

Pikmin 2 FAQ/Walkthrough

by Jinjo

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Pikmin 2

Walkthrough/Solution/Guide

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-----1. Introduction (INT)-----*

Version 0.30 (9/18/04) Complete through first three caves and first three areas open. Some Piklopedia complete. Look for updates daily.

Version 0.40 (9/19/04) Complete through Getting All the Pikmin and started Cleaning up the Valley of Repose. More Piklopedia completed. More to come daily!

Version 0.41 (9/21/04) Fixed some errors in the Hole of Beasts & spelling mistakes. Almost complete with Cleaning up the Valley of Repose.

Version 0.42 (9/22/04) Finished Cleaning Up the Valley of Repose.

Version 0.51 (9/23/04) Finished through Repaying the Debt & started Cleaning up the Perplexing Pool.

Version 0.80 (9/24/04) Finished through Cleaning up the Perplexing Pool.

Version 0.90 (9/27/04) Almost finished with Wistful Wild. Decided to do boss strategy early due to requests. Entire guide should be completed this week!

Version 1.0 (9/28/04) Story mode walkthrough 100% complete! Every part, every boss, it is all done. Piklopedia almost complete but a few are missing. No plans for major changes any time soon, so enjoy!

Version 1.1 (10/1/04) Added some alternate strategies and fixed some items names.

Version 1.2 (10/7/04) Added some more alternate strategies.

Version 1.25 (10/10/04) Corrected Fiery Bulbax strategy.

Version 1.30 (11/6/04) Made some minor corrections.

Version 1.31 (3/12/10) Minor updates & corrections.

This guide is **only** for the one player story mode, not the challenge or multi-player modes. I am writing this guide on my second round of playing so I have learned a thing or two and I am eager to pass this knowledge on to you.

If you have any suggestions, corrections, comments or even compliments please feel free to e-mail me. Please include (Pikmin 2) in the subject, though or I will be likely to delete it as I get a fair amount of junk e-mail.

This guide is my original work and is copyrighted by me, Jacky Swallia. The most current version will be at www.gamefaqs.com but you are welcome to re-post it on another site as long as you don't remove my name or alter the content in any way. My guides are meant to be freely shared but they may not be sold for profit by anyone other than myself.

Thanks to...

Yoshi54377 for helping out with some of the items real names.

nintendoguy for an alternate strategy on the Raging Bloyster.

your_ass84 for reminding me of some monster strategies I left out.

Pikmin Dude for correcting some strategies.

AnnoAD1602d for spelling corrections.

Big.Mo2 for corrections on splitting

All that being said...let us move on.

-----3. How to Use This Guide (HTU)-----*

Pikmin 2 is not a game that has just one solution. I am providing **my** solution here but do not think that for a moment it is the only way. You can follow my path (and you are more than welcome to) and still get different results. It is a pretty cool game, in that way.

Most people will look for a Pikmin 2 guide to figure out how to get a certain treasure or how to defeat a certain boss. Instead of reading the entire guide and boring yourself (or possibly spoiling a certain part you have not been to yet) use the control+f function to find certain words in the guide. This will help you get to what you are looking for much faster.

-----4. Basic Game Controls (BSC)-----*

If you are playing Pikmin 2 I am assuming you have played the original Pikmin. If so, the controls are basically the same. If you are new to Pikmin, the controls are pretty easy to learn and master.

Start - Pauses the game and shows you a map. You can also access your inventory and other things later in the game here.

Control - Moves your character around the field.
Stick

Control - Allows you to select different Pikmin to throw and also allows
Pad you to spray berry juices.

C-Stick - Moves your Pikmin around you and lets you assign them faster.

- Y Button - Switches leaders.
- X Button - Separates your leaders and Pikmin into groups.
- B Button - Calls your Pikmin to your side.
- A Button - Throws your Pikmin to attack or carry goods.
- L Button - Moves the camera angle behind you.
- R Button - Zooms the camera in and out (use mid view for most of the game)
- Z Button - Switches from third person to overhead view (third person is what you should play in for most of the game)

A note on carrying goods

When you launch a Pikmin onto a treasure or monster to carry, a fraction will appear. The top number is the amount of Pikmin required to carry the item. The bottom number is the number of Pikmin currently carrying the item. You can add more than the required number of Pikmin (usually up to double the amount) and they will carry it faster. You will only really see a noticeable difference on small items, though. Also, if you want to know what Onion the Pikmin are taking pellets to, check the color of the numbers. If the numbers are white, the item is going back to the Pod.

-----5. The Characters (TCH)-----*

Captain Olimar - Fresh off his first journey from Planet Pikmin, Olimar finds that he must leave his family again to help save Hocotate Freight.

Louie - Olimar's new sidekick may have ridden the short bus to school. However, he is useful and I like his train whistle.

The President of Hocotate Freight - I know this guy has a name but I will be darned if I can figure it out. He is a little stressed over the 10,000 Poko debt but he does come in handy later in the game.

Red Pikmin - The first friends you find. Red Pikmin are great fighters and they are immune to fire. In my opinion, these are the best Pikmin for most of the jobs you will be doing.

Yellow Pikmin - The lightest Pikmin so you can throw them higher than the others. Yellows are also immune to electricity.

Blue Pikmin - These Pikmin have gills that allow them to breathe and not die in water.

White Pikmin - This is a new breed of Pikmin. They are not bred in Onions. You can **only** get these by throwing other Pikmin into White Candy Pop Buds in caves. So whenever you see a white flower, use it! White Pikmin have large red eyes and these allow them to see things underground and dig them up. White Pikmin are also immune to poison.

Purple Pikmin - This is also a new breed of Pikmin that can also only be found by throwing other Pikmin into Violet Candy Pop Buds in caves. Purple Pikmin are 10 times stronger than other Pikmin so they can carry very heavy things. They also shake the ground when you throw them and are decent fighters.

Important note about Purple Pikmin

I did not find this out until it was too late. At the end of the game

there is an item that has a weight of 1000 and requires 100 Purple Pikmin. I did not have 100 and when you go back to caves the Candypop Buds are sometimes not there so I was stuck. The moral of this story is whenever you see Violet Candypops, harvest Purple Pikmin!

-----6. The Pikmin Story (TPS)-----*

In the original Pikmin Olimar crash landed on Planet Pikmin. Here he met the creatures that resembled Pikpik carrots from his home planet so he called them Pikmin. The Pikmin helped him recover parts for his spaceship and eventually return home and to his family on Planet Hocotate.

Upon his return, though, Olimar is greeted by the frantic President of Hocotate Freight. While Olimar was gone, a new employee named Louie was on a mission with a load of Golden Pikpik carrots when he met with a giant space bunny and his entire load was destroyed! Hocotate Freight is 10,100 Pokos in debt! Suddenly a souvenir pops out of Olimars ship. It is a bottle cap he brought home for his son, but they soon discover it is worth 100 Pokos alone! Needless to say, Olimar must return to Planet Pikmin to salvage more treasure and save Hocotate Freight. But now he has a new sidekick with him...Louie!

-----7. Back to Planet Pikmin (BTP)-----*

Days 1 and 2 will be the same no matter what so I will outline them here. After that, you have a little more freedom as to where you want to go and explore. Pikmin are precious at this point so if you do not want to lose many, especially this early in the game, here is a tip from your_ass84:

"If you're particularly worried about losing Pikmin; remember, you can attack most of the monsters in the game with Olimar/President/Louis this technique works best against Dweevles, Dwarf Bulborbs, and other small animals. You can attack larger animals like the Blowhogs as well as the Cannon Beetles but it will take longer and Olimar/President/Louis might take more damage."

- Day 1 -

Valley of Repose

Treasure - Courage Reactor (Duracel D Battery)

Requirement - Any

Weight - 20

280 Pokos

Your adventure begins with separation from Louie. Nothing you can do about that yet so look over and you will see a small group of red Pikmin in battle. Call them. They remember you! Throw them on the enemy to defeat it. Your Pod then says communication with Louie has been reconnected. Switch to him. The Pod tells him that he can use Start so contact him and see the map. Walk Louie up a ways and he will come across the red onion and a seed pops out. Pluck it and then harvest the red pellets and the new red Pikmin.

Once you have got them all walk a little more and you will come across a battery, but there is nothing you can do about it yet so keep walking to the bag and throw your Pikmin on it.

Switch to Olimar and throw his Pikmin on the bag and it will collapse and you will be reunited with Louie. Carry the monster to the red onion and pluck those Pikmin. You now have enough to dig up and carry the battery back to the ship.

Your first day ends here but do not worry, you have all the time you need

this time around.

- Day 2 -

Valley of Repose

Treasure - Utter Scrap (Crunched Soda Can)

Requirement - Any

Weight - 35

170 Pokos

The Pod tells you to call your red Pikmin...so do that. Use them to harvest some red pellets and pluck the new Pikmin. Head up to the other bag and throw your Pikmin on it to deflate it. There are a few monsters, but they are easy to defeat. Pass them for now and you will come to the crunched can. Carry it back to the ship and then go back for the monsters and harvest the Pikmin they make. Take your Pikmin back to where you were and you will come across a white wall. Destroy it and you will come to your first cave.

Notes About Caves

Caves are where you are going to find most of your treasure. They are fun, but they are also hard. Each cave is different, map wise. If you leave a cave and come back it will have a slightly different layout. This makes it difficult to write a guide for caves, but I will do my best.

Probably the most useful information I can give you about caves is this: When you go down levels, you DON NOT have to have your Pikmin with you! If you are just trying to get past a certain level quick and you do not want to put them in danger, leave them in a safe spot and run Olimar or Louie to the hole and delve deeper. Your Pikmin will automatically follow you. Also, time stops when you enter a cave so you can enter a cave at almost sundown and not have to run out.

Emergence Cave

Sublevel 1

Treasure - Citrus Lump (Squished Orange)

Requirement - Any

Weight - 15

180 Pokos

Treasure - Quenching Emblem (7-Up Bottle Cap)

Requirement - Any

Weight - 4

100 Pokos

The squished orange should be right in front of you. Bring it back to the Pod. Defeat the enemies and take them back to the Pod too. The Pod tells you beasts will not be worth much, but take them anyway. Every little bit helps. Go back to the area with the enemies and you will find the bottle cap. Take it back also. Head back and you will come to another hole and it will take you to the next level.

Sublevel 2

Treasure - Spherical Atlas (Northern Hemisphere of Globe)

Requirement - Purple Pikmin

Weight - 101

200 Pokos

You will fight some more small enemies and then you will come to what looks like half a globe. Throw a Pikmin on it and you will see that it has a

weight of 101! You can only have 100 Pikmin at a time, so how are you going to do this? Purple Pikmin! Go a little further and you will come to purple Candypop Buds. Throw in 10 reds and you will be rewarded with 10 purples.

Throw these and any extra reds you have on the half globe and you will be rewarded with the Spherical Atlas! The Pod tries to decipher the map but is only able to read part and it opens up a new section for you to explore! Walk around a little further and you will come to an escape geyser. This lets you exit the cave with your Pikmin and all your treasure. The Pod makes you end the day again, but it reminds you that you have plenty of time.

* After this you are basically free to explore on your own. You do not have to follow my path. I will offer suggestions for the long journey but remember that there are several ways to solve this game.

* On Day 3 the new area that opens up is Awakening Wood. You should go there because there is not much else you can do in the Valley of Repose until you get blue Pikmin.

* In this next section I am going to walkthrough getting the rest of the Pikmin colors. Once you have done that, you will truly be free.

-----8. Getting All the Pikmin (GPK)-----*

- Day 3 -

Awakening Wood

Treasure - Pilgrim Bulb (Onion Bulb)

Requirement - White

Weight - 10

55 Pokos

Treasure - Chance Totem (Die)

Requirement - White

Weight - 15

100 Pokos

Treasure - Geographic Projection (Southern Hemisphere of Globe)

Requirement - Purple

Weight - 101

200 Pokos

Pikmin is like a puzzle. There are things you have to do first before you can really get down to business. Your first stop in Awakening Wood is the strawberry. Not far from the landing site are a few small enemies. Kill them and then sneak up on the big one. Once he is gone, head to the ledge and throw red Pikmin up to the strawberry and have them haul it and the monsters back to the ship.

On another exit from the landing site you will come across a couple of flowers with berries on them. Send your Pikmin up the plants to knock the berries down. Take 10 of these back to the ship and the Pod will make a dose of Ultra-Spicy spray, which will make your Pikmin super strong for a short time. Pretty useful.

Down that same path you will come across the Hole of Beasts.

Hole of Beasts

Sublevel 1

Treasure - Stone of Glory (Control Pad)

Requirement - Any

Weight - 5

100 Pokos

The first level in this cave is pretty easy. Defeat some sheargrubs, haul them back to the ship and grab the control pad. Find another hole to go to the next level.

Sublevel 2

The only thing of note on this level are 2 Violet Candypop Buds and some nectar eggs. Transform some of your reds into purples and then break into the nectar eggs to make them flowers. Find another hole and delve even deeper.

Sublevel 3

Treasure - Cosmic Archive (Floppy Disk)

Requirement - Any

Weight - 15

230 Pokos

Treasure - Strife Monolith (Mah Jong Tile)

Requirement - Any

Weight - 12

150 Pokos

Separate your Pikmin when you land on this level. There is a lot of fire and you don't want to toast your new purple Pikmin. Swarm the fire geysers with reds to destroy them. The floppy disk with Nintendo on it should be in plain view but the Mah-Jong tile is probably hidden in a little hole in the wall. Haul them back to the ship and head to the next level.

Sublevel 4

Treasure - Dream Architect (Old School Handheld)

Requirement - Any

Weight - 20

280 Pokos

Treasure - Luck Wafer (Ace of Spades Card)

Requirement - Any

Weight - 1

140 Pokos

Separate your Pikmin again. Swarm your red Pikmin around the fire geysers to destroy them. You meet some small monsters here and a Red Bulborb, so be careful. Once you defeat them, haul them back and go treasure hunting. You'll find the old-school handheld game in the open and in a corner you'll find the Ace of Clubs card. There will also be another violet Candypop in a corner so get some more purples. Pluck them and head onto the final level.

Sublevel 5

Treasure - Prototype Detector (Love Tester)

Requirement - Any

Weight - 35

200 Pokos

Separate your Pikmin again and take control of the reds. You meet your first real boss here. She is the Empress Bulbax and yes, she is nasty (just wait until later in the game when she...breeds). Anyway, find her face and toss a few Pikmin on her to get her attention. Call them back when she wakes up and head to the side. The strategy here is to toss Pikmin on her face and call them back before she shakes them off. After she shakes she will roll back and forth twice and if you don't call your Pikmin fast enough, they'll be squished. She's not too hard to beat as long as you call your Pikmin back in time because she doesn't have any other offense other than the rolling.

After she is defeated, she leaves her head and the prototype detector for

the taking. The Pod integrates it into your system and you have a new sensor at the bottom of the screen. When the needle goes up, you are close to treasure. When it is completely gray, there is no more treasure in the area. Find the escape geyser and head back to the surface.

When you land it should be about mid-day. Take the rest of your purples out and head down the same path you took to the Hole of Beasts. There is another bag to deflate and it requires 200 Pikmin. Throw your purples on it and watch it flatten.

You have a couple of choices here. There is another cave nearby and you have time to do it. But do you have the army to do it? I usually don't so I take the rest of the day to harvest some more reds using the pellet posies and the sheargrubs. If you do want to take on the cave, skip ahead.

- Day 4 -

Awakening Wood

I start day 4 by harvesting the nearby pellet posies and sheargrubs. Head down the path towards the Hole of Beasts and over the bad you defeated with 200 Pikmin. You'll come to a new cave and a new challenge.

White Flower Garden

Sublevel 1

Treasure - Alien Billboard (Shoe Polish)

Requirement - Any

Weight - 15

80 Pokos

The first level only has sheargrubs for enemies. Dispatch them easily and you will come to a can of shoe polish. Haul it back and you're done on this level. Notice your new counter go to gray? Find the next hole and dive in,

Sublevel 2

Treasure - Drought Ender (Dr. Pepper Bottle Cap)

Requirement - Any

Weight - 4

100 Pokos

Treasure - Petrified Heart (Plastic Jewelry Heart)

Requirement - Any

Weight - 5

100 Pokos

This sublevel brings a new enemy in the Firey Blowhog. They are pretty much harmless to your reds so you can take them out or avoid them. Either way, you will come across two treasures in this level: the Dr. Pepper cap and a plastic heart you would find in cheap kid's jewelry. They're light and easy to get back so once you've got them head to the next hole and the next level.

Sublevel 3

Treasure - Superstick Textile (Masking Tape)

Requirement - White

Weight - 30

80 Pokos

You've finally arrived at the White Flower Garden. In the center of this level are three White Candypop Buds. Throw some reds in and pluck the new white Pikmin! They're funny looking, but incredibly useful. Once you've got

them walk around and you'll notice your treasure meter going but no treasure in sight. Walk around until it gets into the blue section and your white Pikmin will start to dig. Their red eyes allow them to see things completely buried underground. They unearth a roll of masking tape. Take it back to the Pod and head to the hole to the next level.

Sublevel 4

Treasure - Toxic Toadstool (Mushroom)

Requirement - White

Weight - 5

30 Pokos

Treasure - Survival Ointment (Chap Stick)

Requirement - White

Weight - 6

90 Pokos

When you land on this level you will see several clouds of purple gas. This gas is poisonous to all except white Pikmin. Separate your Pikmin and take control of the white ones. Destroy the gas pipes to make it safe for the rest of your Pikmin to travel. Behind one of the gas pipes is a large mushroom and yes, it is treasure so dig it up and take it to the Pod.

Destroy another pipe to get to the next area and you'll see a tall column with Chap Stick on it. Walk the winding path and throw your Pikmin to the Chap Stick. Once it's back in the Pod, find the hole to the next level.

Sublevel 5

Treasure - Five-Man Knapsack (Glove)

Requirement - Any

Weight - 15

100 Pokos

Separate your Pikmin and take only the reds into the final battle of this cave. Meet the Burrowing Snagret. He looks bad and he is if you don't know how to handle him. Before you fight him, just be aware that some of your Pikmin are bound to get munched. You can keep it to a minimum, though and here's how. As soon as he emerges throw Pikmin on his head and face only. This causes maximum damage and he's less likely to peck when he's got Pikmin on his face. A few rounds of this and he's toast.

(An alternate strategy is to take a couple whites and *let* him munch them. They're poison, so they will kill him)

He heaves his head and a glove, which the Pod uses to patch a sleeping bag, giving you the ability to take a nap and rest now. Find an escape geyser and head out of this cave.

It's still early enough to get quite a bit done. Take Louie and some white Pikmin and head back towards the path to the White Flower Garden. You will come to a wall with purple smoke around it. Send your white Pikmin to destroy it and it opens a new path. On the upper part of this path is a die. Take it back to the ship.

While the white Pikmin are working on this have Olimar and some red and white Pikmin head to the flower pot near the landing site. Throw the Pikmin on the low pot and climb up. Throw them onto the higher pot and the white Pikmin will start to dig. The reds will join in and you will have a new onion to take back to the Pod.

You may be running out of time at this point but if you're like me you

like to squeeze every minute out of each day. Take the white, red and purple Pikmin to the left on the path to the Hole of Beasts and you'll find another poison wall. Destroy it and avoid the eye-flower monster. You should have just enough time to build the bridge and grab the other half of the globe. Take this back to the Pod and it opens up another area to you.

Perplexing Pool

- Day 5 -

Treasure - Gherkin Gate (Pickle Jar Lid)

Requirement - Yellow

Weight - 15

100 Pokos

Treasure - Impediment Scourge (Bottle Opener)

Requirement - Yellow

Weight - 10

50 Pokos

You would think that by the name of this place and the water that we would be here for blue Pikmin. Actually, we are here for yellows and that is the first priority.

Take out your whites and a bunch of red Pikmin. Leave the landing site and head left (stay out of the water). You will come to a ledge with two square platforms. The trick to this is to throw all your Pikmin except one onto the high ledge. Walk onto one of the squares and throw your remaining Pikmin onto the other square. You will rise to the high ledge. Do not worry about the one left behind. You will be back for him later.

Separate once you are rejoined with your Pikmin. Take the reds only and head into the den of a sleeping Fiery Bulbax. Toss, not swarm, Pikmin onto his back and he will be dead. Remember, he is fiery so he cannot hurt your reds. Here is an alternate strategy from your_ass84:

"When fighting a Fiery Bulblax, if you're out of red Pikmin you can lure them into water to stop the flame, once there attack as you normally would to kill him. If there is no water around, you can turn him to stone with the purple spray (NOTE: even if you spray him he will still be fiery on land) and attack him with any color Pikmin."

Do not take him back, though. Save him for the yellows. Have the white Pikmin break the poison wall and have the reds build the bridge nearby. Once the poison wall is down, you will find the yellows there.

Set your new yellows to work harvesting the pellets and the Bulbax (he cannot hurt them now). Once you've got about 15 to 20, head to the layered walls to the right of the landing site. Throw 15 on the ledge and walk yourself around the maze until you reunite with them. Keep throwing them up the ledge until you get to the pickle jar lid. Take it back to the Pod.

In front of the landing site near a bridge there is a stump with a bottle opener. It is too high for others but yellows can reach it with ease. Toss 10 up there and take it back to the Pod.

To the left of the landing site is a path towards the first cave in this area. Take some yellow, white and a bunch of reds into the Citadel of Spiders.

Citadel of Spiders

Sublevel 1

Treasure - Love Nugget (Tomato)

Requirement - Any

Weight - 20

40 Pokos

Separate your Pikmin and take the reds into battle. Destroy the sheargrubs and leaf bugs and hidden in a corner you will find the tomato. Take it back to the Pod and then find the hole to the next level.

Sublevel 2

Treasure - Creative Inspiration (RC Cola Bottle Cap)

Requirement - Any

Weight - 4

100 Pokos

Treasure - Lip Service (Lipstick)

Requirement - Any

Weight - 7

50 Pokos

Paradoxical Enigma (Rubber Ducky Head)

Requirement - Any

Weight - 4

80 Pokos

Separate again and have the reds destroy the fire geysers and the enemies. Inside one of the yellow frogs is the RC Cola bottle cap. The spiders can be tricky because they shoot fire when they are almost dead so watch out. The spiders will also try to carry away dead enemies also (even if your Pikmin are already on it), so be careful of that too. Partially buried in the sand is the rubber ducky head. You do not need whites to dig it out because it is only partly buried. Last but not least is the lipstick tube. Break the white wall and head to the next level.

Sublevel 3

Treasure - Patience Tester (Water Chestnut Can)

Requirement - Any

Weight - 20

130 Pokos

Treasure - Memorial Shell (Half Oyster Shell)

Requirement - Any

Weight - 10

100 Pokos

Have your squad destroy the nearby wall. Separate but this time take the yellows. If you need some more Pikmin there is a Queen Candypop Bud here. It is a white flower but it has spots that change color. The color represents the color Pikmin you will get if you toss one in. Here's the cool thing about this: you toss in one Pikmin and you get back up to eight! Very cool, indeed.

There are a lot of electric enemies here. It's possible to defeat them with reds. Possible, but not smart. Yellows are immune to electricity and it is better to be safe than sorry. Once the field is clear, bring in the rest of the Pikmin to carry off the water chestnut can. In another area you will notice your treasure gage going but no treasure. Use your white Pikmin to dig up the half oyster shell and carry it back to the Pod. There should be one more wall blocking the hole to the next level. Destroy it and move on.

Sublevel 4

Treasure - King of Sweets (Chocolate Truffle)

Requirement - Any

Weight - 5
15 Pokos
Treasure - Flame of Tomorrow (Match Stick Box)
Requirement - Any
Weight - 10
10 Pokos
Treasure - Time Capsule (Picture Locket)
Requirement - Any
Weight - 7
70 Pokos

Separate and take the reds to destroy more fire geysers. You meet a new annoying enemy here. It is a sort of hermit crab that grabs your Pikmin. The best strategy I have is to draw him out as far as possible and swarm him. I think you can probably have him munch a white also, but this theory is untested.

There should be some pipes and inside them is the matchbook with one match. Take it back to the Pod. In another area in this level you will meet another crab. Kill him and he rewards you with a chocolate truffle. Nearby should also be the picture locket, which completes the treasure on this level. Find the hole and go to the next level.

Sublevel 5
Treasure - Regal Diamond (Fake Diamond)
Requirement - White
Weight - 5
100 Pokos

Meet Beady Long Legs. He is supposed to be a spider, even though he only has 4 legs. Take the reds into battle. Beady has a pattern. He stomps 8 times, during which you should avoid him. Just before he makes his last stomp head towards him because he will lower his body twice and this is your chance to throw Pikmin on him. Call them back before he shakes them off and starts stomping again and repeat until he is dead. He leaves behind a key and when you take it to the Pod it unlocks the Challenge Mode! There is still more treasure, though. Find a ledge and watch your meter. There is treasure on it and you need the whites to dig it up. It appears to be a fake diamond but take it to the Pod anyway.

Find the escape geyser and get out of this cave. It is probably close to the end of the day. If you have any time, harvest some more Pikmin and then get ready to go after the blues tomorrow!

Awakening Wood

- Day 6 -

Treasure - Decorative Goo (Mario Paint Tube)
Requirement - Blue
Weight - 10
80 Pokos

It is back to Awakening Wood for the blue Pikmin. Take a bunch of yellows down the same path towards the White Flower Garden Cave. Throw them up on the ledge and walk around through the water and up the ramp yourself. Dispatch of the monster and then have the yellows start on the fence.

It can take a while to destroy the fence so you might want to harvest some Pikmin while you are waiting. When they are done, Head inside and meet the water-loving blue Pikmin!

Harvest the pellets around the blue Onion but do not bother chasing the fish. Near the edge of the water is a tube of Mario Paint paint. Take it back to the Pod.

Near the landing site is a gate in water. Take the blues there and have them hack away at the crack underwater. The water will drain leaving the area dry enough for Pikmin to break the wall down. Go down this new path and you will come to another electric fence on a stump. Take some yellows and break this down. You now have access to the Bulbax Kingdom. As the name suggests, there are tons of Bulbax down here so you need some fighters. You also need electric so take about 10 yellow and 90 reds into this cave.

Bulbax Kingdom

Bulbax Kingdom can be disastrous if you do not have a good strategy. Here are some tips that I think will help. First, always separate and take only reds into battle. Next, try to kill the small Bulbax by tossing Pikmin on them for the one-hit KO. Avoid the large Bulbax whenever you can but when you have to defeat them for treasure, NEVER swarm them. ALWAYS try to attack them from behind and THROW Pikmin onto their backs. Use this strategy and the Pikmin casualties should be kept to a minimum.

Sublevel 1

Treasure - Crystal Clover (Clover Broach/Pin)

Requirement - Any

Weight - 10

150 Pokos

Use the Bulbax Master Strategy on this level. Watch your treasure gage and you will see that one of the large Bulbax does indeed have a treasure. Kill him as best as you can to get the four-leaf clover pin. There should also be a white Candypop Bud nearby so snag some white Pikmin also. Find the hole and go to the next level.

Sublevel 2

Treasure - Tear Stone (Cut Diamond?)

Requirement - Any

Weight - 5

150 Pokos

Separate and take the reds into an area with some fire spiders and a spiral slide. Kill the spiders and then throw some reds onto the low part of the slide. Use the C-Stick to guide them up the slide to the cut diamond and take it back to the Pod. Find the next hole and head on down.

Sublevel 3

Treasure - Olimarnite Shell (Snail Shell)

Requirement - White

Weight - 15

40 Pokos

You meet another new annoying monster here. The floating monster blows a lot of hot air but he is not dangerous at all. The worst he will do is blow your Pikmin's flowers off or blow them off treasure they are carrying. Fortunately, there are nectar eggs here. There is also another white flower, which you need to dig up the snail shell because it is buried in a corner. Take it back to Pod and find the hole to the next level.

Sublevel 4

Treasure - Unknown Merit (Japanese Yen)

Requirement - Any

Weight - 5

100 Pokos

Treasure - Crystal King (Crystal Piece)

Requirement - Any

Weight - 10

110 Pokos

Separate and take the yellows to get rid of the electric fences and enemies. Send the reds in to clean up and defeat the frog, which has the treasure for this level. There is also a yellow bug running around. Take aim and toss some Pikmin on it. Hit him and he releases another treasure. Take it back to the Pod but before you go, find the Violet Candypop Buds and get some more purple Pikmin. There are also some nectar fairies for your Pikmin if they are not flowers. Find the hole and delve deeper.

Sublevel 5

Treasure - Anxious Sprout (Flower Bulb)

Requirement - Any

Weight - 15

50 Pokos

More Bulbax await you here. Destroy the small ones and avoid the large, sleeping one if you can. There is a flower bulb partly buried in the sand. Dig it up and take it back to the Pod. Find the next hole and go to the next level.

Sublevel 6

Treasure - Eternal Emerald Eye (Green Broach)

Requirement - Any

Weight - 20

150 Pokos

Treasure - Colossal Fossil (Monkey Skull)

Requirement - Any

Weight - 20

You are probably not going to be able to avoid the large sleeping Bulbax here, so you will have to kill them. One of them has a green broach that needs to be collected, anyway. There is also a partially buried monkey skull you need to dig up and take back to the Pod. Last, but not least, throw some Pikmin into the Violet Candypop here to get some more purples. Find the hole and dive deeper.

Sublevel 7

Treasure - Forged Courage (Half a Transformer Robot)

Requirement - Red

Weight - 20

100 Pokos

Treasure - Gyroid Bust (Wooden Sculpture)

Requirement - Red

Weight - 10

250 Pokos

If you played the original Pikmin, you remember this boss from the very end. The good news is here he is *much* easier to beat. The strategy is the same. Toss as many Pikmin on his face as fast as you can and he will not have time to munch any. He leaves behind the Transformer robot half, which the Pod fuses to your suit making you fireproof!

You are not quite done here, though. Walk a little ways and you will come to some water and a ramp with some fire. This looks worse than it really is. Take some reds and throw them up on the side ledge. Go around and walk up the ramp. Call your Pikmin and take them to the carved wooden sculpture. Take it back to the Pod and then search for the escape geyser and back to the real world.

If you have any time left in the day, harvest some more Pikmin to make up for the reds you lost or turned into purples.

*Now that you have all three Pikmin types, you are really on your own. The path you choose may not be the same as mine. I usually go back and try to clean up each level so I start Day 7 at the Valley of Repose and finish up there.

-----9. Cleaning Up the Valley of Repose (CVR)-----*

I generally like to try and get all of the above ground work done before I go into the caves. That way I have time to harvest enough Pikmin and I have a strong enough army because the caves from here on out are tough.

- Day 7 -

Treasure - Spiny Alien Treat (Artichoke)

Requirement - White

Weight - 4

50 Pokos

Treasure - Unspeakable Wonder (Crown)

Requirement - Any

Weight - 30

120 Pokos

Take out some reds and harvest the nearby pellets. Destroy the bulborbs in the area just above the landing site. Switch to Louie and take out some blues. Head to the area just past the Emergence Cave and you will see a lot of water.

Walk in and destroy the wall. Just past the wall is a crack in the water. Have the blues attack it to drain the water in this area, making it accessible to all Pikmin. Take the blues a little farther and build the bridge, but be careful of the Fiery Blowhog.

Switch back to Olimar and head back to the landing site and get some whites. Go back to the area where the water was drained and right before the wall your treasure gage will go haywire. The whites will dig up the artichoke. Take it back to the Pod.

Take some more whites and reds, head up the path from the new bridge. Have your reds go ahead and destroy the monsters and then have the whites follow up and destroy the poison wall. While they are working on that, head over to the melted snowman behind you. The crown on top of his head is treasure and you should have just enough time to grab it and take it back to the Pod. You will have to destroy the rock thrower first (be careful because he is rolling rocks downhill so they go much faster). Also, it is a little tricky to get the Pikmin to the crown because of the angle, but just be patient. The day should be about over but if you have any time, pluck some Pikmin or just end early.

- Day 8 -

Treasure - Fossilized Ursidae (Wooden Bear Carving)

Requirement - Yellow

Weight - 25

160 Pokos

Treasure - Temporal Mechanism (Pocket Watch)

Requirement - Blue

Weight - 30

110 Pokos

Take out 25 yellow, 30 blue and the rest red. Take the path you followed yesterday, except when you cross the bridge hang a tight left but be careful not to fall in the water. Your meter will start to go up and you might have to zoom out to see the treasure. On a ledge there is a wooden bear carving. Walk a little to the right of the carving and go up the snow bank. Throw the yellows on the ledge onto the carved path. They will follow it themselves and take the bear back to the Pod.

While they are doing that, head past the snow bank. You will come to some water so separate and take the blues in. Across the water is a Fiery Bulbax. Lure him into the water to put his flame out and then attack him. It is a little tricky so be careful. You can use the reds to help carry the watch he leaves behind after the blues get it out of the water. You can end this day now or harvest if you have time left.

- Day 9 -

Treasure - Pink Menace (Gumball Machine Ring)

Requirement - White

Weight - 10

100 Pokos

Take out some reds and whites. Exit the landing site by way of the path with the deflated bags and go right. Separate and take the reds up the snow bank path and you will meet a burrowing snagret. These are pretty nasty and this one is tricky to beat because the path is on a slant and you can lose Pikmin that way. The strategy to beat this guy is to throw Pikmin on his head before he gets a chance to munch them. He should be dead soon. Take your whites up this path and they will start to dig up a ring to take back to the Pod. You now have all the above ground treasure for this area! You can now head to the next cave in this area.

I usually go to the Frontier Cavern because it is furthest away. Take 10 yellows, 10 White and 80 Reds and head to the melted snowman where you got the crown. Just past the snowman is a bridge to build that leads to the Frontier Cavern.

Frontier Cavern

Sublevel 1

Treasure - Essential Furnishing (Christmas Tree Ornament)

Requirement - White

Weight - 5

100 Pokos

Treasure - Essence of Rage - (Red Gem)

Requirement - White

Weight - 5

70 Pokos

Separate and take the reds to clear the monsters. You will meet a new enemy here. The Fartbug. Disgusting, I know but basically these are beetles that expel purple gas. You can have whites attack them, but I prefer to avoid them. In a room with some snow bulbobs your meter will go off. After you

defeat the enemies bring the whites in to dig up the tree ornament and take it back to the Pod. There should be another buried treasure nearby so when the whites are done with the first, bring them over to dig up the red gem. Go to the next level.

Sublevel 2

Treasure - Icon of Progress (Stocking Ornament)

Requirement - Any

Weight - 15

85 Pokos

Treasure - Joy Receptacle (Gift Wrapped Present)

Requirement - Any

Weight - 15

60 Pokos

Separate, but this time take only Olimar (no Pikmin) into battle. You meet the red cannon beetles again and if you remember right, you can use these guys to your advantage. The boulders they shoot follow you...so you can use them to kill other enemies and even kill the cannon beetles themselves. Once all the enemies are gone, bring in the Pikmin to harvest the corpses and the stocking ornament. There should also be a gift rapped package and it might be on a column. If so, walk the winding path and toss Pikmin to it. Take it back to the Pod and then head to the next level.

Sublevel 3

Treasure - Danger Chime (Bell Ornament)

Requirement - Any

Weight - 10

120 Pokos

Treasure - Gemstar Husband (Star Ring)

Requirement - White

Weight - 5

100 Pokos

Treasure - Fleeting Art Form (Candle)

Requirement - Any

Weight - 2

75 Pokos

This level holds a few surprises. First, you will probably be ambushed by a large Bulbax. Kill him because he has the first treasure - a bell ornament. Take it back to the Pod. Your map may have some poison pipes or some electric fences. Whatever the case, take the appropriate Pikmin and destroy them. Then take the reds to take out the rest of the enemies. You may come to a bulborb with a leaf on his head and some small bulborbs following him. Kill the large bulborb and you will be able to control the small bulborbs like Pikmin! These guys are awesome! They are waterproof, electric-resistant and gas proof! They're like the best of all the Pikmin! I wish I could have 100 of these, but take what you can get. By the way, when you leave a cave, the bulbmin do NOT go with you :(

Buried in a corner there will be a star ring, but you will need whites to get to it. There is a White Candypop here, so that is convenient. One last treasure remains and that is a candle. There is also a nectar egg here. You have a choice after all that is done. There is a hole to the next level and there is also an escape geyser. If you are almost dead or out of Pikmin, take the escape geyser and that lets you leave the cave and save your treasure. If you just escape by the Pod you have to abandon your loot, but this way you can keep what you have got so far and come back to finish the cave later. If you do that, you can bypass the levels you already finished but just running Olimar or Louie to the next hole, so it is a very good option. Most of the caves from

now on will have an escape geyser every few levels instead of just at the end for this purpose, so keep that in mind. Anyway, if you are ready, move on to the next level.

Sublevel 4

Treasure - Innocence Lost (Star Tree Topper)

Requirement - Any

Weight - 15

100 Pokos

Treasure - Omniscient Sphere (Red Marble)

Requirement - Any

Weight - 3

85 Pokos

There are some electric fences here so dispose of them with the yellows. There are also some electric enemies and you can use the yellows again, or if you are feeling brave try the reds. Just be sure to call them back before the beetles flicker and send their sparks. There are some swooping snatchbugs.

Annoying, but basically they are harmless. Toss Pikmin onto them when they swoop and then swarm them when they fall. There is a new enemy here. It is similar to a swooper, but he grabs you instead of the Pikmin. He slams you to the ground and inflicts damage. Kill him the same way as the swooper. There is a Violet Candypop so get some more purple Pikmin and there should be a star tree topper also. In another corner there is a marble to take back to the Pod. Be careful when you are exploring some of the corners because bomb rocks like to drop. There is a nectar egg that contains one dose of ultra-spicy spray. Once you are done exploring here, delve to the next level.

Sublevel 4

Treasure - Brute Knuckles (Metal Fist)

Requirement - Any

Weight - 15

100 Pokos

This level holds a couple of new enemies. The first is a grey statue with lobster claws. He is creepy but not dangerous to your Pikmin. Swarm or throw Pikmin on him. If he does his smashing thing, step back because he can hurt Olimar but all it does to the Pikmin is bury them. You can pluck them right back out. There are also some water spiders and I know I did not suggest bringing blues here. That is because they are easy to beat. Just be sure you call your Pikmin back before they squirt.

Anyway, one of the grey monsters has the treasure. It is a metal hand statue and when you take it back to the Pod he tells you that you are now equipped with the Rocket Punch! Whenever you do not have Pikmin with you and you want to attack something, tap A three times and you will do the Rocket Punch. Before you leave this level, there are some Candypops. There is a blue (I usually do not bother with this one), a white and a violet. Get some new Pikmin and then take them to the nectar egg to make them flowers. You have another escape geyser here if you need to leave. If not, head to the hole to the next level.

Sulevel 5

Treasure - Priceless Statue (Black Chess Piece)

Requirement - Any

Weight - 10

80 Pokos

Treasure - Worthless Statue (White Chess Piece)

Requirement - Any

Weight - 10
80 Pokos

This level is pretty complicated to do and explain. Lets start with the red cannon beetles. Separate and take Olimar and use them to kill the rest of the enemies and then themselves. There should be another group of bulborbs to join your side once their cruel leader is dead. Use them to get the enemies from the water areas. In the first area there should be a black chess piece to take back to the Pod. In another area there should be another cannon beetle (use same strategy) and a white chess piece. Take that back to the Pod and head to the next level.

Sublevel 6

Treasure - Flame Tiller (Yo-Yo)

Requirement - White

Weight - 20

120 Pokos

Treasure - Spouse Alert (Metal Ornament)

Requirement - Any

Weight - 10

120 Pokos

This level is full of orange bulborbs but there is another hazard as well. Separate and take just Olimar out and you will see that boulders fall. Walk around until they are all gone because you are more likely to squish Pikmin if you take them. Once the boulders are gone take your reds and your own bulborbs to defeat the small ones. I would avoid the large one if possible because for some reason, orange bulborbs are particularly nasty to beat. One treasure will be buried in this level and that is the yo-yo. The other is a metal tree ornament and it should be out in plain view. There is a white Candypop here and also an escape geyser if you need a break. If you are good to go, head to the next level.

Sublevel 7

Treasure - Repugnant Appendage (Little Pink Shoe)

Requirement - Any

Weight - 20

100 Pokos

Yes, it is Empress Bulbax again and this time she is having babies. Separate quickly and take the reds and bulborbs up the *right* side of the maze. This will bring you to her head and easy access. Go up the left and you meet the breeding end and probably a ton of white bulborbs ready to munch you. Once you get to the head the strategy is the same as before. Toss onto her face and call back before she shakes them off and rolls them. Ignore the small bulborbs because when she starts rolling she will squish them anyway. Once she dies she leaves a little pink shoe. The Pod uses these to make Rush Boots, which protect you from wind gusts from enemies. You have completed this cave so take the escape geyser and Head on out.

It is likely that you have time in the day left to complete another cave. Time yes, but what about the army? If you are ready, head on to the Subterranean Complex. If not, harvest Pikmin for the rest of the day and THEN head to the Complex.

- Day 10 -

Valley of Repose

To get to the Subterranean Complex, take the same path towards the Frontier Cavern, only head right just before the melted crown snowman.

Remember the poison wall your white Pikmin had to break down earlier? This is where you need to go. Make sure you have some whites, yellows and a ton of reds.

Subterranean Complex

Sublevel 1

Treasure - Exhausted Superstick (Thick Masking Tape)

Requirement - Any

Weight - 12

50 Pokos

Treasure - Nouveau Table (Rotary Phone Dial)

Requirement - White

Weight - 25

100 Pokos

Separate when you get to this level and take the reds to defeat the enemies immediately around you. Take the whites and destroy the gas pipes. Take the reds and destroy more enemies you opened up. There is a partially buried roll of masking tape to take back to the Pod. Try to avoid the large hairy bulborbs if you can. You should probably take out the swoopers, though. On a large, wining pillar there is buried rotary telephone dial that you need the whites to dig up and take back to the Pod. Find the hole and go to the next level.

Sublevel 2

Treasure - Spirit Flogger (Gear)

Requirement - Any

Weight - 20

70 Pokos

Treasure - Network Mainbrain (Computer Part)

Requirement - Any

Weight - 10

100 Pokos

Caution is the key on this level. First, you have swoopers (but in this case I would avoid rather than fight them). You now also have bomb droppers. These guys are *hard* to beat and it took me a while to develop a decent strategy because it requires good timing. If you want to give it a try, here is what to do. Lure them into an open space and get them to drop a bomb. Toss Pikmin on them and they will fall. Hopefully they will fall far enough away from the bomb and you can swarm them. If they are too close to the bomb, call them back and try again. Honestly, it is just easier to avoid them. Even if they throw a bomb at your Pikmin when they are carrying treasure back, it is likely your Pikmin will be way out of range before the bomb explodes. Bombs also like to drop from the sky here, so watch out for those also. There is one other thing to worry about on this level and that is the gaps in the floor. Olimar and Louie cannot walk on them so they are safe, but if you toss a Pikmin into a gap or over the side, they will be lost forever, so be careful.

Anyway, there are two treasures here. The first is a partially buried gear. Have some reds dig it up and haul it back. The other is a computer part. Take it back and head to the next level.

Sublevel 3

Treasure - Coiled Launcher (Rusty Spring)

Requirement - Any

Weight - 15

70 Pokos

Treasure - Superstrong Stabilizer (Bolt)

Requirement - Any

Weight - 10

60 Pokos

Treasure - Omega Flywheel (Gear)

Requirement - Any

Weight - 20

60 Pokos

Separate and take the reds and clear the enemies. The cannon beetles here are green so their boulders do not follow you. You can use them to kill each other by standing behind one and having the other shoot a boulder at it. One of the green beetles has a bolt to take back to the Pod. There is another partially buried gear you can have the reds dig up and take back to the Pod. The last treasure is a rusty spring. Head to the next level.

Sublevel 4

No treasure here, but there are three white Candypops and a bunch of nectar eggs. There is also an escape geyser if you are not ready to go on. If you are, then proceed to the next hole and dive in.

Sublevel 5

Treasure - Mystic Disc (Clock Face)

Requirement - Any

Weight - 6

75 Pokos

Treasure - Adamantine Girdle (Metal Nut)

Requirement - Any

Weight - 12

70 Pokos

There are a ton of bombs in this level so do yourself a favor and just take Olimar to clear them out. Set off all the bomb rocks and bomb spiders. Then take your Pikmin to get the two treasures, the partially buried clock face and the partially buried nut (metal, not food). Find the hole and dive into the next level.

Sublevel 6

Treasure - Space Wave Receiver (TV Dial Knob)

Requirement - Any

Weight - 10

80 Pokos

Treasure - Vacuum Processor (Computer Part)

Requirement - Any

Weight - 10

100 Pokos

Treasure - Repair Juggernaut (Bolt)

Requirement - Any

Weight - 20

85 Pokos

There is a plethora of hazards here. Lets start by taking the whites and destroying the gas pipes. Next, if you have at least 10 yellows, walk into the area with all the electric beetles and grab the TV dial. This way you do not have to worry about your Pikmin getting zapped while they are carrying it back.

If you do not have enough yellows, kill the electric beetles first.

Next, there will be some fire spiders and one of them has another computer

part. Steal it from him, destroy the spider if you want, and take it back to the Pod. There are also some poison spiders and one of them will have another bolt. Steal his treasure and take it to the Pod. Find the hole to the next level.

Sublevel 7

Treasure - Furious Adhesive (Red Duct Tape)

Requirement - Any

Weight - 10

60 Pokos

Treasure - Thirst Activator (TreeTop Apple Juice Lid)

Requirement - Any

Weight - 20

300 Pokos

Treasure - Indomitable CPU (Computer Part)

Requirement - Any

Weight - 10

100 Pokos

Take out one of the captains alone and set off all the bomb rocks and bomb spiders. In one corner is a roll of red duct tape to take back. In another is a TreeTop Apple Juice lid. Take it, too.

You meet a new enemy here. The Cannon Fish really is not too bad. Even if he blasts your Pikmin it usually only knocks them down, but he can kill a few. Toss Pikmin to his platform and have them swarm him. When he dies he leaves another computer part to take to the Pod. One important thing about this enemy is he does not really die. After he is defeated, he starts regaining life so if you do not take *him* back to the Pod, he will come back in a few minutes. Either take him back right away or immediately head to the next level so you do not have to fight him again.

Sublevel 8

Again, no treasure but there is a lot of other good stuff. First, there are two violet Candypops for purples and two queen Candypops for any color you might need. All these new Pikmin are going to need flowers so it is a good thing that there are a ton of nectar eggs. There is an escape geyser if you are ready to call it quits, or you can be brave and head to the final level.

Note This is the only ONLY place where I have been able to get purple Pikmin after I complete the cave and come back. Most caves the Candypops disappear, but they come back in this one. Remember that item I told you about that has a weight of 1,000 and needs 100 purples? This is the place to get purples if you need them.

Sublevel 9

Treasure - Stellar Orb (Light Bulb)

Requirement - Any

Weight - 5

100 Pokos

The final level in this cave brings an enemy like none other. It is a cross between Beady Long Legs and a tank that shoots lasers. I lost many, many Pikmin developing a strategy for this guy and here it is. First, separate and take the reds. Have the others hide behind the escape geyser (it is the only safe spot where they will not get blasted). Head to the monster and wake him

up. His pattern is walk around, drop twice, shake and blast. You want to catch him on the drops and toss Pikmin on his belly. Try to call them back before he shakes them off so you have time to run. Head for anything sticking out of the ground to act as a shield between you and the lasers. When he finishes shooting, repeat and soon he should be gone. This guy is hard so do not be afraid to reset if he blasts your Pikmin. Remember, caves save at every level so you do not have to go through them again.

Once this thing is dead he leaves a light bulb. Take it back to the Pod and he tells you that he has integrated it into the Solar System, which will make caves brighter from now on.

Find the escape geyser and head back to the Valley of Repose, which you are now officially done with! Take the rest of the day to harvest what Pikmin you can and get ready to take on Awakening Wood tomorrow.

-----10. Cleaning Up Awakening Wood (CAW)-----*

Awakening Wood is one of my favorite areas. There are tons of enemies, pellets, nectar fairies & grass and berries for spray. I like to do the above ground treasure first, same as in the Valley, so I can take advantage of these things and make sure I have a mighty army before I go into the final cave here.

- Day 11 -

Treasure - Healing Cask (Carmex)

Requirement - Yellow

Weight - 6

60 Pokos

Start by harvesting the nearby pellets and bulborbs. Take out some yellows and head down the path that has the two berry flowers. In the next area there is a tall stump with a Carmex container on it. Only yellows can reach it so toss some up there and take it back to the Pod.

The next part of the day is a lot of building and harvesting. Take some blues, whites and reds and go left after the Carmex stump. Defeat a couple of the eye flowers. Earlier you built a bridge here. It is probably destroyed by now by sheargrubs, so defeat them and build the bridge again. Now, go right down a little path here. You should come to some water with a couple of bridges and yellow wollywogs. Take the blues and defeat the wollywogs. Have them start working on the first bridge. Once it is finished, have the whites work on the second bridge because it has gas pipes around it. Once both bridges are done, take the reds over the second bridge. You will meet a burrowing snagret. Just remember to toss Pikmin on his face and he will be dead in no time. He was guarding a wall that leads to the final cave here.

Take down the wall, but do not go in the cave yet. First of all, we still have work above ground and second, if you go in the cave all those enemies you beat will be gone. Take them back to the Onions to build your army. The day is probably about over here so let's move on to the next treasure.

- Day 12 -

Treasure - Air Brake (Badminton Shuttlecock)

Requirement - Blue

Weight - 15

100 Pokos

Take a large group of blues to the area where you were yesterday building bridges. On one side of the water is an elevator block. The other is on the other side of the water. Throw at least 15 Pikmin and Olimar on the block that

is already up (nearest the treasure - check your treasure meter). Take Louie and the other Pikmin to the other block, which should be up now. Throw Pikmin on it until it sinks and the block with Olimar rises. Switch back to Olimar and throw Pikmin up to the shuttlecock. On the way back to the Pod the snagret will be gone but there may be a flower monster. There is also a 20 Pikmin pellet you should get while you are up here.

Oh my goodness! The meter is gray! You have all the above ground treasure here so the last stop is the Snagret hole. Take a mix of Pikmin, except purples and head to the cave where you tore the wall down yesterday.

Snagret Hole

Sublevel 1

Treasure - Leviathan Feather (Small Feather)

Requirement - Any

Weight - 1

10 Pokos

Treasure - Crystallized Telekinesis (Yellow Marble)

Requirement - Any

Weight - 10

120 Pokos

Separate and take the reds into battle. You start with some sheagrubs, no problem. The problem is in the orange bulbox, which you must kill because he has a treasure, the marble. Try to get behind him before he wakes up so he does not have time to munch your Pikmin.

Find the next level hole but do not dive in yet. Nearby there should be a small feather and it is treasure, so take it back too. Once it is there, then dive in.

Sublevel 2

Treasure - Taste Sensation (Triangle Sushi)

Requirement - Any

Weight - 15

40 Pokos

Treasure - Combustion Berry (Strawberry)

Requirement - Any

Weight - 12

190 Pokos

This level can either be very tricky or very easy, depending on how your map is set up. Two treasures here, the strawberry and the sushi, are in plain sight. Getting to them is another story. If you are lucky, you will not have to cross the bridges. In this case, take the reds out to clear the enemies and just grab the treasures.

If one or both of your treasures are on the other side of the bridge, my suggestion is to throw, rather than walk them across. Throw them to the island in the middle and then to the other side. It is much easier. Either way, once you have the treasure, head to the next level.

Sublevel 3

Treasure - Meat Satchel (Hot Dog)

Requirement - Any

Weight -

40 Pokos

Well, you could not expect to go into a cave called the "Snagret Hole" without meeting a snagret or two! Good news is only one of them has treasure and by now you should be snagret-killing machines! Watch your meter to find out which one and defeat him for the hot dog. Behind one of the walls is a white Candytop so get some white Pikmin before you go to the next level.

Sublevel 4

Treasure - Crystallized Telepathy (Red Marble)

Requirement - Any

Weight - 10

120 Pokos

Treasure - Cupid's Grenade (Cherry)

Requirement - Any

Weight - 3

20 Pokos

Treasure - Heavy-Duty Magnetizer (Magnet)

Requirement - Any

Weight - 10

150 Pokos

Start this level by taking the yellows to destroy the electric fences. Take the reds to clean up the monsters. Watch out for the blowhogs because they are watery, not fiery. Also, use the cannon beetles to kill each other. One has the magnet. The cherry and the red marble are in plain view so take them back once you have killed all the enemies. Head to the next level.

Sublevel 5

Treasure - Emperor Whistle (Whistle)

Requirement - Any

Weight - 15

75 Pokos

Treasure - Crystallized Clairvoyance (Blue Marble)

Requirement - Any

Weight - 10

120 Pokos

When you land on this level you will notice your treasure meter going crazy and it has a purple cloud around it. That does not mean poison. That means you have a supersonic spider to beat. It is a regular spider only he sends off purple confusion rays. He is harmless to Olimar and Louie and the only thing he does to the Pikmin is confuse them for a moment. They will not answer your whistle when they are confused, but when the spider jumps away you can call them back. The hard part is that this guy is fast. You have to toss Pikmin onto his back as soon as he lands and you can swarm him and kill him easily. If you are not fast enough, he will jump away. When you do finally defeat him, he leaves a whistle to take back to the Pod.

The other thing to notice in this level is that dwarf orange bulborbs are falling from the sky. One of them has the blue marble when you defeat him. Take it back and find the hole to the next level.

Sublevel 6

Treasure - Stupendous Lens (Magnifying Glass)

Requirement - Any

Weight - 10

120 Pokos

Treasure - Salivatrix (Dannon Yogurt Lid)

Requirement - Any

Weight - 20

30 Pokos

Treasure - Triple Sugar Threat (Sugar Candy on a Stick?)

Requirement - Any

Weight - 6

60 Pokos

Treasure - Science Project (Four-Leaf Clover)

Requirement - Any

Weight - 1

20 Pokos

*A note about this level:

If you need to get Pikmin across a large area of water, hug the walls using C-Stick. This way they will not fall in and drown.

This is another tricky level that depends on the layout you get. The first thing you notice is your meter going spastic again, so you know you have another supersonic spider to defeat. Once that is done, look around. You are probably going to have to go through water. Fortunately, there are a bunch of blue Candypops if you need extra blue Pikmin (you need at least 20).

A dwarf bulborb holds the magnifying glass (he falls from the sky). Kill him and take the treasure. The yogurt lid will be in plain view. For the last, you will have to fight another pair of snagrets. One of them holds what I think is an ice cream treat, but that is open for interpretation. The final treasure on this level is a four-leaf clover and you will need to break a wall down to get to it. Head to the final level, if you please!

Sublevel 7

Treasure - Justice Alloy (Another Robot Half)

Requirement - Any

Weight - 20

100 Pokos

Of course the final boss here is a snagret, but this is the mother of all snagrets. He is bigger, badder and a lot tougher. Plus, he has a new trick. Besides just trying to munch your Pikmin, this snagret also jumps around and tries to stomp your Pikmin. You can use the same snagret strategy here if you want, or you can try to poison him with white Pikmin. It is your choice. Once he is dead, he leaves another robot half. Take this back to the Pod and he integrates it into your current suit to make you even more damage-resistant. Before you take the escape geyser out of here, check behind the walls for two queen Candypops. Use them to make up for some of the Pikmin you lost.

-----11. Repaying the Debt (RPD)-----*

The Snagret Hole should have put you over the 10,000 Poko mark. You will not be able to harvest any the rest of the day. The Pod immediately blasts you off to return to Planet Hocotate.

One small problem remains. When Olimar turns around to look back at Planet Pikmin and reflect on his adventure he notices Louie is missing. Schwoops. Watch the credits roll for a glimpse of what happened. Turns out Louie fell asleep in a tree and the Pod blasted off without him. When the menu prompts, resume the expedition and watch the cut-scene of when Olimar returns to Hocotate Freight.

The President is very upset that Louie is missing and he decides to return to Planet Pikmin with Olimar to help rescue Louie and get even more treasure. The President is controlled the same way Louie was, so there is nothing new to learn there.

If you really want to know, Louie is in the Wistful Wild, the new area that opens up, in the Dream Den. I am not going there for a while, but you can

skip ahead if you want to rescue him right away. I will be cleaning up the Perplexing Pool for now.

-----12. Cleaning Up the Perplexing Pool (CPP)-----*

You will notice when you land (and the Pod makes sure you notice as well) that your ship is now gold plated! Talk about bling-bling. The Pod warns you not to endanger the President, but remember he is there to work just like you are.

- Day 13 -

Treasure - Onion Replica (Onion Bulb)

Requirement - White

Weight - 20

30 Pokos

Treasure - Aquatic Mine (Cherry Bomb)

Rewuirement - Blue

Weight - 3

80 Pokos

You will notice that the Perplexing Pool is surrounded in water, so start by taking out some blues with one of your captains. Head to the left of the landing site and kill the fish in the stream. There is a wall in the water, so tear it down. It is a hard wall, so it could take a while. In the meantime, switch to your other captain and take out some whites. Look over the edge of the high wall and you will see a round flat area. Throw the whites over the edge and then go around and lead them to the round area. Be careful not to drown any. They will dig up an onion bulb, but obviously do not have them carry it back. Instead, switch back to Olimar and have him snag some of the blues (which should be done with the wall by now) and have them carry it back. Take the rest of the blues further into the pool.

You will meet some yellow wollywogs. Defeat them and in the next area you will come to a new enemy. He is round, flat and pink. He has a bulb sticking out from his back and throwing Pikmin onto this is the *only* way to hurt him. Once he is defeated, he leaves behind the cherry bomb. Take it back to the Pod.

Take out some yellows now. In the area where you just got the cherry bomb there is a bridge for your blues to build and an electric fence, so you need the yellows to tear it down. But they cannot go through the water. On the left side of this pool there is a narrow walkway. *Carefully* guide your yellows (use the throw method or guide them with the C-Stick) over the walkway and have them start working on the fence. It could take a while also, so while they are doing that harvest some Pikmin, but leave some blues near the fence with the yellows and one of the captains.

Once the electric fence is down, take the blues in there and have them destroy the crack to open a new cave and drain the water in this area. Your day should be about over here, so lets go on to the next day.

- Day 14 -

Treasure - Optical Illustration (Ragu Sauce Lid)

Requirement - Yellow & Blue

Weight - 15

140 Pokos

You have some more construction work to do so take some yellows and blues and follow the path towards the Citadel of Spiders, keeping to the right. You will see a bridge and a yellow wollywog in the water. Take the wollywog out

and then build the bridge. Once the bridge is done, take the yellows across the bridge and in the large area, throw them over the low wall to the other side. Call them with your whistle to take control of them and then walk around to the electric gate. Guide them to the gate with C-Stick and have them tear it down. Once it is down, take the blues in the area and you will see a Ragu sauce lid. Take it back to the Pod.

If you have any time left in the day, harvest some Pikmin. Remember, we need a big army for the caves here!

- Day 15 -

Treasure - Massage Girdle (Metal Nut)

Requirement - Blue

Weight - 20

100 Pokos

The project for today is tricky beyond belief! Take a bunch of blues and take the same path as yesterday, only bypassing the area where the Ragu lid was. You should come to a wall in the stream, so tear it down. In the next area are a couple of Pikmin-grabbin crabs. Kill them because they will get in your way. Same with the fish and the blowfish in the sky. Now, here is the fun part. You should see a series of elevator blocks. Face them and separate the captains. Have one captain take control of the Pikmin and throw them on the highest ledge (not the elevator blocks). Now throw one Pikmin on the far right block. It will sink low enough to have the captain with no Pikmin step on it.

Pikmin captain should now throw one Pikmin each on the middle blocks. The end block will rise and the captain on the blocks can step to the next one. Switch back to the Pikmin captain and have him throw one Pikmin each on the far left block and the one next to it (see the pattern yet?). The block captain will rise again and be able to move to the next block. Switch back to the Pikmin captain and call all the Pikmin off. The block captain will rise again and be able to move to the last block. To get the last block all the way up, switch to the Pikmin captain and throw a Pikmin on the right center block. Block captain will rise to the ledge and be rejoined with the Pikmin you threw up there! In this area is a metal nut. Throw 20 Pikmin on the ledge and take it back to the Pod.

If you have any time left after solving that puzzle, congratulations! Harvest some Pikmin and get ready for the next day.

- Day 15 -

Treasure - Fortified Delicacy (Hermit Crab Shell?)

Requirement - White

Weight - 20

60 Pokos

Day 15 brings the final above ground treasure in the Pool. In the area with the flat bulb monster there is a spot where your meter will go off but nothing is there. Take some white Pikmin and they will dig up a questionable shell. It looks like a hermit crab shell or a snail shell but the inside looks like coconut. I do not know what it is but I do know it is treasure, so take it back to the Pod.

The first cave I explore after this is the Submerged Castle. It is farthest away. Take 100 blue Pikmin to the area where you had to solve the elevator block puzzle. There is a hole here, so dive in.

Submerged Castle

Sublevel 1

Treasure - Pastry Wheel (White Donut)

Requirement - Any

Weight - 10

35 Pokos

Treasure - Diet Doomer (Pink Truffle)

Requirement - Any

Weight - 5

25 Pokos

Treasure - Bug Bait (Melba Toast)

Requirement - Any

Weight - 5

15 Pokos

It looks bad, I know. Fire everywhere and all you have is 10 blue. It looks bad, but it is completely do-able. Timing is the key in this cave. Although it is advisable to have reds destroy fire geysers, blue can do it too. Just make sure they swarm it fast enough and call them back if they get toasty.

The first treasure should be in plain view. It looks like a roller skate wheel to me, but apparently it is a donut. Take it back to the Pod. The second is also in plain view and it is a pink truffle. Take it back, too. At about this time you will see a scene where two metal things drop from the sky and a clear entity jumps on them. The Pod tells you he has no idea what it is but you cannot hurt it now. He says if you can get it to take shape you could defeat it. Keep that in mind for now but avoid him like the plague.

Even though he is clear, he can still roll over you and inflict a lot of damage. What I would do is find a safe spot for your Pikmin and take Olimar out alone. Lure the clear roller to the Fiery Bulbax and have him roll him over. Lure him to the other side of the level and switch to President. Quickly grab the melba toast that the bulbax left behind and get it to the Pod before the clear roller comes back. Quickly get to the hole to the next level now.

Sublevel 2

Treasure - Confection Hoop (Tall Donut?)

Requirement - Any

Weight - 20

60 Pokos

Treasure - Comfort Cookie (Checkerboard Cookie)

Requirement - Any

Weight - 4

10 Pokos

Treasure - Chocolate Cushion (Chocolate Iced Donut)

Requirement - Any

Weight - 10

40 Pokos

Yes, the clear roller will be on every level in this cave. He might not appear right away, but listen and you will hear when he makes his appearance. First in this level are a few walls to tear down. I would avoid the bomb droppers. There is also a bulbmin if you have less than 100 Pikmin. In one area there is a large cracked dome. Destroy it because it has the exit hole for this level. Do not dive in just yet, though. Nearby on a ledge is another treasure. It is either a very round donut or a squishy wheel, I do not know.

In any case, toss Pikmin on the ledge and take it back to the Pod.

Near the Pod is a square checkerboard cookie. Take it back to the Pod, also. Past one of the walls is a canal and a really steep wall with a small

hole at the top. Go up this wall and into the pipe. Follow the pipe around and down the slide to the chocolate donut. Hopefully you can get this back to the Pod before the roller comes. When you do, make a dash for the hole you opened earlier and head to the next level.

Sublevel 3

Treasure - Succulent Mattress (Large Checkerboard Cookie)

Requirement - Any

Weight - 8

50 Pokos

Treasure - Activity Arouser (Wilson Tennis Ball Lid)

Requirement - Any

Weight - 15

100 Pokos

Treasure - Compelling Cookie (Shell Shaped Cookie)

Requirement - Any

Weight - 3

10 Pokos

There are electric fences but you do not have any yellow Pikmin. Remember the bulbmin? There is another group on this level and they are electricity-proof. I would not bother wasting time with the electric fences, though. Just try to get the treasure out as fast as you can before the clear roller comes.

There is another large checkerboard cookie in plain view. To get the tennis ball lid you have to defeat that really annoying monster that blows the Pikmins leaves off. A wall blocks the way to the third treasure - a shell shaped cookie. Take it back to the Pod and then find the cracked dome and break it to get to the next level. You may have to break another wall just to get to it, so work quickly!

Sublevel 4

Treasure - Proton AA (Duracell AA Battery)

Requirement - Any

Weight - 6

90 Pokos

Treasure - Drone Supplies (Deviled Ham)

Requirement - Any

Weight - 15

130 Pokos

Treasure - Pale Passion (White Truffle)

Requirement - Any

Weight - 5

25 Pokos

There are some gas pipes here. Bulbmin will make short work of them. There are also a lot of walls. Tear them down and behind one of them is another battery for the Pod. Behind another wall is a can of deviled ham. Gross, but take it to the Pod anyway. There is a yellow bug running around. Toss Pikmin onto his back to flip him and he releases a white truffle for the third treasure on this level. Take it back to the Pod and find the dome here. Crack it and dive into the final level.

Sublevel 5

Treasure - Professional Noisemaker (Megaphone)

Requirement - Any

Weight - 15

100 Pokos

The final fight is, of course, with the clear roller. It is no coincidence that there are violet Candypops here. You need purple Pikmin to fight this guy. Throw any bulbmin you have into the Candypops and if you need to, Pikmin until you have the 10 purples. Take them into the arena and the roller will appear. For some reason, purple Pikmin force him to take the physical form you need to attack him. Toss purples on him and he will freeze and turn purple. Keep attacking him like this and his roller will be destroyed.

Phase two involves him running around like a chicken with its head cut off. He will pause every few seconds to catch his breath. That is your chance to throw more purples on him and take him down the same way.

When he is defeated, he leaves behind a megaphone, which the Pod uses it to power up your whistle. Now instead of plucking Pikmin from the ground, just blow your whistle and they will leap out of the ground! This is a real time saver. Say goodbye to your bulbmin and head to the escape geyser.

The day should only be about half over so you have plenty of time for another cave. Take a mix of Pikmin (except purple) to the area where you drained the pool and head to the Shower Room.

Shower Room

Sublevel 1

Treasure - Merciless Extractor (Orange Juicer)

Requirement - Any

Weight - 20

90 Pokos

Be careful in this cave because boulders like to fall from the sky. Start with the yellows tearing down the electric fences to make travel safe for the other Pikmin. Send in the reds to take out the enemies and grab the orange juicer. That is the only treasure on this level, so head to the next once it is with the Pod.

Sublevel 2

Treasure - Durable Energy Cell (Duracell C Battery)

Requirement - Any

Weight - 15

160 Pokos

Treasure - Sud Generator (Bar of Soap)

Requirement - Any

Weight - 20

60 Pokos

Avoid the boulders again and take your reds into battle with some bulborbs and an orange bulbax. The two treasures on this level are another battery and a bar of soap. Take them back to the Pod. You might have a wall blocking the hole, so tear it down and head to the next level.

Sublevel 3

Treasure - Vorpall Platter (Pudding Can Lid)

Requirement - Any

Weight - 12

60 Pokos

Treasure - Mirrored Stage (Powder Compact)

Requirement - Any

Weight - 20
140 Pokos
Treasure - Scrumptious Shell (Half a Clam Shell)
Requirement - Blue
Weight - 10
60 Pokos

There are more of those floating jellyfish here that suck up your Pikmin. Remember that once you defeat them, they release your Pikmin, so they are basically harmless. There is a larger version of this guy and he also sucks up your captains, so watch out for him. Defeat him because when you do, he releases a powder compact also.

The pudding can lid will be in plain view, but the clam shell is another story. There is a hidden niche in the wall near some water. Take some blues there and get it out. It may take some c-stick maneuvering because the shell can be pretty far back, but once you get it out and take it back to the Pod, head to the next level.

Sublevel 4
Treasure - Arboreal Frippery (Plant Leaf)
Requirement - Any
Weight - 1
10 Pokos

The only treasure in this level is a plant leaf (I am not going to speculate on what *kind* of plant) and it is hidden in a pipe. There is slime on the floor of part of this level and it looks like water, but it will not hurt your Pikmin. The only other thing of note on this level are two queen Candypops so you can replace any color lost Pikmin. Do not forget to pluck them before you go to the next level. If you are not ready, there is also an escape geyser you can leave by.

Sublevel 5
Treasure - Broken Food Master (Frying Pan)
Requirement - Any
Weight - 20
90 Pokos
Treasure - Pondering Emblem (YooHoo Bottle Cap)
Requirement - Any
Weight - 4
100 Pokos

Treasure - Endless Repository (Sardine Can)
Requirement - Blue
Weight - 20
130 Pokos

Clean up the fire geysers and the enemies in this area. There are a bunch of those floating blowers, so watch out. They will blow your Pikmin down and then the wollywogs will smash them. The first two treasures are in plain sight. The frying pan and the YooHoo cap should be no problem getting back to the Pod. For the third, find a slant and walk up it. Switch to the overhead view and between the bars of the grate you will see the third treasure. Toss 20 blues in there and they will carry the sardine can back to the Pod. Check out the violet Candypop before you head to the next level.

Sublevel 6
Treasure - Abstract Masterpiece (Snapple Cap)

Requirement - Any

Weight - 6

30 Pokos

Treasure - Rubber Ugly (Rubber Ducky)

Requirement - Any

Weight - 8

90 Pokos

Treasure - Behemoth Jaw (Teeth Mold)

Requirement - Blue

Weight - 20

100 Pokos

There are a few fartbugs here and some poison spiders. Avoid them, except if they try to steal your treasure. The Snapple cap should be right in the open so grab it before the spiders do and take it to the Pod. Down the hall with the pipes, inside one of the pipes should be the rubber ducky. Take it and run, also. The last treasure here is in another niche in the wall in some water. It is a set of teeth so take your blues in there to take it out of the water and back to the Pod. Find the hole to the next level but before you leave, check out the white Candypop and get some new white Pikmin.

Sublevel 7

Treasure - (Speaker)

Requirement - Any

Weight - 20

Pokos

I absolutely **hate** this boss. Remember from the perplexing pool, the guy you had to chase and toss Pikmin onto the bulb growing from his back? He was not too bad, he moved pretty slowly. This boss is a large version of him and he is super fast. He is hard to get behind to get to his bulb and he munches your Pikmin. When he pauses to munch, run around and toss Pikmin onto his bulb. Try to call them back before he shakes them off and repeat. He is bound to munch a few, but try to keep it to a minimum.

Alternate strategy from nintendoguy

"Well the strategy I've found most useful is this: the Ranging Bloyster only hones in on the captain you're using. If you're using Olimar, his eyes or whatever will turn red. If Louie or the President, it turns blue. If you have Olimar with 5 Pikmin and Louie with 5 or 10 with Olimar and 10 with Louie, or 15 with Olimar and 0 with Louie, it doesn't matter. What you do is go around to the side of the arena, and bust the gate but keep one captain on the other side away from the gate that's being busted down. When gate is down, switch to Olimar (the one the Ranging Bloyster is homing on) and take his Pikmin and go around. Switch to Louie and go to the opposite side of the arena away from the Bloyster. The Bloyster will become confused for about 1 second and a half then home on Louie. Once the Bloyster is near Louie and before he can eat the Pikmin, switch to Olimar and go into the arena. The Bloyster will go after Olimar. Then when the Bloyster is almost at Olimar, switch to Louie. When he homes on Louie, go to Olimar and throw Pikmin on the bulb thingy when he's confused. Before the confusion stops, switch to Louie. When he's almost at Louie, switch to Olimar. Use Louie to hit his bulb thingy. Do the process over and over until he's dead."

He leaves behind a speaker, which the Pod integrates into your whistle to make the range wider.

You probably have time for another cave, but I would rather spend what is left of this day harvesting and making up for the Pikmin lost in the last two caves.

- Day 16 -

One more cave to go in the Perplexing Pool. Take a mix of Pikmin to the path towards the Submerged Castle, only stay right this time. You will come to a series of circular stumps and on one of them is an electric fence. Set your yellows to work on it and when it is down, you now have access to the Glutton's Kitchen.

Glutton's Kitchen

Sublevel 1

Treasure - Master's Instrument (Oil Pastel)

Requirement - Any

Weight - 4

30 Pokos

The first level is swarming with bulborbs. Take them out and then look for a sandbox. Inside will be an oil pastel crayon. Throw your Pikmin in and they will grab it and go up the ramp and take it back to the Pod. That is all she wrote for this level, so head to the hole and go down.

Sublevel 2

Treasure - Imperative Cookie (Chocolate Swirl Cookie)

Requirement - Any

Weight - 5

25 Pokos

Treasure - Massive Lid (YooHoo Cola Bottle Cap)

Requirement - Yellow

Weight - 4

100 Pokos

Meet the breadbug. Those are the things dragging stuff back to their holes. Personally, I would avoid them because they are harmless. They can grab your treasure, though and if that happens and they take it into their hole, you have to defeat them to get your treasure back. The strategy is to toss Pikmin onto their back and they will take damage and roll over. It is kind of hard to time it well, but once you get it down it is easy.

The first treasure on this level is a chocolate swirl cookie. Grab it before the breadbugs do. The other is high on a yellow roof. You need yellows to reach it. Toss them up there and take the bottle cap back to the Pod. Find the hole and dive to the next level.

Sublevel 3

Treasure - Director of Destiny (Compass)

Requirement - Any

Weight - 20

100 Pokos

Treasure - Harmonic Synthesizer (Red & Blue Wood Thing?)

Requirement - Any

Weight - 10

120 Pokos

If you do not have any yellows, throw some Pikmin into the yellow Candy Pop near the Pod. They are needed to take out the electric barriers and enemies. Both of the treasures are in plain view, but there are breadbugs here and they will snatch them up if you do not work quickly. You are looking for a compass and a red and blue wooden thing that I have no idea what it really is. Take them to the Pod and head to the next level.

Sublevel 4

Treasure - Happiness Emblem (Squirt Bottle Cap)

Requirement - Any

Weight - 4

100 Pokos

Treasure - White Goodness (White Chocolate Truffle)

Requirement - Any

Weight - 8

60 Pokos

Treasure - Invigorator (Coffee Mug)

Requirement - Any

Weight - 20

130 Pokos

There is a large spotty bulbear to defeat. Watch out for his underlings because they can be just as dangerous. When he is dead he pops out a bottle cap. Take it back to the Pod before the breadbugs get it. The white chocolate truffle should be in plain sight as well as the coffee mug but one of them might be on a roof. Take them back to the Pod and find the hole to the next level.

Sublevel 5

Treasure - Boom Cone (Party Hat)

Requirement - Any

Weight - 10

100 Pokos

Treasure - Sulking Antenna (TV Rabbit Ears)

Requirement - Any

Weight - 35

150 Pokos

There is another swarm of bulborbs here, but there are also three cannon beetles. Take Olimar alone (no Pikmin) and have the cannon beetles take out the bulborbs with the boulders. Then bring in the Pikmin and take out the cannon beetles. The two treasures here are in plain view, the birthday hat and the rabbit ears. Before you leave find the violet Candypop and harvest some purple Pikmin. You will need them for the final boss. Find the hole and dive to the final level.

Sublevel 6

Treasure - Dream Material (Eraser)

Requirement - Purple

Weight - 10

100 Pokos

Treasure - Sweet Dreamer (Iced Pink Donut)

Requirement - Any

Weight - 10

40 Pokos

Treasure - Hideous Victual (Fried Egg)

Requirement - Any

Weight - 10

100 Pokos

Treasure - Meat of Champions (Canadian Bacon)

Requirement - Any

Weight - 10

35 Pokos

The final boss here is a giant breadbug. He is massive, but the same strategy for defeating him applies. Only this time, you need those purple

Pikmin you harvested on the last level. Once he is defeated he leaves an eraser. The Pod integrates it into your spacesuit and it makes you invincible to electricity!

The treasure hunting is not over yet, though and you will probably have to defeat the smaller breadbugs to claim the rest of your treasure. This is the kitchen, so the rest are food items. Once you defeat the breadbugs, a pink donut, a fried egg and a slice of Canadian bacon pop out of the plate in the center. Take them back to the Pod and then find the escape geyser and head out.

Say good-bye to the Perplexing Pool. Any last minute harvesting, plucking, flowering, do it now. Tomorrow we are taking on the Wistful Wild.

-----13. Taking on the Wistful Wild (TWW)-----*

Since this is the final area it would make sense that it is the most difficult. Get ready for a challenge like none other!

- Day 17 -

Treasure - Doomsday Apparatus (Barbell)

Requirement - Purple

Weight - 1,000

3,000 Pokos

Treasure - Conifer Spire (Pinecone)

Requirement - Any

Weight - 7

15 Pokos

Your first treasure here is just outside the landing site to the right. There is a barbell on a small hill and it is heavy. It has a weight of 1,000 and needs 100 purple Pikmin to carry it. If you do not have enough purples, remember Subterranean Complex, Sublevel 8 is the only place I have seen violet Candypops reappear after you finish the cave and there are three of them. When you do have the purples, take them to the barbell and take it back to the Pod. Remember, purples are slow so be patient with them.

Take a swarm of blues to do the first leg of exploring here. Head to the right after you leave the landing site. There may be some bulborbs to defeat. To the right is a barbell. This is the treasure I have been telling you to save your purple Pikmin for. You might not have 100 purples yet, but there are three more caves in this area. Keep going and you will come to a hermit crab thing. Defeat him and then take down the wall behind him. Past the wall to the left is a crack in the water. Attack it and the water will drain in this area.

Phase two involves yellow Pikmin. Take them to the area you just drained and have them take down the electric wall. Behind the wall is a green cannon beetle and your first treasure, a pinecone. Defeat the beetle and take the pinecone back to the Pod. Harvest the rest of the day and get ready for the next day.

- Day 18 -

Treasure - Armored Nut (Acorn)

Requirement - Any

Weight - 4

60 Pokos

Take some whites and reds past the area where you got the pinecone yesterday. You will meet a hovering blowfish and three eye flowers. One of the eye flowers has another treasure. Defeat him and he pops out the acorn.

Take it back to the Pod and have the whites start working on the poison wall. Once it is down, walk them around to the poison wall on the other side and have them work on that while your reds build the bridge and defeat the enemies. By the time the wall is down, the day should be about over.

- Day 19 -

Treasure - Seed of Greed (Filbert Nut)

Requirement - Any

Weight - 10

70 Pokos

Treasure - Anti-hiccup Fungus (Toadstool)

Requirement - Any

Weight - 5

30 Pokos

Take out a pack of reds and head to the bridge you built yesterday. Past the second wall the whites took down are some sleeping bulbaxes. Defeat them because one of them has a treasure. Take the he leaves back to the Pod and head to the next area. There is a toadstool to take back to the Pod. You now have all the above ground treasure in this area, so it is time to go into the caves. Near the landing site is a small cove with a red cannon beetle. Defeat him and take a mix of Pikmin into the Cavern of Chaos

Cavern of Chaos

Sublevel 1

Treasure - Enamel Buster (Cupcake)

Requirement - Any

Weight - 8

60 Pokos

Treasure - Mirth Sphere (Blue Marble)

Requirement - Any

Weight - 1

85 Pokos

Lots of bombers on this level to avoid, and falling bombs too. Have your yellows take out the electric barriers and then bring in the reds to haul the goods. I would not bother attacking the bombers because even if they do drop a bomb on you, your Pikmin will be way out of range before it explodes. You are looking for a blue marble and a cupcake on this level and then you are looking for the hole to the next level.

Sublevel 2

Treasure - Essence of Despair (Green Gem)

Requirement - Red

Weight -

80 Pokos

Treasure - Frosty Bauble (Blue Ring)

Requirement - Red

Weight - 5

100 Pokos

Treasure - Gemstar Wife (Pink Star Ring)

Requirement - Red

Weight - 5

100 Pokos

It is a party for your reds down here! There are three fiery bulbaxes here and all of them have a treasure. Sneak up on them while they are still sleeping and rapidly toss Pikmin on their backs. If you have enough Pikmin and you are fast enough, they will not even have time to munch any Pikmin. One

leaves behind a green gem, one leaves a blue ring and one leaves a pink star ring. Take them back to the Pod and head to the next level.

Sublevel 3

Treasure - Infernal Vegetable (Green Bell Pepper)

Requirement - Any

Weight - 12

30 Pokos

Treasure - Child of the Earth (Potato)

Requirement - White

Weight - 15

40 Pokos

Lots of killing to do here. Clear out the enemies with the reds and haul back the bell pepper to the Pod. The potato is buried so you will need the whites. Once your meter gets into the blue, they will start digging. Once it is up take it back to the Pod and then find the hole to the next level.

Sublevel 4

Treasure - Milk Tub (Creamer Container)

Requirement - Any

Weight - 4

60 Pokos

Treasure - Mysterious Remains (Lobster Claw)

Requirement - Any

Weight - 8

150 Pokos

Break down a nearby wall to gain access to the first treasure on this level. Take the creamer container back to the Pod. Next is taking on the Emperor Bulbaxes. We have not seen them in a while, but just remember to rapidly toss Pikmin onto his face as fast as possible and he will not have time to munch. Only one has the lobster claw, so wait until you see your treasure gage go to blue and attack that one. Avoid the other. Take the claw back to the Pod and head to the next level.

Sublevel 5

No treasure here, but there are lots of Candypops. Plan wisely with the queen Candypop. Also be sure you hit the white one and for sure the violet. There are some beetles that when you flip them, they give you nectar to flower up your new Pikmin. There is an escape geyser if you want to leave and the exit to the next level. Take your pick.

Sublevel 6

Treasure - Priceless Pearl (Pearl Earring)

Requirement - Any

Weight - 5

100 Pokos

Treasure - Growshroom (Mushroom)

Requirement - Blue

Weight - 5

50 Pokos

There are some wollywogs here and one of them has your first treasure. Defeat him and take the pearl earring back to the Pod. One of your treasures may be in some water. In this case, take the blues to it. For me it was another mushroom and it was pretty easy to get back to the Pod and get to the next level.

Sublevel 7

Treasure - Fuel Reservoir (Duracell 9V Battery)

Requirement - White

Weight - 8

120 Pokos

Treasure - Impenetrable Cookie (Chocolate Shell Cookie)

Requirement - Any

Weight - 8

25 Pokos

Have the reds take down the enemies and the walls. Then bring in the whites to clear the gas pipes. Behind some of the pipes is the battery. Have the whites take it back to the Pod and take the reds to the next area. You will see one of those giant floating blowfish and he has a treasure. Defeat him to get the chocolate shell cookie. Find some nectar before you leave to the next level.

Sublevel 8

Treasure - Fruit Guard (TreeTop Apple Juice Can)

Requirement - Any

Weight - 15

130 Pokos

The swarms of bulborbs are not your biggest problem here. The two fish missile launchers are your biggest problem but you can use them to your advantage. Just like you have used cannon beetles before to take out enemies, you can do it with fish missile launchers also (and they will also take each other out. It seems like a big task taking out all the bulborbs, and in actuality you do not have to. There is only one treasure on this level so find the room it is in and take those out and the ones in the path back to the Pod.

If you are feeling particularly nasty you can take them all out (and I have...once) but in the long run, it does not make much difference. Once you find the apple juice can and the path is clear, take it back to the Pod and then take Olimar alone to the hole to the next level to avoid Pikmin munching.

Sublevel 9

Treasure - Maternal Sculpture (Baby Bottle Top)

Requirement - Any

Weight - 15

55 Pokos

Treasure - Wiggle Noggin (Cat Bobble Head)

Requirement - White

Weight - 15

85 Pokos

Have your whites take out the gas pipes here and avoid the bombers. One of the treasures is probably behind the gas pipes and for me it was the bobble head. Take it back to the Pod and in another nearby room there should be the baby bottle top. Take it back also and get ready for the final level.

Sublevel 10

Treasure - Silencer (Baby Doll Head)

Requirement - Any

Weight - 20

670 Pokos

This boss is really not too hard to beat. Take your reds in and wait for him to fall. When he spots you he will roll into a ball and try to squish your

Pikmin. Lure him to a wall and move just before he squishes you. He will hit the wall and uncurl. Now is your chance to attack him! Toss Pikmin onto his stomach but watch out for the falling boulders. A couple of rounds of this and he is history, leaving behind a grotesque baby doll head. Take it and his carcass back to the Pod and then find the escape geyser and head back to the surface.

Harvest for the rest of the day to make up for lost Pikmin and get ready for the next challenge.

- Day 20 -

Go to the area just after you destroyed the electric fence and the green cannon beetle. Go up the little ramp and it drops you off at the next cave. Get ready for the Hole of Heroes. You will need to be a hero to conquer this challenge! Take a good mix of Pikmin and head on in.

Hole of Heroes

Sublevel 1

Treasure - Corpulent Nut (Acorn)

Requirement - Any

Weight - 8

80 Pokos

There are a lot of enemies on the first level of this cave, but it is nothing you have not seen before. There are some sheargrubs, bulborbs and the worst here is the flower monsters. Destroy them and you will be able to grab the acorn and take it back to the Pod in peace. Jump to the next level.

Sublevel 2

Treasure - Essence of True Love (Blue Square Gem)

Requirement - White

Weight - 8

60 Pokos

Your gage will go crazy, indicating a supersonic spider here. You will probably have to kill him because he will be blocking the treasure so any time you send Pikmin in to get it, he will confuse them. Once he is defeated, take down the wall and send in the whites to dig. You will uncover a blue square gem. Take it back and then take some Pikmin to the exit to tear down the wall. Continue on to the next level.

Sublevel 3

Treasure - Love Sphere (Yellow Marble)

Requirement - Any

Weight - 1

85 Pokos

There are a lot of walls on this level and a lot of the blowfish trying to knock you off the walls. The only treasure you are looking for is behind one of the walls and it is a yellow marble. It only takes one Pikmin to carry back so take it back to the Pod and go to the next level.

Sublevel 4

Treasure - Lustrous Element (Gold Coin)

Requirement - Any

Weight - 10

1,000 Pokos

There are a couple of snagrets on this level but you only need to kill the big one. It is a little hard because of the sloping floor so if you are not confident in your red Pikmin throwing skills, take some whites in and let him munch them and he will die that way. However you kill him, he leaves behind a gold coin. Take it back to the Pod and find the hole to the next level.

Sublevel 5

This is your first rest stop in this cave. There is a queen Candypop to replace some Pikmin and there are a ton of nectar fairies and beetles. Flower up your Pikmin if you are ready to go on to the next level. If not, take the escape geyser out of here.

Sublevel 6

Treasure - Nutrient Silo (Skippy Peanut Butter)

Requirement - Blue

Weight - 15

130 Pokos

This is a watery level so you need blues. Fortunately, there are some blue Candypops. You need at least 15 to carry the peanut butter so if you are low on blues you should kill the enemies by hand so you make sure you have enough to get it back to the Pod. Once the peanut butter is safely stored, take the blues across the water to break open the hole to the next level.

Sublevel 7

Treasure - Joyless Jewel (Green Heart Ring)

Requirement - Any

Weight - 5

100 Pokos

Remember the big, spinning flat boss from the Perplexing Pool? He is back and faster than ever. He is a muncher so you can sacrifice some whites to poison him. Otherwise, aim for the bulb on his back and fire away. When he dies he melts into the ground, leaving behind a green ring. Take it back to the Pod and then find the wall with the hole behind it. The other walls are useless, so head to the next level.

Sublevel 8

You have another rest stop here. There is a queen Candypop and also some red Candypops, if you need some more fighters. You should also see some bulbmin, which are always useful. Another escape geyser awaits the faint of heart. All others, dive into the next level.

Sublevel 9

Treasure - Dimensional Slicer (Bottle Opener)

Requirement - Red

Weight - 8

100 Pokos

The only bulbax you need to worry about here is the fiery one. Take the reds and tiptoe around the others and avoid them if you can. When you defeat the fiery bulbax he leaves behind a bottle opener. Take it back to the Pod and carefully find the hole to the next level.

Sublevel 10

Treasure - Treasured Gyro Block (White Nintendo Block)

Requirement - Any

Weight - 5

80 Pokos

There are two emperor bulbaxes, but only one of them has the treasure you need so focus on him. He has a new attack, though. Right before he dies he roars and it has the same effect on your Pikmin as the bugs that make them go crazy. Call them back and finish the attack. Once he is dead, he leaves a white Nintendo Block. Take it back to the Pod and run to the hole to the next level.

Sublevel 11

Treasure - Favorite Gyro Block (Blue Nintendo Block)

Requirement - Any

Weight - 5

80 Pokos

Empress Bubax, we meet again. She is just as nasty as before so you are going to want to avoid the bulborbs she spits out. Run to her face and start tossing Pikmin onto her precious mug. Before she shakes them off, call them back and wait for her to roll twice before attacking again. While she is rolling, you can work on getting the wall down behind you because boulders fall as she rolls. Once you get the wall down you can hide behind the hole when she rolls and the boulders fall and you will be safe. Repeat this pattern until she explodes leaving the blue Nintendo Block. Take it back to the Pod and head to the hole to the next level.

Sublevel 12

Treasure - Lost Gyro Block (Green Nintendo Block)

Requirement - Any

Weight - 5

80 Pokos

Sublevel 12 looks like a rest stop, but there is actually treasure here. Find the yellow beetle and toss Pikmin on his back to flip him. He pops out a green Nintendo Block. Take it back to the Pod. Before you leave, check out the queen Candypop and get back some lost Pikmin. There is an escape geyser here if you need to leave early and there is also a hole to another level.

Sublevel 13

Treasure - Memorable Gyro Block (Yellow Nintendo Block)

Requirement - Blue

Weight - 5

80 Pokos

Remember the laser shooting spider? He is back and just as bad. Use the same strategy of waiting until he sinks and tossing Pikmin onto this belly. Call them back and run and hide behind something to protect you from the lasers. Repeat until he is dead. Here is the catch for this one, though. This time the spider seems to stay right in the middle. He will not follow you out too far. This would not be a problem except that his little island is surrounded by water, so you will probably need blues to get the treasure back. Take the yellow Nintendo Block back to the Pod and head to the next level.

Sublevel 14

Treasure - Fond Gyro Block (Red Nintendo Block)

Requirement - Blue

Weight - 5

80 Pokos

Beady Long Legs is back on this level and this time he is surrounded by a swarm of smaller spiders. Try to take them out first before you lure Beady

out. Once he lands you will probably need blues to fight him again because of all of the water. He stomps 8 times and then sinks twice. Toss Pikmin on him when he sinks and call them back before he shakes them off and run to avoid the stomping. Repeat until he dies leaving the red Nintendo Block. Take it back to the Pod and head to the final (yes, I said FINAL) level.

Sublevel 15

Treasure - Remembered Old Buddy (Robot Head)

Requirement - Any

Weight - 30

250 Pokos

The final level brings a big, nasty boss. He is Beady Long Legs on steroids. Before you lure him out, stick to the edge of the battlefield and take out the floating jellyfishes first that way you do not have to worry about your Pikmin getting sucked up while you deal with the big guy. Once the jellyfish are gone, head to the middle of the battlefield and the monster will appear. You will use the same strategy as you use for Beady Long Legs. Avoid the stomps and toss Pikmin on his belly when you can. Call them back before he shakes and stomps again. Lather, rinse, repeat. He starts off stomping slow, but do not let this fool you. He has spastic periods where he stomps quickly and his feet are large enough to take out a lot of Pikmin at once. When he dies, he explodes leaving a robot head. Take it to the Pod and head for the escape geyser.

If you have any time left in this day, harvest what you can because tomorrow we are going to rescue Louie and take on the final challenge!

- Day 21 -

Head to the area where you destroyed two poison walls and defeated the bulbears. There is a cave here called the Dream Den and it is your final stop. Take a mix of Pikmin and dive in.

Dream Den

Sublevel 1

Treasure - Disguised Delicacy (Kiwi Half)

Requirement - White

Weight - 15

40 Pokos

The only treasure you are looking for here is a kiwi half, but you need whites to destroy the gas pipes to get to it. Avoid as many of the enemies as you can because at this point, it is just not worth it. Take the kiwi back to the Pod and then take some whites to the exit hole. It is capped off, but it also has a gas pipe in front of it so have the whites go past and break open the hole to the next level.

Sublevel 2

Treasure - Implement of Toil (Pencil)

Requirement - Any

Weight - 2

55 Pokos

Treasure - Manual Honer (Pencil Sharpener)

Requirement - Any

Weight - 10

130 Pokos

There are some snow and hairy bulborbs here but you need to be concerned

about the fish. He has your treasure. Climb up the blocks around his tower and toss Pikmin to attack him. He might blast them a few times but it probably will not affect them. When he is defeated, take him back to the Pod before he can regain his strength and attack again. Take the pencil sharpener he leaves behind also. And the pencil is nearby. That completes everything, so head to the next level.

Sublevel 3

Treasure - Glee Spinner (Control Stick)

Requirement - Any

Weight - 12

140 Pokos

Take one Pikmin out and walk around. Bombs will drop and a large bulbax will fall. He will not fall if you are by yourself, with no Pikmin, and you need him because he has your treasure. Try to lure him near a bomb or a bomber and have that kill him. He leaves behind the gray control stick from the Gamecube controller. Take it back to the Pod and head to the hole to the next level.

Sublevel 4

Treasure - Mirrored Element (Silver Coin)

Requirement - Any

Weight - 10

300 Pokos

This level can be very frustrating. You can use the cannon beetles to kill each other but their boulders have no effect on the electric beetles, so you will have to kill them yourself. You may also need whites to take out some gas pipes, if they are on the path back to the Pod. At the very end of all this madness is a silver coin to take back to the Pod. Leave one captain near the exit so you can just switch back to him when your Pikmin return the coin and dive into the next level.

Sublevel 5

Treasure - Insect Condo (Apple)

Requirement - Red

Weight - 10

40 Pokos

Break out the red Pikmin and find the fiery bulbax. Defeat him and you are rewarded with a shiny, red apple! Take it back to the Pod and head to the next level. All the other bulbaxes and blowhogs are avoidable, unless you really want to take them on.

Sublevel 6

Treasure - Future Orb (Crystal Ball)

Requirement - Any

Weight - 25

200 Pokos

Use the green beetles to kill each other and surprisingly, they can kill the floating jellyfish also. The large floating jellyfish has the treasure for this level, the crystal ball. Once you defeat the enemies, take it back to the Pod and find the wall with the hole to the next level behind it. The other walls do not have anything useful.

Sublevel 7

Treasure - Essence of Desire (Purple Gem)

Requirement - Any

Weight - 8

90 Pokos

Lots of enemies here, so strategize wisely. What can you avoid? What should you kill? Your biggest problem is going to be the bombers because there are really too many of them to avoid safely. You are looking for one of the giant floating blowfish that has the treasure. Take him out as best as you can and get the purple gem back to the Pod as fast as you can. Hustle to the cracked dome and break it open to gain access to the next level.

Sublevel 8

Treasure - Extreme Perspirator (Baby Doll)

Requirement - Any

Weight - 15

150 Pokos

Treasure - Possessed Squash (Jack-O-Lantern)

Requirement - Any

Weight - 30

180 Pokos

This level is a spider haters nightmare. There are tons of them and a supersonic spider, also. For the most part the spiders will not bother you, unless you bother them first. Take out some yellows and destroy the electric barriers. Then take out the whites and destroy the gas pipes. Now bring in the reds and salvage the treasure. Here is where the spiders may become a problem. They like to try to steal your treasure. In this case, you might have to kill them. Once it is all said and done, you should have a baby doll toy and a jack-o-lantern to take back to the Pod. Dive to the next level.

Sublevel 9

Basically a whole lot of nothing is on this level. There are some nectar beetles, but no Candypops (at least none for me). You do have an escape geyser, if you have had enough or you can be brave and head to the next level.

Sublevel 10

Treasure - Talisman of Life (Box With Picture?)

Requirement - Blue

Weight - 15

90 Pokos

Your first priority should be taking out the fish bomber so he does not get in your way. The next goal is a yellow floating jellyfish and you will probably need blues to get to him. Defeat him and he leaves a box with a picture on it. I am not really sure what it is, but void the enemies and take whatever it is back to the Pod. Find the hole to the next level.

Sublevel 11

Treasure - Yellw Taste Tyrant (French's Mustard Lid)

Requirement - Any

Weight - 15

100 Pokos

Treasure - Boss Stone (Japanese Wooden Tile)

Requirement - Any

Weight - 8

110 Pokos

There is a variety of hazards here. First, take the whites to take out the gas pipes and the yellows to take down the electric barriers. Strategize which enemies to avoid and which to kill. The mustard lid should be in plain

view but the wooden tile is probably in the breadbugs lair, so you will need to defeat the breadbug to get it. Take them back to the Pod and then find the cracked dome. Break it open and head to the next level.

Sublevel 12

Treasure - Stringent Container (Baking Powder Can)

Requirement - Any

Weight - 10

130 Pokos

Treasure - Universal Com (Blue Ring)

Requirement - White

Weight - 5

100 Pokos

Your spidey senses will tingle here because there is a supersonic spider. You can defeat him or avoid him. Take the whites and destroy the gas pipes. There is a sleeping bulbax you need to kill because he has a treasure. Once he is dead, take him and the baking soda can he leaves back to the Pod. There is a wall where your gage will go up to blue. Tear down the walls and send the whites in to dig in that area. They dig up a ring to take back to the Pod. Find the hole to the next level.

Sublevel 13

Treasure - Hypnotic Platter (A&W Bottle Cap)

Requirement - Any

Weight - 4

100 Pokos

All the bulbaxes here may seem overwhelming but only one has the treasure. So do not try to wake the others! Watch your treasure meter and when you are close to the one that has it, defeat him and take the bottle cap back to the Pod. Carefully now, creep to the exit to the next level.

Sublevel 14

Treasure - King of Bugs (Louie)

Requirement - Any

Weight - 1

10 Pokos

Treasure - Shock Therapist (Electric Generator)

Requirement - Any

Weight - 30

1,000 Pokos

Treasure - Flare Cannon (Bunson Burner)

Requirement - Any

Weight - 30

1,000 Pokos

Monster Pump (Water Spigot)

Requirement - Any

Weight - 30

1,000 Pokos

Treasure - Comedy Bomb (Poison Bowl)

Requirement - Any

Weight - 30

1,000 Pokos

It follows that since this is the final boss of the game, it is also the hardest. Rescuing Louie is going to be no easy task. Here is what we are looking at. Basically, we have a big monster made out of other scrap. He has weapons that have fire, electricity, water and poison. There are two ways that I have found to fight him. The first is the obvious, but difficult way.

The obvious way is to attack him with each of the different colored Pikmin, based on his attack. See, when his body changes color that means he is going to attack and you can kinda tell what he is going to do by watching his body color. If he turns blue, it is a water attack. Red, fire attack and so on. The problem I have with this method is you have to have a lot of each Pikmin color and you have to be able to switch them very quickly. This is not my preferred method to take this on.

My method is as follows. If you do not have more than 30 Pikmin, just head for the escape geyser and come back with a better army. Each of the treasures this boss leaves weighs 30 and if you cannot carry them back then you will have to fight him...again. You do not want that, so if at any time your Pikmin count falls below 30, give it up and find the escape geyser.

That being said, here is my plan. Take the reds because they are the best fighters. Attack the monster when he is walking around and run when he changes color and gets ready to attack. It is much easier than switching Pikmin. All of the monsters attacks will stay within the circle battlefield except water, so that is a safe place to run. I like to take the electric weapon out first because if your Pikmin get zapped, you cannot shake it off and they automatically die. So to make the battle a little easier, I aim for the thing on the front of the monster that looks like a long light bulb.

Next, I go after the water part, for the reason that the water attacks go out of the arena and can damage hiding Pikmin. The water part looks like a blue mirror with a water spout coming out of it. After the water part is down I take out the poison weapon. It is the purple dome on the back of the monster. Last, the least dangerous is the fire weapon, which is on the opposite side as the water spout.

Now for the tricky part. All past monsters have had a pie chart that shows their health winding down as they die. This monster does not. There is no way to tell how much health he has. The only way you know if you are hurting him is if you can hear your Pikmin attacking and the only way you know a part is dead is when it falls off. You can tell if a part has taken heavy damage because it will speed up and intensify the attacks.

Once all the parts fall off you will have a chance to meet the monster under all that metal. I know another battle is the last thing you want after all that mess, but this guy is way easy. He does not even have any real offense that I can tell. And he has the pie chart telling you how dead he is. Attack him like any other enemy. Toss Pikmin onto his belly and he will soon be vanquished.

Once the monster is defeated, Louie is free, but he cannot move. Your Pikmin must take him back to the Pod. Then go back for the rest of the treasure. Find the escape geyser and beat it.

*Wow, can you believe it? You have every piece of treasure now! Watch the end scene and draw your own conclusion.

-----14. Piklopedia (PKL)-----*

You can access the Piklopedia in the opening screen before you start any day. It gives you all the information about each monster you meet. I have included the monsters here and some hints about how to defeat them. I have not included the plants you meet because it will not help you solve the game. I have also not included the treasure list here as it is covered in the walkthrough itself.

Because the game is different each time you play it, there are enemies you will not meet sometimes. For this reason my Piklopedia is not 100% complete. It is close, but I know I am missing a few. I will try to complete this in the future but probably not any time soon. All the bosses and the main enemies are here, so you should be ok.

Monster Name	Pokos	How to defeat
Anode Beetle	3	Toss yellow Pikmin to flip and swarm.
Anode Dweevil	2	Toss yellow Pikmin onto its belly.
Antenna Beetle	5	Toss Pikmin on its back and swarm.
Armored Cannon Beetle	4	Toss Pikmin on its back. Avoid boulders.
Larva		
Beady Long Legs	0	Toss Pikmin onto its body when it lowers.
Breadbug	3	Toss Pikmin onto its back to flip it.
Bulbmin	3	Throw Pikmin on its back.
Bulborb Lava	0	Aim for the one-shot KO on back.
Bumbling Snitchbug	4	Throw Pikmin on its belly when it swoops.
Burrowing Snagret	1	Toss Pikmin onto its face.
Careening Dirigibug	4	Toss Pikmin onto its belly and swarm when he drops.
Caustic Dweevil	2	Throw blue Pikmin on its belly.
Cloaking Burrow-nit	3	Swarm.
Creeping Chrysanthemum	7	Rapidly toss Pikmin onto its body.
Decorated Cannon Beetle	4	Lure it into shooting a boulder and then run around and the boulder will crash into it.
Doodlebug	0	Toss purple Pikmin onto its back to flip.
Dwarf Bulbear	2	Aim for the one-shot KO on back
Dwarf Orange Bulborb	2	Aim for back and toss Pikmin.
Dwarf Red Bulborb	2	Try to throw Pikmin directly on its back.
Emperor Bulbax	15	Toss Pikmin onto its face
Empress Bulbax	15	Toss Pikmin onto her face and then call them back before she rolls over them.
Female Shear grub	1	Swarm.
Fiery Blowhog	4	Toss red Pikmin onto its back.
Fiery Bulbax	10	Toss red Pikmin onto its back.
Fiery Dweevil	2	Toss red Pikmin on belly.
Gatling Groink	7	Swarm or toss Pikmin on its back.
Giant Breadbug	10	Toss purple Pikmin onto its back to flip it.
Greater Spotted Jellyfloat	0	Toss Pikmin onto its belly and swarm when he drops.
Hairy Bulborb	7	Sneak up & throw Pikmin on its back.
Hermit Crawmad	3	Draw out and swarm.
Iridescent Flint Beetle	0	Aim for back and toss Pikmin.
Iridescent Glint Beetle	0	Aim for back and toss Pikmin.
Lesser Spotted Jellyfloat	0	Toss Pikmin onto its belly and swarm when he drops.
Male Shear grub	1	Swarm.
Mamuta	3	Throw Pikmin on its back.
Man-at-Legs	0	Throw Pikmin on its belly when he drops.
Munge Dweevil	2	Toss white Pikmin on its back.
Orange Bulborb	7	Toss Pikmin onto its back.
Pileated Snagret	15	Toss Pikmin onto its face.
Puffy Blowhog	0	Toss Pikmin onto its belly and then swarm.
Raging Long Legs	0	Avoid the stomps and toss Pikmin onto its belly.
Ranging Bloyster	15	Toss Pikmin onto its bulb.
Ravenous Whiskepillar	1	Swarm.
Red Bulborb	7	*Throw* Pikmin onto its back from behind.

Shearwig	2	Swarm or toss Pikmin when its in the air.
Snow Bulborb	2	Try to throw Pikmin directly on its back.
Spotty Bulbear	10	Sneak up & throw Pikmin on its back.
Swooping Snitchbug	4	Toss Pikmin on belly and swarm.
Toady Bloyster	10	Toss Pikmin onto the bulb on its back.
Tital Dweevil	0	See "Dream Den, Sublevel 13".
Volatile Dweevil	0	Set it off and run.
Water Duple	3	Swarm with blue Pikmin.
Watery Blowhog	4	Toss blue Pikmin on its back.
Waterwraith	0	Toss purple Pikmin onto its back.
Withering Blowhog	0	Toss Pikmin onto its belly.
Wogpole	1	Toss Pikmin onto its back.
Wollywog	7	Toss Pikmin onto its back before he leaps.
Yellow Wollywog	5	Toss Pikmin onto back before he leaps.

-Fin-

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