)
Optical Illustration (15, 140)

-The first time you kill the Toady Bloyster outside your camp and to the right, you'll receive the Aquatic Mine (3, 80) and a single random 10-Pellet.

-After draining the large lake to the landing area's right, take a squadron of White Pikmin near the vacuum pipes stuck in the ground. Use the Treasure Gauge to locate the Fortified Delicacy (20, 60), then unearth it with your Whites.

-The Gherkin Gate (15, 100) is found in the same location as the UV Lamp was in the original Pikmin. To reach them, look for some ramps leading up to a narrow ledge opposite the the Burgeoning Spiderworts. Head along these ledges, careful to keep Yellow Pikmin from taking a plunge into the puddle beneath. As you reach the end of the ledge, use the C Stick to keep you Piks on the ledge as you toss them to the treasure.

-A stump outside the hollow one you found Yellows in has the Impediment Scourge (10, 55). Toss Yellow Piks up to tote the prize on down.

-Play around with the blocks in the back of the Perplexing Pool, keeping one leader on the blocks and the other on the ground. Use Pikmin to raise and lower blocks so that you can maneuver one of the leaders onto the extended ledge. Toss up an appropriate number of Piks to your second leader, then grab the Massage Girdle (15, 100) and send it back to your ship.

-On a small isthmus behind the landing area, the Onion Replica (20, 30) is buried. Head down the path near your ship, and toss White Pikmin on the the lowest part of the ledge (at the end of the path). Head around with some Blue Piks, call down the Whites, and set them to digging up the treasure. Have your Blues take the giant vegetable through the water.

-Take Blue Pikmin behind the Citadel of Spiders and have them build the double bridge. Proceed across the with some Yellows and toss them over the wall. Whistle to them, then set them to destroy the Electric Gate. Come back with you Blue Piks, and grab the Optical Illustration (15, 140).

Creature Notes:

-The Fiery Bulblax and Pellet Posies in the Yellow Onion stump will not respawn once killed.

-On about Day 15, the Yellow Wollywog near the Citadel of Spiders (on land) will be replaced by a trio of Shearwigs. Additionally, Dwarf Bulbears will spawn farther along the aforementioned path and near where the Fiery Bulblax was.

-At Day 30, a full-grown Bulbear will spawn somewhere in the back area. Also, a Beady Long Legs will drop down in front of the landing area-walk onto the little sand circle directly outside the camp.

-I am trying to investigate rumors that you can lure down a Raging Long Legs randomly, but as of yet, I have not encountered one. If someone can send me indisputable evidence that one exists (a screenshot), I'd be greatly appreciative.

WISTFUL WILD

Total Caves: 3

Total Treasures: 5

Hazards: Fire, Water, Eletricity, Poison

Enemies: Armored Cannon Beetle Larva

Cloaking Burrow-Nit

Creeping Chrysanthemum

Decorated Cannon Beetle

Dwarf Red Bulborb

Fiery Blowhog

Gas Pipe

Gatling Groink

Hermit Crawmad

Mitite

Orange Bulborb

Shearwig

Swooping Snitchbug

Watery Blowhog

Withering Blowhog

Yellow Wollywog

Treasures: Anti-hiccup Fungus (5, 30)

Armored Nut (5, 60)

Conifer Spire (7, 15)

Doomsday Apparatus (1000, 3000)

Seed of Greed (10, 70)

-Obtain the Anti-hiccup Fungus (5, 30) from on the side of the Impact Site stump with two Orange Bulborbs on it. It is taked away in a corner opposite the Dream Den.

-The Armored Nut (5, 60) can be procured from one of the Creeping Chyrsanthemums in the Impact Site landing area.

-The Conifer Spire (7, 15) is guarded by an Armored Cannon Beelte Larva. To reach it, destroy the Electric Gate near the Final Trial landing area. Take out the Shearwigs, and head down the path.

-The Doomsday Apparatus (1000, 3000) is perhaps the most well known treasure (if not by name) in the game. Found in a small clearing directly behind the Yellow Onion but separated by a stone wall, its not hard to find. It still takes half a day to move, however.

-The Seed of Greed (10, 70) is spilled by the Orange Bulborb closest to the Dream Den one it is killed.

Creature Notes:

-BE WARY OF THE GATLING GROINK! It patrols from the Final Trial landing area to the ramp left out of your camp at turns back around at the stream (actually, that's where it starts).

-The Burgeoning Spiderworts here are peculiar: When you first encounter them, they'll bear mostly Ultra-Spicy Berries, but one or two Ultra-Bitter Berries on each; usually three total. Over time, the plants will come to bear only the red fruits.

-Mitites may be found in any of the three locations where eggs are placed (near the Dream Den, near the Hole of Heroes, and at the top of the ramp).

-Yes, its true. Strange, bee-like creatures can be found as soon as Day 30 or 31. They hang around near the Hole of Heroes, and another cluster directly

across the Impact Site landing area. These bugs will spill massive amounts of Nectar and Sprays, and may randomly poison non-Whites. For a pic, go to:

<http://pics.bbzzdd.com/users/eelw/cap006.jpg>

(I pulled this link off a forum at GameFAQs, but the Pik-pic isn't mine. Let me know if it is yours, and I'll give you credit.)

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4B. Piklopedia -----
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A list of enemies! How original! Once you've killed any enemy in story mode (or come into contact with a plant), it'll be added to that file's Piklopedia. Louie's Notes are also thrown in once you beat the Titan Dweevil and rescue Louie. Format:

#? (number)
EXAMPLE (name in caps)
99 Pikmin (weight)
0 x 99 (worth)

Olimar's Notes: It is evil!

Louie's Notes: And tasty!

Simple Strategies: RUUUNNNNN!!!!

Controls (for in game):

A Button: Throw Pikpik carrot/Zoom

X Button: Olimar's Notes

Y Button: Louie's Notes

Z Button: Ultra-Bitter Spray

L/R Button: Switch to Treasure Hoard

C Stick: Rotate camera

D-Pad (Up/Down): Zoom in/out

#1
RED BULBORB
10 Pikmin
0 x 7

Olimar's Notes: Red Bulborb
Oculus kageyamii russus
Grub-dog family

This large organism has the familiar mandibles and cranial morphology of the grub-dog family, as well as the characteristic bulging eyes. As with most grub-dog, the creature's cranium comprises of half its total length and girth. Showing a scarlet abdomen with white spots, this creature is primarily nocturnal, choosing to prey upon smaller creatures returning to their nests. Originally classified as the spotty bulborb, further research has reclassified this species as the red bulborb. Subspecies of varied color have recently been

discovered, but academics are divided into two rival camps over how to handle their classification.

Louie's Notes: Plump specimens are best spit-roasted whole, stuffed with a lime and a slab of bacon. Baste frequently to ensure a magnificently moist haunch.

Simple Strategies: Take all of ten Purple Pikmin, get behind the Red Bulborb (if possible), and toss the 'Mins on the beast in rapid succession. More Purple Pikmin are recommended, but not required.

#2

HAIRY BULBORB

10 Pikmin

0 x 7

Olimar's Notes: Hairy Bulborb

Oculus kageyamii folliculus

Grub-dog Family

This subspecies of grub-dog has a thick coat of soft white fur that obscures its abdominal markings. The fur also warms its vital organs, making this species well adapted to colder climates. However, its hair follicles are surprisingly frail, which can result in immediate hair loss if the creature is surprised.

Louie's Notes: Remove all of the bulborb's hair, wrap the beast in foil along with a halved lemon, and place it directly on the grill. The foil should protect the carcass from scorching, and the lemon will give the meat an elegant hint of citrus.

Simple Strategies: Take all of ten Purple Pikmin, get behind the Red Bulborb (if possible), and toss the 'Mins on the beast in rapid succession. More Purple Pikmin are recommended, but not required. Note that the hair will fall out once the damage meter becomes yellow.

#3

ORANGE BULBORB

10 Pikmin

0 x 7

Olimar's Notes: Orange Bulborb

Oculus kageyamii orangium

Grub-dog family

This bulborb species boasts a garish color pattern, with deep orange body and black spots. The orange bulborbs yellow, bloodshot eyes make it clear that this grub-dog is excessively edgy and high-strung, making it much easier to wake from a deep sleep than other species in the bulborb family.

Louie's Notes: This bulborb's meaty flanks make for saliciously savory steaks that shouldn't be missed.

Simple Strategies: Take 15 or more Purple Pikmin and toss them at the Orange Bulborb when it is barely in cursor range. This beast will wake up when anything gets too close, so you'll need to make Olimar's hands a flurry as you pump Purples on the Bulborb.

#4

DWARF RED BULBORB

3 Pikmin

0 x 2

Olimar's Notes: Dwarf Red Bulborb

Pansarus pseudocolii russus

Breadbug family

Although initially identified as a juvenile red bulborb, groundbreaking new research indicates that this creature is in fact a member of the breadbug family. A close relative of the vanilla breadbug, it escapes predation through mimicry. Unique adaptation of the red bulborb's crimson coloration allows the species to safely commingle. Such effective adaptation and obfuscation by a prey species is rare, indicating this clever creature is a master of mimicry.

Louie's Notes: For a blissful bisque mince the entire beast finely and stir in with heavy cream, artichoke hearts, and a pinch of black pepper. Heat slowly until piping hot. Mmmmm...Rich and creamy!

Simple Strategies: Swarm with 20 or more Pikmin, or land a single Pikmin directly on the beast. The latter works best with Purples.

#5

SNOW BULBORB

3 Pikmin

0 x 2

Olimar's Notes: Snow Bulborb

Pansarus pseudocolii frosticus

Breadbug family

Like the dwarf red bulborb, the snow bulborb is a member of the breadbug family the seeks to survive by imitating the appearance and behavior of a bulborb. Its pale coloration and blue spots make for easy identification. In particular, this organism mimics the hairy bulborb, but it is of course unable to grow the hair that give the hairy bulborb its name. However, as the hairy bulborb has been known to lose its hair in certain circumstances, the snow bulborb is an effective mimic that is often mistaken for a member of the same species.

Louie's Notes: Best grilled and served hot over a bed of fresh spinach and crumbled blue cheese.

Simple Strategies: Swarm with 20 or more Pikmin, or land a single Pikmin directly on the beast. The latter works best with Purples. This seems to be the most resilient species of the three dwarf bulborbs.

#6

DWARF ORANGE BULBORB

3 Pikmin

0 x 2

Olimar's Notes: Dwarf Orange Bulborb

Pansarus pseudocolii orangium

Breadbug family

Just as dwarf red bulborbs mimic the appearance of red bulborbs, it was theorized that an orange bulborb-variant must also exist. Recent fieldwork has confirmed this theory.

Louie's Notes: Although difficult to prepare, this exquisite creature is more

than worth the effort. Great in fajitas!

Simple Strategies: Swarm with 20 or more Pikmin, or land a single Pikmin directly on the beast. The latter works best with Purples. This spieces seems to have above-average eyesight and may see you coming faster than the other variants.

#7

SPOTTY BULBEAR

10 Pikmin

0 x 10

Olimar's Notes: Spotty Bulbear

Oculus terribilis dotticum

Grub-dog family

A midsize subspieces within the grub-dog family, the spotty bulbear's unique feeding habitsset it apart from other grub-dogs. The spotty bulbear patrols a set path searching forprey, instead of passively feeding on creatures that wander into a limited territorial range. When entering bulbear habitat, it is wise to proceed with extreme caution until the bulbear's patrol path can be clearly identified.

Louie's Notes: For an unrivaled green curry, peel away the spotty bulbear's skin, pulverize the juicy innards, and stew until curiously fragrant.

Simple Strategies: The only "simple" way to take out a Spotty Bulbear is to freeze it with an Ultra-Bitter Spray and swarm it with a large number of Pikmin. If you can't for some reason, attempt to sneak up on it with 15-20 Purple Pikmin, then mercilessly pound the bulbear's back with the Piks. Where applicable, you can also lure it off the edge of a sublevel into an infinite void.

#8

DWARF BULBEAR

3 Pikmin

0 x 2

Olimar's Notes: Dwarf Bulbear

Oculus terribills

Grub-dog family

A grub-dog larva into its third stage of development, this creature's body structure is near maturation. However, unlike mature bulbears, it has yet to claim its own patrol route, and thus is dependent upon its parent for guarding direction.

Louie's Notes: Remove innards, stuff with sage and finely aged prosciutto, and broil until golden brown. The ultimate crowd pleaser!

Simple Strategies: The Dwarf Bulbear is far hardier than any of the three Dwarf Bulborbs. Swarm it with a good 30 or more Pikmin to ensure its quick death. To tackle more than one at once, be sure to use a vast number, but not to spread your army to thinly. Dwarf Bulbears are susceptible to a Pik on the head, but it may take a few. Use Purples for the latter.

#9

BULBORB LARVA

Olimar's Notes: Bulborb Larva

Oculus bambinii

Grub-dog family

As the name implies, this is a bulborb in an early stage of development. Its distinct bulborb coloration has yet to appear, but it already exhibits other uniquely bulborb. It is capable of hunting nourishment independently without the help of its parents.

Louie's Notes: This meager creature offers little meat, but it's eyeballs are a local delicacy. Try them with okra and a dollop of sour cream!

Simple Strategies: These little white-mouse-things can eat a Pikmin instantly! Fortunately, bulborb larvae can be killed with a single punch, so lay down the law with your leaders.

#10

FIERY BULBLAX

10 Pikmin

0 x 10

Olimar's Notes: Fiery Bulblax

Oculus vulcanus

Grub-dog family

Bodily excretions of a highly flammable waxy substance interact with the cell structure of this grub-dog's skin, causing a chemical reaction that produces extremely high temperatures. The skin benefits from a spongy cell structure that diffuses the surface heat, protecting the creature's inner organs. Due to the astonishing amount of heat produced by this beast, it should be observed with great caution.

Louie's Notes: No stove? No problem! This sizzling beast practically cooks itself. Remember to thoroughly extinguish the steaks prior to eating.

Simple Strategies: Use an Ultra-Bitter Spray on the Fiery Bulblax, and toss on some Red Pikmin. Or, if it is easier, lure the Bulblax into a body of water, freeze it with an Ultra-Bitter Spray, and chuck Blue Pikmin at it. Or, if you so desire, lure the infernal beast over the edge of a sublevel and into an infinite void.

#11

WATER DUMPLE

5 Pikmin

0 x 3

Olimar's Notes: Water Dimple

Ichthyosa felinis

Grub-dog family

A resident of freshwater pools and marshes, this aquatic creature regularly feeds on insects that land on the surface of the water. It shares a nearly identical skeletal structure with its close relative and terrestrial cousin, the bulborb. This may offer clues to its evolutionary origin and suggests that it only recently migrated to an aquatic habitat.

Louie's Notes: Deep-fry water dumplings for all the flavor with half the fat!

Simple Strategies: Swarm with a good 25 or more Pikmin. When in groups, try

to lure one away at a time to pick them off individually.

#12
BULBMIN
7 Pikmin
0 x 3

Olimar's Notes: Bulbmin

Paraciticus pikminicus

Pikmin Family

This loathsome creature is in fact a parasitic form of Pikmin that has infected a bulborb. Unlike Pikmin that nest in Onions, this parasitic relative spends its life inside the body of a host, usually a bulborb. Juveniles fall in line and mimic the actions of their parent until maturing to full independence. By burying its rootlike limbs into the nervous system of the host bulborb and infusing it with natural hormonal excretions, the bulbmin is able to control virtually all of the host's bodily functions. However, the host's voracious appetite seems impossible to surpress.

Louie's Notes: Grind the meat and season with allspice, salt, and ground white pepper. Press the seasoned meat into satchels, then panfry them with onions. Prior to serving, smother the brats in dijon mustard and sauerkraut. Buns are optional.

Simple Strategies: After getting the Bulbmin's attention, toss Pikmin (preferably Purple) onto the creatures back Continue until the Bulbmin is dead. Younger Bulbmin will join your group if you whistle to them. Note that controllable Bulbmin will only appear if you less than 100 Pikmin with you.

#13
FIERY BLOWHOG
7 Pikmin
0 x 4

Olimar's Notes: Fiery Blowhog

Sus draconus

Blowhog family

This creature expels a volatile phosphorus compound from its snout that combusts upon contact with the air. This fire-breathing ability is dependent upon the air-to-fuel ratio at its mouth, catalyst reaction within the expelled compound, and purification of the compound. Thus it is highly unlikely such a complex process could cause the spontaneous explosion of a fallen blowhog. (This process is also perhaps to avoid risk of spontaneous combustion in the belly of a live specimen.) However, one should still treat a fiery blowhog with great care, even after its functions have ceased.

Louie's Notes: Roast this flavorful beast for several hours, letting it stew in its own succulent juices. Don't worry about overcooking this beast...it's scorch-proof.

Simple Strategies: Toss a Pikmin or two on the Fiery Blowhog, and call them off before they are flung by the beast. Proceed to swarm with 40 or more Pikmin. An alternative is to pound the beast with Purple Pikmin. Remember to keep all non-Red Pikmin clear of the flame.

#14
WATERY BLOWHOG

7 Pikmin

0 x 4

Olimar's Notes: Watery Blowhog

Sus loogiens

Blowhog family

A variant subspecies of the fiery blowhog, the watery blowhog lacks several of the dominant genes necessary for the production of fire-producing catalysts, and thus expels jets of the nonflammable liquid. This subspecies appears to have only recently evolved. However, the hereditary traits of this variant are dominant and highly robust, so its population is rapidly increasing.

Louie's Notes: This beast's unrivaled moistness gives it a melt-in-the-mouth quality that's incomparable.

Simple Strategies: Toss a Pikmin or two on the Watery Blowhog, and call them off before they are flung by the beast. Proceed to swarm with 40 or more Pikmin. An alternative is to pound the beast with Purple Pikmin. Remember to keep all non-Blue Pikmin clear of the liquid.

#15

ARMORED CANNON BEETLE LARVA

7 Pikmin

0 x 4

Olimar's Notes: Armored Cannon Beetle Larva

Granitus chukkulinae

Lithopod family

This specimen is a lithopod larva. This expedition was unable to confirm the existence of any mature lithopods, leading to the concern that this species was extinct on this planet, but the discovery of creatures in larval form eased such concerns. Lithopods, like flint beetles, use internal metabacteria to aid in chemical digestion. These metabacteria can only survive in certain environments, such as within the body of certain insects, so lithopods do not contain any metabacteria immediately after hatching. Larvae feed on partially digested ore regurgitated by mature lithopods, ensuring the larvae obtain metabacteria that they would not normally have acquired.

Louie's Notes: Carefully remove every grain of sand, peel back the exoskeleton, and slurp heartily!

Simple Strategies: Toss a Pikmin or two on the Armored Cannon Beetle Larva, and call them off before they are flung by the beast. Proceed to swarm with 40 or more Pikmin. An alternative is to pound the beast with Purple Pikmin. Remember to keep all Pikmin clear of the rocks the Larva spits. Also note that the rocks have the capacity to kill other enemies, provided the rock hits their vulnerable point.

#16

DECORATED CANNON BEETLE

7 Pikmin

0 x 4

Olimar's Notes: Decorated Cannon Beetle

Granitus decorum

Lithopod family

This creature is the larval form of a cannon beetle variant known for a diet consisting entirely of eating stones. The decorated cannon beetle favors stones with high iron content, which contributes to its red torso. The stones

creatures launch are wrapped in a powerful magnetic field which causes the stones to stray from their launch trajectory when other objects with high metal content, such as space suits, are nearby. Extreme caution is recommended for explorers wearing steel-plated armor in close proximity to this fearsome creature.

Loiue's Notes: Slice the meat into tender and vigorously apply a lime and pepper rub. Panfry until lightly crusted. Accompany with watercress and drizzle with freshly prepared tamarind sauce.

Simple Strategies: Simply lure this beast's rocks into hitting itself after using the stones to kill other enemies in close proximity. An effective alternative is to pound the Decorated Cannon Beetle with Purple Pikmin. Don't forget, though, that the stones follow YOU.

#17

PUFFY BLOWHOG

Olimar's Notes: Puffy Blowhog

Sus inflata

Blowhog family

This species of blowhog uses internally generated hydrogen to inflate a flotation bladder and hover above the ground. The creature's electrified pulse creates a sash of color that flows along the surface of its body, making it a particularly beautiful blowhog species. Precisely how it is able to internally stabilize its highly explosive hydrogen and simultaneously generate electricity remains a mystery. The puffy blowhog blows leaves and grass around to eat the insects underneath. It maintains midair buoyancy by using its fins and releasing air through blowholes. This enables it to float effortlessly, even in the breeze. In times of danger, the puffy blowhog can decompress its flotation bladder for a rapid escape from predators.

Louie's Notes: Slice this creature's feather-light skin into triangles, deep-fry until crispy, and salt generously. Makes the perfect sooping chip to accompany fresh mango salsa!

Simple Strategies: With a good 75 or more Pikmin, you can make short work of the Puffy Blowhog by dashing underneath it as the Blowhog gusts air, piling Pikmin onto its stomach, and swarming it with the rest of your Pikmin once the creature is ground-bound. A single Purple can also drag down these floating enemies. With less Pikmin, don't wait too long before calling Piks off the Blowhog, they piling them back on as the beast gains height.

#18

WITHERING BLOWHOG

Olimar's Notes: Withering Blowhog

Sus decrepitia

Blowhog family

The withering blowhog is a close relative of the puffy blowhog, but its breath is significantly weaker. However, its breath does contain a petal-withering plant hormone that causes flowers to instantly lose their petals. Although its breath has not been studied in detail, analysis of the chemical compounds involved hold promise for the biotechnology sector.

Louie's Notes: Hang this creature on a rak and sun-dry on a hot afternoon. When suitibly crisp, grind the sundried beast into powder. Makes a great substitute for cayenne or curry powder!

Simple Strategies: With a good 75 or more Pikmin, you can make short work of the Withering Blowhog by dashing underneath it as the Blowhog gusts air, piling Pikmin onto its stomach, and swarming it with the rest of your Pikmin once the creature is ground-bound. A single Purple can also drag down these floating enemies. With less Pikmin, don't wait too long before calling Piks of the Blowhog, they piling them back on as the beast gains height. Watch out especially for this Blowhog's "nasal blasts," as they instantly deflower any Pikmin within their range.

#19

GATLING GROINK

10 Pikmin

0 x 7

Olimar's Notes: Gatling Groink

Megaplod calibersi

Unknown family

This beastly predator's aggressive ejection of high-speed projectiles makes it one of the most fearsome creatures in the ecosystem. Its body seems to comprise of both biological and mechanical components, and represents one of the most evolutionarily advanced specimens ever observed. The chamber within its torso gives it rapid-fire bio-pellet launch capabilities. What appears to be a tail fin is in fact the base of its counter-weight and ammunition cylinder, so immobilizing this appendage will prevent the groink from attacking...at least in theory. Confirmation of this suspicion remains elusive, as nobody has volunteered to test it.

Louie's Notes: Remove the cannon and ammo stockpile, then vigorously tenderize the meat with a heavy mallet. Spoon over a steaming bowl of fluffy white rice and douse with chili sauce.

Simple Strategies: The Gatling Groink's projectiles can only harm/kill anything that they land on. Pikmin (besides Purples) in close proximity will be thrown down. Otherwise, everything else will remain essentially unaffected. Except for the windshield (which Piks bounce harmlessly off of), the Gatling Groink is vulnerable from all points. Use Purple Piks on ground-bound Groinks. When one of these beasts is mounted on a tower, use Reds or Yellows.

#20

IRIDESCENT FLINT BEETLE

Olimar's Notes: Iridescent Flint Beetle

Pilli envelopens

Flint Beetle family

Flint beetles are nocturnal, choosing to hide in the grass by day and stay active at night. These creatures keep undigested food pellets in their stomachs to sustain them through winter, but given the right stimulus they will spit them out. Recent research has revealed that these pellets are enveloped in a membrane that seals and preserves them in a sterile, airtight environment. If kept at room temperature, it seems that this pellet membrane will keep its contents fresh for up to six months. The membrane may be made from the same

substance that gives the exoskeleton of the flint beetle its beautiful sheen.

Louie's Notes: An essential flavor-adding ingredient in gumbo and jambalya. Also delicious in soups, broths, and marinades.

Simple Strategies: Smack this creature three times for it to disappear back into the ground. Underground, you first hit will spill a blob of nectar, two hits will yield two more blob of the yellow substance, and hit number three releases a random spray. Above ground, the first hit will yield a randomly colored 1-Pellet. This beetle is easiest to hit with Purple Pikmin, due to their area-of-effect shockwave.

In certain underground levels, you can try flipping beetles off the edge-just be careful your Pikmin isn't riding it!

#21

IRIDESCENT GLINT BEETLE

Olimar's Notes: Iridescent Glint Beetle

Pilli auricus

Glint Beetle Family

This variety of beetle consumes subterranean minerals. Due to the fact that it rarely emerges above ground, sightings of this particular species are extremely rare. While minerals are this beetle's primary source of food, the beetle itself does not have the ability to digest these minerals. Instead, metabacteria living inside the beetle's stomach chemically break down the minerals. The resulting purified metal is discharged, but rare metals such as gold and platinum crystallize onto the iridescent glint beetle's shell, resulting in the beautiful laminated shimmer.

Louie's Notes: This precious treat is exceptionally rare. I could sell it back home for a fortune! Then, I could use the cash to upgrade my kitchen, buy galactic-class ingredients, and even star in my own cooking show...The Insect Gourmet!

Simple Strategies: Smack this creature three times for it to disappear back into the ground. Underground, you first hit will spill three blobs of nectar, and the second and third hits will produce a random spray each, usually the same type. Above ground, the first hit will yield three randomly colored 5-Pellets. This beetle is easiest to hit with Purple Pikmin, due to their area-of-effect shockwave.

In certain underground levels, you can try flipping beetles off the edge-just be careful your Pikmin isn't riding it!

#22

DOODLEBUG

Olimar's Notes: Doodlebug

Pilli flatularum

Flint Bug family

While life-forms that excrete foul musks to warn of danger are not rare, the doodlebug is the only species known to release flatulence when active above ground. Interestingly enough, since it is merely releasing the gas creating

by decay of the contents of the creature's intestines, it does not have a special musk-producing organ. This means the creature is in fact merely flatulating. Spectral analysis of the rank gas indicates that it contains not only methane, but hydrogen sulfide, making the flatulence a Grade XIII biohazard.

Louie's Notes: Looking for a flavor that will surprise and delight your guests? This beast's aroma may surprise your guests, but it won't be delightful!

Simple Strategies: Smack this creature three times for it to disappear back into the ground. Underground, your first hit will spill three blobs of nectar, and the second and third hits will produce a random spray each, usually the same type. This beetle is easiest to hit with Purple Pikmin, due to their area-of-effect shockwave. However, non-White Piks should avoid the poisonous "flatulence" the bug releases as it moves.

In certain underground levels, you can try flipping Doodlebugs off the edge—just be careful your Pikmin isn't riding it!

#23

FEMALE SHEARGRUB

1 Pikmin

0 x 1

Olimar's Notes: Shear grub (Female)

Himeagea mandibulosa

Mandiblard family

The males of this species are purple and black creatures with tapered mouths, while the females are lighter in color and lack an armored exoskeleton. As with most mandiblards, these creatures have regressed to the point where they have lost both legs and wings. They can be seen crawling around on the ground and are believed to feed on the vegetable extracts from the congealed fluids of expired Pikmin.

Louie's Notes: For an unforgettable quiche, slice this creature up and mix with four eggs, two vine-ripened tomatoes, diced zucchini, and generous handfuls of feta and swiss. Bake until crusty and golden. This beast is most flavorful if caught and cooked just after laying its eggs.

Simple Strategies: Take any number of Pikmin and swarm once out of the ground. Purple Pikmin tossed directly on top of these creatures will result in an instant kill. Note that these buggers will destroy bridges if given the chance. They're also subject to water damage.

#24

MALE SHEARGRUB

1 Pikmin

0 x 2

Olimar's Notes: Shear grub (Male)

Himeagea mandibulosa

Mandiblard family

This specimen is a male shear grub. Having lost both its legs and wings, the male burrows into the soil and waits to ambush small creatures that pass by. This beast's mandibles can be dangerous, making creatures such as Pikmin easy prey.

Louie's Notes: Spread several specimens in the bottom of a casserole dish and layer with sliced avocado. Bake until the meat is choice and the cheese is luiously browned.

Simple Strategies: Thankfully, you can save Pikmin from the grips of this beast on your second adventure, whereas in the first Pikmin, a Male Shear grub that had a hold of a Pikmin wouldn't die until the Pik it had did first. Simply swarm with a good 15-20 Pikmin and don't worry if a Pikmin is subject to the mandiblard's mandibles. Use larger groups against multiple Males. Purple Pikmin tossed directly on top of these creatures will result in an instant kill. Note that these buggers will destroy bridges if given the chance. They're also subject to water damage.

#25

SHEARWIG

1 Pikmin

0 x 2

Olimar's Notes: Shearwig

Himeagea volaris

Mandiblard family

Unusual for their genus, flying mandiblards have retained their wings.

However, only the adult males of this spieces can fly. Females of this spieces spend most of their life span underground. They do emerge for a period after maturation to spawn, but they never metamorphose.

Louie's Notes: Grate this beast into a zest and whisk with sugar, cream, and chopped dark chocolate for a luciously indulgent mousse that's a true culinary coup de grace!

Simple Strategies: Thankfully, you can save Pikmin from the grips of this beast on your second adventure, whereas in the first Pikmin, a Shearwig that had a hold of a Pikmin wouldn't die until the Pik it had did first. Simply swarm with a good 15-20 Pikmin and don't worry if a Pikmin is subject to the mandiblard's mandibles. Use larger groups against multiple Shearwigs. Note that if the Shearwig is not occupied with chopping up a Pikmin, it'll hop into the air at yellow health and slowly regenerate. Purple Pikmin tossed directly on top of these creatures will result in an instant kill. Note that these buggers will destroy bridges if given the chance. They're also subject to water damage.

#26

CLOAKING BURROW-NIT

8 Pikmin

0 x 3

Olimar's Notes: Cloaking Burrow-Nit

Trilobitins reclusiva

Burrow-nit family

The snake-eye pattern in this beast's shell is one of the most distinctive features of the burrow-nit family. The red pattern of the cloaking burrow-nit and the spikes around its mantle make it easily identifiable while still making it a representable specimen of the burrow-nit family. The shell on the cloaking burrow-nit's back also provides a frame that fixes its muscular structure in place, and appears to give the creature its powerful needle-launching attack.

Louie's Notes: Boil in sheel with a pinch of salt until bright red, and serve

piping hot with tartar sauce.

Simple Strategies: A good 20 Pikmin can easily overwhelm this beast. The face is the only vulnerable point of this creature, so don't bother swarming the rest of the shell. If the Cloaking Burrow-Nit snatches a Pikmin, pound its face with everything you've got-its almost like the Burrow-Nit becomes more vulnerable as it tries to suck up your Pik. Note that these buggers will destroy bridges if given the chance.

#27

RAVENOUS WHISKERPILLER

1 Pikmin

0 x 1

Olimar's Notes: Ravenous Whiskerpillar

Lepidoptera pluckieous

Whiskerpillar family

As this species of insect has only recently been discovered, fully mature specimens have yet to be collected. No molting or metamorphosis has been observed during the observation period, making it unlikely that mature whiskerpillars will be encountered anytime soon. Based on active predation by Pikmin, it is believed that the whiskerpillar's place in the food chain has not changed over time.

Louie's Notes: Delicious skillet-seared or sauteed with scallions and a red Genovese sauce.

Simple Strategies: Swarm the Ravenous Whiskerpillar with any number of Pikmin, but be sure to beat it to the nearby Burgeoning Spiderworts. Otherwise, as it reaches berries, it'll feed on them until the berries pop! Notice that the Whiskerpillars scream and squirm as they are carried back to an Onion.

#28

ANODE BEETLE

5 Pikmin

0 x 3

Olimar's Notes: Anode Beetle

Scarabum electrodea

Scarab Beetle family

This specimen is representative of an insect hybrid that use electricity in addition to glycogen for its energy. Although difficult to confirm due to their microscope size, tiny hairs on the creature's legs cause the friction that generates the electrical charge. The electrical charge is processed by the creature's internal machina battery structure, and then stored as a deus electrifical field. As this field reaches critical levels, surplus electricity is emitted, resulting in a low voltage current that is transmitted between specimens. It can shock other creatures in the immediate vicinity. Considering this process, it can be surmised that the largest impetus to pack behavior is not so for synergetic effect of producing as a pack as it is to take advantage of this most effective means of group preservation.

Louie's Notes: Drain the electrical charge before boiling. Although it is possible to eat an anode beetle while it is charged, doing so may result in an unpleasant tingling sensation.

Simple Strategies: Take care of an Anode Beetle by hit its back and swarming it with a good 20 or more Pikmin. If you use Yellow Pikmin, wait for the Beetle to fire its electrical current before ladling on the Piks. Or, for a

much easier way to go about taking care of the Anode Beetles, toss a Purple nearby the creature when it is not firing its beam of electricity.

#29

MITITE

1 Pikmin

0 x 1

Olimar's Notes: Mitite

Mitivius infiltratus

Unknown family

These paracitic insects feed on eggs. Upon reaching maturity, they excrete a special pheromone that attracts females of a certain spieces, enticing these females to swallow the Mitites whole. (Pikmin, however, seem to dislike the scent.) After entering the female's body, the mitites lay their own eggs inside the host's eggs just prior to the host spawning.

Louie's Notes: Flash-fry with garlic and red chilis in a hot pan, then sprinkle with gorgonzola. Some dinner guests may find the legs unappealing, so its best to remove them before serving.

Simples Strategies: Once an egg is busted open to reveal Mitites, grab a Purple Pik fast as you like, and toss it to take out multiple Mitites at once with its area-of-effect shockwave landing. Other Pikmin can take out a single Mitite each, but the 'Min must land directly on top of the one Mitite.

#30

HERMIT CRAWMAD

5 Pikmin

0 x 3

Olimar's Notes: Hermit Crawmad

Camabarus rustica

Crawmad family

Looking at the eyes and the sickle-shaped legs characteristic of squillas, one would think this is a squilla relative. In fact, this is a relative of the hermit crab. This spieces, however, has migrated from seaside life in a shell and instead inhabits burrows in the ground. While its legs appear sickle-like, they are pincers that have evolved into a fin shape. This beast feeds on small creatures that pass by its lair, dragging them inside to eat them.

Louie's Notes: Shuck from the shell, bake on high heat until crispy, then dip in a pot of melted milk chocolate. Lip-smacking sweet!

Simple Strategies: While size seems to vary from specimen to specimen, the strategy remains singular: get relatively near the Hermit Crawmad so that it rears its head back, and direct you Pikmin with the C Stick and a retreat as it does. If the Crawmad cannot get ahold of a Pikmin within a set distance, it'll stop, turn around, and retreat itself. Attack its blank, exposed rear to inflict damage.

#31

SWOOPING SNITCHBUG

3 Pikmin

0 x 4

Olimar's Notes: Swooping Snitchbug

Scarpanica kesperens

Scarpanid family

The scarpanids originally lived on the ground, sporting poorly developed vestigial wings. This species has developed enlarged antennae that can be used as makeshift wings. Scarpanids are attracted to the sight of large groups of Pikmin in cavalry formation and will swoop down to seize them. However, scarpanids do not eat Pikmin, and they will drop any seized Pikmin after a short time. The reason for this behavior is unknown, but I look forward to future research in the area.

Louie's Notes: Remove the wings, marinate a well-marbled steak for several hours in a chipotle marinade, then charbroil to perfection.

Simple Strategies: Pop a Pikmin onto the Swooping Snitchbug when its not expecting it to send the flying creature into a surprised spiral downward. Proceed to swarm with a good 50 Pikmin for instant results, or use less in a couple of run-throughs.

#32

BUMBLING SNITCHBUG

3 Pikmin

0 x 4

Olimar's Notes: Bumbling Snitchbug

Scarpanica doofenia

Scarpanid family

This is a variety of snitchbug. Its most interesting characteristic is that it likes to snitch leaders. Yet barring wanton carelessness or incompetence, leaders are not easily captured. Any leader caught by this creature is clearly an idiot, which is why this creature is also known as the exposing snitchbug. There are several known varieties of snitchbug, but research has stagnated despite being such an interesting species.

Louie's Notes: Remove the wings and discard the remainder of the beast. Enjoy the luxurious, wafer-thin wings with fine water-dumple caviar.

Simple Strategies: Pop a Pikmin onto the Bumbling Snitchbug when its not expecting it to send the flying creature into a surprised spiral downward. Proceed to swarm with a good 50 Pikmin for instant results, or use less in a couple of run-throughs. Wiggle various sticks to escape the Snitchbug's grips should they find you.

#33

CAREENING DIRIGIBUG

3 Pikmin

0 x 4

Olimar's Notes: Careening Dirigibug

Flotillum circusmaximus

Dirigibug family

This creature floats effortlessly through the air using gas-filled balloons. Both its appearance and its nature are antagonistic. And it is the only variant of its species in the ecosystem. It may be best to consider the possibility that it somehow wandered into the ecosystem from an entirely alien one. Positive proof does not exist at this point, but that is how the creature is currently classified.

Louie's Notes: Pull off the balloonlike air sacs, mince the meaty abdomen, and shape it into small cakes. Pan-sear the cakes until crusted, but be careful

not to overcook the delicate meat. When ready to serve, garnish the plate with the vibrant air sacs. Even the most discerning dinner guest will be dazzled by the colorful presentation!

Simple Strategies: Simply pop a Pik up to the Careening Dirigibug before it produces a Bomb-Rock, and swarm with 20-30 Pikmin. Or, if it creates one of the destructive stone, wait a second or three before tossing a 'Min sky high. Avoid the fallen Bomb-Rock as you swarm, or, if necessary, evacuate the area.

#34

ANTENNA BEETLE

3 Pikmin

0 x 5

Olimar's Notes: Antenna Beetle

Mesmeri raiocontra

Kettlebug Family

This creature is able to control the Pikmin by way of the peculiar frequency of its roar, but its only objective seems to be defensive in nature, as it stops Pikmin from attacking and forces them to run away. This beast prefers humid, dimly-lit environments, and has been known inhabit empty and discarded containers. For this reason, it's wise to thoroughly ventilate any specimens that are recovered. Lifting off with one of these creatures in the hold can lead to a rupturing of the specimen during decompression, resulting in an explosive mess.

Louie's Notes: Extract meat from the exoskeleton and sear on all sides in a hot wok to seal in the flavor. Top the dish with a splash of spicy peanut sauce.

Simple Strategies: Observe the localized area in which the Antenna Beetles jumps and lands in, then rush in as it lifts off. Proceed to swarm with 20-30 Pikmin, or pound with Purples, as it lands.

#35

LESSER SPOTTED JELLYFLOAT

Olimar's Notes: Lesser Spotted Jellyfloat

Cephalus dottalium

Jellyfloat family

This native jellyfloat is indigenous to the region. Unfortunately, it is currently endangered, as its habitat is being overwhelmed by immigrant species.

Louie's Notes: Similar in taste and texture to gelatin, this jiggling mass of jelly can be sculptured into all kinds of creative shapes. As a bonus, it also doubles as professional-grade hair gel. It's the perfect cool summer treat!

Simple Strategies: Lob on about 10 Pikmin (or a single Purple Pik), and swarm with an additional 20-ish Piks (or pelt with Purples). This creature can suck up Pikmin which will eventually die after a minute or two. Note that it patrols an area and will only pursue you as you draw near.

#36

GREATER SPOTTED JELLYFLOAT

Olimar's Notes: Greater Spotted Jellyfloat

Cephalus vortexia

Jellyfloat family

Vivid pink coloration is the most notable characteristic of this floating life-form. This immigrant species is not native to the region, having appeared to have recently arrived on wind currents. The luminescent organ in its head attracts prey, which it then sucks up and consumes with its lower orifice. Unlike jellyfish, the jellyfloat's tentacles do not have nematocysts, so there is no harm in touching them.

Louie's Notes: Like a fine cheese, the aroma of this fluid floater can be oppressive, but its flavor must be experienced to believe. Also makes an unforgettable nondairy spread!

Simple Strategies: Lob on about 10 Pikmin (or a single Purple Pik), and swarm with an additional 20-ish Piks (or pelt with Purples). This creature can suck up Pikmin which will eventually die after a minute or two. Note that it will pursue you as it comes into view.

#37

FIERY DWEEVIL

3 Pikmin

0 x 2

Olimar's Notes: Fiery Dweevil

Mandarachnia napalmens

Dweevil family

Members of the dweevil family are known for carrying objects of astounding size on their backs, then mimicking them. The fiery dweevil is one species in this family. Generally, this is a very gentle insect that feeds on grass nectars, but when faced with danger the fiery dweevil ignites flammable internal gases, juts out its jaw, and spews scorching flames. As this clearly makes it a rather dangerous insect, it is best not to linger directly in front of it.

Louie's Notes: The search for a high-protein, salad-topping alternative to bacon bits is over! Grind this spicy dweevil into tasty micro-chunks and toss them generously over your salad to add instant flair AND flavor!

Simple Strategies: Toss Red Pikmin onto the small-ish head at the center, or pound with Purples. Avoid the flames it spews with non-Red Pikmin. Using the punch attack is also very effective, especially after receiving the Scorch Guard.

#38

ANODE DWEEVIL

3 Pikmin

0 x 2

Olimar's Notes: Anode Dweevil

Mandarachnia volticula

Dweevil family

Members of the dweevil family are known for carrying objects of astounding size on their backs and mimicking them. The anode dweevil is one species in this family. They seem to have no particular preference for which objects they carry on their backs, as they will carry anything they can lift. They boast an

internal organ the generates electrical charges, which the anode dweevil releases when it senses danger.

Louie's Notes: Raw anode dweevil makes for an unforgettable sushi treat, but if it is not prepared by an expert hand with exact precision, consumption could result in a jolting electrical explosion of apocalyptic proportion.

Simple Strategies: Toss Yellow Pikmin onto the small-ish head at the center, or pound with Purples. Avoid the electric bolts it spews with non-Yellow Pikmin. Using the punch attack is also very effective, especially after receiving the Anti-Electrifier.

#39

CAUSTIC DWEEVIL

3 Pikmin

0 x 2

Olimar's Notes: Caustic Dweevil

Mandarachnia sulfurnid

Dweevil family

The caustic dweevil is one member of an insect family known for mimicking objects by carrying them on their backs. Several points of differentiation with other members of the species have been confirmed, such as body color and behavioral patterns, but none of these suggest major deviations in the creature's genetic structure. This makes it clear that it is a relative of the family. When attacked by enemies, the caustic dweevil spits out bodily fluids in response. Space suits corrode and oxidize when they come into contact with this highly acidic liquid.

Louie's Notes: Inedible. Effects of consumption include uncontrollable arm flailing and enthusiastic dishwashing.

Simple Strategies: Toss Blue Pikmin onto the small-ish head at the center, or pound with Purples. Avoid the water it spews, especially with non-Blue Pikmin. Using the punch attack is also very effective.

#40

MUNGE DWEEVIL

3 Pikmin

0 x 2

Olimar's Notes: Munge Dweevil

Mandarachnia pungetis

Dweevil family

The munge dweevil is one member of an insect family known for mimicking objects by carrying them on their backs. These insects often carry the carcasses of other life-forms on their backs, but apparently this not for the purpose of transporting them as food, but instead is another example of their mimic behavior. The munge dweevil produces two different chemical compounds within its body, which form poisonous gas when mixed and expelled. This gas is used only for self-defense.

Louie's Notes: Exposure to even extreme heat doesn't seem to rid this creature of deposits of potent gas. It's probably best for everyone if you avoid eating this hazardous fare.

Simple Strategies: Toss White Pikmin onto the small-ish head at the center, or pound with Purples. Avoid the water it spews with non-White Pikmin. Using the punch attack is also very effective.

#41

VOLATILE DWEEVIL

Olimar's Notes: Volatile Dweevil

Mandarachnia explodus

Dweevil family

The volatile dweevil is one member of an insect family known for mimicking objects by carrying them on their backs. The dweevil family exhibits a most unusual characteristic whereby the creature's behavioral patterns actually change based upon the object the creature carries on its back. The volatile dweevil has one of the most potent attacks of all the species within the dweevil family, due to the habit of carrying explosive devices. Approach with caution and/or body armor!

Louie's Notes: This scorching species combusts upon contact with the tongue. Only edible by the adventurous and asbestos-tongued.

Simple Strategies: More often than not, these beasts will fall out of the air on top of you. As a health meter (that acts as a clock) appears, RUN or risk having your Pikmin blown away...for good!

#42

TOADY BLOYSTER

3 Pikmin

0 x 10

Olimar's Notes: Toady Bloyster

Molluscid minionicus

Bloyster family

This species of creature has yet to fully evolve from shelled mollusk to the more advanced bloyster. Compare to the bloyster, this creature is significantly smaller. The fact that its mandible does not protrude as significantly as the ranging bloyster is due in part to the fact that like most mollusks, its vital organs are located deep within the creature's carapace.

Louie's Notes: Pan-sear with herbs and oil until lightly crusted on the outside and rosy on the inside. Compliment the savory flavors with a light and buttery ~~cr~~ sauce.

Simple Strategies: Avoiding the front of this large beast, pelt Pikmin onto the vulnerable tail, preferable Red Piks or Purples. Be sure that Pikmin shaken off don't latch on to the side, as it can get annoying call them back.

#43

YELLOW WOLLYWOG

7 Pikmin

0 x 5

Olimar's Notes: Yellow Wollywog

Amphicaris frodendum

Amphituber family

This magnificent specimen has the brightest gold coloration and the greatest number of lateral spots of any member in the amphituber family. The species

seems to have lost some swimming proficiency with the evolutionary adaptation that granted it greater jumping ability. The amphituber inhabits aquatic shallows and shows an instinctive drive to jump upon and squash smaller creatures.

Louie's Notes: Beer-batter and deep-fry for a down-home flavor you won't soon forget!

Simple Strategies: With 5-10 Pikmin, lob on 6 or 7 before the Yellow Wollywog takes off into the air. Whistle to your Piks as the Wollywog falls. Lather, rinse, repeat. For faster results, pound with a ridiculous number of Purple Piks!

#44

WOLLYWOG

7 Pikmin

0 x 7

Olimar's Notes: Wollywog

Amphicaris albino

Amphituber family

It is believed that juvenile wollywogs were once carried by underground current into caverns, where they thrived in the dark habitat. This troglodytic species of wollywog's coloration result from generations of cave dwelling and lack of sunlight. Comparative differences between the size and shape of this wollywog and other species are thought to be the results of natural selection at work, choosing traits better suited to life in a subterranean environment.

Louie's Notes: Wollywogs are best ground up, shaped into a patty, and flame-broiled on a grill. Slap on tomato slices, lettuce, onions, ketchup, and slide the patty between a sesame-seed bun for the ultimate beast-burger experience.

Simple Strategies: With 5-10 Pikmin, lob on 6 or 7 before the Wollywog takes off into the air. Whistle to your Piks as the Wollywog falls. Lather, rinse, repeat. For faster results, pound with a ridiculous number of Purple Piks!

#45

WOGPOLE

1 Pikmin

0 x 1

Olimar's Notes: Wogpole

Amphicaris frodendum

Amphituber family

The wollywog spawns in early spring, laying its eggs on low-hanging tree branches and shrubs growing in or near lakes and ponds. Suck unorthodox amphibious behavior is a defense mechanism, protecting the eggs from predation by blue Pikmin and water duffles. The wollywog's wild hopping near the shoreline in early spring is thought to be a method of driving predators away from wogpole eggs.

Louie's Notes: Wogpoles can be eaten raw, but they're much more flavorful when steamed or grilled. Also heavenly in risotto! Feel free to experiment with this lush ingredient.

Simple Strategies: When in water, simply sic' a few Blue Pikmin on one. They'll pursue, but they can be deterred. When flopping wildly on land deal with it in a manner of preference.

#46

LAPIS LAZULI CANDYPOP BUD

Olimar's Notes: Lapis Lauuli Candypop Bud

Flora cobaltium

Candypop family

No matter what color Pikmin is tossed into the bosom of this flower, its spits out the same number of blue Pikmin. This family of plant boasts soft, fleshy leaves, the sinewy tendrils of which allow the flower to open and close repeatedly over the course of a day.

Louie's Notes: This flower's tough texture makes it unsuitable for salads, but its bright blue hue makes for a grandiose garnish!

Simple Strategies: When you're lacking Blue Pikmin, lob 5 Piks of any other color into this Candypop Bud to see it shoot out 5 blue seeds before wilting. You can also toss in Blue Pikmin (without consequence) and let them mature into flowers, if you've got time on your hands.

#47

CRIMSON CANDYPOP BUD

Olimar's Notes: Crimson Candypop Bud

Flora rufusia

Candypop family

No matter what color Pikmin is tossed into the bosom of this flower, its spits out the same number of red Pikmin seeds. The Pikmin, the candypop flowers, and the Pikmin Onions are not easily explained by current theories of xenobotanical sciences, and thus have not yet been appropriately studied and classified.

Louie's Notes: This spicy flower combusts upon contact with the tongue. Keep fire-retardant condiments withing arm's reach!

Simple Strategies: When you're lacking Red Pikmin, lob 5 Piks of any other color into this Candypop Bud to see it shoot out 5 red seeds before wilting. You can also toss in Red Pikmin (without consequence) and let them mature into flowers, if you've got time on your hands.

#48

GOLDEN CANDYPOP BUD

Olimar's Notes: Golden Candypop Bud

Flora aurumia

Candypop family

No matter what color Pikmin is tossed into the bosom of this flower, its spits out the same number of yellow Pikmin seeds. Current research has yet to produce any theories as to precisely what kind of interaction causes the Pikmin to change color to match the color of the flower's petals.

Louie's Notes: This tart flower's acidic juices can burn a hole through a frying pan. Eating it would be unwise.

Simple Strategies: When you're lacking Yellow Pikmin, lob 5 Piks of any other color into this Candypop Bud to see it shoot out 5 yellow seeds before wilting. You can also toss in Yellow Pikmin (without consequence) and let them mature into flowers, if you've got time on your hands.

#49

VIOLET CANDYPOP BUD

Olimar's Notes: Violet Candypop Bud

Flora puniceus

Candypop family

Research from our most recent expedition has confirmed the presence of candypop buds in subterranean regions. Considering the micro-ecologies this plant has been found in, one could surmise that IT COULD BE FOUND IN ANY CAVERN, REGARDLESS OF GEOGRAPHIC REGION. Tossing Pikmin into this flower results in the release of purple Pikmin seeds, regardless of the color of Pikmin tossed in. This variety of candypop contains robustly odoriferous oils. If candypop flowers could be cultivated, there is no doubt that the plants would offer multifaceted benefits to the cosmetic, medical, and tourist industries.

Louie's Notes: The convenient purple flower secretes a dark, flavor oil that eliminates the need for salad dressing!

Simple Strategies: Whenever you stumble across a Violet Candypop Bud, toss in a color of Pikmin you have a surplus of (overall). Harvest the maximum 5 sprouts from every purple flower stumble across.

#50

IVORY CANDYPOP BUD

Olimar's Notes: Ivory Candypop Bud

Flora niveus

Candypop family

Research from our most recent expedition has confirmed the presence of candypop buds in subterranean regions. Considering the micro-ecologies this plant has been found in, one could surmise that IT COULD BE FOUND IN ANY CAVERN, REGARDLESS OF GEOGRAPHIC REGION. Tossing Pikmin into this flower results in the release of white Pikmin seeds, regardless of the color of Pikmin tossed in. In many cases, plants with small leaves typically have limited photosynthetic capabilities, and thus must find alternate means of obtaining nutrients, with parasitic and predatory behavior being most common. The candypop could be considered one such example.

Louie's Notes: This elusive flower spoils within seconds of picking, making it unsuitable for cooking.

Simple Strategies: Whenever you stumble across an Ivory Candypop Bud, toss in a color of Pikmin you have a surplus of (overall). Harvest the maximum 5 sprouts from every white flower stumble across.

#51

QUEEN CANDYPOP BUD

Olimar's Notes: Queen Candypop Bud

Flora regina

Candypop family

This specimen constantly changes colors. When Pikmin are thrown into it, it shoots out seeds that match the flower's coloration at the moment the Pikmin landed inside of it. The number of seeds shot out is always greater than the number of Pikmin thrown in. It can be said that this is a completely baffling plant, and many mysteries remain over precisely what sort of relationship it has with the Pikmin. It would appear that the Pikmin would gain all of the benefit from this relationship...Perhaps it is simply a different variety of Pikmin to begin with?

Louie's Notes: Eating this flower leads to spectacular, breathtaking indigestion.

Simple Strategies: When you're running low on primary-colored Pikmin, seek out one of these little flowers. Toss in a single 'Min to create an additional (9 total) of the color of the spots when the Pik lands in the flower.

Unfortunately, the flower can take only one Pikmin before shooting out seeds and wilting.

#52

CREEPING CHRYSANTHEMUM

10 Pikmin

0 x 7

Olimar's Notes: Creeping Chrysanthemum

Taraxacum rovinia

Chrysanthemum family

Like Pikmin, the creeping chrysanthemum is a member of a group of creatures with ambulatory root structures. This creature is known as a "mimic," but because it is actually a form of plant, this label is not entirely accurate. For unknown reasons, the creeping chrysanthemum's mimicry does not fool Pikmin, perhaps because they share a similar heritage. It relies on preying upon other creatures to provide sustenance, so it has no need of leaves for photosynthesis. Generally speaking, the role of plants in an ecosystem is as a producer species, and thus plants are generally found at the bottom of the food pyramid. However, on this strange planet the line between producer plants and consumer plants is blurred.

Louie's Notes: When thinly sliced, this predator's sizable bulb makes a sumptuous pizza topping.

Simple Strategies: When the Chrysanthemum emerges from the ground, swarm it with a sizable army of Pikmin. Or, for a more exhilarating experience, toss a Purple Pik onto the flower (to lure it out), and pound it with around 30 more Purple 'Mins.

#53

SKITTER LEAF

1 Pikmin

0 x 1

Olimar's Notes: Skitter Leaf

Rus pseudoarbicans

Skitterling family

The skitter leaf is a relative of the pond skater that shed its wings and adapted to life on the ground. With no residual traits of its airborne past, the skitter leaf can neither fly nor skit across the surface of the water. The wings have since evolved into the leaflike structure on its back. Which serves to hide the skitter leaf through mimicry. It appears quite effective, as few predators can see through this clever disguise.

Louie's Notes: This superb amalgamation of juicy meat and leafy greens ensures that the skitter leaf will be the new spinach!

Simple Strategies: Attack with as many or as few Pikmin as you like. Be warned that its ability to send Piks flying may result in loss of flowers (or small portions of damage). If your bored though, you can beat these things to death with your leaders.

#54

UNMARKED SPECTRALIDS

1 Pikmin

0 x 1

Olimar's Notes: Unmarked Spectralids

Fenestari prismatus

Flitterbie family

When strolling through the forests of this planet, clouds of these creatures are seen dancing overhead. Like flower petals drifting in the breeze, the sight of flitterbies dancing in the lush green undergrowth is unforgettable. Flitterbie collectors drool over specimen sample boxes lined up in order, highlighting the slight color graduation changes from blue to red to yellow. Such items tend to fetch particularly high prices at auction.

Louie's Notes: Spectralids don't provide a lot of meat, but the exquisitely elegant wings are surprisingly tasty., particularly when expertly prepared with a sweet candied glaze.

Simple Strategies: To down an Unmarked Spectralid, simply toss a Pikmin up and have it make contact. Often, these creature will leave behind blobs. Common Yellow Spectralids will drop nectar; rarer Blue and Red Spectralids may yield an Ultra-Bitter and Ultra-Spiy Spray, respectively.

#55

HONEYWISP

Olimar's Notes: Honeywisp

Nectara fatuus

Honeywisp family

This floating life-form drifts effortlessly on the winds. Upon death, its physical structure instantly collapses, and as this creature is particularly elusive and difficult to catch, no sample specimens have been acquired as of yet. If we could simply recover a live sample, research on this species would likely proceed more smoothly...

Louie's Notes: Although the eggs are small, the yolk has a distinctly bold and tangy flavor. Try tossing a few in a pan along with your choice of meat and fresh vegetables and cook up a country scramble!

Simple Strategies: Toss a Pik at the Honeywisp as it float down toward the ground, or simply smack it with a Yellow 'Min. The egg carried by this creature will often yield nectar, but on occasion, two blobs of nectar, or a spray, may be found, and in rare circumstances, Mitites may pop out of the egg.

#56

MAMUTA

7 Pikmin

0 x 3

Olimar's Notes: Mamuta

Unknown

Unknown family

The imbalanced, asymmetrical arms of the mamuta are among its most notable features. Feeding on seeds and fruit, the mamuta is known to actually sow and grow plant species. While other species have exhibited seed-burying behavior for the purpose of storage, the mamuta is the only species so far known to actually cultivate fields of plants.

Louie's Notes: Inedible. Tastes like chicken.

Simple Strategies: Swarm it with a good 40+ Pikmin, or pound with Purples. To get the better end of the deal, use Piks without flowers-if they get pounded into the ground, you get them flowered at no cost to you!

#57

BREADBUG

3 Pikmin

0 x 3

Olimar's Notes: Breadbug

Pansarus gluttonae

Breadbug family

The adult breadbug competes for many of the same food sources as Pikmin, but its thick-skinned hide allows it to withstand most Pikmin group attacks. However, some researchers claim to have observed breadbugs being overwhelmed by massive numbers of Pikmin and reduced to food.

Louie's Notes: Breadbugs are hearty and nutritious but also bland and unimaginative. They may be palatable in a pinch, but they hold no true culinary promise.

Simple Strategies: As a Breadbug latches on to an item, swarm the same item with twice as many Pikmin and watch as the creature is dragged back to the Pod. Land a single Pikmin squarely on the Breadbug's back to finish it off, or repeat the above process to end the creature's life.

#58

PELLET POSY

1-20 Pikmin

Olimar's Notes: Pellet Posy

Amplus nutrio

Pellet Weed family

In the stem of the pellet posy, one can observe the muscle fiber unique to the half-plant, half-animal species such as Pikmin and candypop flowers, so the pellet posy is a species that can be considered a close relative. Although the ability to crystallize nectar is unique to a small group of the pellet weed family, the fact that these plants reach maturity so quickly and that their pellets contain such high concentrations of the nutrients in the soil explains why the Pikmin and so many of the other indigenous species are so reliant on these pellets for sustenance.

Louie's Notes: On a quest for the perfect hors d'oeuvre? Slow cook this plant in a wood-fire oven, but be careful to serve only the tender pellet.

Simple Strategies: Varieties of the Pellet Posy exist in 1-, 5-, 10-, and 20-Pellet variations. Simply land a Pikmin on the pellet to down it instantly, or attack them stem to fall the spoil.

#59

COMMON GLOWCAP

Olimar's Notes: Common Glowcap

Fungi lumenarium

Glowcap family

The light emitted from this rare mushroom is neither a reflection, nor a release of stored light. It grows not only on decomposing trees, but on rocks and soil. This mushroom's fungal filaments are capable of stabilizing and concentrating pure Hocoatium 111. It is none other than the Hocoatium 111 approaching the point of critical mass that causes the glowcap's blue luminescence.

Louie's Notes: Rapturous feast or sauteed, this illuminating fungus will be hot in the galaxy's trendiest restaurants.

Plant Info: It's a mushroom that glows. Who knew?

#60

CLOVER

Olimar's Notes: Clover

Quattrius infectum

Clover family

This is a naturalized species. These plants are extremely persistent, and with the assistance of a symbiotic fungus that grows on its roots, the species is able to survive even in drought conditions. Typically, its leaves come in groupings of three, but intense impact upon the leafing stem early in the development cycle can result in an extremely rare four-leaf cluster.

Louie's Notes: Mildly poisonous. May result in nausea, headaches, fever, fatigue, chest pains, paralysis, loss of bone density, moodiness, feral rage, sauciness, dilly-dallying, strokes of brilliance, and untimely doom.

Plant Info: Honestly, I've never seen a four-leaf clover in this game. But then again, I don't pay a heckuva lot of attention to the plants.

#61

FIGWORT

Olimar's Notes: Figwort

Srcophularia xenomium

Figwort family

This plant offers an excellent example of a non-native species introduced into the ecosystem by some unknown method. Upon introduction, it quickly established a foothold and adapted to the new habitat. This plant's distinct flowers usually exhibit a stunning blue in early spring, but recent fieldwork has recorded specimens displaying a deep red hue. Although this may represent a sudden deviation in genetics of this species, the red coloration is much more likely an anomaly. Additional readings suggest no significant atmospheric or solar radiation changes have occurred in the ecosystem, leaving open the possibility that soil composition and mineral deposits may have affected petal coloration.

Louie's Notes: This titillating ingredient tastes impossibly fresh, but you must cook it immediately after picking, If you don't, it'll go bad in minutes!

Plant Info: I think these are some of the most common plants you'll find, especially in the Awakening Wood.

#62

DANDELION

Olimar's Notes: Dandelion

Taraxacum officinale

Dandelion family

This perennial grows best in location with full sun exposure. Its flowers boast countless tiny yellow pellets packed together in a head. This species seems to have as many weedlike variants as petals, so more detailed research on these plants would best be left to a botanical research specialist.

Louie's Notes: Young leaves are only suitable in garden salads. Use the flower to add color to your dishes.

Plant Info: Its amazing how they captured the likeness of this weed. I think its beautiful, don't you?

#63

SEEDING DANDELION

Olimar's Notes: Seeding Dandelion

Taraxacum ventulus

Dandelion family

It is believed that this plant produces tufted seeds with a parachute-like arm, which allows to genetically ride the wind. This increases the distribution range of the plant considerably.

Louie's Notes: Dried, roasted, and finely ground, the root of this plant makes

a passable coffee substitute.

Plant Info: I really love how when your leaders or Pikmin hit this plant, the seeds are disturbed and thrown into the air. Its just so detailed and wholesome!

#64
HORSETAIL

Olimar's Notes: Horsetail

Equestris vindico

Horsetail family

This variety of horsetail is prevalent in regions with low nutrient content in the soil. Unlike most other plants, this species propagates itself through the release of spores.

Louie's Notes: Remove and discard the primitive, scaly leaves, then blanch the tender stock in a buttery broth.

Plant Info: They're...uh...tall.

#65
FOXTAIL

Olimar's Notes: Foxtail

Vulpes cauda

Foxtail family

This plant remains erect after withering and losing its color, so we can only hypothesize about the true color of the plant's plumage. However, local soil analysis indicates trace amounts of dormant seeds, making it not hard to imagine that the area was thick with these plants in the summer.

Louie's Notes: Inedible. Plagues victims with potent, debilitating cramps.

Plant Info: Another plant that is...umm...tall.

#66
GLOWSTEM

Olimar's Notes: Glowstem

Nocturnica illuminati

Glowcap family

Although they are obviously unrelated, the glowstem bears a striking resemblance to the street lights on Hocotate. It is highly possible that glowstems could be a relic of some unknown civilization beyond the scope of our imagination.

Louie's Notes: Inedible. Known effects include uncontrollable episodes of improptu break dancing.

Plant Info: Its metal. And its related to the glowcap. I don't get it!

#67

MARGARET

Olimar's Notes: Margaret

Luminosus croceus

Chrysanthemum family

This plant's delicate yellow flowers often inspire waves of nostalgia, giving a bittersweet to any who gaze upon them.

Louie's Notes: Can be eaten fresh out of the soil, but it's much more flavorful when incorporated into a heavenly veggie lasagna.

Plant Info: Recognize this flower? (Hint: look at the family)

#68

FIDDLEHEAD

Olimar's Notes: Fiddlehead

Violinae orchestrus

Fern family

At first glance, this plant resembles the spring use in the ship's sub-light engine. Many of its most primitive characteristics remain intact, including the habit of spreading through the dispersal of spores.

Louie's Notes: Sun-dry the leaves for several days, then grind them with a mortar and pestle. The resulting herb grants an aromatic, earthy flavor to mutton and poultry dishes.

Plant Info: Bit of a joke, if you compare the name and the binomial nomenclature, you may see it.

#69

SHOOT

Olimar's Notes: Shoot

Unknown

Unknownn family

This is a young shoot of some kind, but what kind of tree spieces does it belong to? What shape will it take when it matures and grows to full height? Unfortunately, we are only able to obtain information from our portable scanners on a select few of the countless number of spieces we've encountered. But even if our expedition yields only brief observations on the life we encounter, it will still provide a better understanding of this bizarre planet.

Louie's Notes: Inedible. And yet strangely delicious.

Plant Info: Which is it? What do you mean? I must know!

#70

EMPRESS BULBLAX

20 Pikmin

0 x 15

Olimar's Notes: Empress Bulblax

Oculus matriarcha

Grub-dog family

Initial observation place doubt on the capability of the grub-dog family to support a strong ant- or beelike social structure, but recent studies show the family is capable of such complexity. The the egg sac of the largest female grub-dog within a given range swells to dramatic proportions in response to environmental changes, such as the sudden depletion of prey spieces. These females temporarily take on the role of pack matriarch. Also, in pack formation it has been observed that nearly all males not involved in spieces reproduction undergo natural sex changes. The characteristics of such specimens are quite intriguing indeed.

Louie's Notes: For a sophisticated delicacy, make a pate de foie gras from this massively obese creature's liver and spread it over a sesame cracker.

In-Depth Analysis: You'll encounter the Empress Bulblax 3 different times in story mode. The first time, in the Hole of Beasts, the Empress will be curled up, asleep. Toss a Pik onto her to awaken the beast from her slumber. Toss Pikmin on her face as she shakes and wail 4-7 times. As she stops, whistle back your Pikmin lest they be thrown about and squashed by the Empress' imminent rolling cycle. After rolling to one wall, she roll all the way the the opposite side. Once done, she'll head back to the center and stop, so you may continue your assault.

The second time you battle the Empress, in the Frontier Cavern, you'll deal with her constantly spawning Bulborb Larvae in addition to the beast herself. After leaving Piks by the pod, head out with leaders and proceed to beat the crap out of every Larva you encounter. Send one leader to near the butt-end of the Empress Bulblax and have that leader distract any other newly-spawn enemies. Grab Piks with your spare leader and get in front of the gigantic beast. Toss on Piks, then whistle them off as the wailing Empress tries to toss them hither and thither. During the rolling cycles, switch to the first leader and deal with newly born Bulborb Larvae. Lather, rinse, repeat.

Your final encounter, in the Hole of Heroes, comes with very little change in the overall fight. Quickly alternate between moving Pikmin to the opposite end of the area (by the Empress' head) with one leader, and killing Bulborb Larvae with the other leader. The only difference in this fight is that when the Empress Bulblax hits the walls, she dislodge rocks that'll fall, generally, on the leader closes to the head.

#71

BURROWING SNARGET

5 Pikmin

0 x 10

Olimar's Notes: Burrowing Snarget

Shiropedes anacondii

Snavian family

The majority of snarget spieces lie in wait to ambush and capture prey, with a body type perfectly adapted to such sudden strikes. It violently attacks small, surface-dwelling insects. Distributed across a relatively wide range,

subspecies of snarget suited to the varying soil conditions have emerged, making the snarget the most geographically represented species beside the bulborb. Visually resembling the burrowing snarget is the snarrow, the range of which partially overlaps with the snarget's range. While the two may appear similar, when pulled from the ground they can be distinguished by the presence or absence of tail and wing markings.

Louie's Notes: Slice the serpentine torso into thin medallions, skewer on a metal rod with Hocotate onions, and barbecue over an open flame.

In-Depth Analysis: The Burrowing Snarget is actually a vast amount easier than it was in the original Pikmin, although it still may achieve a mini-boss ranking. The key to defeating this boss is to swarm it as fast as possible with as many Pikmin as possible, often only with good luck. Wait for the Burrowing Snarget to get caught emerging, where only its beak, and possibly a small portion of the head, is visible for 2-5 seconds. If you're lucky, you may be able to kill the Snarget in a single run-through, though more often than not, you'll see your Piks flung about as the beast plunges back into the ground. If the Burrowing Snarget does come out of the ground in its entirety (all at once), dash away from the Snarget and use the C-Stick to ensure no unnecessary Pikmin losses.

You'll encounter 6 or 7 other Snargets throughout your adventure, but the strategy remains unchanged. Avoid impeding obstacles that may interfere with your fight, and finish off, or avoid, nearby enemies as you commence your attack.

#72

BEADY LONG LEGS

Olimar's Notes: Beady Long Legs

Pseudoarachnia armoralis

Arachnorb family

Although this creature is commonly associated with spiders, it is actually the result of a separate evolutionary line of insectoid creatures. Since the spherical body section carries most of its internal organs, there appears to be no other features that would correspond to a head or abdomen.

Louie's Notes: Poisonous. Consumption results in prolonged writhing and uncontrollable mirth.

In-Depth Analysis: While the way the original Beady Long Legs of Pikmin 1 stepped around (Directly under its body? No thank you!) was a tad ridiculous, the Beady Long Legs of Pikmin 2 is far more...for lack of a better word, realistic, than its predecessor. Take Yellow Pikmin (a smallish squad, maybe 10-20) and toss them up onto the central orb. The Beady Long Legs will eventually shake them off, but no matter; just toss them back on. Avoid the Pikmin-squashing feet, and whistle back Piks before they are flung about. You can also use other color Piks, but you'll need to wait for the Beady Long Legs to complete a stepping cycle and lower before its orb is at a reachable height.

You'll face the Beady Long Legs in the Citadel of Spiders, in the Hole of Heroes, and outside of landing area in the Perplexing Pool starting on Day 30. While you can use any Pikmin on the fore- and lattermost, the Long Legs in the Hole of Heroes should be fought with Blue Piks, due to the giant lake nearby, at which point you'll need to wait for the Arachnorb to lower its center before you can attack.

#73

EMPEROR BULBLAX

20 Pikmin

0 x 15

Olimar's Notes: Emperor Bulblax

Oculus supremus

Grub-dog family

The largest member of the grub-dog family is normally found buried in the ground, with only the stalks of its eyes exposed. This camouflage allows the predator to surprise smaller creatures and use its long, adhesive tongue to capture prey. The thick hide and angular hump give the organism a distinct rocklike quality. During the rainy season, moss grows freely on its hump, making it nearly impossible to distinguish this lethal predator from a stone.

Louie's Notes: To prep the tongue for cooking, marinate in olive oil and chop into cubes. Stir in a pot with carrots, potatoes, and chives, cover, and simmer over low heat for several hours. Accompany this mouthwatering, rustic stew with a hearty roll.

In-Depth Analysis: The Emperor Bulblax is no longer the challenge it was. Perhaps it can be attributed to the loss of the active use of Bomb-Rocks, which are often present in abttle none the less. Regardless, however, the Emperor Bulblax is first encountered in the Bulblax Kingdom, with subsequent appearances in each of the three Wistful Wild caves. Awaken the beast by sending something in between the eyes. The Emperor Bulblax can easily be defeated by toss Pikmin onto the face of the beast and letting them pound away mercilessly at the supreme failure. For even faster results, let loose a stream of Purple Pikmin upon the front of the gluttonous beast. Avoid the tongue-swinging attack, watch out for Pikmin that find their way underneath the beast (as it may jump up to squash them/dislodge Piks on its face), and keep Piks close when the Emperor lets loose a roar the scatteredds your Pikmin and awakens other nearby Bulblaxes. Still, if things go off without a hitch, you shouldn't have to worry about any of these.

In the Wistful Wild caverns, you'll encounter the Emperor Bulblaxes in groups (still buried, of course). Take them on one at a time, feeding them Bomb-Rocks to death if you've got time on your hands.

#75

GIANT BREADBUG

10 Pikmin

0 x 10

Olimar's Notes: Giant Breadbug

Pansarus gigantus

Breadbug family

This gargantuan spieces of the greater breabug family has a torso so perfectly square that it almost seems like it was formed in a mold. For a brief period after birth, the giant breadbug competes for food with smaller breadbugs, but upon reaching maturity it seeks out much larger prey. This is the primary reason that two spieces with similar feeding habits can coexist in the same habitat. Hordes of Pikmin appear to pose the only plausible threat to this massive creature's life.

Louie's Notes: Although cooking this colossal beast yields a mountain of meat, every ounce of it is flavorless. Only suitable for intergalactic all-you-can-

eat buffets.

Simple Strategies: In your one encounter with this beast, you'll only need to find two objects for this enormous Breabug to try and steal. As it drags the spoil back to its hole, overpower it with twice as many Pikmin required to send to the Pod, where it will die after colliding with the piece of the Ship twice. Use Andoe Beetles once other options have been exhausted.

#75

PILEATED SNARGET

5 Pikmin

0 x 10

Olimar's Notes: Pileated Snarget

Shiropedes ambulatria

Snavian family

This variety of snarget has the ability to both burrow underground and walk above it. Its earthy red coloration and distinct yellow eye and ear markings make it immediately recognizable. Despite featuring a chimera-like merging of serpent and avian features, the pileated snarget has poor eyesight for a bird, perhaps due to extended periods spent underground. To compensate for this, its nose features a thermal-sensing organ common to many snakes, making it a dangerously effective hunter.

Louie's Notes: You haven't lived until you've tried a mint-braised snarget shank! Or if you're feeling especially saucy, stuff a birf with your favorite can of savory nectar, throw in on the barbeque, and let the juices mingle to make a mean beverage-canister snarget!

In-Depth Analysis: The Pileated Snarget is as easy or as hard as you make it. The trick is to use either Red or Purple Pikmin (in the Hole of Heroes and Snarget Hole, respectively) to pound the beast into submission. Use Ultra-Spicy Sprays whenever you feel it necessary, but try to fight this boss when you have a good while, especially if you're attempting not to lose Pikmin. Wait for the Pileated Snarget to get stuck during emergence (just like the Burrowing Snarget), then swarm. A great alternate strategy is to wait for the body to become only partially submerged before pelting Piks at the head. Note that this Snarget will fully emerge and hop around to its heart content chasing you before reburrowing.

In the Snarget Hole, use Purples in the hill-filled terrain. In the Hole of Heroes, use Red Piks, which will have less trouble with the sinking pit in the middle. Regardless of which cave you're battling in, be sure to only use flowered Pikmin, as leaves and bud may be caught and devoured by the humongous Snavian.

#76

MAN-AT-LEGS

Olimar's Notes: Man-at-Legs

Pseudoarachnia navaronia

Arachnorb family

This species of the arachnorb family fuses with machinery at a crucial point in the maturation process, giving it the ability to fire energy burst from the launcher beneath its orbular torso. However, the man-at-legs itself is not in control of this weapon. Instead, the mechanical portions of its structure

appear to automatically acquire and attack targets. The man-at-legs has a genetle disposition, and as a member of the arachnorb family, it has no natural enemies. It is particularly difficult to understand why this spieces would develop such awesome offensive capabilities, leading to rumors in the scientific community that it was the machinery that approached the arachnorb and proposed the symbiotic relationship.

Louie's Notes: Although the meat is a bit on the metallic side, the oil makes a mouthwatering gravy or lubricative vinaigrette.

In-Depth Analysis: Again, the Man-at-Legs can be as easy or as hard as you want it to be. In the Subterranean Complex, pound the orb with Purple Pikmin to do quite a large amount of damage (say, half?), then finish it off with Red Piks. Search out higher barriers, especially ones that can be traversed over, to make things run nice and smoothly. The machine gun fires in 3 bursts, for around 15-ish shots total. The number in each "burst" will vary, but each will have a short but noticable break inbetween one another. Stay on the Man-at-Leg's nest as you fight it to ensure that you can reach the orb at any time. If things start getting annoying, use and Ultra-Spicy Spray or five to get things done faster. Note that the legs not stomp on and kill Pikmin.

The only major difference included with the Hole of Heroes Man-at-Legs is that water hazards stand between you and the Man-at-Leg's nest, not to mention puddles here and there. In this battle, you can't really get the massive kick-off, but it's still relatively easy, especially since all the barriers can be walked directly over, making for easy access.

#77

RANGING BLOYSTER

3 Pikmin

0 x 15

Olimar's Notes: Ranging Bloyster

Molluschid predatoria

Mollusking family

This spieces of mollusk has shed its shell through the process of evolution. What appears as a flower-shaped protrusion on its back actually functions as its gills. The ranging bloyster ensnares small animals with its sticky tentacles, reels them in, and consumes them. Observers have noted that this creature exhibits a keen interest in flashing objects. It often tries to capture and ingest these objects. Researchers and explorers equipped with flashing identification beacons should be wary when in close proximity to this dangerous predator.

Louie's Notes: The gills are best prepared deep-fried in an herb and bread-crumbs batter. Also tasty poached and drenched with fine soy sauce.

In-Depth Analysis: The Ranging Bloyster will be attracted to your controlled captain the moment you wander into its range. Keeping this in mind, arm each leader with 15-20 Pikmin of Red or Purple, and march them out on to the field. Manuver to put a leader at each end of the Bloyster, then alternate between captains, tossing on a few Piks before the beast turns to face you, at which point you should switch to your second leader and repeat.

In the Hole of Heroes, hide your Pikmin behind a gate and dispatch the Cannon Beetles in the room before tackling the Ranging Bloyster with the exact same strategy. If you just can't get it down, though, feed it to death with White Pikmin.

#78

WATERWRAITH

Olimar's Notes: Waterwraith

Amphibio sapiens

Unknown family

All that is known about this creature stems from a few sightings deep underground. All reported sightings feature the same core set of details: a giant, viscous form with a clear, hazy sheen not unlike hard candy. One theory hold that it may be the ecoplasmic incarnation of a kind of psychic phenomenon, but as is usual with such theories, it is very difficult to prove. All witnesses report suddenly being overcome with fear upon sighting the creature, approaching a state of panic and near insanity. In fact, every report contains an inordinate amount of extremely vague details, which has led to suspicions that exhaustion and fear have caused some simple phenomenon to be viewed as a living creature.

Louie's Notes: Inedible. Known to cause mass hysteria, followed by leg spasms and internal thunderings.

In-Depth Analysis: The Waterwraith can hardly live up to any of the hype surrounding it. Not even half as hard as most noobs would have you believe, the Waterwraith can't be dealt with until Sublevel 5 of Submerged Castle. So work quickly in the first 4 levels. Big deal. When you hit Level 5, toss Bulbmin into the Violet Candypop Buds, harvest/flower the Purple Piks, and take them out into the arena area. Lure down the wraith, then land a Purple Pikmin nearby it as it begins moving about. Here, you can use one of two strategies: the more obvious (and safer) one, which is to pelt the creature with Pikmin, or the hidden method, to swarm the rollers and destroy them that way. If you opt for the second means of victory, bring in extra Piks/Bulbmin and, as the Waterwraith remains frozen in place, swarm the back roller, finish it off quickly to avoid any risks, then gather up your purples again. As the rollers break up, the Waterwraith will live, but the roles will reverse, with you as the hunter. Land a Purple near the wraith, and toss on Piks. Finish easily, and show those noobs their true noob-osity. Noob speak: U sucs, I r0x0rs!

In addition, a Piklopedia fun fact for you from The Ultramind12:

"You really can do that. Just press Z as the Rollers appear and they'll petrify, but the WW won't, then Petrify him, then petrify the rollers again as he's about to break out. It looks funny." Good for a laugh, really.

#79

SEGMENTED CRAWBSTER

20 Pikmin

0 x 15

Olimar's Notes: Segmented Crawbster

Parastacodia reptantia

Creep-crab family

This gigantic beast is wrapped in a hard shell. In an atypical evolution, the right front leg of this creature is hypertrophic, taking on the function of an arm, rather than a leg. Its asymmetric physical development is unique in the natural world. One unlucky explorer's incorrect conclusion that this creature adheres to a pattern of peaceful, quiet behavior led to an unfortunate incident. In fact, this beast exhibits intensely hostile, aggressive

tendencies, aiming at prey and ramming them at full speed.

Louie's Notes: Dessert meats are all the rage on Hocotate. When the planet's finest chefs hear about the kind of sorbets, pies, and parfaits you can make with the claw meat on this sweet beast, they'll clamor for every morsel we bring home!

In-Depth Analysis: This beastly can be about as murderous as you let it, so take care not to let your Pikmin get squashed as the Segmented Crawbster rolls around in ball form. Lure the creature into a wall to watch it smack itself flat on its back. Avoid the ensuing rock fall, and pelt Red Pikmin (preferably Spiced up) on to the gelatinous underbelly. As the beast flips over, it swing its bladed claw at stragglng Piks, with, surprisingly enough, only deflowers them as they go flying. Lather, rinse, and repeat, being careful of the rolling Creep-crab and avoiding rocks the whole way.

#80

RAGING LONG LEGS

Olimar's Notes: Raging Long Legs

Pseudoarachnia furiendis

Arachnorb family

Arachnorbs boast a wonderous biological composition, with a silicon-based exoskeleton and innards coated with malleable heavy metals. However, much about these creatures remains a mystery, as spiecemens regularly explode when they are dissected. These explosions produce scorching flames that completely melt all internal organs, leaving us with a disapointing lack of information on the inner workings of this spieces. We must await the development of new dissection processes and more speciallized research before we can better understand this enigmatic creature. However, the following observation notes have been recorded: appears to be leveling ground for some unknown purpose... Location of eyes and ears not readily apparent...Freezing a specimen may yield new research opportunities.

Louie's Note: Neither boiling nor baking can diminish this creature's overpowering musky scent. Only suitable for serving to unpleasant in-laws.

In-Depth Analysis: The Raging Long Legs is one of the easier bosses of Pikmin 2. Simply get under it with 20-ish Red Pikmin, use an Ultra-Spicy Spray, and gather your Piks and dash out, just before the 'Mins are flung about. Count as the Arachnorb takes about 12 steps at a far faster pace, then continue your assault. Avoid the gynormous feet as you take down this hulking beast, and you should have no trouble missing the massive orb. A couple of run-throughs may be required, but it will be easy and quick all the same. While the Raging Long Legs resides as the resident boss of the Hole of Heroes, I am attempting to investigate rumors that you can encounter a Raging Long Legs at the Perplexing Pool. This is, however, extremely unlikely.

#81

TITAN DWEEVIL

Olimar's Notes: Titan Dweevil

Mandarachnia gargantium

Dweevil family

The largest member of the dweevil family, this fearsome predator carries protective components that often exhibit offensive capabilities, an evolution that may be attributed to mere chance. Another evolutionary theory is that the chemical contents of the containers carried by the titan dweevil contribute to possible gene splicing. While other dweevils do not seem to choose what objects they carry, the titan dweevil appears to prefer shiny shiny objects above all others.

Louie's Notes: Eaten raw, this predator's luxurious legs are bold and full flavored. What a satisfying crunch!

In-Depth Analysis: Straight from my Walkthrough, it's the copied-and-pasted Titan Dweevil Strategy!

FINAL BOSS: Titan Dweevil: I wasn't joking when I said you need about an hour. If you don't have one, come back and do this later. Mmm...yes, the Titan Dweevil. The legs don't hurt, but the weapons do...at least to Pikmin, you'll just get knocked over, but no damage. Descriptions are provided below.

Shock Therapist (30, 1000): Located on the front of the Titan Dweevil, the Shock Therapist is an electricity-based weapon. When in use, it'll launch spike-balls that'll fire an electric current between them. Once it begins smoking, the spike-balls will have electricity being fired at them as they're released. Seeing as electric is the only element that CAN kill Pikmin outright, the only logical course of action is to use Yellows only. Unless you use Yellows on all four weapons, you might get this one done the fastest. Take this bad boy out second to ensure Reds and Whites won't suffer.

Monster Pump (30, 1000): When facing the Titan Dweevil, the this weapon is located to the left of the Shock Therapist. Reminiscent of a water faucet, the Monster Pump fires balls of water capable of reaching any point on the field. Once it begins smoking, the Pump will release more balls of water a farther distance. As such, this weapon should be dispatched first, to ensure that Pikmin CAN be stored safely on the side.

Flare Cannon (30, 1000): To the right of the Shock Therapist is a fire-based weapon. When in use, this giant flamethrower will issue columns of fire as it rotates in a 180-degree arc. Once the weapon begins smoking, it'll fire longer columns of flame, as well as rotate so that it's arc is always facing you. While it makes no difference if this it taken out third or fourth, it seems more practical to make it number 3.

Comedy Bomb (30, 1000): On the Dweevil's rear sits this weapon, a poison-based one. Unless you find something funny about Pikmin flopping madly everywhich way, though, this weapon possesses little power of comedy. When put to work, this weapon fires three long arcs of poison. Simply get up on the ramps to avoid them, or move in between, which is no hard feat. Once the weapon begins smoking, it will fire four arcs that move at a faster pace, and may reverse direction halfway though the spin. Save this for last.

Two things: first, the Titan Dweevil will tint itself the color of the element it is using. Second, when a weapon smokes, it has beeter odds for use.

So, with your non-Blues out in a corner, hang out around, not under the Titan Dweevil as it stomps around. Once it move each leg twice, you'll hear almost a groaning sound, and the Titan Dweevil will lower it's body. Toss Piks on the Monster Pump, then call them back as an attack is prepared. If the Titan Dweevil uses the Shock Therapist, GET OUT OF THE WAY! If the Comedy Bomb or Flare Cannon are used, just get up on a ramp. If the Titan Dweevil uses the Monster Pump, however, you'll need to switch to Shyacho, and keep a steady

whistle going over his Piks. Once the water stops coming, switch back to Olimar. Lather, rinse, repeat.

Once the weapon is knocked off, don't bother transporting it back to the Pod. Instead, pull out Shyacho, give him the Blues, take the Yellows, and put him back in his corner. You won't need to worry about Shyachos crew anymore.

Now, lets go after the Shock Therapist, shall we? Take your Yellows down in to the arena, and toss 'em onto the electric weapon. Thanks to a Yellows height bonus, you can reach the Shock Therapist no matter how high up it is! Remember to flee to a ramp if the Flare Cannon or the Comedy Bomb is used. In all, the Shock Therapist is the easiest one to remove, since you can hit it at anytime. Of course, there is no one way to fight this monstrous monster, and you may feel compelled to use Yellows on all four weapons.

Oh, another note: if a Pikmin attacks a weapon while it is in use, and continues to attack that weapon as it is withdrawn, the Titan Dweevil will automatically attack again, but it will shake off the attacking Pikmin.

After you've remove the Shock Therapist, trade your Yellows for Shyachos Reds. At this point, if you want to transport the two Treasures back to the Pod, you may as well-just make sure that the Titan Dweevil doesn't use the Comedy Bomb, and that you use Reds otherwise.

If you choose to get the Treasures tucked away, do so. Now, you'll return to having to wait for the Titan Dweevil to lower itself before you can attack. It is possible to get a Pik or three on a weapon while the Dweevil is on the move, but you'll end up tossing you Pikmin all over the arena, which could yield disaterous consequences should the Comedy Bomb be put into use. So, just wait for your chance to toss on a Pik or five, then dash away if the Comedy Bomb is put to use.

When the Flare Cannon comes off, tote it to the Pod, if you can, or just leave it and grab your Whites in place of your Reds.

At this point, you're probably relieved to know that, so long as you only use White Pikmin, you're in the clear, and there is no way you can lose a single Pik. Again, you'll have to wait for the Titan Dweevil to lower itself before you can attack. If you want to speed things up, use Reds or Yellows for assistance. If you don't want to take risks, stick to just Whites. Either way, its fairly smooth sailing from here.

Once the Comedy Bomb is peeled off, the Titan Dweevil's hard exterior will fall away to reveal the tender, juicy insides. When is saw that it didn't die the first time, here are some of the things that went through my head, as they may through yours if you didn't know this was coming: @&#%!!! Will it attack with all elements??? #@&%!!! @*\$?ing !*&\$head &\$@#%?\!!!!!! Now that you know, however, we can prevent you from thinking these things.

Grab every last Pikmin you have, and toss them onto the Titan Dweevil's enormous head. What are it's attacks now? It shakes off your Pikmin! That's it! Praise the lord! Kill this king crab-spider-whatever by simply loading its head down with Piks. Actually, its punchy-grabby thing it does is the Titans way of offing Piks.

Kill the beast to be treated to a spectacular scene: the Titan Dweevil becomes covered in blue soapy bubbles. And then...it pops! And there sits Louie, in all his tired glory, your final prize for your long adventure. After an examination by the ship, grab the King of Bugs (1, 10), tote him back to the pod, and hit the geyser for your very last "Cave Complete!"

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 4C. Treasures and Upgrades -----
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To make up for all the extra space created by the Piklopedia, I'll just throw in a list for you. Weight is in Pikmin, Worth, in Pokos.

#	Name	Weight	Worth	What it is
1.	Cupid's Grenade	3	20	Cherry
2.	Sunseed Berry	5	170	Smaller Strawberry
3.	Combustion Berry	12	190	Larger Strawberry
4.	Seed of Greed	10	70	Chestnut
5.	Disguised Delicacy	15	40	Half of a Kiwi
6.	Insect Condo	15	40	Apple
7.	Citrus Lump	15	180	Squashed Orange
8.	Spiny Alien Treat	4	50	Artichoke
9.	Anxious Sprout	15	50	Dead Asparagus Head
10.	Child of the Earth	15	40	Small Potato
11.	Love Nugget	20	40	Tomato
12.	Infernal Vegetable	15	40	Small Green Chili
13.	Anti-hiccup Fungus	5	30	Common Wild Mushroom
14.	Toxic Toadstool	5	30	Mushroom with smashed red head
15.	Growshroom	5	50	Mushroom with large bulbous head
16.	Onion Replica	20	30	Onion
17.	Science Project	1	20	Stiff four-leaf clover
18.	Pilgrim Bulb	10	55	Turnip Bulb
19.	Arboreal Frippery	1	10	Maple leaf
20.	Conifer Spire	7	15	Pinecone
21.	Armored Nut	4	60	Smaller Acorn
22.	Corpulent Nut	8	80	Larger Acorn
23.	Meat of Champions	10	35	Thin slice of ham
24.	Hideous Victual	10	100	Egg, sunny-side up
25.	Meat Satchel	5	40	Hotdog
26.	Taste Sensation	15	40	Triangular Sushi
27.	Triple Sugar Threat	6	60	Sugar balls on a stick
28.	Compelling Cookie	3	10	Small vanilla conical cookie
29.	Impenetrable Cookie	8	25	Large chocolate conical cookie
30.	Bug Bait	5	10	Vanilla wafer
31.	Imperative Cookie	5	25	Cinamin-swirl cookie
32.	Comfort Cookie	4	10	Small marble-patched cookie
33.	Succulent Mattress	8	50	Large marble-patched cookie
34.	King of Sweets	5	15	Small dark chocolate in wrapper
35.	Enamel Buster	8	60	Large dark chocolate with almond
36.	Diet Doomer	5	25	Pink candy in wrapper
37.	Pale Passion	5	25	White chocolate in wrapper
38.	White Goodness	8	60	Striped white chocolate
39.	Chocolate Cushion	10	40	Chocolate-frosted doughnut
40.	Sweet Dreamer	10	40	Pink-frosted doughnut
41.	Confection Hoop	20	60	Old plain doughnut
42.	Pastry Wheel	10	35	Powdered doughnut
43.	Possessed Squash	30	180	Jack-o-lantern
44.	Fossilized Ursidae	25	160	Wooden bear carving
45.	Colossal Fossil	10	140	Primitive Skull
46.	Leviathan Feather	1	10	Fake feather
47.	Olimarnite Shell	15	40	Snail shell
48.	Fortified Delicacy	20	60	Crab shell
49.	Scrumptious Shell	10	60	Half of a scallop shell

50.	Memorial Shell	10	100	Half of a scallop shell
51.	Mysterious Remains	8	150	Hollow lobster claw
52.	Crystal King	10	110	Large piece of crystal
53.	Future Orb	25	200	Glass sphere containing a fish
54.	Gyroid Bust	10	250	Gyroid statue
55.	Unknown Merit	5	100	Ancient Japanese coin
56.	Lustrous Element	10	1000	Golden Dollar
57.	Mirrored Element	10	300	Silver Dollar
58.	Vorpall Platter	12	60	Tin can lid
59.	Invigorator	20	130	Small coffee mug
60.	Milk Tub	5	60	Empty creamer tub
61.	Merciless Extractor	20	90	Juicer
62.	Broken Food Master	20	90	Broken Ladle
63.	Utter Scrap	35	170	Smashed soda can
64.	Decorative Goo	10	80	Empty bottle of acrylic paint
65.	Master's Instrument	4	30	Small pink crayon
66.	Manual Honer	10	130	Small manual pencil shapener
67.	Implement of Toil	2	55	Double-ended pencil stub
68.	Heavy-duty Magnetizer	10	150	Small magnet
69.	Harmonic Synthesizer	10	125	Castanet
70.	Emperor Whistle	15	75	Whistle
71.	Director of Destiny	20	100	Compass
72.	Sud Generator	20	60	Bar of soap
73.	Flame of Tomorrow	10	10	Match case
74.	Impediment Scourge	10	50	Pin of some sort
75.	Dimensional Slicer	10	100	Can opener
76.	Time Capsule	7	70	Locket
77.	Lip Service	4	50	Lipstick
78.	Mirrored Stage	15	140	Pocket face powder
79.	Behemoth Jaw	20	100	Dentures
80.	Joy Receptacle	15	60	Small wrapped present
81.	Fleeting Art Form	2	75	Candle stick
82.	Danger Chime	10	120	Golden bell
83.	Spouse Alert	10	120	Silver bell
84.	Innocence Lost	15	100	Tree-topping star
85.	Essential Furnishing	5	100	Decorative ball
86.	Icon of Progress	15	85	Small stocking
87.	Temporal Mechanism	30	110	Clock portion of watch
88.	Mystical Disc	6	75	Clock face
89.	Vacuum Processor	10	100	CPU Processor
90.	Indomitable CPU	10	100	CPU Processor
91.	Network Mainbrain	10	100	CPU Processor
92.	Space Wave Receiver	10	80	TV Channel knob
93.	Sulking Antenna	35	150	Old TV antenna
94.	Nouveau Table	25	100	Old Phone dialer
95.	Omega Flywheel	20	60	Gear
96.	Spirit Flogger	20	70	Hollow gear
97.	Superstrong Stabilizer	10	60	Small screw
98.	Repair Juggernaut	20	85	Large screw
99.	Adamantine Girdle	12	70	Nut
100.	Massage Girdle	20	100	Flat-bottomed nut
101.	Superstick Textile	30	80	Masking tape roll
102.	Exhausted Superstick	12	50	Thin masking tape roll
103.	Furious Adhesive	10	60	Red tape roll
104.	Petrified Heart	5	100	Heart-shaped ruby
105.	Eternal Emerald Eye	20	150	Golden brooch with emerald
106.	Regal Diamond	5	100	Diamond
107.	Tear Stone	5	150	Tear-shaped Sapphire
108.	Princess Pearl	5	100	Ear-ring pearl
109.	Crystal Clover	20	150	Stone-studded brooch

110.	Unspeakable Wonder	30	120	Toy crown
111.	Essence of Rage	8	70	Silver-mounted ruby
112.	Essence of Despair	6	80	Silver-mounted emerald
113.	Essence of True Love	5	60	Gold-mounted sapphire
114.	Essence of Desire	8	90	Gold-mounted amethyst
115.	Pink Menace	5	100	Gold ring with pink heart
116.	Joyless Jewel	5	100	Silver ring with green heart
117.	Frosty Bauble	5	100	Gold ring with blue square
118.	Gemstar Wife	5	100	Silver ring with pink star
119.	Gemstar Husband	5	100	Gold ring with green star
120.	Universal Com	5	100	Silver ring with blue square
121.	Omniscient Sphere	1	85	Small orange marble
122.	Crystallized Telepathy	10	120	Large red marble
123.	Love Sphere	1	85	Small pale yellow marble
124.	Crystallized Telekinesis	10	120	Large deep yellow marble
125.	Mirth Sphere	1	85	Small light-blue marble
126.	Crystallized Clairvoyance	10	120	Large deep blue marble
127.	Maternal Sculpture	15	55	Baby bottle cap
128.	Extreme Perspirator	15	150	Wobbelina
129.	Rubber Ugly	8	90	Rubber duck
130.	Paradoxical Enigma	4	80	Rubber duck head
131.	Silencer	20	670	Baby doll head
132.	Wiggle Noggin	15	85	Wiggling cat head
133.	Coiled Launcher	15	70	Rusted spring
134.	Boom Cone	10	100	Firework cone
135.	Flame Tiller	20	120	Yo-yo
136.	Doomsday Apparatus	1000	3000	Small barbell
137.	Aquatic Mine	3	80	Bobber
138.	Stupendous Lens	10	120	Magnifying Lens
139.	Air Brake	15	100	Birdie
140.	Worthless Statue	10	80	White chess king
141.	Priceless Statue	10	80	Black chess king
142.	Boss Stone	8	110	Orange japanese stone
143.	Luck Wafer	1	140	Ace of spades
144.	Talisman of Life	15	90	Violin rosin
145.	Strife Monolith	12	150	Mah-jong tile
146.	Chance Totem	15	100	Six-sided die
147.	Dream Architect	20	280	Game-and-Watch
148.	Stone of Glory	5	100	D-Pad
149.	Glee Spinner	6	140	Control stick
150.	Cosmic Archive	15	230	Floppy disk
151.	Remembered Old Buddy	30	250	Picture viewer
152.	Fond Gyro Block	5	80	Red Gyro Block
153.	Memorable Gyro Block	5	80	Yellow Gyro Block
154.	Lost Gyro Block	5	80	Green Gyro Block
155.	Favorite Gyro Block	5	80	Blue Gyro Block
156.	Treasured Gyro Block	5	80	White Gyro Block
157.	Proton AA	6	90	AA battery
158.	Durable Energy Cell	15	160	C battery
159.	Courage Reactor	20	280	D battery
160.	Fuel Reservoir	8	120	9V battery
161.	Drone Supplies	15	130	Underwood Deviled Ham
162.	Patience Tester	20	130	Sun Luck Water Chestnuts
163.	Endless Repository	20	130	Beach Cliff Sardines
164.	Fruit Guard	15	130	Treetop Apple Juice
165.	Nutrient Silo	15	130	Skippy Peanut Butter
166.	Stringent Container	10	130	Clabber Girl Baking Powder
167.	Survival Ointment	6	90	Chapstick
168.	Healing Cask	6	60	Carmex
169.	Abstract Masterpiece	6	30	Snapple lid

170. Optical Illustration	15	140	Ragu lid
171. Thirst Activator	20	300	Treetop lid
172. Yellow Taste Tyrant	15	100	French's Mustard lid
173. Salivatrix	20	30	Dannon yogurt lid
174. Gherkin Gate	15	100	Vlasic lid
175. Alien Billboard	15	80	Kiwi shoe polish
176. Activity Arouser	15	100	Wilson tennis ball lid
177. Hypnotic Platter	4	100	A&W Root Beer cap
178. Massive Lid	4	100	Yoo-Hoo Cola cap
179. Pondering Emblem	4	100	Yoo-Hoo Chocolate Milk cap
180. Happiness Emblem	4	100	Squirt cap
181. Quenching Emblem	4	100	7-Up cap
182. Drought Ender	4	100	Dr. Pepper cap
183. Creative Inspiration	4	100	Royal Crown Cola cap
184. Spherical Atlas	101	200	Northern Hemisphere of globe
185. Geographic Projection	101	200	Southern Hemisphere of globe
186. Prototype Detector	35	100	Love Tester
187. Five-man Napsack	15	100	Glove
188. Brute Knuckles	15	100	Metal fist statue
189. Repugnant Appendage	20	100	Pink baby shoe
190. Stellar Orb	5	100	Small light bulb
191. Forged Courage	20	100	Red robot toy
192. Dream Material	10	100	Eraser
193. Justice Alloy	20	100	Gundam-G toy
194. Amplified Amplifier	20	100	Speaker
195. Professional Noisemaker	15	100	Long-range speaker
196. The Key	1	100	Golden key
197. Shock Therapist	30	1000	Electricity generator
198. Flare Cannon	30	1000	Flamthrower
199. Comedy Bomb	30	1000	Gas machine
200. Monster Pump	30	1000	Water faucet
201. King of Bugs	1	10	Louie!

In addition, for the two and a half of you who care, each Treasure belongs to a certain group of Treasures, or "Series." There are 25 total Series, which are listed below. I'm not doing notes for the Treasures, but Olimar's Notes come standard with the Treasures, and a specific Treasure's Sales Pitch (the Ship) can be unlocked as you gather the entire Series. Note the alternating blue and green sets of squares, which signify different Series, listed below:

Succulent Series	- 1 - 7
Nature's Candy Series	- 8 - 16
Xenoflora Series	- 17 - 22
Gourmet Series	- 23 - 27
Sweet Tooth Series	- 28 - 42
Paleontology Series	- 43 - 51
Ancient Secrets Series	- 52 - 57
Cook's Arsenal Series	- 58 - 63
Tortured Artist Series	- 64 - 71
Modern Amenities Series	- 72 - 79
Frigid Series	- 80 - 86
Hyper-Technology Series	- 87 - 94
Industrial Set	- 95 - 103
Husband's Tears Series	- 104 - 109
Space Love Series	- 110 - 120
Crystallized Emotions Series	- 121 - 126
Dream Series	- 127 - 146
Blast From The Past Series	- 147 - 156
Mystical Energy Series	- 157 - 160

Massive Recepticle Series	- 161 - 166
Survival Series	- 167 - 168
Ancient Ad Series	- 169 - 176
Odd Logo Series	- 177 - 183
Explorer's Friends Series	- 184 - 196
Titan Dweevil Series	- 197 - 201

EXPLORATION KIT

The Exploration Kit is formed from a series of 12 different items from the Explorer's Friends Series that provide the Ship with enough raw materials to construct (mostly) useful upgrades that will be of great assistance on your adventure.

ITEM #1

MEGA TWEETER

After defeating the Ranging Bloyster in the Shower Room, you'll receive the Amplified Amplifier. Return the piece to the Research Pod to have the ship configure the MEGA TWEETER, which increases the blast radius and time of your whistle.

ITEM #2

PLUCKAPHONE

Annihilate the Waterwraith in the Submerged Castle to have it spill the Professional Noisemaker. Tote it back to the ship, where it'll be combined with the President's alarm clock to make the PLUCKAPHONE. You now have the ability to whistle Pikmin out of the ground! Combine with the Mega Tweeter to whistle hordes of Piks out from underneath Onions!

ITEM #3

SOLAR SYSTEM

Triumph over the Subterranean Complex's Man-at-Legs to earn the Stellar Orb. The Ship will combine it with an artificial sun to produce the SOLAR SYSTEM, which makes all underground area as bright as day!

ITEM #4

METAL SUIT Z

The Justice Alloy left by the Pileated Snarget in the Snarget Hole will be used to reinforce the suits integrity, giving you the METAL SUIT Z, the Space Suit that is more resistant to enemy attacks.

ITEM #5

SCORCH GUARD

Forged Courage, the treasure dropped by the Emperor Bulblax, will also be fused with your Space Suit to create the SCORCH GUARD, a fire-resistant suit that allows your leaders to march through flame as if they were Red Pikmin.

ITEM #6

ANTI-ELECTRIFIER

The gluttonous Giant Breadbug in the Glutton's Kitchen will spit out the Dream Material as it dies. Give this to your ship to receive the ANTI-ELECTRIFIER, which gives your suits the ability to withstand most electric attacks!

ITEM #7

RUSH BOOTS

The Repugnant Apendage that is acquired from the second Empress Bulblax you fight can be return to the ship to yield the RUSH BOOTS. Your leader can now move as fast as White Pikmin!

ITEM #8

ROCKET FIST

While the Ship long ago finished the ROCKET FIST upgrade, it conveniently forgot about this helpful addition. Collecting the Brute Knuckles from the Frontier Cavern will jog the Ship's memory, and it will finally bestow the punch-powering upgrade upon you.

ITEM #9

TREASURE GAUGE

You first boss fight (against the Empress Bulblax), in the Hole of Beasts, will leave you with the Prototype Detector. Gather it up and send it to the ship to gain the immensely-useful TREASURE GAUGE. This'll help you pinpoint hidden Treasures, and is especially useful for buried ones.

ITEM #10

SPHERE CHART

Find the Spherical Atlas at the bottom of the Emergence Cave. Tote it back to the Ship with Purple Pikmin to gain the SPHERE CHART, and upgrade that allows you to travel to the Awakening Wood.

ITEM #11

SURVEY CHART

Find a second half-globe, the Geographic Projection, hidden in the Awakening Wood. Tote it to the Ship with Purple Piks, and you'll gain the SURVEY CHART, which will grant you access to the Perplexing Pool.

ITEM #12

NAPSACK

The Five-Man Napsack yielded by the Burrowing Snarget of the White Flower Garden will allow the ship to produce the NAPSACK. Dismiss your Pikmin, then hold X to flop down asleep. This makes you invulnerable to some attacks, and Dweevils can now pick you up

CHALLENGE MODE

To unlock Challenge Mode on the title screen, obtain The Key from the Beady Long Legs in the Citadel of Spiders. Save the game, and you can access this fun but aptly-named challenging mode at any time on the main screen.

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4D. Miscellaneous -----
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Barriers:

- Black Gates/Walls: Wooden Gates that are tougher than White Gates, taking long to destroy.
- Bridges: Brigdes can be built over water so that Pikmin other than Blues can cross.
- Drains: At certain areas, stones covering holes can be broken to drain pools of water.
- Eggs: When broken, they'll release either 1 or 2 blobs of Nectar, a Spray, or Mitites (5 different possible combos).
- Electrical Fences: Fences that have been electrified. Only Yellow Pikmin can tackle them.
- See-Saw Blocks: These blocks come in pairs. The block with more weight on it will be lower. Leaders don't count towards weight.
- Water: Only Blue Pikmin can survive in water. Some bodies of water have drains you can unplug.
- White Gates/Walls: Wooden Gates that can be broken down by Pikmin. The more Pikmin working, the faster it will fall.

Pikmin-Related:

- Budding Status: The plant atop a Pikmin's head (Leaf, Bud, Flower)
- Nectar: Yellow blobs that can give multiple Pikmin Flowers.
- Ultra-Spicy Spray: Temporarily causes your Pikmin to become faster and stronger, about 20 seconds.
- Onion: That three-legged thing you'll find near Red, Yellow, and Blue Pikmin when you first encounter them. Onions shoot out seeds and serve as a home for Pikmin.
- Items: Anything your Pikmin can carry. Most items will show a fraction above the item. The upper number represents the number of Pikmin necessary to carry the particular item; the lower, how many Pikmin are attempting to lift the item, successfully or not. The lower number must naturally be greater than or equal to the upper in order for the item to move. The few items out there that don't display fractions have a minimum, maximum, and necessity of 1 Pikmin to carry that particular item.

Hazard Enemies:

- Electric Wires: A pair of Nodes that fire Electrical bolts between them. Use Yellow Pikmin to prevent chances of losses. Note that they spark before firing.
- Fire Geysers: Holes in the ground that issue flames from time to time. Use Red Pikmin to safely disable them.
- Gas Pipes: Cylinders that puff Poisonous Gases into the air. Use White Pikmin to disable them.
- Bomb-Rocks: No game RTS-esqe game would be complete without some device capable of wiping out armies in seconds. In Pikmin 2, such a device is called a Bomb-Rock. In the original, Yellows could carry Bomb-Rocks, but now, you'll find them scattered throughout underground environments. As the name implies, they're exploding stones that can massacre 100 Piks in less than half a second.

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 5. Walkthrough =====  
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This is the meat of this document, the Walkthrough. Read along to discover how to play through the story mode of Pikmin 2. This game is a very non-linear one, so if you are tempted to hop around to different points (as are available), do not feel as if you're doing anything wrong-Pikmin 2 was designed to be a game where it's very hard to play the same way twice.

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5A. Valley of Repose: In the Beginning -----

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DAY 1: The first day is a rather tedious tutorial. You can listen to the ship's instructions, or refer to the Controls section of the guide. You begin with just Olimar. The ship will point out 5 Red Pikmin doing battle with a Dwarf Red Bulborb. They won't do damage to it until they become yours, so you may as well whistle to them (B). After a brief cutscene, you can toss Pikmin at the Dwarf Red (A), or Swarm it with your little guys (C Stick). After the Dwarf Red dies, go over to the paper-bag-looking thing and toss your 5 Pikmin onto it.

Shortly afterward, the Dolphin will let you know it has "reestablished communications" with Louie. Switch to Louie (Y) and head up the hill straight ahead of you. When you reach the Red Onion, a cutscene will show it ejecting a seed. Move Louie near the seed and pluck it (A) to watch another short cutscene. Take your Red Pikmin over to the nearby Pellet Post. Toss your 'Min onto it. Once the Pellet Post is cut down, the Red Pik will be idle for a few seconds before picking up the pellet and carrying it back to the Onion, where

you'll see the Onion eject 2 seeds. After the cutscene go ahead and pluck the sprouts. Repeat this process with the remain 4 Pellet Posys (1 on either side of the Onion, 2 on a ledge behind it). Once you're done, you should have 16 Pikmin on the field, 5 with Olimar, 11 with Louie.

Head down the path left of the Onion. You'll see a cutscene of a Duracell battery. Leave it alone for now. Continue down the path until you reach an area with 2 bags on the ground. One should already have 5 Pikmin on it, so toss all of Louie's 'Mins onto it the squash down the bag. After yet another cutscene, gather all of the Pikmin that are on the bag. Have six Piks carry the dead Dwarf Red back to their Onion. Head there yourself, continuing to ignore the battery. After some time, the Pikmin will reach the Onion with the carcass, which will release 4 more seeds for a grand total of 20.

Head back to the battery. Have ALL of your Pikmin get around it, so that they will all work on digging it up (that's why they're making that weird noise). When the Piks are done, the battery will pop out of the ground, and your 'Mins will proceed to gather around it, heft it up, and carry it to your ship. Once the battery reaches the ship, your craft will name it the Courage Reactor, and place its value at 280 Pokos. After a final cutscene of explanation, the day will end, at which point you can see all the treasure you collected, the amount of Pikmin you have in comparison to the amount at the start of the day, and (if you want) how you've lost Pikmin during the day and overall. Finally, read your mail, and be done. Save if you like.

DAY 2: The stage select screen will pop up now, but as your only choice is the Valley of Repose, you'll have to head back one way or another. Note that L on this screen takes you to the Piklopedia, and R to your Treasure Hoard.

The ship will start the day by showing you how to call out Pikmin from their Onion. Take out all of you Piks, and begin cutting down Pellet Posys, some by the Landing area, some by the other bag you didn't squash (yet), and some by where you found the Onion yesterday.

Now I want to point out 2 things: First: Louie doesn't automatically start at your side, you must whistle to him so that he will do so. Second: There is now a clock-type thing along the top of the screen. Watch this carefully, as it dictates how much time is left in the day.

That path behind your ship doesn't lead anywhere, so don't bother with it. Once you gotten all the pellets you can find, start pulling up sprouts. If you have Louie with you, he'll help out with the plucking. Take all of your Pikmin with you over to the bag (35), and toss 'em onto it. Once it is leveled, take your Pikmin and kill the Dwarf Red Bulborb. Takes its body, and any pellets it leaves behind, back to the Onion for more sprouts.

A bell might ring about now, indicating the day is 1/4 over. The same sound is made when the day is 3/4 over, and a grandfather clock-esqe ring sounds at Noon.

Once you have all of your Pikmin with you (50-53), head back to where you just were, past the second bag. Go up a little farther to spot a Red Bulborb. A rather common enemy, you'll be seeing a lot of these guys. Note that it is sleeping, thus nocturnal. Get behind the beast (The red, white spotted side) and start tossing Pikmin onto it. The beastly Bulborb will wake up almost immediately. It is imperative that you keep throwing a steady stream of Pikmin onto it if you don't want to lose any. Once the Red Bulborb is no more gather it (10), the Utter Scrap (35, 170), and any other pellets the

Bulborb may have left behind.

NOTE: From here on in, treasure will be described as follows: Treasure's Name (# of Pikmin needed to carry, Worth in Pokos).

Once you've pulled the remainder of your Piks, head back to the area that had the Bulborb (which will henceforth be known as the sewer lid). Look around the edges of the sewer lid area for a giant white bit of wall. Get next to it, and direct all of your Pikmin toward it with th C Stick. They will begin slapping it with their leaves. Soon, you hear a somewhat rumbling noise, indicating the white wall has been broken down a level. After twice more, you'll also hear the "Barrier Broken" noise and, what? Yet another cutscene! Gather your Pikmin, and head toward that hole looking thing.

Rather soon for a second cutscene, doncha think? The Dolphin will explain Cave-entrance protocol. Head toward the thing, press A, and select yes on the confirmation screen.

EMERGENCE CAVE

Total Sublevels: 2

Total Treasure: 3

Hazards: None

Enemies: Snow Bulborb

Boss: None

Sublevel 1: After the Research Pod tells you a bit about the cave, collect your Pikmin and head the only way you can. Gather the Citrus Lump (15, 180), and start attacking the Snow Bulborbs. After that, you can collect the Quenching Emblem (4, 100) as well as the bodies of the 4 Snowys. If you choose to get the monsters, the ship will explain that it does not think beasts are worth much, and, trust me, they aren't, but sometimes its just wasteful to leave them there, so you may as well collect them. Once you've collected both of the treasures, you'll hear a sound reminiscent of something powering down. Keep an ear out of this noise in every cave, as it means you've collected all the treasure in that sublevel. Once you've gotten every thing, head toward the hole that looks strikingly similar to the one on the surface to see a cutscene. The ship will remind you of the controls, then tell you to get near the hole and press A to drop down another level.

Sublevel 2 (Final Floor): Once you land, gather your Pikmin as the words "Final Floor" flash across the screen. Small cave, eh? Kill the Snow Bulborb near the Pod and send back for a few measley pokos. Head down the path to encounter the Spherical Atlas, and hear the Pod express that it fears not even 100 Pikmin could lift it! Sucks, huh? Continue down the path killing 5 more Snow Bulborbs along the way. Enter a clearing to see a pair of Violet Candyopop Buds. Toss 5 Pikmin into each to see them issue 5 Purple seeds each before wilting. Pluck one of the Purple sprouts to mark your meeting with Purple Piks. Toss 3 Reds on to each of the Snowys on your way up, if you haven't already taken care of them. When you reach the Spherical Atlas (101, 200) toss ten Purples and at least 1 Red onto it to get it moving. Once you collected everything, head back to the clearing where you found the Purples. Head farther along to see a Geyser type thing and, good lord, another cutscene! After that, get near the Geyser and press A to hop on and blast through a crack in the roof.

VALLEY OF REPOSE: You'll land at the Landing site, where the ship will explain to you how exhausted you are, and the second day will end here.

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5B. Awakening Wood: Time to get up!-----
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DAY 3: As you reach the area select screen, you'll watch as a new area opens up. Select this new area as the locale for today's adventures, the one called "Awakening Wood." At the beginning of your first day in any other area other than the Valley of Repose, you'll get a really neat fly-by overview of the area before you land.

After the ship lets you know about the Purple Pikmin, call them out, along with all the Red Pikmin you have. Now, if you head to the opposite side of the ship as the Red Onion, you'll see a patch of grass. Direct your Pikmin toward it, and they'll begin pulling it up in search of Nectar. If they find any, cluster as many Piks as possible around it to get the maximum amount of Flowered Pikmin possible. For the most part, the rest of this clear area can be used to gather Pikmin seeds. You'll eventually come across a Red Bulborb and 2 Dwarves. Kill the 2 Dwarf Red Bulborbs, then get behind the Red Bulborb. Make sure you're holding Purple Pikmin when you throw. Toss all ten of them to inflict massive damage quickly. Before you carry off your spoils, however, take a moment to look at the nearby ledge. Toss some Pikmin up there and have them collect the Sunseed Berry (5, 170) which will put you at over 1000 pokos (10%)! Go ahead and cut down the Pellet Posys and kill the Female Sheargrubs by the pots and near the Onion. Send them all back to the Onion for a fun sprouting session.

Head into the clearing near your landing site to find 2 Burgeoning Spiderworts which hold red berries. Use the C Stick to quickly direct your Pikmin to climb the stalk. When they reach the top, the Pikmin will begin pounding away at the berries to loosen them up, which causes them to drop to the ground. Your Pikmin will fall off the plant once all 5 berries have been dislodged, and a lucky 5 will pick up the berries and carry them off to the ship. The Dolphin will let you know that it will research the berries' properties. Collect the 5 berries from the other stalk to gain an Ultra-Spicy Spray. Gather up your Pikmin, press down on the D-Pad, and set them to the Black Gate, which will fall far faster under the extra strength and speed of your spiced up `Mins. Collect another set of 10 berries if you'd like, as they grow back rather fast. Also note the Honeywisp in the corner. Usually, if you hit a floating Honeywisp, it'll drop an egg containing Nectar, so more for your Piks.

Pound the Cloaking Burrow-Nit on the other side of the wall. If your Pikmin are still under the Ultra-Spicy influence, or you have another spray, you can take on the Creeping Chrysanthemum. Otherwise, try and dash past it. Head down the path the Chrysanthemum was guarding, and make a right. The ship will introduce you to the Hole of Beasts, which you should proceed to enter.

HOLE OF BEASTS

Total Sublevels: 5

Total Treasures: 6

Hazards: Fire

Enemies: Female Shear grub

Fire Geyser

Male Shear grub

Mitite

Red Bulborb

Boss: Empress Bulblax

Sublevel 1: Hunt around the many paths for Sheargrubs. You'll come to a clearing that contains several Sheargrubs and the Stone of Glory (5, 100), plus the hole to the next level. Kill the Sheargrubs, Collect the spoils and

the item, and be on your way.

Sublevel 2: In a clearing adjacent to the Landing point, you'll encounter another pair of Violet Candypop Buds. Try to use Pikmin without flowers, as it is Nectar-economical. In 2 of the various dead ends, you'll find Eggs, which you can use to flower up your new Purples, and any other Piks that were leaves as well. When you're done, head to the hole and hop down.

Sublevel 3: When you call all of your Pikmin, press X to dismiss them and gather the Reds. Due to their fire resistance, they're perfectly suited to knocking out the Fire Geysers smattered throughout the level. Pick up the Strife Monolith (12, 150) from inside the giant cinderblock. You'll also find the Cosmic Archive (15, 230) near the exit of the level. By the way, did I ever tell you about how cool it looks to see the undersides of a bunch of flowers shimmering as they shake? Oooh, it's so pretty.

Sublevel 4: In one of those little dead ends, you'll find Mitites. The buggers scare your Pikmin around. However, you can toss a Purple into their midst to kill a whole bunch at once. Sneak behind the Red Bulborb down here and let loose a flurry of Purple Piks on his back to down the beast quickly and release the Dream Architect (20, 280). Also search around for the Luck Wafer (1, 140), a Violet Candypop Bud, and some Eggs, but beware of Fire Geysers.

Sublevel 5 (Final Floor): Once again, gather your Piks and separate them. This time, however fetch the Purples.

BOSS: Empress Bulblax: Toss Purple `Mins onto her to get her attention. She wail once, then knock the Pikmin off of her. The trick is to call back your `Mins so they don't get squashed when she begins her rolling cycle. After she comes to a stop in the center after hitting the walls on either side. Toss Pikmin onto her to inflict some damage. Now she'll wail 4-5 times, where you'll want to call back your Pikmin on about the 4th wail, so they don't get flung about and squashed. Deal enough damage, and the Prototype Detecor (35, 200) is yours! The Treasure Gauge will now appear at the bottom of the screen. As the beasts of this hole are no more, take the geyser up, completing this cave.

AWAKENING WOOD: 20% OF DEBT RECOVERED! Huzzah! We're 1/5 of the way there! Head back to the area where you fought the Creeping Chrysanthemum. This time, however, toss 20 Purple pikmin onto the paper bag (200) to squash it. Annihilate the Cloaking Burrow-Nit, ignore the White Gate with the red gas at the bottom, and hop in this new found hole.

WHITE FLOWER GARDEN

Total Sublevels: 5

Total Treasures: 7

Hazards: Fire, Poison

Enemies: Female Shear grub

Fiery Blowhog

Gas Pipe

Honeywisp

Male Shear grub

Boss: Burrowing Snagret

Sublevel 1: Good music, eh? Move toward the opening and encounter a few Shear grubs. Get to the middle to find a few more. One of the dead-ends holds the Alien Billboard (15, 80), another, the exit to the next level. Note that the Treasure Gauge greys out once you collect the Alien Billboard, as it sums up all the treasure in the level.

Sublevel 2: This circular area holds 2 Fiery Blowhogs. In area with open borders like this one, Pikmin can be chucked over the edge and die. Thus, take your compliment of Purple Pikmin and relentlessly pound each of the Hogs, avoiding their flames. Grab the Petrified Heart (5, 100) off one of the dips, pull the Drought Ender (4, 100) out of one of the dead-ends, and be on your merry way.

Sublevel 3: Head down the path to come across some Ivory Candypop Buds in a clearing. Toss Reds into them to meet the White Pikmin. Flower `em with the Nectar from the Honeywisps in the corners. As you pass by the metal structure, you'll see a cutscene in which several of your White Pikmin curiously begin to dig up a treasure. Set the rest of your `Mins to work on it after the clip to unearth the Superstick Textile (30, 80) quickly. Dash down the pathway and move on to the next level.

Sublevel 4: White Pikmin can also withstand the poison released by the Gas Pipe. Use this knowledge to knock out the several around your starting area. You'll either find the Toxic Toadstool (5, 30) or the Survival Ointment (6, 90) behind one of the pipes. The other can be found on a severed tree trunk near the exit of the level. Get it by tossing Reds or Whites onto it from the risen ledge nearby.

Sublevel 5 (Final Floor): Head down this path in front of you. At the bottom of this hill, dismiss you Pikmin, then gather your Reds.

BOSS: Burrowing Snagret: More of a Mini-Boss really, the Burrowing Snagret can be rather annoying. At the bottom of the little valley here, you'll encounter one. To kill it, swarm the creatures head if it gets stuck emerging from the ground (You'll only see his beak for a few seconds.) If a few Pikmin get stuck to its head (It's weak point), they'll be able to do damage until the creature reburrows. It's rather annoying, however, when it goes 15-20 emergences without getting stuck. Destroy the beast, and claim the Five-Man Napsack. You can also smash the eggs if some of your Pikmin deflowered. Ride the Geyser up, and its Cave Complete.

AWAKENING WOOD: Back on the surface, you'll only have a little bit of time left, so call all of your Pikmin to you, dismiss them, and take the Whites. Head over to those flower pot things near the grass (To get on top of them, you'll have to o around. Get to the edge of the lower pot, and start tossing your Whites up to the taller of the 2. Eventually, they'll extract the Pilgrim Bulb (10, 55) and carry it rather quickly to the ship. Finish the day by collecting more pellets for your Reds, and/or grabing the berries up the hill.

DAY 4: Theres not a heck of a lot to do today, except gathering the Geographic Projection, which takes a surprisingly long time.

With just Olimar, gather all of your White Pikmin, and head toward the Hole of Beasts. When you get there, though, instead of hopping in, turn around and go the opposite direction. You'll come to a White Gate with a pair of Gas Pipes underneath it. These pipes make it impossible for other Pikmin to work, so let your White Pikmin tackle the gate, and leave Olimar with them.

Switching to Louie, theres not a lot to do until that gate is down. So for now, spend some time gathering berries from the Burgeoning Spiderworts. Take out your 25 Purples, and all the Reds you can, and have them with Louie.

Surprising soon, the White Pikmin will finish with the gate. Switch to Olimar,

and find the Whites disabling the Gas Pipes. Once they finish, head toward to White Flower Garden. As you reach it, you should spy another gate, with, you guessed it, Gas Pipes underneath. Sick your White 'Mins on it, and switch back to Louie.

Take Louie and his buff 'n' tough Pikmin squad over to the newly opened gate. Be careful, as there is a Creeping Chrysanthemum on the other side. I suggest using an Ultra-Spicy Spray, for multiple reasons, such as faster movement. Anyhow, take out the giant walking rose, then walk a little farther in to see the Geographic Projection! First, before you grab it, however, you can also see a bundle of twigs nearby. Send all of your Pikmin at it, and in no time, you'll have a bridge. Transporting the Geographic Projection (101, 200) will go far faster now.

30% OF DEBT RECOVERED! Isn't that gratifying? Not really? I didn't think so either.

Once Olimars team has taken down the White Gate and Gas Pipes, head over there with Louie's squad. Gather Olimar and the Piks, and walk over to the See-Saw Blocks. Throw all but one of your Pikmin on the ledge, then leave Olimar and toss a Pikmin up onto the Block higher up. Over along the edge, you'll encounter the Chance Totem (15, 100) and another Burgeoning Spiderwort. This one, however bears Purple fruits. Gather them, but stay up on the ledge. Berries will regrow, so gather them, as many as possible, before the day is out. With Olimar, you can use the extra Pikmin sent down by Louie to spawn a few more sprouts of Red. At the end of the day, You won't be coming back for a bit, so pull any Pikmin sprouts out of the ground, if you want.

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5C. Perplexing Pool: Collecting Yellows -----
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DAY 5: After selecting the newly unlocked Perplexing Pool as your area for activity today, you'll get to watch a really cool fly-by of the giant area, before setting down near a giant pool.

Upon starting the day, gather 10-20 Purple Pikmin, and head away from the landing site. You'll see a cutscene of 5 wild Yellow Pikmin, which you'll want to gather. Make a left, toward the mostly golden Yellow Wollywog. After stunning, smashing, and killing the beastly amphibian, switch to Louie, and take out about 40-ish Red Pikmin and ALL of your Whites. Reunite the leaders, and continue to follow the sandy path.

Squeeze between the 2 stumps, then hug the larger one at your right to help ensure your Pikmin aren't tempted to take swimming lessons. You'll come across a pair of See-Saw Blocks, so throw all but one Pikmin on the ledge above. This time, however, take both leaders with you. Toss your last Pikmin up on the other block, and be sure to come back for him at the end of the day-he'll be fine otherwise.

Up on the elevated area now, take out the 2 Swooping Snitchbugs floating in the air. One will be relatively near the Blocks, the other one by a series of ledges. After this task is complete, dismiss your Pikmin (away from the action), and gather your Reds. See that Fiery Bulblax? Hes-a goin' down. Get behind the foul creature, and press Up on the D-Pad, using and Ultra-Bitter Spray on him. Toss your Red Pikmin on the stone beast's back and quickly annihilate it before it comes back to life. Once it has been destroyed, it'll leave behind Nectar, and possibly some pellets. Use the Nectar to replenish the flowers of Pikmin that might've been replanted by the Swooping Snitchbugs. Head back to Louie, leave your Reds for your Whites, and get them working on

that gate, leaving Olimar with them.

Switch back to Louie, take down the Fiery Blowhog in a fashion of your choosing, and head for the bundle of twigs to begin construction of a bridge. A cutscene will note a spider web-like substance coating the ground, which will start popping up everywhere. Have your Pikmin attack the central dome to cause the webbing to recede, and a pair of Bitter-Berry-Bearing Burgeoning Spiderworts to emerge.

Once your White Pikmin have unleashed the take-down on the Gas Pipes, take them with you. When you reach the Yellow Pikmin's hangout, call to them to have them rejoin you. Collect the pellets in here, plus the bodies and pellets from defeated enemies in the surrounding area. The White Pikmin can help speed up the process.

Have the Whites pull up some grass near the Yellow Onion (just off the stump) to flower up your Yellow Pikmin, then rejoin Louie. Set off back toward the landing area. On the other side of the bridge, you'll encounter some 5 Shearwigs, which can easily be overwhelmed, but can also make you Piks into Chopped Sushi if you're not careful. When you get near the base, however, keep heading over to the Yellow Wollywog (which should actually be there). Look around near the water for a cave located in a hollow stump. After you are introduced by the ship, make sure you have a good mix of all 4 colours, and hop on in.

CITADEL OF SPIDERS

Total Sublevels: 5

Total Treasures: 11

Hazards: Fire, Electricity

Enemies: Anode Beetle

Fiery Dweevil

Fire Geyser

Hermit Crawmad

Iridescent Flint Beetle

Shearwig

Skitter Leaf

Swooping Snitchbug

Water Dimple

Yellow Wollywog

Boss: Beady Long Legs

Sublevel 1: A rather complex level that leave many places for Pikmin to get stuck behind. The Skitter Leaves will run away from you, so unless you want the cash, you don't have to kill them. Take out the various Shearwigs (If they hop into the air, a colision with a Pikmin will kill them outright) scattered through the level, and grab the Love Nugget (20, 40). Be on your way afterwards.

Sublevel 2: Take out the Fire Geysers, but be wary, as a Yellow Wollywog is usually stationed near one (take care of it on the same way as the one above ground). There's another Yellow Wollywog around, and one of the two usually has the Creative Inspiration (4, 100). Fiery Dweevils can get annoying, so deal with them appropriately (by throwing Reds on their heads). Break down a gate to find Lip Service (4, 50), and dig the Paradoxical Enigma (4, 80, thats a mouthful) up. Head down when you're done.

Sublevel 3: This level is filled with Anode Beetles, making it difficult and extremely dangerous for non-Yellow Pikmin to travel around. So take your electricity-resistant 'Mins and eliminate the Beetles, as well as some

Swooping Snitchbugs, which often are mixed in with the other bugs. Collect the Patience Tester (20, 130), and the Memorial Shell (10, 100) which is buried, and guarded by a Swooping Snitchbug. Head down the Hole when you're done.

Sublevel 4: Kill any nearby Water Duples, gather 5 White Sprouts (use Red Pikmin), and move along, disabling Fire Geysers as you go. One of the Hermit Crawmads contains the King of Sweets (5, 15) and is guarding the Time Capsule (7, 70). Another Hermit Crawmad guards a rusty pipe with the Flame of Tomorrow (10, 10) inside. Drop down when you're finished.

Sublevel 5 (Final Floor): First off, take your Pikmin up the path. Use White Pikmin to uncover the Regal Diamond (5, 100) on a ledge. After you've collected it, separate your Pikmin and get your Yellows in order, 'cuz you have one heck of a battle ahead of ya.

BOSS: Beady Long Legs: Actually, you'll want to leave behind your Yellows first, then walk around the arena-esqe part of the level to lure out the giant spider. Now, gather your Yellow Pikmin, Spicy-Spray 'em, and toss them up to the orb at the center of the creatures legs. Why yellows? 'Cuz they can reach that orb at any height, although other Piks cannot. Be sure to avoid letting your 'Mins get stomped on by the giant spider's feet (the C Stick comes in handy for this), as you don't have a lot of Yellows, and you need to conserve what you have, for now. From time to time, whistle at the Pikmin who aren't with you. Anywho, as the body crumbles, the central orb will split in half and drop The Key (1, 100), but pay attention mostly to the cool (if brief) fireworks display. After delivering the strange Treasure, the ship will give you a most peculiar message: "Challenge Mode is now accessable from the Title screen." Whatever that's supposed to mean, who knows, but for now, content yourself with smashing the Iridescent Flint Beetle, using nectar it drops to flowerize your Piks, and Completing the Cave.

PERPLEXING POOL: Wow! 40% already? And its only Day 5! Note that the Yellow Onion is now back at camp. You can go for the Impediment Scourge (10, 50) if you like; it is located near where you found the Yellow Onion originally, high on a stump only Yellows can reach. But that's about it, the day is done.

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5D. Awakening Wood: Back for Blues -----
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DAY 6: Today's destination is the Awakening Wood. We'll be here for 3 Days, gathering Blues and Treasure, then completing a pair of caves.

Today, the focus is on grabbing Treasure and setting up your army of Blue Pikmin. Immeadiately start by pulling out all of your Yellow Pikmin from their Onion, leaving Louie back at camp. Heading through the clearing with the Burgeoning Spiderworts, I'd like to mention you need a good 40 or so Yellow Pikmin, so actually, you might need to raise a few more, if you feel it necessary. Anyway, take out the Cloaking Burrow-Nit, and, avoiding the Creeping Chrysanthemum, move on over to the ledge straight in front of you. If you see the shell of another Cloaking Burrow-Nit, be sure to throw your Pikmin as far away from it as possible. Once all are above on the ledge, head over the squashed paper bag, hugging the wall on your (Olimar's) left. Cross a puddle to reach the ledge your Pikmin are on, and understand why you had to throw them up here. On your way up, you'll probably see a cutscene of some wild Blue Pikmin, guarded by an electric fence. After swarming the Cloaking Burrow-Nit up here, sic' your 'Min on the Electrifical Gate.

As Louie, pull out some Purples, and use them to squash the Dwarf Red Bulborbs, then get as much to the Yellow Onion if you can. Put your Purples

back as the Electric Gate is knock down.

Back to Olimar, gather up your Yellows. Use the C Stick to get them all off the ledge, then dismiss them. Enter the pond and whistle to the Blues to complete the Pikmin Rainbow. Create sprouts from the various Pellet Posies, the carcass of the Cloaking Burrow-Nit (and pellets it might've dropped), and, if you so desire, the Wogpoles in the lake. Once you've sprouted all you like, grab the Decorative Goo (10, 80) and waltz off the cliff with the rest of your Pikmin. Call to your Yellows, and toss them up to the Healing Cask (6, 60) located on a high stump near the Spiderwort clearing, and over to the other Cloaking Burrow-Nit, if you didn't already gather it.

Not much else to do that we have time for, so, take you Blues over the the grass and flower them up. Next, dismiss your Pikmin, and take your Blues over by that gate in the water. Instead of attacking it, however, swarm that rock nearby. When it is destroyed, the water by the gate will drain. Bring out a horde, and break down the gate, giving you access to the upper area now. Pull some Ultra-Bitter Berries, and some Ultra-Spicy ones from the clearing as well. It's about sunset now, so watch it, then see your ship, plus all three Onions, blast off, together again.

DAY 7: One week into the game (Pikmin Days)! Start today off the same way as yesterday, by retrieving 50 of your Yellows from their Onion. Leave Louie behind, but this time, head up the slope you opened last evening. On a high ledge, you'll see another Electrical Gate. Toss up your Yellows to it, or cross the wooden stick, the entrance to which can be found on the other small ledge.

As Louie, pull out a few Purples and smash the Red Bulborb. Retrieve with or for Blues, then put all of your Pikmin back and get out 40 Reds and 10 Whites.

When the Yellows finish with the gate, switch back to Olimar and gather them up. Take them to the Yellow Onion and put 20 back. In turn, remove 20 Purples from your ship. Head over and across the hollowed-out twig bridge, and hop into the Bulblax Kingdom. Don't worry if all of your Pikmin don't make it up the bridge, they'll magically appear at your side as you hop in the hole :).

BULBLAX KINGDOM

Total Sublevels: 7

Total Treasures: 10

Hazards: Fire, Electricity

Enemies: Anode Beetle

Dwarf Orange Bulborb

Electric Wires

Female Shear grub

Fiery Dweevil

Fire Geyser

Iridescent Glint Beetle

Orange Bulborb

Withering Blowhog

Wollywog

Boss: Emperor Bulblax

NOTE: From here on in, killing a Bulborb means "to pelt a Bulborb with Purple Pikmin until such a time that the Bulborb is deceased." This applies to all BULBORB subspecies, not Bulbears, and definitely not Bulblaxes.

Sublevel 1: Orange Bulborbs are pure evil extract. Able to see you coming, you cannot, under any circumstances, swarm them, so don't try. You'll just lose a lot of Pikmin. It helps to separate your Pikmin, so that they won't get mixed up. An Orange Bulborb resides in a dead-end. Another, near a large tree stump, holds the Crystal Clover (20, 150). A smattering of Dwarf Orange Bulborbs can be found around here, as well as a Crimson Candypop Bud. If you want the Crimson Bud for your Piklopedia, use a Red Pikmin—you won't alter the ranks of your army, but you'll still get an entry. Head down the tunnel when you're finished.

Sublevel 2: A fire-themed level, gather only your Red Piks at the beginning. Use them to take out the various Fire Geysers and Fiery Deevils about. Once done, you see a sloping, U-shaped piece of wood with the Tear Stone on it. Toss Reds onto the low end, then use the C Stick to direct them toward the Fire Geyser, and to gravitate them to the Tear Stone (5, 150). Jump down the hole, generally at the far side of the level.

Sublevel 3: Down here, you'll find Withering Blowhogs. These pests can't scatter your Pikmin, but they immediately deflower the 'Mins they hit, which is incredibly annoying. Take care of all three, then toss some Reds into an Ivory Candypop Bud. Use the eggs you find to flower up your Piks with Nectar, trash the smattering of Female Sheargrubs, and dig up the Olimarnite Shell (15, 40) in one of the dead-ends. Down when your done, I always say.

Sublevel 4: Watch out for the Electic Nodes in this level, as well as the Anode Beetles. Near one of the clusters of Anode Beetles, a Wollywog will drop down on you. Smash it with Purples to obtain the Unknown Merit (5, 100). Look around for the Iridescent Glint Beetle, which is only susceptible to Purples. Launch one on top of it sucessfully to get the Crystal King (15, 110). Use Reds for the Voilet Candypop Buds down here, then move on down.

Sublevel 5: Be very careful in this level, as Bomb-rocks fall at 3 or 4 different points in this level. Take Purples only, and use them to squash the Dwarf Orange Bulborbs around here. If one gets next to its fully grown countepart, pelt Purple Piks in the direction of the Dwarf, and hope some of the Purples stun the Orange Bulborb, otherwise, you know what to do with him. You'll see a bit of a brown peak sticking out of the grounds. Cluster Piks around it and have them unearth the Anxious Sprout (15, 50). Down, down, down we go, where we'll stop, when we hit the Final Floor!

Sublevel 6: With several Dwarf Orange Bulborbs scattered around, plus some Fiery Dweevils and a pair of Orange Bulborbs, this level could take a while. Carefully use a Red/Purple Combo to take out Fire Geysers, Fiery Dweevils, Orange and Dwarf Orange Bulborbs throughout the level. One of the Orange Bulborbs hold the Eternal Emerald Eye (20, 150). You'll find the Colossal Fossil (15, 140) buried in the ground. Toss five Yellows in the Violet Candypop Bud this time (we don't need to sacrifice anymore Reds, do we?), and move down a level.

Sublevel 7 (Final Floor): Ahh, the Final Floor. Remove the Fire Geysers from activity, then gather your Purples, and head into the arena.

BOSS: Emperor Bulblax: You can kill this guy in under 5 second with the right strategy. Winning the fight for easiest Boss in Pikmin 2, get close to his eyes to see him emerge, then pelt his face relentlessly with Purples. Do this, and he is without hope. If the battle gets dragged out, keep your Pikmin away from his mouth and tongue, and out from underneath him. Him back is Pikmin-Proof. You'll collect the Forged Courage (15, 100), with which the ship will create the Scorch Guard, keeping you and Louie from Fire Damage.

Break down the Black Gate, then dismiss and take your Reds. Toss 'em up on a ledge (near a Fire Geyser), the hike up a slope covered in them. Use the Reds to get the Gyroid Bust (10,). Finally, take the Geyser up to complete the Cave.

AWAKENING WOOD: Wow! You've recovered Half of your debt! Great Job! Put all of your Pikmin away except for your Whites, and pull out about 50 Blues, if you have that many. Otherwise, make sure you have about that amount. Cross the bridge you made to transport the Geographic Projection, and make an immediate left up a hill. Coming to a pond with 2 bridges, dismiss and take your Blues. Use them to take down the Yellow Wollywogs (toss Pikmin onto them, preferably leaves), then to build the bridge not covering Gas Pipes-let the White Pikmin take care of that once the first bridge is finished. Grab the yellow Wollywog bodies, and pellets they may have left as well, for Blues.

Hike across Snagret Plateau (or at least, it was in the original Pikmin), avoid the Creeping Chrysanthemum, and hop off the ledge. Touch the Sunflowers at ground-level to scare some Unmarked Spectrands airborne. Hit them with a Pikmin to get a blob of Nectar, plus a sprout. Pull up the grass nearby your base to find more Nectar, then pull the various sprouts of the day, and flower them up before the sun sets.

DAY 8: "And on the eighth day, He said, 'Go forth, my people, and create as many sprouts as possible!' And they did as he hath commanded, praising his name all the while."

Start off the day back at the pond (with Louie) we were at yesterday, but this time with a good 75 Blue Pikmin. Head over to the Snagret Plateau, and Spray your Pikmin. Take out the Burrowing Snagret and the gate it was guarding. Then, head back over to the pond. Toss 25 Blues on the Block that starts in the air, then dismiss and get on the block with Olimar. Switch to Louie, and toss 26 or more Pikmin on the other block, putting Olimar's in the air. As Olimar toss your Pikmin on the block up to the Air Brake (15, 100). Louie can throw some more up to you, if necessary. Note how the Treasure Gauge switches off, meaning you've collected all of the Overworld Treasure in the Awakening Wood.

Grab the head and Pellets of the dead Snagret, then pull up and flowerize all of your sprouts. Assemble a collect of Pikmin with 35 Blues, 30 Yellows, 25 Purples, and 10 Whites. Go ahead and jump down the Snagret Hole, the cave behind the Gate that the Snagret was guarding.

SNAGRET HOLE

Total Sublevels: 7

Total Treasures: 15

Hazards: Water, Electricity, Poison

Enemies: Antenna Beetle

Armored Cannon Beetle Larva

Burrowing Snagret

Cloaking Burrow-Nit

Creeping Chrysanthemum

Dwarf Orange Bulborb

Electric Wires

Gas Pipe

Male Shear grub

Orange Bulborb

Shearwig

Swooping Snitchbug

Watery Blowhog

Boss: Pileated Snagret

Sublevel 1: Separate your Piks at the beginning of the level, and take your Purples. Pound the Male Sheargrubs in the open area. Now, to take out the Orange Bulborb, you have to be very careful. Holding a Purple, dash up the hill. A little over half way up, release A and throw the Purple. After that, relentlessly pound the foul beast until he coughs up Crystallized Telekinesis (10, 120). Near the exit (up a long, winding pathway), look for the Leviathan Feather (1, 10). Use a White 'Min to get it to the Pod quickly. Down the hole we go.

Sublevel 2: Take you Piks around, avoiding the Creeping Chrysanthemums. One is usually near the Combustion Berry (12, 190), the other in a path. Fight them if and when you have to, but don't provoke them. You'll find a pond in the path-toss Pikmin other than Blues near the high rising rocks (out-of bounds). The Taste Sensation (15, 40) is lying around somewhere-don't forget to pick it up. Take out the Burrow-Nits, various Male Sheargrubs/Shearwigs, and be on your merry way.

Sublevel 3: A pair of Burrowing Snagrets make this level a tad challenging (Grrr, the darn thing has no health in its meter, and yet, it is alive!). One of the Snagrets holds the Meat Satchel (5, 40). You'll find eggs, exits, and one of each Violet and Ivory Candypop Buds behind various gates. Use Blues for one flower, Yellows for the other. Exit once you're done.

Sublevel 4: Scattered around are some Dwarf Orange Bulborbs, Electric Wires, a Watery Blowhog, and a Armored Cannon Beetle Larva. Near, or on, a rusty hinge-like surface, another Armored Cannon Beetle Larva will fall from the sky. Kill it to get the Heavy-Duty Magnetizer (10, 150). You'll also find Crystallized Telepathy (10, 120) and Cupid's Grenade (3, 20) in various dead-ends. Down the hole once you're done.

Sublevel 5: The Antenna Beetle will throw off your Treasure Gauge, and take control of your Pikmin if they get too close. Pound the thing to get the Emperor Whistle (15, 75). Also, Dwarf Orange Bulborbs will fall here and there; kill the right one to obtain Crystallized Clairvoyance (10, 120). When you're done, move on to the next level.

Sublevel 6: A pair of Burrowing Snagrets and another Antenna Beetle inhabit the level. Kill a Snagret to obtain the Triple Sugar Threat (6, 60). Suppose a creature actually has a valid reason to eat a treasure this time. Find the other near the collection of pools. Nearer to the exit, you'll find the Salivatrix (20, 30) and the Science Project (1, 20). Kill the Dwarf Orange Bulborb that falls on you near the exit to obtain the Stupendous Lens (10, 120). You'll find Lapis Lazuli Candypop Buds down here-toss a Blue in one to gain the Piklopedia entry, if you want. Use Blues in the pair of Ivory Candypop Buds in here, and head down when you are done.

Sublevel 7 (Final Floor): Bah. Time now to fight the incredibly evil Pileated Snagret. If you're trying to minimize casualties, just use Whites.

BOSS: Pileated Snagret: If you're not willing to sacrifice White Pikmin, or are going for no deaths (as I am), I suggest using Purple Pikmin WITH FLOWERS. The key is to toss your leaf Purples in the dead-ends, then Nectar 'em up later. This battle can get long and drawn out, so you'll need a bit of playing time. When the Snagret's caught as it emerges, toss or swarm it with the Purples. Actually, the best method is to do that, then to toss Purples at it's head as it looks around for a few seconds before fully emerging. Kill the evil

beast, and you'll receive the Justice Alloy (20, 100), giving you a stronger Space Suit. The gates contain various eggs and Queen Candypop Buds. When you're done, Geyser up, and its Cave Complete :).

AWAKENING WOOD: 60% of Debt Recovered! Is it just me, or are you flying through the Pokos?

The rest of the day can be spent however you'd like, as you can rest knowing that you've gotten every last bit of Treasure in or under the Awakening Wood! I suggest spawning Blues and Reds, to make up for all the ones you spent gathering Whites/Purples. Of course, if Yellows are lacking, you may as well just use Purples and Whites, to add a randomized element to the sprouting. Also gather some Berries to round out the day.

Note that you get the really cool End-of-Day blast off music!

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5E. Perplexing Pool: It's Cave Day! -----
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DAY 9: Well, it's almost Cave Day, but today's Pre-Cave Day! Land in the Perplexing Pool to begin a new 4 Day adventure!

Today leaves much to be done, so get cracking, as the work won't finish itself! Start the day by leaving Louie behind and grabbing 30 Yellow Pikmin. Now, move right outside of the camp and cross the bridge you built your first day here. Move near the See-Saw Blocks you first used to reach the higher area, and take out the Swooping Snitchbug. Instead of hopping down by the See-Saw Blocks, look for a ledge a bit to the right of it, near an Electric Fence. Get down by it, and assign your Yellows to break the Gate down.

Back to Louie, pull out 30 of each Yellows and Blues. Now, if you've played the original Pikmin, and got the Repair-Type Bolt, you'll know what I'm talking about. Move as far right as you can near the beach of the pond. Look for a crevice near a walled-in high ledge. Dismiss your Pikmin, and gather Yellows. Toss all of the 'Mins on the aforementioned ledge, then take your Blues. Navigate across the lake and find the Would-be Brigde sticks. Have your Piks unroll the wood, then go back to the ledge.

When you whistle at your Yellows, if you understand what I was talking about, they'll have a wall and some water between you. This time, move along the skinny stone walkway, toward the bridge you Blues have finished. If you'd like, dismiss your Yellows, take your Blues, and toss 'em in the water around the bridge. This way, if a Yellow falls in, the Blues will play lifeguards, flinging the drowning 'Min outta the water. Navigate your Yellows safely across the bridge, and guide them to yet another Electric Fence.

Switching to Olimar, you'll more likely than not find your Yellows finished with their gate. Look around, and you'll notice that there's no where you can go with your Pikmin! Toss them up on the nearby tall tree stump, and walk ALL THE WAY AROUND, through the water, by the ship, over the bridge, and through the open area. Harken your Yellow Pikmin to you, using the C Stick to guide them from the lower area you were just at, and return to camp.

As Louie once more, his Yellows oughtta be done as well. Take his Blues, and, avoiding contact with the Yellows, hop into the large pool. Cluster your Blue Pikmin around the rock on the hole. Once it is destroyed, the entire lake area will drain, giving all Pikmin access to it!

Take Louies bunch over to the area near the Citadel of Spiders. Take out the

Yellow Wollywog here, plus the one in the water nearby, using only Blues. Use the same Blues to unravel the nearby bridge, and take the Yellows over. Get near the wall that extends over into the water, then throw the Yellows over lower parts, whistle to them, and direct them to the Electric Gate. Have them knock it down, but its generally to close to sunset to carry back the Treasure behind it. Get as many spoils back to the Onions as you can before the sun disappears.

DAY 10: Today is long and boring, but mostly long. Prepare for an hour or so of no sunlight, as you'll spend quite a while underground.

We'll start with the simplest level first. Take 50 Yellows, 20 Reds, 20 Purples, and 10 Whites down into the Glutton's Kitchen. To reach this level, head over the bridge, down the right-most ledge on the far side of the upper area, into the hollow stump, and to your right. Its shouldn't be hard to miss, and you might've seen it yesterday.

GLUTTON'S KITCHEN

Total Sublevels: 6

Total Treasures: 14

Hazards: Electricity

Enemies: Anode Beetle

Armored Cannon Beetle Larva

Breadbug

Bulbear

Cloaking Burrow-Nit

Dwarf Bulbear

Electrirc Wires

Female Sheargrub

Male Sheargrub

Puffy Blowhog

Boss: Giant Breadbug

Sublevel 1: A large group of Dwarf Bulbears dwell down here, but they can be swarmed easily, and die from a Pikmin landing on top of them. Inside a box, you'll find another Dwarf Bulbear. Toss a large number of Yellows into the box, and hopefully, onto the Dwarf Bulbear. Once the beast as died, pick it up, along with the Master's Instrument (4, 30). Down the exit you must go, when done, you are.

Sublevel 2: Notice that you're surrounded by a giant train track. Get on this track near the tunnel (which is near the crossing) and toss Yellows on top of the tunnel to reach the Imperitive Cookie (5, 25). To take out the various Breadbugs, kill the Sheargrubs and the Cloaking Burrow-Nit. To win a tug-of-war over a Sheargrub, use a Purple-their tremendous strength allows them to sucessfully combat that of the Breadbug. One of the Breadbug's nests contains the Massive Lid (4, 100). Drop down the nearby exit when you're done.

Sublevel 3: Loads of Anode Beetles in here. Take them out, and use their bodies as lures for Breadbugs. You'll obtain the Harmonic Synthesizer (10, 120) from one nest and the Director of Destiny (20, 100) from the other. A pair of Anode Beetles guards one of the eggs, so use Purples to smash them-if the Beetles fall, they'll be flipped over by the Purple as well. Also beware of the Puffy Blowhog floating around in here. Finally, if you want the Golden Candypop Bud entry for your Piklopedia, use a Yellow. Find the hole and hop down to the next level.

Sublevel 4: Down here, the challenge is the Bulbear. Fire an Ultra-Bitter Spray at it and as many of its Dwarven friends as possible, then Spicy Spray your Piks. Smash the creatures while they are frozen, then gather the Happiness Emblem (4, 100) from the Bulbear. The remaining 2 treasures, White Goodness (8, 60) and the Invigorator (20, 130), will often switch places, one out-of-bounds, the other on a high table, reachable only by Yellows. There's a pair of Breadbugs down here, but they aren't particularly important. Just move on when you've gotten everything.

Sublevel 5: Usually, you'll start near a plate with an Armored Cannon Beetle Larva inside. Dismiss your Pikmin, and take your Purples. Pound the thing with your Piks, and use them to take out the 3-4 nearby Dwarf Bulbears. Dismiss your Purples now, and head into the second little section. 2 of the 3 half-shell things contain an Armored Cannon Beetle Larva, so manipulate them to kill the many Dwarf Bulbears over here, before taking them down with your Purples. Toss Reds into the Violet Candypop Bud, and collect the Boom Cone (10, 100) and the Sulking Antenna (35, 150). Check out Various dead-ends to lure out falling Eggs and a Queen Candypop Bud. You know what to do when you're done.

Sublevel 6 (Final Floor): 3 Treasures start out in the open, but you'll only be able to yank 2 away from Breadbugs, due to Electric Wires and Anode Beetles. Let the Giant Breadbug take the Meat of Champions (10, 35), while you grab the Hideous Victual (10, 100) and the Sweet Dreamer (10, 45) away from minor Breadbugs.

BOSS: Giant Breadbug: He'll respond mostly to Anode Beetle Bodies, so take out a few, and swarm 'em once the Giant Breadbug latches on. Hitting the Pod will do only half damage, so the only effective thing to do is repeat this procedure. He'll leave behind the Dream Material (10, 100), which'll give you resistance to electricity!

Take care of other enemies, and Treasures you might've not had a chance to get, then take the Geyser up, completing the Cave :)!

PERPLEXING POOL: 80%! Already! Wow you're good! Now, put back 30 Yellows and 5 Purples, then take out 15 Reds, and 20 Blues. You should have: 30 Reds, 20 Yellows, 20 Blues, 20 Purples, and 10 Whites. Head across the lake bed to the Shower Room, the cave that drained the area of water. It had the rock on the entrance you broke to do so.

SHOWER ROOM

Total Sublevels: 7

Total Treasures: 14

Hazards: Fire, Water, Electricity, Poison

Enemies: Anode Dweevil

Bomb-Rock

Bumbling Snitchbug

Doodlebug

Dwarf Orange Bulborb

Electric Wires

Fiery Blowhog

Fire Geyser

Gas Pipe

Greater Spotted Jellyfloat

Lesser Spotted Jellyfloat

Mitite

Munge Dweevil

Orange Bulborb

Unmarked Spectralids
Volatile Dweevil
Water Dimple
Watery Blowhog
Withering Blowhog
Wogpole
Wollywog

Boss: Ranging Bloyster

Sublevel 1: The first cave you'll do with all 4 types (but not the last!), the Shower Room can be a quite puzzling challenge. Take out any enemies that start in your landing area with Purples, then disable the various Electric Wires. Its easier to pound Watery Blowhogs with Purples, so just do so. Watch out for a falling Wollywog, as well as many Wogpoles that are around here. Grab the Merciless Extractor (20, 90) from a dead-end, and be on your way.

Sublevel 2: Take out the Gas Pipe near your starting point, watching out for falling rocks and falling Dwarf Orange Bulborbs. Move over to the adjacent area, and pick off the Lesser Spotted Jellyfloat. Dismiss and take your Purples, and smash the Orange Bulborb, from on the ledge if possible. Kill off the remaining Dwarf Orange Bulborbs around here, then grab the Durable Energy Cell (15, 160) the Orange Bulborb was guarding. Also grab the Sud Generator (20, 60) from a nearby dead-end.

Sublevel 3: There are several Lesser Spotted Jellyfloats, as well as a Greater Spotted Jellyfloat, down here, plus some Water Dimples and a Hermit Crawmad. Kill the Greater-Spotted Jellyfloat for the Mirrored Stage (15, 140). If you get lucky, one of the Eggs might have Mitites in them, so use Purples to smash them open, then to KO many Mitites at once. If you get unlucky, a Wollywog will fall on you as you're doing this. The remaining 2 Treasures are the Scrumptious Shell (15, 60) and the Vorpall Platter (12, 60). One is found behind a Gate, the other, in a dead-end. Toss your Piks up on a ledge and cross over a pool, call your 'Mins back, use them to break down a gate, and exit the level.

Sublevel 4: You'll find the level's only Treasure, the Aboreal Frippery (1, 10) in 1 of 3 place: In one of 2 two Pipes, or on the ground on the watery slope, which is a thin layer of water, so your Pikmin will be fine. There's a geyser in here, if you'd like to use, otherwise, find the hole in a dead-end at the back of the level. Also note that a large group of Unmarked Spectralids, plus a few Queen Candypop Buds, inhabit the level. Leave the level once you're done.

Sublevel 5: Start off this level by polishing off any enemies near the Pod. Explore around to find an area with a pair of Fire Geysers and Dwarf Orange Bulborbs, and a Withering Blowhog floating over some water. Take Blues and carefully toss them onto the Withering Blowhog. When the beast gets grounded, only let your Pikmin continue to attack for a second or 2 before calling them back, lest they be thrown into a Fire Geyser or eaten by a Dwarf Bulborb. Once the airborne Blowhog is no more, trade your Blues for Reds, and take out the Fire Geysers and Dwarf Orange Bulborbs. Grab the nearby Treasures. One is on a ledge (near a Fire Geyser), the other behind the White Gate (not the one with the pond in between it and you). A third Treasure lies in a water-filled pipe. You'll find a number of Dwarf Orange Bulborbs, Fiery Blowhogs, and Withering Blowhogs over here, so use Reds to take them out (they have a resistance to Fire, the only element present). Once done, trade your Reds back for Blues, and head up the sandy hill and toss Blues in the grate to get the third Treasure. The three Treasures are the Endless Repository (20, 130), the Broken Food Master (20, 90) and the Pondering Emblem (4, 100). Do I really need to say what to do now?

Sublevel 6: In this level, once again, take out the enemies near your starting point (usually, a Wollywog and a Dwarf Orange Bulbear or 2). Look for a path with 3 (upside down) half-pipes. You might encounter more Dwarven Bulbears, or maybe the Wollywog from earlier, a Volatile Dweevil (note that it's body is a bomb-rock-it is a rather kamikaze-esque creature), an Electric Dweevil, and a Munge Dweevil. The latter two work as the Fiery Dweevil does, except they expell electric bolts and poison gas, respectively, when provoked. They are still largely susceptible to Purples however, but take them out in a fashion of your preference. Usually, you'll find the Behemoth Jaw (20, 100) in one of these pipes-take out the Dweeils first so you aren't annoyed to death. Behind a White Gate, you'll generally find the Abstract Masterpiece (6, 30)-but watch out! A Poisonous Dweevil will fall as the Treasure begins moving. Grab your Pikmin back, and leave them away from the Dweevil. Take Louie and punch the beast to death...yes, it is possible, and sometimes, far more convenient. Tote the Treasure to the ship, and leave your Pikmin once more. Find the Orange Bulborb, usually in a small bodie of water. On the way, you'll oft encounter several more Dwarf Bulborbs, plus a Bumbling Snitchbug, be careful because these guys don't go for your Pikmin-they grab you! The impossible thing is, its you can't defeat the Orange Bulborb when it is in the water. Soooo...lure it , then take some Purples and smash it once its out of the drink-and pray it doesn't shake your Piks! Behind it, you'll find the Rubber Ugly (8, 90)-for the most part. Of course, this level is very strange, and occasionally, you'll end up with a really odd set-up including a Ivory Candypop Bud-use Reds for it if you get it.

Sublevel 7 (Final Floor): Time now for the Ranging Bloyster, a would-be devastating and puzzling boss that is rather easy if you have a strategy.

BOSS: Ranging Bloyster: To take out this baddie, first develop 2 entrance into the arena area by breaking down gates. Once done, separate your Pikmin. Give one Leader Reds, the other Purples. Now position a Leader (lets say Olimar) at one entrance to the arena. Move the other leader (Louie) to the other opened entrance. Now, as Olimar, dash out into the arena and attract the attention of the Ranging Bloyster. Quickly switch to Louie and also dash out into the arena. When you do, line it up so that the Ranging Bloyster is between your leaders. Now switch to Olimar, and toss some Pikmin on the Bloyster's tail (it's weak point). After they're shaken off, call the Piks to you and switch to Louie. Lather, Rinse, Repeat. Alternate between characters and toss at the tail until the big baddie will keel over and...well...melt. Grab it's tail, plus the Amplified Amplifier (20, 100)! You'll receive the Mega-Tweeter, giving your whistle a wider range and a longer blow time. Looks like the ship might've used one of those Duracell Batteries, as the whistle just keeps going...and going... and going...as well as you should, that is, to the geyser to complete the Cave :)!

PERPLEXING POOL: Now, there might be a chance you've hit 10,000 Pokos 'cuz you got a Treasure or two I didn't detail here, but if you're like me, you're incredibly close, just not quite there. Now, for the last cave of the day, you'll need 60 Blues. Also, if you're day is like mine, you haven't even exhausted 1/4 of it yet! Take your Blues by Glutton's Kitchen, but head out into the stream. Take out the Yellow Wollywog carefully, then pound the Black Gate. It does take quite a while, so use an Ultra-Spicy Spray, if you wish. Once the barrier is down, its time for some fancy moves. Lure out the Hermit Crawmad, and move your Blues outta the way before it launches itself. Dash away from it, past a trio of Water Duples, and under a Withering Blowhog. You'll find a cave in the far corner. Hop down to discover the infuriating evil of the Submerged Castle

SUBMERGED CASTLE

Total Sublevels: 5

Total Treasures: 13

Hazards: Fire, Water, Electricity, Poison

Enemies: Anode Dweevil

Anode Beetle

Bulbmin

Careening Dirigibug

Dwarf Orange Bulborb

Electric Wires

Fiery Blowhog

Fiery Bulblax

Fiery Dweevil

Fire Geyser

Iridescent Glint Beetle

Mitite

Volatile Dweevil

Wollywog

Boss: Waterwraith

What'll baffle you is the presence of Fire, Electricity, and Poison.

Unfortunately, it is impossible for Pikmin other than Blues to enter. Of course, you'll meet some helpful pals that'll even things out.

Sublevel 1: Okay, you'll notice a heckuva lotta Fire based things in this level. The key to taking out the Geysers is to swarm them once they stop shooting flame. Kill Fiery Blowhogs by tossing two or three Blues on the pigs, calling those 2-3 Piks back just before they're thrown, and then swarming the beast once it settles. Taking out the Fiery Bulblax is easier than you think; simply lure the beast into water, immobilize it with an Ultra-Bitter Spray, and swarm it, easy said as done. The Bug Bait (5, 15) has been swallowed by this beast; the Pastry Wheel (10, 35) is floating around somewhere, and the Diet Doomer (5, 25) can be anywhere, even down the gullet of a Fiery Blowhog. Once you've gotten the Treasure, make for the hole, ASAP!

Sublevel 2: In this level, you can get two kinds of luck: okay, and horrid. A few enemies start in the small area you do. Usually, it's just a Dwarf Orange Bulborb, or a Careening Dirigrub, but on occasion, you encounter Bulbmin. To kill the leader of a pack of Bulbmin, wait for it to get in throwing range, and toss like you've never tossed before! This is the only way I've found to do it without losing Pikmin or Sprays. Kill the leader, then whistle to the smallish Bulbmin, who will instantly join you. They work in exactly the same way as a Pikmin, EXCEPT that they're INVULNERABLE to ALL TYPES of ELEMENTS! These are the dudes you have to use with the other types of elements. Anyhow, the leader will leave behind the Comfort Cookie (4, 10). Grab that, then break down the gates kill other enemies and head straight for the gates if the Bulbmin don't start in your little area). Behind one gate, you'll find pile of sand on one side, and a pipe missing its side on the other (it's not at ground level, but higher up). Kill enemies in here. If one is nearer to a slope that heads down into water, it might lure out a Fiery Dweevil. If it does go to the corpse, you won't worry about it when you go for the other Treasure. Head up the hill, and in the corner near the slope downward, you'll find a pipe. Follow it to empty out by the Chocolate Cushion (10, 40). Behind the other gate, you'll find the Confection Hoop (20, 60) on a ledge plus some more Dwarf Orange Bulborbs, and possibly a Careening Dirigrub. Now, if it didn't happen to you last level, it probably will in this one. After a period of time, the Waterwraith will fall down and begin to annoy you. If anything being carried by your Pikmin gets near him (or vice versa), call your Piks back IMMEDIATELY, or they'll be squashed unmercifully. Exit this level the moment you get a

chance. I'd like to point out a useful fact: all Pikmin on the level will follow you down a hole, even if they're not in a Leader's group. Use the fact to your advantage, leaving the second all three Treasures have been collected.

Sublevel 3: Move through this level as quick as possible. Kill a Withering Blowhog to get the Activity Arouser (15, 100). More Bulbmin reside in this level, so kill off their leader and gather them up. Watch out for various Anode Beetles and Anode Dweevils, plus a Wollywog. An Ivory Candypop Bud may be provided for your use-toss Bulbmin in, as they won't be leaving the cave anyway. You'll find the Succulent Mattress (8, 50) floating around, and the Compelling Cookie (4, 10) behind a gate, or possibly, vice versa. Take off down the hole the second you are done, and not a moment later!

Sublevel 4: You'll find two Bulbmin in this level, plus a slew of falling Bomb-rocks and Volatile Dweevils. There is also an Iridescent Glint Beetle down here-Bulbmin can take it out. Hit it with one to release the Pale Passion (5, 25). Find the Drone Supplies (15, 130) behind a gate, and the Proton AA (6, 90) floating around. Once you've obtained the Treasures, disembark to the Final Floor.

Sublevel 5 (Final Floor): It was short, but difficult all the same. If you made it this far without abandoning, you've done well. Toss Bulbmin into the pair of Violet Candypop Buds down here, and prepare for some fun with the Waterwraith.

BOSS: Waterwraith: To take out this baddie, you need Purples from the buds. Once you have them, get near the center of the Arena-esqe area to lure the Wraith down. This is a two part battle. The first part, you'll need to wait until the Wraith pounds the ground with his roller-rock and looks around. Then, launch a Purple Pikmin at it. It'll turn Purple and freeze. In this state it is vulnerable. However, he'll often shake your Pikmin arounds quite often so gather up your Piks often, or they may be squashed, when the Wraith pounds the ground with his front rock, or just when he's rollin' around. After you take out his health meter, the rocks will break, and you'll begin again as the bully runs away from you. This time fortunately, you cannot get hurt in any way, and you can use any Pikmin, although its best to just stick with the Purples. He'll freeze when effected by Purples, and continue to shake often. Take down this foul copporeal beast, and the Professional Noisemaker (15, 100) is yours! You can now whistle Pikmin Sprouts out of the ground!

Notice two things. First, you should have well over 10,000 Pokos. Second, as you leave, the Bulmin'll stay behind.

PERPLEXING POOL: You'll be here less than 5 seconds, then the game will realize how many Pokos you have, and you'll get to see what is, for some strange reason, my favorite cutscene, the Debt Repayment Cinema. For those who are reading ahead, unless you actually have the game, and are only ahead by a few paragraphs, STOP READING NOW, 'cuz it's all spoilers from here!

"Congratulations, you've repaid all of the debt! Now Hocotate Freight will be prosperous and debt-free until the end of time...probably."

After watching a rather neat cutscene, you'll see the bredits, and your overall statistics for the file you completed. You'll then save and be asked if you'd like to continue your expedition. If you choose yes, you'll watch another cutscene, and be on way back to the planet.

DAY 11: When you land (back in the Perplexing Pool), you get to see how Bling-

Bling the Dolphin has become, all plated in gold and that shizznit. After asking Olimar to take care of Shyacho, you'll begin your day in the Perplexing Pool. Today, we'll be spending the day above ground, collecting the 6 remaining hidden treasures.

With just Olimar, take out 10 Whites and 50 Blues. If you haven't already found it, there's a path behind you ship. Take this path with your Piks. And toss your Whites onto the ledge at the very end. Now go back to the Onion area, and make a left outside the camp. Head for the Black Gate in the water. Kill the Water Duple trio one at a time, by getting close enough to lure just one away from the group. Kill all three then attack the Gate.

Switch to Shyacho, and get out 30 Blues and 10 Purples. Remember that electric gate you broke down two days ago across the stream from the camp? Head over there, killing three Shearwigs and a pair of Dwarf Bulbears. Dismiss your Pikmin and take the Blues over the water, collecting the Optical Illustration (15, 140).

Once Olimar's team has finished taking down the gate, continue down the now extended stream. Take out a pair of water Duples at the far end, and a Yellow Wollywog closer to you as well. Now, on the little ithmus, you should be able to see your White Pikmin. Call them down, and cluster them at the center of that little island, where they'll begin unearthing a Treasure. Once they finish, have your Blues transport the Onion Replica (20, 30) back to base.

Before this all happens, however, switch back to the Prez', put back his 30 Blues, and take out 10 more Purple Piks for 20 total. Head over to the dried out pond. You see that manta-ray-esqe creature? That's a Toady Bloyster. It's weak spot is it's tail, so pound it with Purples to take out the beast. It'll leave behind the Aquatic Mine (3, 80) and 2 randomly-colored 10-Pellets. Smash the two Yellow Wollywogs in the pond, and send everything back to camp. Do the same with Olimars team also now, except be sure to toss your ten White Pikmin back on the ledge before moving the Onion Replica.

If you are fast, take 20-25 Yellow Pikmin into the Upper area. Now, near the pond, you might notice a series of ledges and ramps. Toss your Pikmin up onto the widest flat leadge, and take a ramp up there yourself. Call your Piks to you, and imeadiatley use the C Stick to keep them agains the wall. Move along the narrow ledge, avoiding crevices here and there, if you can. When you reach the end of the path, hold the C Stick steady, and toss Yellows up onto the high up ledge. They'll cluster around the Gherkin Gate (15, 100). Once all of your Piks are moving the Treasure, hop down to ground level, and distract the Fiery Blowhog so your Yellows can pass unharmed. Remember, the Scorch Guard prevents you from taking fire damage, so you can stand in the flame all you like.

If you're faster, gather up the Whites you used for the Onion Replica, plus 10 more (20 total), and head out to the far end of the lake bed. Hunt around near the Pipes to have your Whites start to uncover something. They'll pull out the Fortified Delicacy (20, 60). Spend the rest of the day gathering sprouts, Nectar, and Berries.

DAY 12: The Perplexing Pool again? There's one more Treasure left, and it takes a bit to get, so there wasn't time for it yesterday. After you get it, you'll have some time for Prime Sprouting and/or Berry-Gathering.

Start by gathering 60-ish Blue Pikmin. Today is what I call a respawn day, due to the fact that several enemies, including the Shearwigs by the brigde and

the Swooping Snitchbugs in the Upper Area, will, get this, respawn! Anyhow, take out the aforementioned Shearwigs and Snitchbugs, plus the Fiery Blowhog. Then head by to the Submerged Castle. Don't worry, you're never going back in, so that not why you're going there.

Once you pass the broken gate, take your time to viciously murder the Hermit Crawmads, Water Duples, and the Withering Blowhog down here. Once you're done, you'll find a high ledge next to 4 See-Saw Blocks. Toss 20 Piks up on that ledge, and prepare for some puzzling fun.

Every other block forms a pair, remember that. Lower the block at the end of the row, farthest from the ledge, dismiss, and walk Olimar on. Have Shacho toss a Blue on the inner block nearer to the ledge to raise the one Olimar's on. Have Olimar hop down to the next block. Toss a Blue on the block nearest to the ledge and raise Olimar up again, and have Olimar hop back down to the third block. Have Shyacho throw another Pik onto the farthest block to raise Olimar up yet again, and have Olimar land on the final block. Toss a 'Min onto the second farthest block to raise Olimar up one last time. As him, walk out onto the ledge. Call your 20 Pikmin to you, and throw them to the Massage Girdle (20, 100). Gather up all the carcasses in the area, along with the Treasure, and head back to camp. The rest of the day is your's, so do what you will.

Blast off from the Perplexing Pool for the final time, as you're done here for quite a while.

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5F. Vally of Repose: Cleaning the Valley -----

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DAY 13: Today, we'll return to the beginning. Head to the Valley of Repose to begin setting this up for a much broader exploration of the beginning area.

Start the day by gathering 35 Blue Pikmin, leaving Shyacho by the ship. Head over across the sewer lid area, avoiding the Dwarf and Red Bulborb. When you reach the Cave, however, make a right into a pond. Find the White Gate situated in wall, to your right if you look back at Emergence Cave. Set your Blues to the gate.

As Shyacho, pull some 30 Purple Piks out of your ship and use them to lay the smackdown on the pair of creatures in the sewer lid area. Return the 'Mins for Reds and Yellows. Have 35 Yellows and 30 Reds. Once Olimar's team has torn down the barrier, have him and his Blues move past it. Look for a stone on your, you guessed it, right. Pound it with your Blues to drain the immediate area of water, plus the area on the other side of the gate-wall.

Now it is time for some good fun with the Decorated Cannon Beetles. Be sure to leave your Blues behind. These Cannon Beetles are similar to the Armored Cannon Beetle Larva, but with 2 distinct features: First their red coloration (no, it has nothing to do with fire). Second, the fact that the rocks they fire are filled with potent minerals which cause the rocks to home on nearby sources of Iron, i.e. your space suit. Use these wonderfully destructive tag-a-longs to take out the Water Duple in the creek, the Fiery Blowhogs by the unbuilt bridge, a Cloaking Burrow-Nit (the rock has to hit its face), and the Watery Blowhog near the White Gate with Gas Pipes underneath. There are 2 Decorated Cannon Beetles: one by the slope you have to use initially to get up to the risen area, the other, in a small pass between you and the other two caves of this area. You can also use rocks to kill the Cannon Beetles themselves. Use the rocks from the Beetle in the pass to take out the one by

the slope first. Then cause the other beetle's rocks to hit itself.

Now, once everything as far as the eye can see is dead, take your Blues to the unbuilt bridge and...well...build it. While they're occupied, rush Mr. Prez' over to the the ramp leading up to the bridge. Gather up all your Piks and the leaders. Now, head through the small pass the Decorated Cannon Beetle was guarding, and over a long expanse of open area. If you come to some giant blocks, move to the left. You'll come to an area with a Withering Blowhog. Kill it, and separate your Piks. Have Olimar take the Reds, while Shyacho gets the Blues and Yellows working on the other unbuilt bridge.

If you zoom out, you'll see that you're right next to a giant melting snowman with a crown on its diapiolated head. You should also see a ramp leading upward. Once you start to hike up the slippery slope, an Armored Cannon Beetle Larva will pop out of the ground. Avoid its crushing rocks as you get up the slope with your Piks. Toss as many as you can on the bug, and kill it as quick as you can. Once he is dead, toss all of your Red Pikmin on the snowman's head, and hopefully, the Piks'll latch onto the Treasure. Once enough are mounted successfully, they'll hike back to your ship with the Unspeakable Wonder (30, 120).

Move on past the creek, where the other Decorated Cannon Beetle was positioned, and by other slope. Zoom out to full to see, high on a ledge only Yellows can reach, a statue of wood. Dismiss your Pikmin, and call back your Yellows. If you look, you'll notice a slope next to the wall. Up on the high ledge is a circular area, which leads down a path toward the large piece of loot. Toss Yellows into this area and watch them slide idly toward the wooden carving, where the Piks will develop a sense of purpose and grab on. Once 25 'Mins are holding the Treasure, they'll hop off the ledge with the Fossilized Ursidae (25, 160).

Round out the day by gathering nearby sprouts and plucking sprouts, if you have any.

DAY 14: Today, we'll start by having with White Pikmin, before tackling the Valley of Repose's 2 remaining caves.

Head back over across the bridge you built yesterday and into the wide open area With just Olimar and a team of White Pikmin (all that you have). Find a gate in the wall on your right with Gas Pipes at the bottom, and attack it with your Task Force.

Back at camp, have Mr. President take out all the Reds or Purples or mixture (your call) you can, and head over to the dried streambed. When you get there, go across it instead of along it. Set your view so you're looking at Emergence Cave, and find a path to your left leading upward. Up a bit, you'll encounter a Burrowing Snarget. You can really only attack him when he's in the path, so take care of him. Dash down the walkway if the beast threatens your Pikmin.

Once you've killed the foul beast, take Olimar's squad of Whites (that have broken the gate and the Gas Pipes) over to the Snarget path. At the top, your Whites will uncover the Pink Menace (5, 100). Take the squad across the stream bed. Toward the left side (from the view on the pathway), your Whites will uncover the Spiny Alien Treat (4, 50).

Once you've gathered all the Treasures (and pellets that you want), take a full squad of 40 Reds, 30 Yellows, 20 Purples, and 10 Whites over to the gate your Whites destroyed earlier. Hike up this slippery ledge to be introduced to

the Subterranean Complex, which you should proceed to enter.

SUBTERRANEAN COMPLEX

Total Sublevels: 9

Total Treasures: 16

Hazards: Fire, Electricity, Poison

Enemies: Anode Beetle

Armored Cannon Beetle Larva

Bomb-Rock

Bumbling Snitchbug

Careening Dirigibug

Fiery Dweevil

Fire Geyser

Gas Pipe

Gatling Groink

Hairy Bulborb

Mitite

Munge Dweevil

Snow Bulborb

Swooping Snitchbug

Volatile Dweevil

Boss: Man-at-Legs

Sublevel 1: Various Snow and Hairy Bulborbs inhabit the first level of this labyrinth, and the Bumbling Snitch bugs don't make it any easier. Take out Gas Pipes around your starting enclosure, then dismiss and Gather your Purple Piks. Take out all the enemies you can, then call in Whites to remove the remainder of the Gas Pipes. You'll usually find the Nouveau Table (25, 100) buried just about anywhere, and the Exhausted Superstick half-buried near lots of enemies. Move on to level 2 when you feel you're finished.

Sublevel 2: A trio of Careening Dirigibugs and a Swooping Snitchbug make this level especially challenging to get through without losing any Piks. Go around with a leader and set all the Bomb-Rocks off (by punching them) before you start working with Pikmin. If you get lucky, one of the Dirigibugs will be stuck in one area with the Snitchbug. If not, the key is to take out one at a time. For the Dirigibugs, wait until they get to the point where they're farthest away from any others before attacking (if they're carrying bomb-rocks, wait until they're preferably near the edge so the exploding stone falls harmlessly into space). Once the 4 flying creatures have been taken out, have your Pikmin pull the Spirit Flogger (20, 70) out of the ground, and the Network Mainbrain (10, 100) from a dead-end. Leave for level 3 once you're finished.

Sublevel 3: Once again, leave your Pikmin behind as you scout out the level. Bait the Armored Cannon Beetle Larva and get them to take out the various Fire Geysers, and, if possible, each other. Use Purples to smash the remainder, and gather up the various Treasures; One of the Beetle Larva will pop out of the ground in one of the risen-dirt-hole-area-thingys; kill it to get the Superstrong Stabilizer (10, 60). Gather also, the Coiled Launcher (15, 70) and the Omega Flywheel (20, 60). Be sure to use Reds in the Ivory Candypop Bud in another one of the risen-dirt-hole-area-thingys before you depart.

Sublevel 4: This is what I call a rest level; in these types of levels, there are no [real] enemies, and usually only one or two pieces of Treasure, if any. You'll find a trio of Ivory Candypop Buds down here. You can use them if you like, but it is recommended you use Yellows. You'll also find quite a few eggs down here; good for flowerizing any Piks, new or old, possibly sprays, or if you're lucky, Mitites (use Purples)! If you're ready to fly the coop, a

Geyser is provided for your convenience; however, it is wiser to finish what you start, so take to hole down when you're ready.

Sublevel 5: In this level, the absolute ONLY safe course of action is to go through the area with Olimar and de-Bomb-Rock it. Punch normal rocks, plus Volatile Dweevils, to set them off. Once you've gotten everything you can find, switch to Shyacho. From this main little ledge, you can toss Pikmin down to lower areas, so long as you aim correctly. One of the dead-ends hold the Adamantine Girdle (12, 70), another, the Mystic Disc (7, 75). Use the maximum to carry each (20, 15 respectively) so that when Pikmin lure down other Bomb-Rocks you missed, they'll outrun 'em with ease. Note that when both Treasures are moved (though they have to be dislodged first), Volatile Dweevils will fall, so grab, drop, and run. Once you've gather the two Treasures, exit this fun level.

Sublevel 6: This level can also be very tricky. If you get lucky, you'll start with the Repair Juggernaut (20, 85) close-by. Otherwise, its probably out somewhere else. The Careening Dirigibugs, Anode Beetles, and Gas Pipes, working in tandem, is a very hard combo to beat. Soooo...once again, go out with just Olimar. Use the Bomb-Rocks from the Dirigibugs to wipe out the Gas Pipes, and if possible, the Dweevils. By the way, if a Dweevil grabs a Treasure, you might be able to force it off the edge-the Treasure will respawn where it started, but the Dweevil won't. Once the Dweevils and Gas Pipes are out of the way, take some Yellow Pikmin. When a Careening Dirigibug drops a Bomb-Rock near an Anode Beetle, flip over the Beetle with a Yellow and retreat. If you're fast, the explosion will kill the Anode Beetles, but not your Piks. Kill all five or six, then you can deliver the Treasures, which are the Space Wave Receiver (10, 80) and the Vacuum Processor (10, 100), using one of two methods: you can take out the Careening Dirigibugs (duh), or you can use super-fast Whites to move the loot. Once you're done, move on to the next level. There's another Geyser in here too, so don't get confused.

Sublevel 7: You'll meet the good ole' Gatling Groinks in this level. Trust me, they're EVIL! One, you'll find on foot, another, mounted on a tower. Gatling Groinks fire balls of energy that scatter your Pikmin, and can kill anything they land on squarely (direct hit kills only). Even then, these Motorcycle-Fish-things are still incredibly annoying. To take them out, use your Purples and toss Piks at their sides-that windshield blocks Pikmin. Also, note that dead Gatling Groinks regain health. If their health meter becomes fully charged, the Groinks will come back to life. Take out the two Groinks, the Careening Dirigibugs, and the Bomb-Rocks (on your own) throughout the level. The Gatling Groink on the tower will leave behind the Indomitable CPU (10, 100), and you'll find the Furious Adhesive (10, 60) and the Thirst Activator (20, 300) somewhere. If either of the latter two spawn in a dead-end, watch out, as a Volatile Dweevil will drop down on it once it begins moving. Head down to the next levelwhen you're finished up.

Sublevel 8: Another rest level here. This time, you'll find 3 Violet Candypop Buds down here, plus 2 Queen Candypops. If you are truly dreading the boss battle ahead, you can take the Geyser up. You'll need to start stocking up on Purple Pikmin anyway, so use the three flowers (toss in Yellows, especially if you didn't use the ones in Sublevel 4). Use the Queen Candypop Buds to replenish your forces. Various eggs abound, so break what you will, and move on down to the Final Floor.

Sublevel 9 (Final Floor): For those who are arachnophobic, even if the Beady Long Legs scared you, this boss is hardly frightening...at least in appearance. Give Shyacho your Whites and (if you have any) Yellows and tuck him in a corner near the Geyser, then take the Reds and Purples and scout out the level. Look for things that stick out of the ground, including a large,

W-ish shaped protrusion, and a mound you can walk over. Remember their locations.

BOSS: Man-at-Legs: Without strategy, the Man-at-Legs is a really slaughter house on feet. I lost 4 Pikmin to give you this strategy, so listen up! The trick to keeping things short and clean is to constantly toss Purples onto the Man-at-Legs as it emerges from its hole in the center of the arena (tossing Pikmin on the orb or touching it will cause it to begin its emergence). You may rack up half a meter of damage, you may get more, you may get less. It doesn't really matter, since Purples are useless after this point. Hide them behind the giant W-shaped protrusion you found earlier. After the Man-at-Legs emerges, it'll shake any Pikmin on it off (you'll know because it twists its legs a bit before scattering Piks) before pulling out its cannon. The laser gun it fires projects at a rather low angle, so almost any barrier you can find will do. Use the aforementioned barrier that you can walk over (another one similar to it has a handle on it). The Man-at-Legs fires about three volleys of blasts with a short pause in between each one. Once the Man-at-Legs begins retracting its gun, rush out onto the risen portion in the center so you can toss Reds on the central Orb. Note that the Man-at-Legs is invincible while its gun is out, and that Piks will bounce harmlessly off. Once the mechanical beast is eliminated, you be treated to a spectacular explosion before the Stellar Orb (5, 100) is dropped, granting you the Solar System, which illuminates the entire Sublevel you're in right now. Exit via the Geyser, and it is Cave Complete once more.

VALLEY OF REPOSE: When you land, exchange Piks so you have a group of 30 Reds, 20 of each Blues, Yellows, and Purples, and 10 Whites. Now, head over to the melting snowman where you got the Unspeakable Wonder. If you built the nearby bridge, head up it. Otherwise, take the time to do so. Once you get up onto this neat little ledge, meet the Frontier Cavern, and hop inside.

FRONTIER CAVERN

Total Sublevels: 8

Total Treasures: 15

Hazards: Fire, Water, Electricity, Poison

Enemies: Anode Beetle

Bomb-Rock

Bulbear

Bulborb Larva

Bulbmin

Bumbling Snitchbug

Caustic Dweevil

Decorated Cannon Beetle

Doodlebug

Dwarf Bulbear

Dwarf Orange Bulborb

Electric Wires

Fire Geyser

Gas Pipe

Hairy Bulborb

Iridescent Glint Beetle

Mamuta

Orange Bulborb

Snow Bulborb

Swooping Snitchbug

Unmarked Spectralids

Water Dimple

Boss: Empress Bulblax

Sublevel 1: The thick underbrush in this level makes it difficult to see, so zoom in if it helps. Start by separating and gathering Purples. Kill the pair of Hairy Bulborbs, plus the Snow Bulborbs around here as well. Also, hit the Doodlebugs as often as possible, so that you can gather a bunch of sprays. The levels two Treasures, the Essential Furnishing (5, 100), and the Essence of Rage (8, 70), are buried underground-use the Treasure Gauge to locate them. Depart when you're done.

Sublevel 2: Kick off this level by going solo and getting the pair of Decorated Cannon Beetles to kill as much as you can (including themselves). Once done, take Purple Pikmin and kill everything else, usually a Hairy Bulborb and a Snow Bulborb or 3. The Joy Receptacle (15, 60) and the Icon of Progress (15, 85) can be just about anywhere-above ground or under. Be sure to get everything before moving down to level 3.

Sublevel 3: Be sure to locate the Bulbear right off the bat. When it approaches, use an Ultra-Bitter Spray on it and any Dwarf Bulbears tagging along. Decimate the Bulbear for the Danger Chime (10, 120). Explore around, disabling Gas Pipes, Fire Geysers, and Electric Wires as you go. If you've lost Pikmin, you can salvage a few Bulbmin from the massive one; otherwise, just kill it. Use the Ivory Candypop Bud, and find the Gemstar Husband (5, 100) buried, usually near the exit. You'll also usually find the Fleeting Art Form (2, 75) above ground, but the latter two Treasures may switch places. There's a Geyser in here, with no reason to use it, so take the hole down.

Sublevel 4: Start this level by gathering your Yellows. Tour the level, taking down Anode Beetles, Swooping and Bumbling Snitchbugs, and Electric Wires as you go. Once done, collect the Innocence Lost (15, 100), which is sometimes buried, and the Omniscient Sphere (1, 85), which is guarded by yet another Bumbling Snitchbug. Use the Violet Candypop Bud, and get going when you're done.

Sublevel 5: In this level, you'll find Mamutas guarding Unmarked Spectralids, and Caustic Dweevils waiting to pounce on anything left behind. For those who don't know Mamutas, they'll pound your Piks into the ground, which'll resprout as flowers. Not entirely bad enemies, huh? One of the Mamutas'll leave behind the Brute Knuckles (10, 100). This piece of Treasure will remind the ship of the long forgotten Rocket Punch that was sitting in its hold. Now your Punch attack will be stronger and more effective against enemies. Be sure to use the Violet and Ivory, and, if you want to, Lapis Lazuli Candypop Buds before you depart. There is a Geyser here, so don't get confused if you want to head down.

Sublevel 6: This level can have a vast variety of setups, but you'll need at least 10 Blues to transport Treasures sometimes, so don't take risks. Start here by, once again, manipulating Decorated Cannon Beetle Rocks to kill everything, even Fire Geysers, and of course, themselves. You'll find the Priceless Statue (10, 80) and the Worthless Statue (10, 80) scattered somewhere. Head down when you're finished.

Sublevel 7: Rocks will fall in random places, so keep an eye and an ear out. March throughout the level, taking down Dwarf and Orange Bulborbs, and avoiding falling stones. The levels two Treasures, the Spouse Alert (10, 120) and the Flame Tiller (20, 120) are often buried, but sometimes not. Also make good use of the Ivory Candypop Bud here. Jump down to the Final Floor When your finished.

Sublevel 8 (Final Floor): Start this level by tossing your Purples on the nearby ledge (in front of you, usually). Take your leaders, and head down the path solo. Take out the Bulborb Larvae, which eat Pikmin instantly, and die

with one hit, or, punch.

BOSS: Empress Bulblax: Get to the top area to encounter another Empress Bulblax! Send one leader down to the butt-end of the Empress to distract any newly spawned young, and then take the other Leader to the Purples Piks near the Geyser on the ledge. Take them and use them to pound the Empress' head. Before she shakes off your Pikmin, be sure to call them back. While she is rolling, switch to your other leading, and take out any Bulborbs Larvae attacking him. Once the Empress is no more, take out the last of her young, and grab the Repugnant Appendage (20, 100). You'll receive the Rush Boots, which'll make you faster and invulnerable to Puffy/Withering Blowhogs. Take the Gayser, and its Cave Complete! If you're good you not have even lost any Piks!

VALLEY OF REPOSE: Spend the rest of today gathering Sprouts. When you've found all that you can, just go to the Menu Screen and select Go to Sunset.

DAY 15: Today is our last day in the Valley of Repose. Ahh, such memories. Land in the snowy area one last time.

Start the day by gathering 50 of each Red and Blue Piks. Head over the bridge to where the Decorated Cannon Beetles were. If you take the path toward where you got the Fossilized Ursidae, you'll see a lake on your right. Separate, and take Blues to kill the 3 Water Dumples in here. Then, with the other leader, take you Reds, and get them to the island in the center. To do this, once the Piks are in water, whistle to them, and they'll swim your way. From the island, get to the area behind the pond in the same fashion. You'll find a Fiery Bulblax here-use and Ultra-Bitter Spray on it, and swarm it with Piks. If you don't have any Purple Sprays, use and Ultra-Spicy Spray and toss Reds on the brilliant beast's back.

The other method is just as reckless. Bring 50-60 Blues to the pond, and after taking out the Water Dumples, dismiss your Blues and lure the Fiery Bulblax into the water. If you use an Ultra-Bitter Spray and get the timing right, it won't be on fire when the Bulbear is frozen. Whats cool is that the Bulbear might leave behind a Blue 10-Pellet if you kill it with them.

Once the foul creature is no more, use Blues to tote any bodies out of the lake, and give them to whatever color you like. The Bulbear will leave behind the Temporal Mechanism (20, 110)- use Blues to get it across the pond.

Now, you should have a hefty amount of time left, sooo...pick a color of Pikmin you have the most of. Take two of that color (either Red, Yellow, or Blue; i.e. for me, Blue), put the rest of your Piks back, and head down to the Subterranean Complex.

SUBTERRANEAN COMPLEX

Total Sublevels: 8

Total Treasures: 0

Hazards: Fire, Electricity, Poison

Enemies: None

Boss: None

Why is everything listed differently? With 2 Pikmin, it ought to be obvious that you're not here to fight, and since you should have all of the Treasures...well...you won't have to worry about them.

Sublevels 1-7: Quickly dash through each level, ignoring enemies and slipping past Hazards. If you like, on level 3 or 4, you can change your Piks to Whites for faster movement. Remember, you don't even need to take your Piks to the hole with you, either; they'll magically appear at your side as you jump down.

Sublevel 8: Remember this level? Pick a primary color of Pikmin you have the LEAST of (i.e. for me, Yellows) and toss your two Piks that accompanied you into the pair of Queen Candypop Buds when they are the desired color. Once you're done with that, toss 15 of your now large group of 18 Piks into the Violet Candypop Buds. When you leave, you should have 15 Purple Piks, plus 3 of other colors. Didn't make out to bad, now didja? Take the Geyser up, or, if you hop down the hole, use the Geyser on Sublevel 9. It truly is that simple.

VALLEY OF REPOSE: With nothing left to do really, you can Go to Sunset, or collect what few sprouts you can, and THEN Go to Sunset. Hopefull, you'll have 100 Purple Pikmin right now, as you'll need at least that many. Don't worry though, as the next two days will be devoted to sprout collecting. Be sure to grab the last ones here as well, 'cuz you shouldn't really need to come back for any reason.

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5G. Awakening Wood & Perplexing Pool: Re-stalking the Onions -----
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DAY 16: It doesn't matter where you land first, but for the section's title's sake, you'll stop at the Awakening Wood first.

Really, you can get a heck of a lot of sprouts from the main area. Start back taking out the Red Bulborb and its Dwarven Buddies. Then pound the Cloaking Burrow-Nit(s) behind the Burgeoning Spiderwort clearing. Assign the corpsepes as you see fit. Note the a 10-Pellet of each color will spawn about halfway through the day, plus a color-changing 20-Pellet you can knock down (its on the ledge near all the Margarets). You can also take out Unmarked Spectralids that hide in various flowers, as well as the Iridescent Flint Beetle by the flower pots.

Hopefully, you'll be able to raise your numbers greatly-it is really easy to do in the Awakening Wood. When you have about 5 of the Pik color you have the most of, head down the Hole of Beasts. WATCH OUT FOR THE CREEPING CHRYSANTHEMUM!

HOLE OF BEASTS

Total Sublevels: 5
Total Tresures: 0
Hazards: Fire
Enemies: None
Boss: None

With the group of only 5, you should, again, avoid fighting, thus no enemies.

Sublevel 1-3: Get to the exit.

Sublevel 4: Use the Violet Candypop Bud in here. Flower up your Purples (perhaps using the Mitites in one of the dead-ends), and disembark.

Sublevel 5 (Final Floor): Sneak past the sleeping Empress Bulblax, and Geyser back up to the surface.

AWAKENING WOOD: You need a few extra Purples, which is why you went down that

hole. Hopefully, you'll have at least 105 (as I do). Let your Pikmin mature as long as you can, but whistle them out of the ground as the day comes to a close.

DAY 17: Head to the Perplexing Pool For some more sprouting, if you so desire.

Good sources of seeds include the Toady Bloyster (tail plus a randomly-colored 10-Pellet or two), Yellow Wollywogs (x2, more in the stream), Shearwigs (x8), and Dwarf Bulbears, Swooping Snitchbugs, Ravanous Whiskerpillars, the Fiery Blowhog, and, naturally, the Pellets everything leaves behind. Who could forget those? Use Purples to kill everything. I killed the Yellow Wollywogs in the dried lake (with Purples), but you can take out any other ones, as well as Water Dumps and all the creatures in the back area.

Also be sure to grab berries, and to let sprouted Pikmin matures to Flowers. Also remember you can use the Pluckaphone to get Piks outta the ground en masse. Bearing these things in mind, set out to increase Pikmin population drastically. :)

Can't say these 2 days were a flop, as I went up over 200 Piks myself!

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5H. Wistful Wild: The Final Trial -----
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DAY 18: Today, you'll begin the long adventure that awaits you in the Wistful Wild. Take a good look in the fly-by, 'cuz this level can get rather rather confusing.

Now, start the day by taking out 100 Purples. Yes. 100 Purples. Head out of base camp and kill the Dwarf Red Bulborbs outside. Make a right, and notice several things: first, Nectar-Rocks if you need any; second, there is a small-ish clearing behind the rocks; and third, a giant barbell sits in the clearing. Toss a Pikmin on it to see that the beast treasure weighs, not 10, not 100, but 1000! HOLY CRAP!!! Now THAT'S a huge Treasure! Toss/swarm your Purples around the gigantic weight to begin the half-a-day hike to the ship (because when you think about it, only 1/10 of all the Piks that should be carrying it are). Beware, as when the Purples and their piece get near the camp, a Gatling Groink may make its way down and if you're not watching the Treasure, things could be disastrous-gather your Purples and kill it quickly.

Once the giant thing reaches your ship, you'll see how worth it it was to carry that piece back. The Doomsday Aparatus (1000, 3000) is yours!

Once you're done, put back the Purples, and grab between 50-75 Blues. If you continue along the path which ran the the Doomsday Apparatus, you'll squeeze through a metal-beam-thing, then down a ramp, and kill the Hermit Crawmad here. Proceed to bust down the gate as fast as you like.

Once the Blues are finished, tackle the drain in the lake and to your left. If a Blowhog is nearby (especially a Fiery Blowhog) take it out first. Once you've drained the area, you can take out the other Blowhog, and the webbing domes, if you like.

Spend the rest of the day gathering more seeds and berries. You can get other Pikmin to the back area to transport things too, don't forget. Also, there's a Swooping Snitchbug and a Decorated Cannon Beetle near the Cavern of Chaos-be sure to take them out before you move stuff through there.

DAY 19: Start the day by grabbing 50-ish Yellows and heading back by the Lake. If you didn't see it, there's an Electric Fence back here, so take it down.

I'd like to note that a Gatling Groink came to my camp about now, so I'm not exactly sure when and why this happens, only that it does.

Once the Electric Gate is down, leave the Yellows and walk down the path. You'll come across an Armored Cannon Beetle Larva guarding a Treasure. Take out the bug manually, then use Piks to grab it and the Conifer Spire (7, 15). Also grab berries from back here, if you like.

I'd spent the rest of the day gathering and maturing sprouts. Pull all of yours out of the ground, as tomorrow we have a pair of caves to cover. Also grab even MORE berries from in the lake area, if you're up for it.

DAY 20: Today, we'll be tackling a pair of rather tough caves, so hope you're up for the challenge!

Take out 30 Red Piks, 20 of each Yellows, Blues, and Purples, and 10 Whites. If you've met the Cavern of Chaos, hop right in. Otherwise, its directly on the other side of the wall you face when you exit camp. Get acquainted before hopping in.

CAVERN OF CHAOS

Total Sublevels: 10

Total Treasures: 17

Hazards: Fire, Water, Electricity, Poison

Enemies: Anode Beetle

- Bomb-Rock
- Bumbling Snitchbug
- Careening Dirigibug
- Cloaking Burrow-Nit
- Creeping Chrysanthemum
- Dwarf Red Bulborb
- Electric Wires
- Emperor Bulblax
- Fiery Blowhog
- Fiery Bulblax
- Fire Geyser
- Gas Pipe
- Gatling Groink
- Iridescent Flint Beetle
- Mamuta
- Puffy Blowhog
- Swooping Snitchbug
- Water Dimple
- Watery Blowhog
- Withering Blowhog
- Wollywog

Boss: Segmented Crawbster

Sublevel 1: Start off this level by taking out anything nearby, probably Electric Wires, maybe two. Head around the level solo, and take out the Fiery and Watery Blowhogs and the Electric Wires using the Bomb-Rocks scattered

around the place. Once those enemies are taken out, use your compliment of Reds to bring the Careening Dirigibugs down to earth. Once you've down all the enemies, grab them, plus the 2 treasures, the Enamel Buster (8, 60) and the Mirth Sphere (1, 85). When you're done, I guessing you know what to do.

Sublevel 2: Kick off this sublevel by taking your squad and eliminating the 3 Swooping Snitchbugs down here. Then, gather up your Reds, and prepare for some fast fighting. I hope your have at least 3 Ultra-Bitter Sprays, 'cuz it's the only guarenteed way to take out the 3 Fiery Bulblaxs in this level without losing a Pik. To help speed things up, let loose an Ultra-Spicy Spray as you begin. Take out the burning beasts use the Purple Sprays. Each will leave behind a Treasure: the Gemstar Wife (5, 100, pull out the Spouse Alert, 'cuz we've found the Gemstar Husband's!), the Frosty Bauble (5, 100), and the Essence of Despair (6, 80). What to do now, I wonder?

Sublevel 3: This level contains a pair of Mamutas and several Creeping Chrysanthemum. You can swarm the Mamutas, but to take out the Creeping Chrysanthemums, you'll need to take care. You can lose Piks if they get flung into the blackness beyond the walls. So, to take out the giant rose creatures, Spice up some Purples, and toss 'em onto the Chrysanthemum. You may need a second spray, if you'd like to use one. You'll find the Child of the Earth (15, 40) buried, usually behind a gate. You'll also find the Infernal Vegetable (12, 30) out in the open, generally near the exit, which is where you should head once you're done.

Sublevel 4: One of the gates will usually protect the Milk Tub (5, 60). Grab that, then gather your Blues.

SUB-BOSS: Emperor Bulblax (x2): You see the scattering of Bomb-Rocks? Leave 'em. If your not really up for a fight, lure out the Emperor Bulblaxes, and run away. They'll gorge themselves on a deadly diet of Bomb-Rocks, which will result in about a sixth of a meter of damage, plus a temporary stunning, which is FAR longer then the Emperor Bulblax in the original Pikmin would be stunned... of course, these are smaller Emperors eating bigger rocks... anyhow, you can let them kill themselves, or help out with Blues, as they're usually in the water. Trust me, the Emperor Bulblaxes in this level are if nothing else, easier, even if there are two of them. I mean, after all, most people have enough common sense not to lure out both at once...you do, don't you? One of the beast's have gluttonously devoured the Mysterious Remains (8, 150), you sub-Treasure for this sublevel. One of the gates has a Queen Candypop Bud you can lure down. Obviously, you're done here, so lets move on.

Sublevel 5: A peaceful little rest level. You find one of each Violet, Ivory, and Queen Candypop Buds down here-use Reds in the first 2. Also, you'll find a couple Iridescent Flint Beetles-good for some nectar and a spray each, and a falling egg or 3-if you get lucky, more sprays! If you really want to, you can use the Geysler, but since you're halfway done, why not continue?

Sublevel 6: Down here a variety of creatures await certain doom. Take out any nearby Water Duples and Electric Wires before exploring. One of the Wollywogs has ingested the Princess Pearl (5, 100). Usually, you collect the Growshroom (5, 50) half-buried in a pool. Be careful of Anode Beetles. Clean up the enemies, and be on your merry way.

Sublevel 7: In this level, you'll find several of each Gas Pipes, Cloaking Burrow-Nits, and Withering/Puffy Blowhogs. Take out anything nearby, then disband and grab Purples. Want a fun fact about them? Their immense weight keeps them steady, even in strong winds. Puffy Blowhogs can't do squat to 'em, but Withering Blowhogs can still deflower. Be careful, as often the 3 types of enemies are clustered together. One of the Puffy Blowhogs hold the

Impenetrable Cookie (8, 25). You'll also find the Fuel Reservoir (8, 120) behind a gate, for the most part. Hop down the hole when you're finished.

Sublevel 8: This level is brimming with Dwarf Red Bulborbs, at least 50 of 'em. There's also a pair of gatling Groinks down here-deal with them first. This level isn't difficult, just a challenge not to lose any Pikmin in. You'll grab the Fruit Guard (15, 130) out of a dead-end, often near the exit. Use it when you'r done.

Sublevel 9: This level can get of your nerves. Take out the Bumbling Snitchbug first, then the pair of Careening Dirigibugs. Watch out for Gas Pipes. Two Treasures grace this level: the Maternal Sculpture (15, 55) and the Wiggle Noggin (15, 85). Down the hole when you're finished.

Sublevel 10 (Final Floor): Time now for what I condiser the second most evil boss of Pikmin 2. For a laugh, send the Prez' out into the middle of the arena.

BOSS: Segmented Crawbster: This isn't exactly a boss that requires strategy. It requires Reds, 5-10 Ultra-Spicy Sprays, and some fancy footwork, especially if you don't particularly want to lose Pikmin. Take your 20 Reds (that's how many you should have), and spice 'em up as the Crawbster falls. It may swipe at you with it's bladed club-arm, but that can't actually hurt your Piks-it deflowers them. However, for the most part, it'll hop into a ball and start rolling around. The goals are, in order, to do the following: Get the Crawbster to hit a wall, avoid the falling rocks that ensue, and toss the Piks on the exposed underbelly, the weak point. If you do it right, one or 2 solid runs will result in the beastly boss' termination. Believe it or not, it IS possible to not lose Pikmin in this battle, but you cannot be stingy with your Ultra-Spicy Sprays. I used a good 5, so don't be afraid to blow them all in the interest of conserving Piks. The boss will leave behind the Silencer (20, 670). After that chaotic test of skill, use the Geyser to achieve the Cave Complete status . :)

WISTFUL WILD: If you lost a lot of flowers, use the Nectar stones near camp, or the eggs up on the ledge near the entrance to the Cavern of Chaos. Now, do you remember where the Conifer Spire (the Pinecone) was? Head back by the lake area, through the broken Electric Fence, and along this merry little path with 30, 20, 20, 20, and 10 (hint: these are the numbers I recommended you start Cavern of Chaos with). You'll come along to this halved-and-hollowed piece of Bamboo. Walk along it to fall off next to the Hole of Heroes. After your introduction, smash the nearby eggs if you need more nectar, and hop on down into the second-most challenging hole of them all.

HOLE OF HEROES

Total Sublevels: 15

Total Treasures: 13

Hazards: Fire, Water, Electricity, Poison

Enemies: Anode Beetle

Anode Dweevil

Antenna Beetle

Armored Cannon Beetle Larva

Beady Long Legs

Bomb-Rock

Bulbear

Bulbmin

Bulborb Larva

Bumbling Snitchbug

Burrowing Snarget

Careening Dirigibug
Caustic Dweevil
Cloaking Burrow-Nit
Creeping Chrysanthemum
Decorated Cannon Beetle
Doodlebug
Dwarf Bulbear
Dwarf Orange Bulborb
Dwarf Red Bulborb
Emperor Bulblax
Empress Bulblax
Female Shear grub
Fiery Blowhog
Fiery Bulblax
Fiery Dweevil
Gas Pipe
Greater-Spotted Jellyfloat
Hairy Bulborb
Hermit Crawmad
Honeywisp
Iridescent Flint Beetle
Iridescent Glint Beetle
Lesser-Spotted Jellyfloat
Male Shear grub
Mamuta
Man-at-Legs
Munge Dweevil
Orange Bulborb
Pileated Snarget
Puffy Blowhog
Ranging Bloyster
Red Bulborb
Skitter Leaf
Snow Bulborb
Swooping Snitchbug
Unmarked Spectralid
Volatile Dweevil
Water Dimple
Watery Blowhog
Wilted Blowhog
Wogpole
Wollywog
Yellow Wollywog

BOSS: Raging Long Legs

Sublevel 1: This first level contains a variety of enemies. If you want to do things quickly, spice up your Piks. Take out the Creeping Chrysanthemums first and foremost. Tackle nearby Cloaking Burrow-Nits, and any Shear grubs the come your way. Eliminate Skitter Leaves, and grab the Corpulent Nut (8, 80) from a dead-end beofre flowering up Piks and vacating the level. Oh, and be on the lookout for falling Dwarf Orange Bulborbs.

Sublevel 2: In this area, you'll find a pair of Careening Dirigibugs and Swooping Snitchbugs, plus a Bumbling Snitchbug, an Antenna Beetle, and several Anode Beetles. Take out everything near you camp first. Explore with Olimar and his Yellows, and take out the many Anode Beetles you'll encounter. Come back for Purples, and use them to take out everything else. Buried behind one gate is the Essence of True Love (5, 60). A Bomb-Rock will fall when you enter most gate-guarded dead-ends, so be prepared. Hop on down to level 3 once you're done.

Sublevel 3: This level is home to a plethora of Blowhogs, all four different types. Take out the Withering Blowhogs first using Purple Piks, since they are the only ones that pose a real, true, and irreversable threat. Remove the Fiery/Watery Blowhogs next, since they posses the capacity to kill Pikmin, though not terribly quickly. Deal with the Puffy Blowhogs last, especially of you're still using Purples, since the Violet Piks are not effected by "nasal blasts." Actually, there may not be Puffy Blowhogs present, depending on your setup. Either way, when you're done, grab the Love Sphere (1, 85), which may be behind a gate, or out in the open, or somewhere else. Also, watch out for various falling Volatile Dweevils. Hop down when you're done.

Sublevel 4: Without a doubt, everyone loves the Pileated Snarget. So, without further ado, present your second fight against one.

SUB-BOSS: Pileated Snarget: You may or may not have noticed, but there is a giant pit in the center of the arena. For this reason, I recommend that you use Reds for this fight, as Pikmin move very slowly trying to get up out of the pit. Otherwise, the strategy remains essentially unchanged. If you want to get rid of the pest quickly, poison it to death with Whites. Remember to use Ultra-Spicy Sprays if you have a few in stock. Set aside Leaf Pikmin, as they are not fast enough to escape the Snarget, especially when exiting the pit. You also may or may not encounter a Burrowing Snarget, but you need not worry about it, as you will, for the most part, if at all, avoid contact. From the corpse of the Pileated Snarget, you will receive the extremely valuable Lustrous Element (10, 1000). Hop down the hole once you're finished.

Sublevel 5: This peaceful rest level is home to a pair of Mamutas, some Unmarked Spectralids, 5 or so Honeywisps, and an Iridescent Glint Beetle or 2. Also, you'll find a Queen Candypop Bud, which may come in handy if you lost a few Piks in the last level. If you didn't know, Honeywisp eggs may contain Mitites, so don't be alarmed if one contians some. Overall, theres not much to do, so flower up Piks, grab some sprays, and leave. Theres a Geyser in here, if you feel you need it.

Sublevel 6: When you start this level, dismiss your Pikmin, and gather Blues. Have the other captain hold on to the other colors. Kill the surrounding Yellow and regular Wollywogs, Water Duples, and Hermit Crawmads, plus Wogpoles, if you like. If you wish, you can use the Lapis Lazuli Candypop Buds for extra Blue Piks. Gather up bodies, as well as the Nutrient Silo (15, 130), which is located on an island. Break the rock on an exit, and hop on down.

Sublevel 7: SUB-BOSS: Ranging Bloyster: You first and foremost concern is to find a safe spot to keep Piks in. Run as far away from the beast as you can, and open a gate to get a safe spot. Use Decorated Cannon Beetle rocks to kill all 4 Beetles, then take out your Purples. Use the same tactics as in the Shower Room to take down this beast. Get behind the Bloyster with one captian, and as it turns around, switch to the other and pound it with Purples. You can either split the Piks or have one leader have 'em all. It's completely up to you. Carry back carcasses, as well as the Joyless Jewel (5, 100), before heading down.

Sublevel 8: This level contains Bulbmin, but no treasure. You'll find a couple of Crimson Candypop Buds down here, plus a Queen Candypop Bud. Also, you can take the Geyser if you're not feeling lucky. Otherwise, hop on down once more.

Sublevel 9: This level contains one of each full grown Bulborb and Bulbear, plus a Fiery Bulblax, from each species, plus several Dwarves of each. Hopefully, you'll have at least 2 Ultra-Bitter Sprays, one for each Bulbear and Bulblax. Be sure to take out the Bulbear quickly, so it can't gain any

followers, but that's not a problem, since it usually starts right next to you. The Fiery Bulblax hold the Dimensional Slicer (8, 100). Once everything's done, move on to level 10.

Sublevel 10: SUB-BOSS: Emperor Bulblax (x2): Usually, one will start near landing point. Don't worry though, because these guys can be taken out with ease, using Purples. Note that if one of the Emperors uses its time-slowing ultra-roar, any other Emperor Bulblaxes in the level will pop themselves out of the ground. Gas Pipes are scattered around, and Mitites will pop out of the ground at a couple points. One of the Bulblaxes will leave behind the Treasured Gyro Block (5, 80). Get it and go.

Sublevel 11: SUB-BOSS: Empress Bulblax: Almost immediately after starting, the butt-end of the Empress Bulblax that is facing you will start shooting out Bulborb Larvae, so gather your Pikmin and dismiss as far from the Bulblax as you can, along the back wall. Run up the Larvae with just a leader and bunch them once to kill them outright. Switch back to your second leader and grab your Purples. Kill the next Larva with Olimar (let's say), then dash to the other end of the cave with Shyacho and his 20 Purples. Toss 'em on to the Empress' head, and call them back before she throws them off. Quickly, before the Empress starts her rolling cycle, switch to Olimar and take out anymore Larvae that spawned. Now, as the Bulblax rolls, when she hits a wall, rocks will fall, always on the leader with Pikmin (Shyacho). So, switch back to him, and dodge the rocks with great finesse. After hitting each wall, the Empress will halt in the center. Lather, rinse, and repeat until the monarch is no more. Your Treasure for this battle is the Favorite Gyro Block (5, 80). Break down the gate, and move on down.

Sublevel 12: A rest level here. One of each kind of those hit and run Beetles, Flint, Glint, and Doodlebug. The Glint Beetle holds the Lost Gyro Block (5, 80). A Queen Candypop Bud is provided, as well as a Geyser for those who are sick of this cave. But as true Heroes, you should continue down the hole. Oh and see if you can't make one of the Beetles flip off the edge. It's good for a laugh! :)

Sublevel 13: Time now for everybodys truly favorite boss, now with water!

SUB-BOSS: Man-at-Legs: First though, take a moment to gather up Blues with Olimar, and keep Prez' and the rest of the Pikmin tightly in a corner. Look also for bumps in the ground you can walk over, as they provide optimum cover from laser assaults. Don't toss Pikmin into the orb in the nest, which is in the center of a small pond Remember to wait for 3 bursts, with a pause in between each, to pass before leaving protection. Attack the central orb, use some Ultra-Spicy Sprays if you want. You'll receive the Memorable Gyro Block (5, 80) for your effort. Skip on down to the next level once you're finished.

Sublevel 14: Ahh, my good ole' arachnophobia...*shudders*...several Dweevuls of all 4 types grace this level-beat 'em up with your captains. In the middle of the lake, a far larger arachnid will come calling.

SUB-BOSS: Beady Long Legs: This time, you'll want to use Blues, due to water hazards here. Spice them up if you like, and toss them onto the Beady Long-Legs as it lowers its orb. Be sure to avoid the stamping feet. Kill the thing, and the Fond Gyro Block (5, 80) is yours. Hop on down to the hole, or kill Dweevils, or both, your choice.

Sublevel 15 (Final Floor): At last, your long, hard journey has come to an end. Before tackling the Boss, however, take your Purples and skirt the edge, taking out the 4 Jellyfloats. Head back to the Pod, take your Reds, leave them near the entrance of the arena, and head out to the center.

BOSS: Raging Long Legs: Hardly a challenging boss, it must be the final boss to commemorate your achievement of completing all 15 levels, or something. Set your Reds spiced, and toss 'em all on the Raging Long Legs' orb, which is extremely difficult to miss, in any sense of the phrase. Call your Red Piks back just before they're shaken off, and run away. Keep count of the number of steps the arachnorb takes, which is usually 8 or 12. Resume your attack once the Long Legs slows. Another 2 runs'll often finish the beast giving you the Remembered Old Buddy (30, 250). Some eggs are by the Pod; toss 5-ish Purples on each, so that if Mitites burst out, they'll be killed instantly. When everything is cleaned up, hop on the Geyser, and its Cave Complete, and the last one you'll have a chance to enjoy! :)

WISTFUL WILD: Put back all your Piks except Blues, and take out 40 more for 60 total Blue Pikmin. Head left out of camp, up the hill and left again into some 3 Dwarf Red Bulborbs. Rid them of there lives, then move into the pond. Take out the Yellow Wollywog, and destroy the Cloaking Burrow-Nit and the Fiery Blowhog. Get your Piks to build the bridge. Once they're done give 'em some spoils and head back to camp. Put away your remaining Blues and take out 50-ish White 'Mins. Have them Tear down the Black Gate guarded by Gas Pipes.

In the mean time, use your other captain to gather spoils and berries. Reap a few extra sprouts before the day is out, and gather up your Whites at the Gate if the sun sets too soon.

DAY 21: Kick off this beautiful morning by retrieving 30 Purple Piks and 20 Blues. Today, some things might respawn, so more seeds in the end.

Head back to the bridge you built yesterday, killing a Swooping Snitchbug and several Dwarf Red Bulborbs along the way. When you reach the bridge, you may encounter a Cloaking Burrow-Nit destroying your Min's handiwork! Leave your Purple Pikmin and bring Blues across the stream. Eliminate the giant bug, helping out if necessary. Reconstruct what was lost, then switch out your Blues for Purples.

Head through the former black gate (if you didn't get it finished, then you'll need to tear it down with Whites) and eliminate the Orange Bulborbs one at a time. Remember that the Withering Blowhog cannot send your Purple Piks flying around, although the 'Mins will lose their flowers. Once the three enemies in here are defeated, head down the other end of the stump to meet the Dream Den. Break eggs to get what nectar you need then turn around. Near the ramp you used to come down here is the Anti-hiccup Fungus (5, 30). Also, one of the Orange Bulborbs will have left behind the Seed of Greed (10, 70). Don't gather them yet though, 'cuz you'll need all the Purples you have for this next part.

Back near the bridge, you should notice a path wind around the stump. Follow it along to encounter a field with 3 Creeping Chrysanthemums and a pair of Withering Blowhogs. Dispatch each of the budded beasts first, one at a time if possible. Once you've eliminated all enemy presences in the area, gather up the Armored Nut (5, 60) left behind by one of the three Chrysanthemums, plus the 2 Treasures from earlier.

Really, not much is left to do today, so gather what berries you can, as well as any sprouts you'd like. Also, if you're compelled to do so, you can tear down that gate by the Dream Den, but keep in mind it has Gas Pipes underneath it.

DAY 22: You guessed it, the very last day of our little journey. Do whatever you like throughout the day, perhaps gather a few more Berries or sprouts.

Once you've finished with that, use Purples to bulldoze a path to the Dream Den through various respawning enemies. Once you're done with that, take 30 Reds, 20 of each Blues and Yellows, and 15 of each Purples and Whites, and hop on down, into the final cave.

DREAM DEN

Total Sublevels: 14

Total Treasures: 21

Hazards: Fire, Water, Electricity, Poison

Enemies: Anode Beetle

Anode Dweevil

Antenna Beetle

Armored Cannon Beetle Larva

Bomb-Rocks

Bulbear

Bumbling Snitchbug

Careening Dirigibug

Caustic Dweevil

Doodlebug

Dwarf Bulbear

Dwarf Orange Bulborb

Electric Wires

Fiery Blowhog

Fiery Bulblax

Fiery Dweevil

Fire Geyser

Gas Pipe

Gatling Groink

Greater Spotted Jellyfloat

Hairy Bulborb

Hermit Crawmad

Iridescent Flint Beetle

Iridescent Glint Beetle

Lesser-Spotted Jellyfloat

Munge Dweevil

Orange Bulborb

Puffy Blowhog

Red Bulborb

Snow Bulborb

Withering Blowhog

Boss: Titan Dweevil

You'll need a good 2 hours for this cave: 1 for levels 1-13, the other for the Titan Dweevil. Seriously though, don't attempt this cave unless you're up for the challenge of all challenges.

Sublevel 1: You'll probably notice the overabundance of Dwarf Orange Bulborbs in this level; get used to it. If a Lesser Spotted Jellyfloat starts near you, kill it quickly. Pound nearby D.O.B.s, then proceed to disable a Gas Pipe that usually blocks entrance into the second part of the level. Take out some more Dwarven Bulborbs, as well as Jellyfloats and Hermit Crawmads-careful, as one be be surrounded by plants. Once you've eliminated the enemies (use Purples), pick up the Disguised Delicacy (15, 40) out of a dead-end, bust up the Gas Pipe guarding the rock-covered hole, destroy that stone, and be on your way. Oh, and don't worry about the Bulborbs that are "out-of-bounds."

Sublevel 2: One of the more puzzling levels, you may be here a bit. Dismiss your Pikmin after taking out any nearby Bulborbs (behind the wall) then leave 'em and head out. Now, you need to be careful to avoid the Gatling Groinks blasts. However, you CAN manipulate them to kill other beasts, so do just that. Take out the smattering of Snow Bulborbs, plus the one Hairy Bulborb, by punching them, luring them into getting blasted, or a mix of the two. Once the Bulborbs are eliminated, take your Yellows, hike up the block ramp by the Groink's Tower, and pound it with the Piks. Get it to the pod before it recharges, as well as all the other carcasses, the Implement of Toil (2, 55) which is on the other side of that toy block wall, and the Manual Honer (10, 130), which is spilled by the Gatling Groink. When you're satisfied, continue on down the hole.

Sublevel 3: A Bulbear contains this level's only Treasure, but you have to lure it down first. First, go out by yourself and use the Treasure Gauge to scout out where the Bulbear will fall. If any Dwarf Bulbears are nearby, they'll do that shout thing and move half an inch before stopping. If they do this over and over AND OVER, that's an indication of where the Bulbear will drop. Take a White Pikmin (because they're the fastest), and head to where the Bulbear is to lure it down, avoiding Dwarf Bulbears. Now, if you can get the Bulbear to walk off the ledge, I suggest you do. Perhaps you might be able to, persay, veer suddenly into a dead-end once you have some space between the Bulbear and yourself. It takes the most direct route to you, dropping off into an infinite void along the way. The Treasure it was carrying, the Glee Spinner (5, 140), will magically appear near where the Bulbear went overboard. Otherwise, freeze the dude with a Purple spray, and swarm it. Either way, once you've gotten it, make your way to the exit, avoiding Careening Dirigibugs, Electric Wires, Gas Pipes, Bomb-Rocks, and more Dwarf Bulbears.

Sublevel 4: Start off by leaving your Piks and heading out along the winding paths. Get the many Armored Cannon Beetle Larvae to take each other out by getting in between them and lining yourself up perfectly. Polish what ACBLs that you couldn't otherwise manipulate off with punches, then grab Purples. Land a Purple Pik close enough to an Anode Beetle to flip it over, but not directly on it, then kill it. Use the ACBLs to knock out Gas Pipes, and grab the Mirrored Element (10, 300) from next to the exit, which you should use once you're done.

Sublevel 5: Dismiss and grab Red Pikmin once you start off this level. Take 'em around, disabling Fire Geysers as you go. Carefully eliminate the Fiery and Withering Blowhogs you encounter. Once you've done that, leave your Red Pikmin and scout out the Fiery Bulblax. Get it to walk off the edge, and retrieve the Insect Condo (15, 40) from nearby. Pound the 2 Red Bulborbs down here, collect bodies, and move along.

Sublevel 6: Store your Pikmin in one of the dead-ends, and grab your Purples. Destroy the Greater Spotted Jellyfloat to obtain the Future Orb (25, 200). Also make short work of the Lesser Spotted Jellyfloat and the 2 Armored Cannon Beetle Larvae. You'll find the hole behind one of the various gates.

Sublevel 7: A good, fun old level! Cluster your Pikmin in a safe spot, and grab Purples. Take out Bumbling Snitchbugs first, then Careening Dirigibugs, and Puffy Blowhogs last. Remember, Purples aren't effected by gusts from Puffy Blowhogs. This level isn't hard, but it is incredibly tricky. Take your time to plot out the best course of action. Remember to wriggle free if you get snatched by a Snitchbug. One of the Puffy Blowhogs will leave behind the the Essence of Desire (8, 90). Once you've retrieved that, bust open the hole and jump on down.

Sublevel 8: This is the incredibly fun "Dweevil level!" Start by locating the Antenna Beetle. Take out the barrier by it with the appropriate Pikmin, then switch for Purples, and pound the beast. Once that's done, you may begin the long process of disabling Electric Wires, Gas Pipes, and Fire Geysers, plus eliminating Fiery, Anode, Caustic, and Munge Dweevils. Remember, Leaders can punch Dweevils, so keep that in mind. Also, Purples are surprisingly effective against the spiders-but be careful if you use them against Anode Dweevils. A spider will often start near the Possessed Squash (30, 180). You'll also find the Extreme Perspirator (15, 150) in a dead-end. Once the cash corpses have been gathered jump on down the hole.

Sublevel 9: A rest level here. You can stock up on sprays, as well as flower up some Piks, from the Iridescent Flint and Glint Beetles, plus a pair of Doodlebugs. If you really need to, use the Geyser in here, but otherwise, lets move on, shall we?

Sublevel 10: This level can really be discouraging to those attempting to get through this cave without losing a single Pikmin (the Titan Dweevil? Psh, yeah right, but still). Immediatly dismiss Piks and head over to the Gatling Groink, wherever it is. Take 15 minutes to kill the thing with Olimar, then go and grab some Blues. Take out enemies near the Groink's body, then get it to the Pod ASAP. From here, wipe out the rest of the enemies in this area, including Water Duples, Wollywogs, and Fiery Blowhogs. A pair of Lesser Spotted Jellyfloats are also present, one of which holds the Talisman of Life (15, 90). Collect the beasts for a few measley Pokos, then move on down the hole.

Sublevel 11: Kick off this level by killing the closest enemy you can, lure the Breadbug to it, dragging the body back, then nailing the Breadbug with a Pikmin to kill it. That being done, disable surrounding Gas Pipes, and gather your Purples. If several enemies, including Cloaking Burrow-Nits, Dwarf Bulbears, Fiery/Watery Blowhogs, and a Bumbling Snitchbug, get clustered together, do your best to lure one away and kill it, picking 'em off one at a time. Your two Treasures of this level, the Yellow Taste Tyrant (15, 100) and the Boss Stone (8, 110), can be randomized; one will appear on the ground, the other, up on a stump accessible from a ledge behind it. Once you've gather everything, lets move on.

Sublevel 12: Polish off nearby enemies, then take out nearby Gas Pipes. Scout around with Whites, disabling any Gas Pipes you come across. Once you're done, exchange the pale Pikmin for Purples ones. Take out a pair of Orange Bulborbs, one of which has the Stringent Container (10, 130). Also be on the look out for an Antenna Beetle and any Wollywogs that didn't start near you. Also, pull the Universal Com (5, 100) out of the ground from behind a gate. Take everything back for cash, and move on down the hole.

Sublevel 13: There are 5 Bulborbs down here in these cramped quarters. I suggest you use Ultra-Bitter Sprays on the two Orange Bulborbs to keep things from getting out of hand or eaten. Destroy all five beasts with purples, and grab the Hypnotic Platter (4, 100) which was left behind by an Orange Bulborb. And so, bearing this Treasure in your holds, you should now have all but 5 pieces, all of which are found on level 14 of the Dream Den. Those who are truly brave may continue.

Sublevel 14 (Final Floor): Well, here we are. The final boss sits in the center of the arena. For the strategy we'll use, give Olimar your Blues, then tuck Shyacho and the rest of the Pikmin in a corner next to the Geyser. Stumble down into the center to view a cutscene of...Louie! Close in on him, and, lo' and behold, the Titan Dweevil emergeth!

FINAL BOSS: Titan Dweevil: I wasn't joking when I said you need about an hour. If you don't have one, come back and do this later. Mmm...yes, the Titan Dweevil. The legs don't hurt, but the weapons do...at least to Pikmin, you'll just get knocked over, but no damage. Descriptions are provided below.

Shock Therapist (30, 1000): Located on the front of the Titan Dweevil, the Shock Therapist is an electricity-based weapon. When in use, it'll launch spike-balls that'll fire an electric current between them. Once it begins smoking, the spike-balls will have electricity being fired at them as they're released. Seeing as electric is the only element that CAN kill Pikmin outright, the only logical course of action is to use Yellows only. Unless you use Yellows on all four weapons, you might get this one done the fastest. Take this bad boy out second to ensure Reds and Whites won't suffer.

Monster Pump (30, 1000): When facing the Titan Dweevil, the this weapon is located to the left of the Shock Therapist. Reminiscent of a water faucet, the Monster Pump fires balls of water capable of reaching any point on the field. Once it begins smoking, the Pump will release more balls of water a farther distance. As such, this weapon should be dispatched first, to ensure that Pikmin CAN be stored safely on the side.

Flare Cannon (30, 1000): To the right of the Shock Therapist is a fire-based weapon. When in use, this giant flamethrower will issue columns of fire as it rotates in a 180-degree arc. Once the weapon begins smoking, it'll fire longer columns of flame, as well as rotate so that it's arc is always facing you. While it makes no difference if this it taken out third or fourth, it seems more practical to make it number 3.

Comedy Bomb (30, 1000: On the Dweevil's rear sits this weapon, a poison-based one. Unless you find something funny about Pikmin flopping madly everywhich way, though, this weapon possesses little power of comedy. When put to work, this weapon fires three long arcs of poison. Simply get up on the ramps to avoid them, or move in between, which is no hard feat. Once the weapon begins smoking, it will fire four arcs that move at a faster pace, and may reverse direction halfway though the spin. Save this for last.

Two things: first, the Titan Dweevil will tint itself the color of the element it is using. Second, when a weapon smokes, it has beeter odds for use.

So, with your non-Blues out in a corner, hang out around, not under the Titan Dweevil as it stomps around. Once it move each leg twice, you'll hear almost a groaning sound, and the Titan Dweevil will lower it's body. Toss Piks on the Monster Pump, then call them back as an attack is prepared. If the Titan Dweevil uses the Shock Therapist, GET OUT OF THE WAY! If the Comedy Bomb of Flare Cannon are used, just get up on a ramp. If the Titan Dweevil uses, the Monster Pump, however, you'll need to switch to Shyacho, and keep a steady whistle going over his Piks. Once the water stops coming, switch back to Olimar. Lather, rinse, repeat.

Once the weapon is knocked off, don't bother transporting it back to the Pod. Instead, pull out Shyacho, give him the Blues, take the Yellows, and put him back in his corner. You won't need to worry about Shyachos crew anymore.

Now, lets go after the Shock Therapist, shall we? Take your Yellows down in to the arena, and toss 'em onto the electric weapon. Thanks to a Yellows height bonus, you can reach the Shock Therapist no matter how high up it is! Remember to flee to a ramp if the Flare Cannon or the Comedy Bomb is used. In all, the Shock Therapist is the easiest one to remove, since you can hit it at anytime. Of course, there is no one way to fight this monstrous monster, and you may feel compelled to use Yellows on all four weapons.

Oh, another note: if a Pikmin attacks a weapon while it is in use, and continues to attack that weapon as it is withdrawn, the Titan Dweevil will automatically attack again, but it will shake off the attacking Pikmin.

After you've remove the Shock Therapist, trade your Yellows for Shyachos Reds. At this point, if you want to transport the two Treasures back to the Pod, you may as well-just make sure that the Titan Dweevil doesn't use the Comedy Bomb, and that you use Reds otherwise.

If you choose to get the Treasures tucked away, do so. Now, you'll return to having to wait for the Titan Dweevil to lower itself before you can attack. It is possible to get a Pik or three on a weapon while the Dweevil is on the move, but you'll end up tossing you Pikmin all over the arena, which could yield disaterous consequences should the Comedy Bomb be put into use. So, just wait for your chance to toss on a Pik or five, then dash away if the Comedy Bomb is put to use.

When the Flare Cannon comes off, tote it to the Pod, if you can, or just leave it and grab your Whites in place of your Reds.

At this point, you're probably relieved to know that, so long as you only use White Pikmin, you're in the clear, and there is no way you can lose a single Pik. Again, you'll have to wait for the Titan Dweevil to lower itself before you can attack. If you want to speed things up, use Reds or Yellows for assistance. If you don't want to take risks, stick to just Whites. Either way, its fairly smooth sailing from here.

Once the Comedy Bomb is peeled off, the Titan Dweevil's hard exterior will fall away to reveal the tender, juicy insides. When is saw that it didn't die the first time, here are some of the things that went through my head, as they may through yours if you didn't know this was coming: @&#%!!! Will it attack with all elements??? #@&%!!! @*\$?ing !*&\$head &\$@#%?\!!!!!! Now that you know, however, we can prevent you from thinking these things.

Grab every last Pikmin you have, and toss them onto the Titan Dweevil's enormous head. What are it's attacks now? It shakes off your Pikmin! That's it! Praise the lord! Kill this king crab-spider-whatever by simply loading its head down with Piks. Actually, its punchy-grabby thing it does is the Titans way of offing Piks.

Kill the beast to be treated to a spectacular scene: the Titan Dweevil becomes covered in blue soapy bubbles. And then...it pops! And there sits Louie, in all his tired glory, your final prize for your long adventure. After an examination by the ship, grab the King of Bugs (1, 10), tote him back to the pod, and hit the geyser for your very last "Cave Complete!"

WISTFUL WILD: After landing, you'll wait a few seconds before being treated to arguably the neatest cutscene in the game!

And that, my friends, is it. Now, go have dinner, then lets try Challenge Mode, shall we?

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6. Challenge Mode Walkthrough =====  
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7. 2-Player Battle =====  
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For those who can't seem to find a good friend (or constantly succumb to their friend's tactics), you can find helpful tips for the 10 2-P Battle mode. Win by gathering your Opponent's Marble, four Yellow Marbles, or causing your opponent or all of their Pikmin to perish.

BATTLE FIELD

Enemies: Dwarf Red Bulborb x 4
 Female Sheargrub x 8-11 (random)
Quick Win: Yellow Marbles

A great place for beginners, the Battle Field is a very basic level. With a small grove at either end of the field, several possible combinations can be put into effect: a wide open arena, a constricted path with a third alcove halfway between each players base, or (my personal favorite) two open area with a large wall in between them and two paths on either side.

For a fast win, dig up four Yellow Marbles and send them off to your Onion to triumph. For a challenge, try stealing you Opponent's Marble; just make sure yours doesn't get kidnapped as well!

WAR PATH

Enemies: Female Sheargrub x 10+ (random)
 Snow Bulborb x 3
Quick Win: Opponent's Marble

In this branching arena, there are almost no open areas, save the player's Onion areas. Look for Female Sheargrubs to boost your Pikmin population, but beware of the Snow Bulborbs until you have a good 20 Piks.

Because of the various paths that form this level, the easiest means of victory is to rob your opponent of their Marble; just be careful to conceal your efforts, and you might get away with it!

CARPET PLAIN

Enemies: Dwarf Orange Bulborb x 10
 Dwarf Red Bulborb x random
 Female Sheargrub x 8-10 (random)
 Puffy Blowhog x 2
Quick Win: Opponent's Marble

This level is infested with Bulborbs, so tread with care. The Puffy Blowhogs can become quite a nuisance, so take them out quickly before you opponent can strike-or leave them to annoy you opponent instead.

Seek out a back way of reaching your enemy's Marble, and act the part of the thief, but guard that Marble fiercely from predators on the way back!

ANGLE MAZE

Enemies: Dwarf Bulbear x 10
Female Shear grub x 8-10 (random)
Raging Long Legs x 0-1 (random)
Red Bulborb x 4

Quick Win: Yellow Marbles

My absolute favorite arena, the Angle Maze comes in two varieties: a spin-off of Dream Den, Sublevel 10 (very maze-esqe) or an open field variety which includes the Raging Long Legs. The giant arachnorb can be annoying, but its good for a laugh when in lands in front of your opponent's base!

Especially when your enemy is trapped behind a Raging Long Legs, but otherwise as well, it is quite simple to rob the field of 4 Yellow Marbles quickly. Of course, with the large variety of Grub-dogs to add to the fun, this level is good for a half-an-hour brawl as well.

COLOSSEUM

Enemies: Armored Cannon Beetle Larva x 2
Dwarf Red Bulborb x 4+ (random)
Snow Bulborb x random

Quick Win: Yellow Marbles

For those who'd rather fight their way toward each other than fight each other directly, the Colosseum is the perfect choice. With an absolute crap-load of Bulborbs, plus Armored Cannon Beetle Larvae here and there, things WILL get hectic. Of course, the fun is in manipulating Larvae into shoot down other enemies, or, even better, opposing Piks!

If you get lucky, perhaps several Yellow Marbles will start on your side, as the level is generally broken down into 2 or 3 constricted openings. Otherwise, make the attempt to lure your opposing leader into get biten or shot to death to claim victory.

RUSTY GULCH

Enemies: Dwarf Red Bulborb x 10
Female Shear grub x random
Gatling Groink x 0-2 (random)
Honeywisp x 4+ (random)

Quick Win: Yellow Marbles

This is another fun level to take forever on. With two varieties, this level will surprise you and offer a challenge at the same time. Don't worry, as the style with Gatling Groinks finds them mounted on towers and stationary. The other version is a remake of Subterranean Complex, Sublevel 5.

It is rather simple to gather up a set of Yellow Marbles, so do so quickly to ensure a victory. Be careful of the edges, as Piks can get thrown clear into the abyss.

BRAWL YARD

Enemies: Cloaking Burrow-Nit x 4
Decorated Cannon Beetle x 4
Skitter Leaf x 8

Quick Win: Opponent's Marble

In the field, you can duke it out with your opponent, some enemies, or both. Keep in mind that the stones of Decorated Cannon Beetles can be turned to weapons of mass destruction by luring them into enemy hordes of Piks.

If your opponent becomes engaged in the center, be sure to steal their Marble- just be sure to keep your enemy preoccupied as you make off with the sphere!

TILE LANDS

Enemies: Skitter Leaf x random
Snow Bulborb x random
Water Durple x 4
Yellow Wollywog x 1-4 (random)
Quick Win: Yellow Marbles

This level has enemies scattered everywhere, hidden in alcoves, or out in plain sight. The Yellow Wollywogs can be a bit of a nuisance, but with the right technique, they can further your efforts to decimate your opponents forces or build your own Pikmin population. Depending on the setup you get, you and your opponent may have a lowered area separating you, or you'll each start in the slick dips with many passages between.

Narrow, winding passages are the perfect place for enemies, cherries, and, of course, Yellow Marbles. Nab them before your opponent does to clinch victory, or duke it out for the golden orbs.

DIM LABYRINTH

Enemies: Breadbug x 4
Female Shear grub x random
Quick Win: Opponent's Marble

You may find yourself torn between letting a Breadbug hide your Marble away and keeping at your Onion. Unfortunately, there is no way to prevent your sphere's theft, so be sure to note where it is hidden.

It pays to keep close tabs on the Breadbug that steals your Opponent's Marble too, for you can proceed to kill that Breadbug and make off with enemy's orb without their knowledge!

HOSTILE TERRITORY

Enemies: Anode Beetle x 8
Careening Dirigibug x 4
Fiery Blowhog x 2
Watery Blowhog x 2
Quick Win: Pikmin Extinction

Its all about your plan when this is your level of choice. The only time you're allowed to pick up Bomb-Rocks, you can push them around to heft them upon your leader and use it as a weapon of mass destruction. Perhaps you could also consider tempting your opponent's Piks onto you, then running them into electricity somewhere.

With fire, water, and electricity present, not to mention the ridiculous number of Bomb-Rocks and the Careening Dirigibugs adding to them, it is no difficult feat to quickly eliminate you opponent's Pikmin. The level itself

isn't quite 'Min-friendly, either.

ROULETTE ITEMS

These are the assorted benefits and plagues that can be bestowed upon a player who sends a cherry back to their Onion. Note that up to 5 spin can be stored at once. Simply hit the Y Button to activate the effect as it becomes available.

ULTRA-SPICY SPRAY: Collect a bunch, and use them to defeat stronger enemies or your opponent's Pikmin.

ULTRA-BITTER SPRAY: Save 'em up, and use them to freeze nearby enemies you face, or bury opposing Piks in the ground.

VOLATILE DWEEVIL: A Volatile Dweevil will fall on your opponent. Particularly useful when your opponent is engaged in a fight or uprooting Piks.

FIERY/WATERY BLOWHOG: Depending on your opponent's color of Pikmin the Blowhog the rival Piks are susceptible to will fall near the enemy Onion. (Red=Watery Blowhog, Blue=Fiery Blowhog)

WITHERING BLOWHOG: A Withering Blowhog will appear near your opponent's Onion. Its rather annoying, really.

SWOOPING SNITCHBUG: Perhaps even more annoying, this too will appear at your opponent's Onion.

RED/BLUE MARBLE: Your Marble will bounce its way back to underneath your Onion, except for when it is trapped in a Breadbug's hole.

BOULDER: Giant stones will pelt your enemy. While they're surprisingly easy to avoid, save it for when your opponent is plucking sprouts-they'll have no time to escape!

WHITE FLOWER: All off your above-ground Pikmin will instantly bloom into flowers. A useful item to get early on.

SPROUT +5: Your Onion will shoot 5 seeds into the ground. Useful early on, or late into the match.

SPROUT +10: Your Onion will shoot 10 seeds into the ground. Very useful in the beginning of the match, or if your Pikmin are massacred by enemy creatures.

PIKMIN GHOST: You and your Pikmin will become completely invisible to your opponent. Unfortunately, the dust cloud your Piks kick up are visible, as is their glow when idle.

GENERAL TIPS:

-Always look for ways to lure creatures into attacking your opponent's Pikmin. It's rather hilarious to see hordes of Bulborbs devouring enemy Piks, or watching them get squashed by the homing rocks of a Decorated Cannon Beetle.

-In every level, you'll start with 4 or 5 Pellet Posies near you base, and often an enemy or three. Be sure to try and get your color pellets to maximize Pikmin production.

-Scouting out cherries early on can yield incredibly useful results. It's a great bonus when you receive +10 seeds, or, even better, when your opponent receives a blowhog!

-Keep an eye on your opponent's screen from time to time. If your rival

becomes engaged in something, use the chance to make off with their marble!
-While I listed quick ways to win in each level, that is not, by any means, to say that that is the only way to win. Often, it all depends on the layout, and whether it is easier to dig up Yellow Marbles, or steal your opponents.
-In several levels, you'll find that Shearwigs will pop out from under uncovered Yellow Marbles, so take care when theiving the golden orbs.
-Opposing Pikmin can't hurt you, but can limit your actions while they are attached to you. Simply spin the Control Stick and/or C Stick to send rival Piks flying. Additionally, Pikmin killed by one another will be regenerated as seeds at the appropriate Onion.
-Remember to scout out cherries whenever possible! Its quite hilarious to watch your friend try to cope with a Snitchbug, a Fiery/Watery Blowhog, and two Withering Blowhogs at the same time!
-Don't forget sprays, either! If you catch you opponent, take no prisoners and plant those Piks back in the ground with an Ultra-Bitter Spray, or add some sprouts to your opponent's Onion after using an Ultra-Spicy Spray. Beware of non-original copycats!

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8. Bonuses =====  
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These are the six cutscenes you can unlock. They can be accessed at any time from the "Bonuses" option on the Title Screen Menu. I'll also throw in the special title screen Easter Eggs below.

OPENING CINEMA

To Unlock: Complete Day 1 in Story Mode and Save.
Viewed: When you start a new file; may be shown randomly if Title Screen is left idle.

Script: Hocotate Freight is a long-haul deep-space shipping company. One day, its only employee of any merit, Captain Olimar crashed on an uncharted planet while on an interstellar vacation. There, he was aided by indigenous creatures which he called Pikmin. In the end, Captain Olimar escaped, but in Olimar's absense, his employer, Hocotate Freight, ran into financial difficulties...

Shyacho: Olimar, I'm so glad you're safe! Yes, very glad. Quite glad. But... sadly, I have an annoucement to make to is not so glad: our company is going under. Yes, we're finished. On his first mission, Louie here met a ravenous Space Bunny and his entire load of Golden Pikpik brand carrots was eaten! I had to take out an enormous loan to repay the debt from this loss. I decided to sell of coporate assets to repay the loan, but the only asset we had to sell was your ship, the S.S. Dolphin. As for the rest of our loan...we have no means to repay it! Olimar! What is that? You brought that back as a souvenir for your kid?

Ship: Treasure! Treasure! Treasure! Money! Money! Money! Money! Initiating valuation of recovered Treasure. This artifact is worth 100 Pokos!

Shyacho: That thing is worth 100 Pokos! That's more than a year's salary! WHAT! There are MORE on that planet? They can repay our debt! Louie! You dolt! Look alive, you must depart imeadiately with Captain Olimar!

DEBT REPAYMENT CINEMA

To Unlock: Obtain 10,000 Pokos in Story Mode (if you're in a cave, exit it) and Save after viewing.

Viewed: After Obtaining 10,000 Pokos (and emerging from cave, if necessary).

Ship: Your mission is complete! You've earned 10,00 Pokos! Now Hocotate Freight will be prosperous and debt free until the end of time!...Probably. Prepare to blast off! We return to Hocotate triumphantly!

[As Olimar turn to take one last glimpse at the planet, he reminiscises of his experience with the three main Pikmin colors. Then, it suddenly dawns on him... Louie is not in the cockpit!]

CREDITS

To Unlock: After viewing the Debt Repayment Cinema, you will also view the Credits. Save afterward.

Viewed: After watching the Debt Repayment Cinema.

Script: [You'll watch Louie in sort of a clay-mation cartoon, adventuring in the background as the Credits roll by.]

GOAL COMPLETION CINEMA

To Unlock: After being ask if you would like to continue, select yes. Save afterward.

Viewed: After selecting Yes on the adventure continuation prompt.

Shyacho: Thanks to you, our company has been saved! Hurrah! What?!? There's still more Treasure? ...Good gravy! If we collect it all, we'll be filthy rich! Louie! ...Wheres Louie! What?!? You lost him? In that case, I shall go!

TREASURE COMPLETION CINEMA

To Unlock: Collect all 201 Treasures (if you're in a cave, exit it) and Save afterward.

Viewed: After collecting the 201st Treasure (and emerging from cave, if necessary).

Script: [As the Ship lifts off, the Pikmin stand by watching. The President sits laughing in the back cockpit, as Olimar witnesses hordes of Pikmin light up their flowers and sing. The three Onion follow the Ship before going their separate ways. The planet is put into view and 7 flowers containing PIKMIN 2 flash by, before the screen blacks out and the word "The End" pop up.]

LOUIE'S DARK SECRET

To Unlock: Receive a Pink Flower on all 30 Challenge Mode arenas and Save.

Viewed: By accessing the Bonus screen after unlocking.

Script: Louie's Dark Secret

The President entrusted Louie with the golden Pikpik carrots. But Louie couldn't surpress his powerful hunger and he ate every last one. Then he falsified his report to the president, which led to Hocotate Freight accruing a insurmountable debt...

[Louie puts his finger to his lips as the screen fades.]

TITLE SCREEN EASTER EGGS

L Button: Pikmin will form/reform the name "Pikmim 2."

R Button: Pikmin will form/reform the word "Nintendo."

When words are formed, press:

X Button: Summons a Red Bulborb

Y Button: Summons an Iridescent Flint Beetle

Z Button: As a Red Bulborb, causes the Red Bulborb to try and eat Pikmin

C Stick: -Up: Moves creature in direction facing
-Left/Right: Creature rotates in respective direction

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9. Frequently Asked Questions =====  
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Q: How do I do this/find that/collect the other?

A: Refer to my Walkthrough section. It details where to find everything. Also check out Section 4, where tips are provided for many aspects of the game.

Q: Where do I find Purple and White Onions?

A: You don't. You can spawn Purple or White Pikmin by tossing any kind of Pikmin in a either a Violet or Ivory Candypop Bud.

Q: How do I defeat the _____?

A: Refer to the Piklopedia, where I have detailed Simple Strategies for defeating most enemies.

Q: I found an error in your guide (mis-spellings, inconsistencies, etc.).

A: Let me know, and I'll include you in the Acknowledgements. Good for fame, huh?

Q: I found an enemy that isn't listed in the cave I'm in.

A: It's not easy to write an FAQ, but sorry if I missed something. If you found Mitites in a cave that they're not listed under, that's because I did not encounter them in that specific cave. If you've found an enemy-enemy, e-mail it to me straight away, and you'll find your name under the credits. I'll still add 'em even if they're Mitites, too.

Q: Your guide describes one of the underground area differently than as I see it.

A: The layout of the sublevels used in underground caves and in Challenge Mode are randomly generated. That is to say, the placement of some things, such as Treasure, enemies, hazards, or distinct physical landmarks, is randomly generated. Thus, I try to be as descriptive as possible while being vague about the layout of the map, though I may slip up sometimes.

Q: Should I get this game?

A: If you have a GameCube, that should be a no-brainer (meaning yes).

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10. The Stuff at the End =====  
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It couldn't have been possible with out...then he got ran over by a tractor...blah blah blah. You may as well click that X in the top right corner now, 'cuz this guide is pretty much done.

=====
10A. Acknowledgements -----
=====

Thanks to:

My Mom, for picking this up for me from GameStop.

GameStop, for having this game so soon (the 31st of August).

My GameCube, for rectifying it's startup problem before the 31st of August.

Shigeru Miyamoto, for creating Pikmin, and subsequently, Pikmin 2

Shigeru Miyamoto's garden, for inspiring Shigeru Miyamoto to create Pikmin, and subsequently, Pikmin 2

Nintendo, for publishing Pikmin 2.

CyricZ, for motivating me to write my own thorough FAQ (as not whole lot of `em are super good, compared to his).

John C., for being a huge help with my 2-P Battle and Challenge Walkthroughs.

Nintendo Power, for 2-P Battle enemy content for all 10 levels.

The Ultramind12, for discovering the hilarious Waterwraith-Piklopedia anomaly.

=====
10B. Contact -----
=====

If you wish to contact me, because you've found an error of sorts (not pertaining to underground areas), or, for whatever strange reason, you want to host this walkthrough on your own website, let me know at:

-dpotter_91@yahoo.com

If you have a question, it is IMPERATIVE THAT YOU CHECK THE GUIDE AND MAKE SURE YOUR QUESTION IS NOT ANSWERED. I make no guarentees as to how fast I may answer you. It may be 3 days, or 3 weeks, or possibly longer.

=====
10C. Version Log -----
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Version 1.50, 10/22/04, 311K: Sections 4., 7., and 8. are complete! I might do a complete spelling and grammar check before the Challenge mode update, but otherwise, this is probably my second-to-last update.

Version 1.00, 10/10/04, 168K: The Walkthrough is complete! Next update will include Piklopedia, and maybe might to Challenge Mode.

Version 0.75, 9/25/04, 98K: Up to second visit to Valley of Repose. Will finish that, and hopefully, the Wistful Wild in next update. Also hope to tackle the Piklopedia with next update. Will start Challenge Mode Walkthrough soon.

Version 0.15, 9/20/04, 46K: Up to Day 4 in Walkthrough. Completed also, sections 1-3 and 4D., for now.

=====
10D. Legal Stuff -----
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10E. My Thinking -----
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If you enjoy strategy, especially Real-Time, Pikmin 2 is a great game. Fun and easy to pick up, it'll offer you many hours of play, in Single-Player, Two-Player, or Challenge Mode.

As for me, I'll flop down on the ground now, and hope some Pikmin will come on by, lift me up, and carry me off.

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