

Pikmin 2 FAQ/Walkthrough

by Yoshi282

Updated to v0.25 on Sep 28, 2004

Too lazy to make a fancy ASCII intro, email me with one if you've got one, I'll give you full credit for it.

Pikmin 2 FAQ/Walkthrough
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Version History:

(#VH)

Version 0.25: (09/28/04)

Feh. Sorry about the late update, I had a ****load of homework to do this weekend.

Erk. Just realized for some reason I had the Valley of Repose, Part Two listed BEFORE Awakening Wood, Part Two, and I have no idea what I was thinking trying to do it that way around. Anyway, I fixed it.

Anyway, as I promised, Perplexing Pool, Part One, and 10 new Piklopedia entries done.

Version 0.15: (09/22/04)

Not much of an update here, hard to make big updates during the school week, but anyway, started the Piklopedia, and finished the Awakening Wood, Part one.

Hope to get Perplexing Pool, Part One, and at least 10 more Piklopedia entries squared away this weekend.

Version 0.10: (09/18/04)

First version of the FAQ. Not much more to say. Still got a TON of stuff to add. =\

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And with all that dealt with...

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Introduction:
(#IO)

Hey, I'm Yoshi282, and I wrote this guide because, well...I felt like it. Anyway, Pikmin 2 is one of the most innovative games I've played to date, due to its excellent combination of strategy, treasure hunting, and hoarding creepy little vegetable midgets to kill stuff. (They're after me! AH! *starts searching garden with a knife*)

But anyway. I liked the game so much, I felt like giving back to the GameFAQs community, so chose to write this guide, which will hopefully soon enough be the largest archive of Pikmin 2 info on the net. But anyway, I'm rambling, so I might as well start this FAQ...

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Basic Info:
(#BI)

Well, this is where you come to learn the basic stuff about the game. Duh.

Not much to say other than that, so I'll begin.

The Story:

(#BI1)

Copied from the manual:

Olimar: My name is Captain Olimar, and I just got back from the worst vacation in the history of the universe! While traveling across the vast galaxy, my beloved spacecraft was hit by an asteroid and I was forced to crash land on an uncharted, backwater planet! Back on my home world of Hocotate, I'm a renowned space freight captain, but even I didn't know what to do! My ship was pulverized into dozens of pieces that were scattered across the landscape!

Thankfully, with the help of loyal and ferocious creatures I named Pikmin, I was able to find and repair all of the ship's components, and repair it. Before blasting off, I found a shiny alien platter I thought would make a great souvenir to bring back to my kids.

After a long space trek back, I was overjoyed to touch down at my homeworld on the Hocotate freight offices. I had no idea of the terrible news that awaited me there...

President: Though the history of Hocotate Freight is long and illustrious, it has never faced a threat of this Magnitude! As it's esteemed president, I am responsible for its profitability, but can I be faulted for sending Young Louie away on an important delivery? My veteran employee, Olimar, was on vacation... and though Louie was inexperienced, he seemed competent enough...

When Louie told me the tragic tale of how a space bunny attacked his ship and devoured his precious cargo, I nearly keeled over! To pay for the loss, Hocotate Freight had to take out a loan of spirit-crushing proportions! We sold Olimar's beloved ship in his absense, leaving us with only one dilapidated old ship. Sadly, this only made a minor dent in the massive debt.

I was sure we were doomed until Olimar miraculously returned! When I told him about the fate of his ship, he dropped the curious souvenir he was holding. The old ship's sensors went wild! It scanned Olimar's souvenir and appraised it at an astounding 100 pokos! The alien planet must be chock-full of treasures like it!

Olimar, you and Louie must return immediately and recover as many treasures as you can to repay the debt and save Hocotate freight!

Controls:

(#BI2)

Start: Begin game, pause.

A: Punch, pluck Pikmin, through Pikmin, select stuff.

B: Cancel selections, call Pikmin.

Control stick: Move Cursor, move captain.

C-Stick: Swarm Pikmin.

D-Pad:

Left/Right: Switch between held Pikmin colors.

Up: Use Ultra-spicy spray.

Down: Use Ultra-bitter spray.

X: Group Pikmin by color, and separate captains.

Y: Switch between the two captains.

Z: Swap between overhead and...less-overhead...views.

L: Center camera.

R: Switch between the three zoom modes. Hold for a view from behind captain.

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Characters:

(#BI3)

Olimar: The main character, returning from Pikmin 1. Likes to think of himself as a logical type.

Louie: Your bumbling sidekick. Likes to eat anything that's edible.

The Ship: Your ship. It talks. It has an addiction to stating the obvious. 'Nuff said.

President/Shyacho: The lard-ass owner of your company. Greedy as hell. Replaces Louie later in the game after the debt is repaid.

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Pikmin Types:

(#BI4)

Red Pikmin: Once again, the pikmin you start with. Immune to fire damage, and deal 1.5 times normal damage to enemies. Most noticeable feature is that nose they could probably impale people with.

Blue Pikmin: Immune to water damage. Most notable feature is their mouths which always seem to be open.

Yellow Pikmin: Immune to Electricity. Can be thrown really high. Most notable feature is their huge-ass ears.

Purple Pikmin: First of the two new Pikmin. The brawlers of the group. Stun most enemies when they land on them, and deal a great amount of damage. Also, they count for 10 pikmin when trying to carry/weigh down and object, but are as slow as hell. Most notable feature is that they're twice as big as normal pikmin.

White Pikmin: Second of the two new Pikmin. Immune to poison, and deal poison damage when swallowed. Fastest of the group. Can find underground treasure by walking over it. Most notable feature is their huge red eyes.

Bulbmin: Technically not pikmin, but you can still control them, so meh. Immune to EVERYTHING. Found in caves by killing the leader. Most notable

feature is that they're goddamn bulborbs. With leaves on their heads.

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Walkthrough:

(#WT)

This part, quite obviously, walks you through the game. If you're having any trouble at all with the main story mode, this is the place to come. So, without further ado...

Valley of Repose, Part One:

(#WT1)

Day one:

Treasures:

#159: Courage Reactor

New Piklopedia Entries:

#4: Dwarf Red Bulborb

#58: Pellet Posy

Righto, so your adventure begins with a bang...and a thud...and you wondering how Louie hasn't broken any vital organs...anyway, it's just the game's way to give you a tutorial and explain how the "Two captains" system works. But anyway...the ship flings Olimar out of his cockpit, says something about Louie missing, then goes "ZOMG RED PIKMIN FAIGHTING BULBORB AND GONNA DIE ZOMG GO HELP", even though you can just sit there in front of them for six hours and they won't die, SINCE IT'S A GODDAMN TUTORIAL FIGHT...

Anyway...take advantage of your temporary invulnerability to kill the Dwarf Bulborb in any way you see fit...(Note: Any form of Dwarf bulborb/bear can be killed simply by landing a pikmin on it...)

Once you kill it, your ship tells you Louie has reestablished his communications link, and thusly, you can now play as him. Press Y to switch to him, where you will get a little cutscene telling you about the map. After that, walk up the hill in front of you to find the red onion, which will spit out a pikmin seed. Is it just me, or do they sprout faster than in the last game? Anyway, pluck it for a rather funny cutscene...

Okies. Now that Louie has his first pikmin, KEEL the Pellet posies around you. Screw what hippies say, just annihilate every flower you see. Done that? Good. Now have your 'min drag the pellets back, to get 10 shiny new pikmin. Now, continue along the path to find...a battery. The first dead obvious clue that this is indeed Earth. Unearth it if you want, but you don't have enough 'mins to retrieve it yet, anyway.

Continuing on, you'll come to an intersection with a pair of upturned grocery bags. Toss all 11 of your 'mins onto the one on the right, then tag to Olimar, and throw four of his onto it. the bag should collapse, reuniting the captains. The ship reviews you on what you learned earlier, and you're on your own. Now, have some of your 'mins drag the Bulborb's carcass back to the onion, and have the rest unearth the battery.

Soon enough, the 'mins should have got the bulborb to the onion, giving you sufficient Pikmin to carry the Battery back to the ship.

You got:

Treasure #159: Courage Reactor

Value: 280 Pokos

The day will then end automatically. Save your game, read the email and new Piklopedia/treasure entries, whatever. But this part of the walkthrough is complete.

DAY 1 END

Yay. Your first day is over. Go back to the Valley of Repose.

Day 2:

Treasures:

#7: Citrus Lump

#63: Utter Scrap

#181: Quenching Emblem

#184: Spherical Atlas

New Piklopedia Entries:

#1: Red Bulborb

#5: Snow Bulborb

#49: Violet Candypop Bud

#60: Clover

Whee. So the second day of your adventure begins. Start off by calling all you 'mins out of the onion, then get to harvesting Pellet Posies. When you're done, you should have a grand total of 47 pikmin. Oh, before I forget to say, you should make it a point to brush against vegetation as much as possible, as that will get most plants added to your Piklopedia. Just might as well put in some filler while your 'mins are dragging the stuff back.

Anyway, for simplicity's sake, leave Louie back at the landing site and take your Pikmin to crush that bag you didn't have enough to yesterday. Kill the Dwarf Bulborb and have it brought back (From now on, unless I state otherwise, always take your kills back to the onion.), then go get behind the big one, and start tossing 'mins onto it's back. This SHOULD confuse it enough to kill without losing any 'mins, but meh, if you did, it's your first real fight in the game, don't feel so bad.

Anyway, after you've cleared the path, you should spot a crushed soda can nearby. Yeah. It's treasure. "One man's trash is a pikmin's treasure", or some crap like that. Anyway, it should take 35 to carry, which you probably don't have with you right now. So switch to Louie, and pluck all the new 'mins you got from the battle, then go meet up with Olimar. Reunite the captains (Whistle at the one you're not controlling.), and throw 35 onto the treasure, use the rest to bumrush the wall in this area, and have the captains go pick up the others to help when they get the can back. Oh yeah. And if it's just past midday on yours, good job, you're working efficiently enough. If not, meh, I just go by days in this guide because it's easier, so if you have to take an extra day here or there, feel free. There is no day limit here, after all.

You got:

Treasure #63: Utter Scrap

Value: 170 Pokos

Okies. When you've done everything I said above, grab all your 'mins, head past the gate you just busted open, and you'll get a quick cutscene about the

hole. Approach it, press A, jump in.

Emergence Cave:

Hazards: None

Boss: None

Treasures:

#7: Citrus Lump

#181: Quenching Emblem

#184: Spherical Atlas

Sublevels: 2

Before I begin, I should say a few things about caves. First off, THERE IS NO TIME LIMIT. You can feel free to take your time in here, you don't have to worry about nightfall. Secondly, there is almost always some sort of "random" element to the caves, excluding boss levels. Be it random placement of enemies or choosing from a few random maps, I can't really provide a detailed walkthrough for each floor. So I'll just list each treasure, and where it's located. Third, when you bring enemies back to the entrance, they give you a miniscule amount of pokos rather than seeds, so if you don't feel like it, don't bother bringing enemies back. And lastly, you don't have to have all your pikmin with you before jumping to the next floor. Hell, you don't have to have any. Just take a captain, approach the hole to the next floor, and press A. This way you can get through caves VERY QUICKLY if you're on a return trip.

Sublevel 1:

Treasures:

#7: Citrus Lump

#181: Quenching Emblem

Okay. This being the first level of your first cave, it's really easy. 2 treasures here, and only a few easy baddies...

Treasure #7: Citrus Lump

Value: 180 Pokos

Right in plain sight. If you can't find it on such a small sublevel, you're hopeless.

Treasure #181: Quenching Emblem

Value: 100 Pokos

Same as before. Just lying on the ground somewhere.

When you've got the two of those, approach the next hole and enter to access sublevel 2...

Sublevel 2:

FINAL FLOOR!

Treasures:

#184: Spherical Atlas

Simple enough, just follow the path in front of you, killing enemies

(Ignore the globe half, you can't lift it yet.), and you'll run across some violet candypop buds. Like the ship suggests, be a heartless bastage and toss your Pikmin in. Ignore their pitiful little scream as the flower eats them alive. Let the guilt CONSUME YOUR VERY SOUL. WAHAHAHAHAHAHAHAHAHA! ...Sorry, I get like that sometimes. Anyway, after you chuck 5 in each, they should spit out some seeds and wilt, pluck those seeds to get your first purple pikmin!

Righto, now that you have them, not only can you much more easily defeat enemies, but you can also take that previously unliftable globe half back to the ship...

You got:

Treasure #184: Spherical Atlas

Value: 200

Add-on #1: Sphere Chart

Enables access to Awakening Wood

Yargh. When you're done, go approach the geyser on the far end of the room that had the violet candypop buds. Use it to exit and the day will end automatically, but first, a few notes about purples...They don't have their own onion, so you can only get more by finding violet candypop buds, are extremely slow, and have no immunities. However, they deal a great deal of damage to enemies, and as you are already aware, can carry 10 times what a normal 'min can.

EMERGENCE CAVE END

DAY 2 END

VALLEY OF REPOSE, PART ONE END

Well, we've got nothing left to do at the Valley of Repose for now, so read your new Treasure/Piklopedia entries if you want, then move on to...

Awakening Wood, Part One:

(#WT2)

Well, here we are, with our second location unlocked. This part of the walkthrough will cover everything you can do here at this point, up to getting the Geographic Projection. Oh, and it might not appear at first, for some reason you have to push the control stick down before it will appear. And with that, land there.

Day 3:

Treasures:

#2: Sunseed Berry

#143: Luck Wafer

#145: Strife Monolith

#147: Dream Architect

#148: Stone of Glory

#150: Cosmic Archive

#186: Prototype Detector

New Piklopedia Entries:

#23: Female Sheargrub

#24: Male Sheargrub

#26: Cloaking Burrow-nit

#29: Mitite

#52: Creeping Chrysthanthemum
#55: Honeywisp
#59: Common Glowcap
#64: Horsetail
#67: Margaret
#70: Empress Bulblax

Does anyone else find it odd that it's suddenly become summer? Meh.

Oh, and one minor note, I probably should have mentioned this before, but unless a state otherwise, leave one of the captains at the landing site so you only have to worry about one way trips from plucking new 'mins and heading to caves, or whatever, rather than two.

Start off by grabbing a bunch of 'mins, and going to annihilate stuff near your landing site to bolster your reds. Fling some 'mins up to grab the strawberry near where you killed the big bulborb.

You got:

Treasure #2: Sunseed Berry
Value: 170 Pokos

Anyway...once that's safely tucked away in the ship's hold, grab however many reds you feel comfy with and all your purples, and head into the opening on your right if you are looking straight ahead from the ship. You can get some berries to make Ultra-spicy spray here, but that's not really necessary at the moment. Just bust down the gate on the other side, then kill the beetle thing (Forgot it's name >_<), effortlessly by tossing purples on it's head.

Also note that in this area, honeywisps appear, which drop nectar which can boost a good chunk of your army to flowered if they take a sip. So take the time to kill one or two, to get them in your Piklopedia and flower up your purples, at the least.

Anyway, after killing the beetle, look at that pathway to your left. See that flower with eyes? Disband your pikmin, and select only the purples, then approach it and back off. The Creeping Chrysanthemum should pop out, hopefully without scattering your 'mins. When it lunges down to take a bite, outmaneuver it with the C-stick and pile 'dem purples on it. When it's unstunned, call them off and repeat. That way you can kill it with minimal losses. Head through the pathway it was guarding, and head right to find a new cave. Wait for the 'mins to get the spoils back, and have both captains have a total of about 50 reds and all the purples, make sure they're under the leader's control, and enter the hole.

Hole of Beasts:

Hazards: Fire

Boss: Empress Bulblax

Treasures:

#143: Luck Wafer

#145: Strife Monolith

#147: Dream Architect

#148: Stone of Glory

#150: Cosmic Archive

#186: Prototype Detector

Sublevels: 5

Sublevel 1:

Treasures:

#148: Stone of Glory

Your standard first floor, a few easy enemies, a treasure or two...you know the drill.

Treasure #148: Stone of Glory

Value: 100 Pokos

In Plain sight, normally at a dead end.

Find the hole, it's normally at a dead end here, and proceed to...

Sublevel 2:

Treasures:

(None)

No treasure to speak of here, but this is the first opportunity to bust open egg sacs, which give you nectar, and occasionally these enemies that can only be killed by tossing a purple near them...

Also, two more violet candypop buds in here, and you should have enough reds to spare. >=--) When you're done, find the hole and proceed.

Sublevel 3:

Treasures:

#145: Strife Monolith

#150: Cosmic Archive

There's some fire traps here, throw reds at them to kill them. Other than that, nothing out of the ordinary.

Treasure #150: Cosmic Archive

Value: 230 Pokos

Very easy to see, just lying around somewhere.

Treasure #145: Strife Monolith

Value: 150 Pokos

Only thing that might make this hard to find is that it's usually hidden in that rocky alcove.

Then, naturally, go find the hole and exit.

Sublevel 4:

Treasures:

#143: Luck Wafer

#147: Dream Architect

Hopefully this floor won't give you any trouble, nothing you haven't seen before.

Treasure #147: Dream Architect

Value: 280 Pokos

Heh. A good 'ol Game & Watch. Anyway, the bulborb ate it or something, kill it to get this.

Treasure #143: Luck Wafer

Value: 140 Pokos

Lying in plain sight, normally at a dead end.

You know the drill. Find the hole, Jump in.

Sublevel 5:

FINAL FLOOR!

Boss: Empress Bulblax

Treasures:

#186: Prototype Detector

Oh, how convenient, you land right in front of the boss. Grab your purples, then approach the Empress...

Boss:

EMPRESS BULBLAX

Difficulty: Very Low

Reward:

Treasure #186: Prototype Detector

Add-on #2: Treasure Gauge

So, here we are your first boss. And it's one, huge-ass Bulborb that apparently grew into a worm or something. Now, to initiate the battle, chuck a 'min her way. After you hear the "Thwap" sound of a pikmin hitting, call it back, and she'll wake up. She'll face you, at which point, you mash A to send those purples flying onto her face. After a few seconds, she'll curl to the side in agony. CALL YOUR 'MINS BACK NOW. She'll then proceed to do her rolling attack, which should be completely useless if you did what I said. When she stops, lather, rinse, repeat. Couldn't be easier.

You Got:

Treasure #186: Prototype Detector

Value: 200 Pokos

Add-on #2: Treasure Gauge

Gives you the very useful Treasure Radar.

Now, after you beat that pitiful excuse for a boss, find the geyser and leave.

CAVE OF BEASTS END

There's another cave and a bit we still have to do, but just spend the rest of the day getting nectar and ultra-spicy spray or whatever. You do have unlimited days, after all. And hey, you should have 20% of the debt paid back already. That's not bad in only 3 days. So take a break, and do whatever.

DAY 3 END

Day 4:

Treasures:

- #14: Toxic Toadstool
- #18: Pilgrim Bulb
- #101: Superstick Textile
- #104: Petrified Heart
- #145: Chance Totem
- #167: Survival Ointment
- #175: Alien Billboard
- #182: Drought Ender
- #185: Geographic Projection
- #187: Five-man Napsack

New Piklopedia Entries:

- #13: Fiery Blowhog
- #20: Iridescent Flint Beetle
- #27: Ravenous Whiskerpillar
- #50: Ivory Candypop Bud
- #62: Dandelion
- #68: Fiddlehead
- #71: Burrowing Snagret

Whee. Take out 58 reds and all your purples, we're gonna start this day off with a cave. Head back to the area where you killed the Creeping Chrysanthemum, but this time go right. Throw your purples onto the bag to collapse it, then kill the annoying burrow-nit past it. Throw 8 reds onto the burrow-nit to take it back, and go into the cave about 6 seconds after you see the 'min count go up.

White Flower Garden:

Hazards: Fire, Poison

Boss: Burrowing Snagret

Treasures:

- #14: Toxic Toadstool
- #101: Superstick Textile
- #104: Petrified Heart
- #167: Survival Ointment
- #175: Alien Billboard
- #182: Drought Ender
- #187: Five-man Napsack

Sublevels: 5

Sublevel 1:

Treasures:

#175: Alien Billboard

Fwee. Lots of sheargrubs. Lots and Lots of sheargrubs. x_x

Of course, that just makes it somewhat tedious, not hard...

Treasure #175: Alien Billboard

Value: 80 Pokos

Peh. I think this floor is always the same, so it's just in front of you and to your right, at a dead end, in plain sight.

After you get your KIWI brand (TM) shoe polish, (Gotta love the product placement. >_>), find the hole and descend to the next floor.

Sublevel 2:

Treasures:

#104: Petrified Heart

#182: Drought Ender

Whee. Another small floor that never seems to change. I think you encounter your first fiery blowhog here, but as long as you're careful, it's easily enough dealt with.

Treasure #182: Drought Ender

Value: 100 Pokos

Hey, an old Dr. Pepper bottlecap! Other than it's "Old soda" aspect, there's nothing spectacular about it. It'll be lying around somewhere.

Treasure #104: Petrified Heart

Value: 100 Pokos

Lying around in plain sight, normally on a little balcony hanging over the pit in the center of the room. If a wall is blocking you, just throw 'mins onto it, they can get back up.

As per usual, find the hole and exit.

Sublevel 3:

Treasures:

#101: Superstick Textile

Gwee. 3 ivory candypops here, and honeywisps at the corners of the room to flower 'em up. Sacrifice your reds to the flower god or whatever so that you might get your first 15 whites.

Treasure #101: Superstick Textile
Value: 80 Pokos

You'll find it on your way to the hole. Your whites will start digging it up as you pass over it, as a way to display one of their many talents.

Before you descend to the next floor, a few notes about whites. One, they're immune to poison, meaning they can take out the poison vents we'll encounter shortly. Two, they themselves are poisonous, meaning enemies that eat them will suffer a chunk of damage. Third, they're able to detect hidden items, as you no doubt found out with the Superstick Textile. And last, they're faster than other pikmin types, making them ideal if you're in a hurry.

And that's white pikmin in a nutshell. Moving to the next floor...

Sublevel 4:

Treasures:

#14: Toxic Toadstool
#167: Survival Ointment

Whee. Poison here, poison there, poison ****ing everywhere. If you're heartless like me, and up for a laugh and a reset, grab all your 'mins and swarm 'em into one of the vents. Watch them flop around comically then a bunch of little pikmin ghosts'll float up...

Anyway. Before you do anything on this floor, you wanna grab your whites and kill all the poison vents. Or you could just be lazy and just have your whites haul the treasure back.

Treasure #167: Survival Ointment
Value: 90 Pokos

Just lying around somewhere. If you haven't bothered to deal with the vents, have your whites take it back.

Treasure #14: Toxic Toadstool
Value: 30 Pokos

You'll see this mushroom somewhere on the floor, attack it to get it out of the ground, then have your 'mins carry it back. (Again, whites if you haven't disabled the vents.)

Do I even have to say it anymore? Head to the next floor.

Sublevel 5:

FINAL FLOOR!

Boss: Burrowing Snagret

Treasures:

#187: Five-man Napsack

Hmm, it's the last floor, there's a big 'ol circular arena here, and it's gone quiet...naturally, a boss fight is about to occur. It's a frigging law or something in video games. Anyway, grab all your purples, and head to the center of the arena to face...

Boss:

BURROWING SNAGRET

Difficulty: Very Low

Reward:

Treasure #187: Five-man Napsack

Add-on #3: Napsack

Feh. This boss is just too easy. If it comes out fast, just get out of its range. When it comes out slow (IE, beak only) toss a ton of 'mins onto it, then whistle them off about two seconds after it fully emerges. Repeat this a few times to beat it easily. Use a red spray to make things go even quicker.

You got:

Treasure #187: Five-man Napsack

Value: 100 Pokos

Add-on #3: Napsack

Lets you lie down.

Bah. Useless boss, useless treasure. Lying down lets pikmin carry you back to the onion...but what's the point? It's faster to walk, and it doesn't even make you invincible anymore...

Leave the cave.

WHITE FLOWER GARDEN END

I would suggest going back through White flower garden again to get more white pikmin, but if you go a third time the ivory candpop buds won't respawn. Also, you may have to take an extra day here if you don't get the extra whites.

Anyway, if you do choose to go through, don't bother fighting enemies, just take one captain to the next hole, and everything will come with you...

Regardless of whether or not you repeated the dungeon, grab 10 whites and head to the left, kill any sheargrubs yo may encounter, but don't bother with the bodies. Keep heading left, behind the flowerpot, and you might encounter your first flint beetle here. Bonk it with a pikmin a few times to get a free spray and its piklopedia entry, then head up the little ramp onto one of the pots. Toss your ten whites onto the second one, and they'll unearth a treasure.

You got:

Treasure #18: Pilgrim Bulb

Value: 55 Pokos

Take your other 20 whites, and take them back to the entrance of the White Flower Garden, and have them start working on demolishing the wall behind it. When the others get back with the bulb, take them, all your purples, and about 40 reds to meet up, and have the other whites help demolish.

When they (finally) finish destroying the wall and the vents in it, have one captain grab all the whites and purples, while the other takes the reds. With the one with the whites and purples, have him set the 30 whites on the other poison wall near the Hole of Beasts, and then have him take the purples back to the berry-plants, and kill the little worm things that should be eating the berries for their Piklopedia entry. Then go back and supervise the whites.

While the whites are dealing with that, take the other captain, and go to the lowered block past the demolished gate. Toss 1 pikmin onto the raised one, and then all the rest onto the ledge. This should raise the captain up, and leave him with most of his pikmin. Have the 'mins swarm that flower with the purple berries, and take 5 back. Repeat this again when they regrow to get your first dose of ultra-bitter spray. In between the two times, throw 15 pikmin up onto the ledge opposite to collect the die.

You Got:

Treasure #146: Chance Totem

Value: 100 Pokos

By now, the whites should have take down the other wall and vents, so set all your purples and whites on unfurling the bridge past it, after killing the Creeping Chrysanthemum. Go have the captain controlling those go pick up that red that was used to boost the other captain, just so you don't forget to pick him up. By the time you get back, the others should have finished unfurling the bridge, so have them grab that big 'ol half of the globe and take it back.

You Got:

Treasure #185: Geographic Projection

Value: 200 Pokos

Add-on #4: Survey Chart

Allows access to The Perplexing Pool.

When you get that back, you should still have a couple of hours left, so go grab some pellets, get more sprays, whatever.

DAY 4 END

The Perplexing Pool should now be unlocked, go there.

By the way, you should have 30% of your debt repaid by now, and 22 treasures. Not too shabby.

AWAKENING WOOD, PART ONE END

Perplexing Pool, Part One:

(#WT2)

Day 5:

Treasures:

#74: Impediment Scourge

#174: Gherkin Gate

New Piklopedia Entries:

#10: Fiery Bulblax

#25: Shearwig
#31: Swooping Snitchbug
#43: Yellow Wollywog
#63: Seeding Dandelion
#69: Shoot

Today'll be focusing on getting and raising your yellows, and a couple 'o treasures here and there.

Start off by grabbing Louie, 51 reds, and all your whites. Head straight, towards the mainland, and you'll get a little cutscene about the yellows. Veer to the right a little, and kill all the sheargrubs that'll pop out. If any take off, just toss a 'min at the to simultaneously knock them out of the air and kill them. Also, don't touch any corpses around for now. Save them for the yellows.

Head back in the other direction. Some egg sacs might fall when you pass oer the tree roots, even better if they drop a spray. Since you have such a vast amount of pikmin with you, you could try swarming the wollywog ahead, but I normally just play it safe and 'toss em onto it, that way it gets hurt in midair, too. Keep on going, following the water's edge, until you get to another pair of weighted blocks. As before, toss one red onto the opposite block, and all the others onto the higher ledge, and your captains should be raised up.

Kill the pair of snitchbugs up here, by tossing pikmin onto them in the air. Then kill the fiery bulblax in front of the poison gate, (Using reds, mind you...) then set all your whites onto the poison wall and leave a captain to watch over them. Have the other captain take your reds, and kill the blowhog. A handy little bug here, if you approach the spot of mold while the pikmin are attacking and leave it for a while, the gate should collapse, and the blowhog will be defeated when you finish that little cutscene, without any time passing.

A quick note, there's a pair of purple berry plants under the mould, which you can free by attacking the bulbous center, but save it until near the end of the day when everything's been done. Take your 50 reds and swarm them against the bundle of sticks nearby, they'll form it into a bridge.

While they're doing that, the fence should have been broken down, so set 9 whites on the bulblax, 9 on the yellow "10" pellet from the posie, etcetera, just so long as there's space for 1 yellow on it. Now, head into the little alcove and whistle the five yellows from the tree. Have them in combination with your whites go around collecting corpses you've been skipping until now.

While they're doing this, take the reds back to their onion. (Don't forget the one you used to weigh down the block!)

By the time there's about a quarter of a day left, you should have all the corpses collected and a decent amount of yellows. Nectar them up with some grass or whatever, if ya want, then go to the area that has what appears to be a buried part of a tin roof. Near it, there should be a little opening between two stumps. On the stump on the left, send 15 up to grab the can opener, (Note their super high toss ability!) and have them carry it back.

You Got:
Treasure #74: Impediment Scourge
Value: 50 Pokos

While they're taking it back, grab another 20 yellows, and head to the

little pond near where you killed the blowhog. On it's left side, there should be a little ramp, skillfully navigate your yellows up it and around the narrow pathway, then toss them up to grab the little tin.

You Got:

Treasure #174: Gherkin Gate

Value: 100 Pokos

By now, you shouldn't have much time left in the game, so make sure you don't have any stray pikmin, and then do whatever with the time you have left.

DAY 5 END

Day 6:

Treasures:

- #11: Love Nugget
- #23: Meat of Champions
- #24: Hideous Victual
- #31: Imperative Cookie
- #34: King of Sweets
- #38: White Goodness
- #40: Sweet Dreamer
- #50: Memorial Shell
- #59: Invigorator
- #65: Master's Instrument
- #69: Harmonic Synthesizer
- #71: Director of Destiny
- #73: Flame of Tomorrow
- #76: Time Capsule
- #77: Lip Service
- #93: Sulking Antenna
- #106: Regal Diamond
- #130: Paradoxical Enigma
- #134: Boom Cone
- #162: Patience Tester
- #178: Massive Lid
- #180: Happiness Emblem
- #183: Creative Inspiration
- #192: Dream Material
- #196: The Key

New Piklopedia Entries:

- #7: Spotty Bulbear
- #8: Dwarf Bulbear
- #11: Water Dimple
- #17: Puffy Blowhog
- #28: Anode Beetle
- #30: Hermit Crawmad
- #37: Fiery Dweevil
- #48: Golden Candypop Bud
- #53: Skitter Leaf
- #57: Breadbug
- #72: Beady Long Legs
- #74: Giant Breadbug

Whee. A pair of caves today, and nothing else, leaving you free to spend the majority of the day getting new 'mins, collecting sprays, whatever. Anyway, let's begin.

Start off by grabbing 60 yellows, 20 whites, and maybe some purples if you feel like it. Head across the bridge to the area you first had to do the weighted blocks "puzzle", and near there should be a little ledge between two stumps. Fall down it. See that big 'ol electric gate in front of you? If you're cruel, and up for a reset, swarm it. Mmm...toasty. If you're not like that, just swarm the yellows on it and wait for it to fall. Then go into the cave just past it.

Glutton's Kitchen:

Hazards: Electricity

Boss: Giant Breadbug

Treasures:

#23: Meat of Champions

#24: Hideous Victual

#31: Imperative Cookie

#38: White Goodness

#40: Sweet Dreamer

#59: Invigorator

#65: Master's Instrument

#69: Harmonic Synthesizer

#71: Director of Destiny

#93: Sulking Antenna

#134: Boom Cone

#178: Massive Lid

#180: Happiness Emblem

#192: Dream Material

Sublevels: 6

Is anyone else wondering why the hell all this stuff is underground? I mean, seriously? Wood flooring, kids building blocks? Meh. The oddities of this place aside, there's a lot of treasure to be had...

Sublevel 1:

Treasures:

#65: Master's Instrument

Dwarf Bulbears. Lots and lots of Dwarf bulbears. Treat them as you would normal dwarf bulborbs. If you brought purples in like I suggested, use them to take them out, since the stunning helps prevent getting overwhelmed. Don't miss the pair inside the little box shaped area, too.

Treasure #65: Master's Instrument

Value: 30 Pokos

Taken out all the bulbears? Good. I'm pretty sure this treasure is always in the box-area, so just throw some mins in and get it.

Make sure you got all the bulbears for 30 pokos or so, and head to the next level.

Sublevel 2:

Treasures:

#31: Imperative Cookie

#178: Massive Lid

Breadbugs, sheargrubs, and a burrow-nit. To deal with the breadbugs, just wait for them to grab an item lying around somewhere and the level, swarm 'mins onto it, and have them drag the item and breadbug back to the nosecone, severely damaging the breadbug. If you're too impatient for that, just use the purples I suggested you bring in and hit it on the head. You can actually use any color for this, but purples work best since they halt it for a second.

Treasure #31: Imperative Cookie

Value: 25 Pokos

Normally on one of the high spots around the central railroad area. Just toss your yellows up to grab it.

Treasure #178: Massive Lid

Value: 100 Pokos

One of the breadbugs will probably have gotten to it before you can. Just kill them until it shows up, then take it back, before the others take it again.

Blah blah, collect remaining bodies, blah blah, find hole and go to next level.

Sublevel 3:

Treasures:

#69: Harmonic Synthesizer

#71: Director of Destiny

Anode beetles, breadbugs, lightning traps, breadbugs, and a puffy blowhog. Not exactly the easiest level. To kill the anodes, throw a yellow on top of them, and swarm 'em when they flip. Just swarm the lightning traps with yellows to kill them. And for the puffy blowhog, make sure to kill it ASAP by tossing 'mins onto its underside to knock it out of the air, then swarm it.

I would suggest killing everything on this floor prior to getting the treasures, just so you can use whites and stuff to take stuff back.

Treasure #69: Director of Destiny

Value: 100 Pokos

Just lying around somewhere, in plain sight. A pair of anode beetles'll drop down when you get close to it, tho'.

Treasure #71: Harmonic Synthesizer

Value: 120 Pokos

A breadbug will have beaten you to it. Just kill the pair of breadbugs to free

it.

Before you go to the next floor, toss a yellow into the golden candypop bud to get it in your piklopedia. Don't forget to pluck the seed that pops out.

Sublevel 4:

Treasures:

#38: White Goodness

#59: Invigorator

#180: Happiness Emblem

Yee. A bulbear here. If you have any purple sprays, don't hesitate to use them. Otherwise, try and separate it from its kids. Since it's slightly faster, Grab some of your faster 'mins, and run from it until it's a good distance from the kids. or, if you brought those purples like I said, pile them on its face to kill it without effort. (Thank goodness for stunning. XP) Oh, and make sure you get it to the nosecone before it regenerates.

Treasure #180: Happiness Emblem

Value: 100 Pokos

You get this from the bulbear when you kill it. The breadbugs are practically magnetically attracted to it, so retrieve it before they do.

Treasure #59: Invigorator

Value: 130 Pokos

It's usually lying around somewhere perfectly visible, just out of the boundaries of the level. Just toss your 'mins at it, they'll find a way back over the fence.

Treasure #38: White Goodness

Value: 60 Pokos

It's usually lying around somewhere, easy to see, occasionally on a high platform. If you still can't find it anywhere, a breadbug probably got to it, just kill them until it shows up.

Find the hole, exit, why am I still saying this?

Sublevel 5:

Treasures:

#93: Sulking Antenna

#134: Boom Cone

Dwarf bulbears, a purple candypop bud, and a couple cannon beetle larvae. This is pretty fun, just lure the cannon beetle so that they're aiming at a bulbear, and wait for them to fire for an easy kill. Repeat that to kill all

the bulbears, then take the 'mins to kill the larva (Toss them up to the platform they're on, and make sure to dodge their shots! Whistle any 'mins that get bucked back, because the beetle is about to shoot at them.)

Treasure #93: Sulking Antenna
Value: 150 Pokos

Just lying around somewhere. Grab it, cash it in.

Treasure #134: Boom Cone
Value: 100 Pokos

Again. Lying around in plain sight. Couldn't be easier.

Use 5 yellows on the candypop bud, then have them flower up on the nectar rocks that drop in a dead end somewhere on this floor. Then descend.

Sublevel 6:
FINAL FLOOR!

Boss: Giant Breadbug

Treasures:

#23: Meat of Champions

#24: Hideous Victual

#40: Sweet Dreamer

#192: Dream Material

See that giant bread-loaf shaped thing walking around? Yeah, that's the boss.

Boss:

GIANT BREADBUG

Difficulty: Nonexistent

Reward:

Treasure #192: Dream Material

Add-on #5: Anti-electrifier

Note that the only reason I'm calling this waste of life a boss is because the other FAQ authors do so, and it's carrying a special item. Anyway, there are two ways to go about killing it, by leaving a dead enemy as bait then when it grabs it, swarm the item to drag it back, halving its health. Repeat to kill it. Or, you could take the harder route by tossing purples on it. Either way, it's an easy fight. The only way you can lose to it is not swarming enough pikmin and it drags the ones you put on the item back.

You got:

Treasure #192: Dream Material

Value: 100 Pokos

Add-on #5: Anti-electrifier

Prevents captains from recieving electricity damage.

Normally by the time you kill the giant breadbug the other breadbugs will have gotten to the other treasures, so just kill them to free the treasure. If not, they'll just be lying around somewhere.

You got:

Treasure #40: Sweet Dreamer

Value: 40 Pokos

Treasure #24: Hideous Victual

Value: 100 Pokos

Treasure #23: Meat of Champions

Value: 35 Pokos

Now, bust open the conveniently located nectar rocks to see if they have some sprays, or to nectar up any leafs, then leave.

GLUTTON'S KITCHEN END

Whoa. Not even a quarter of the day done, and already a crapload of treasure. If you're up for it, grab 5 reds or yellows and head back to Glutton's Kitchen and get 5 more purples, if not, grab 20 of each color, and head to the cave to your left, close to the riverbank.

Citadel of Spiders:

Hazards: Fire, Lightning

Boss: Beady Long Legs

Treasures:

#11: Love Nugget

#34: King of Sweets

#50: Memorial Shell

#73: Flame of Tomorrow

#76: Time Capsule

#77: Lip Service

#106: Regal Diamond

#130: Paradoxical Enigma

#162: Patience Tester

#183: Creative Inspiration

#196: The Key

Sublevels: 5

Not much to say here, it's just your average easy cave.

Sublevel 1:

Treasures:

#11: Love Nugget

Skitterleaves and Shearwigs. That's it. VERY easy floor. Even easier than the first floor of Emergence cave.

Treasure #11: Love Nugget

Value: 40 Pokos

Again. Just lying around somewhere. Have your pikmin grab it, take it back,

the same 'ol drill.

Find the hole. Go down. *yawn*.

Sublevel 2:

Treasures:

#77: Lip Service

#130: Paradoxical Enigma

#183: Creative Inspiration

A handful of flame traps, a couple wollywogs, and some fiery dweevils. No biggie. To kill the dweevils just get reds on their head.

Treasure #183: Creative Inspiration

Value: 100 Pokos

One of the wollywogs has it. Kill it to get the treasure.

Treasure #77: Lip Service

Value: 50 Pokos

Just lying around somewhere, usually in a corner.

Treasure #130: Paradoxical Enigma

Value: 80 Pokos

You'll see it partially buried somewhere. Just swarm it to set it free.

The hole might be behind a gate, swarm 'mins on it to get to it.

Sublevel 3:

Treasures:

#50: Memorial Shell

#162: Patience Tester

Anode Beetles and a pair of snitchbugs. Easy enough.

Treasure #162: Patience Tester

Value: 130 Pokos

It's in plain sight, normally behind a gate.

Treasure #50: Memorial Shell

Value: 100 Pokos

It's underground, normally behind a gate. Use your treasure radar and whites to find it. Be wary, as you approach it a snitchbug normally drops down.

There are some nectar rocks on this floor, check them for sprays or to flower up any 'mins that aren't already flowers. Then find the hole. (Usually behind a gate, again.)

Sublevel 4:

Treasures:

#34: King of Sweets

#73: Flame of Tomorrow

#76: Time Capsule

Flame traps, hermit crawmads, and water dumplings. Still, a pretty easy floor. Kill the dumplings by tossing pikmin on them, confusing them enough to not lose any 'mins to them. Kill the crawmads by using the captains to lure them out of their holes, then swarming them as they head back.

Treasure #34: King of Sweets

Value: 15 Pokos

One of the crawmads has it. Kill it to get it, naturally.

Treasure #76: Time Capsule

Value: 70 Pokos

In plain sight, except this little bugger sometimes likes to hide in the pipes.

Treasure #73: Flame of Tomorrow

Value: 10 Pokos

Lying around somewhere, normally next to a crawmad.

There's an Ivory candypop here, use 5 reds on it then find the hole to the next floor.

Sublevel 5:

FINAL FLOOR!

Boss: Beady Long Legs

Treasures:

#106: Regal Diamond

#196: The Key

Grab 5 purples, head up the ramp and to the right, into the center of the big, circular arena...

Boss:

BEADY LONG LEGS

Difficulty: Medium

Reward:

Treasure #196: The Key

Add-on #6: Challenge Mode

This boss can go very well if you know how to do it right, or very badly if you go in there not knowing what you're doing. Head into the arena with a small number of 'mins, (About 5 or so), then just dodge its stomping until it stops and lowers its "head". At that point, toss your 'mins onto it, and call them off when it twists its body, it's about to throw them off. Just repeat this process several times to kill it easily, with minimal casualties.

You Got:

Treasure #196: The Key

Value: 100 Pokos

Add-on #6: Challenge Mode

Grants access to challenge mode.

We're not quite done here yet, so grab your whites and take them to that area before the boss arena. Follow the treasure gauge to the raised portion at the corner of the room, and toss your whites up there to unearth the treasure.

You Got:

Treasure #106: Regal Diamond

Value: 100 Pokos

There should be a flint beetle between the two raised platforms, so get some nectar and spray from it, then find the geyser and emerge to the surface.

CITADEL OF SPIDERS END

You should have a good majority of the day left, so do whatever. Raise pikmin, collect sprays, whatever. All I know is that you should have all the treasure you can for now, so I can stop writing this section.

DAY 6 END

PERPLEXING POOL, PART ONE END

~To Be Continued~

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Caves and Challenge Mode:

(#CV)

Sorry, haven't started here yet. This will be a section who are having trouble in a certain cave and are too lazy to search the main walkthrough, and for those who want to get all 30 pink flowers on challenge mode.

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Piklopedia & Treasure List:

(#BT)

An in-depth listing of Treasures and Enemies, taken from the in-game database,

with comments of my own and a few other things.

Piklopedia:

(#BT1)

I pretty much already stated what this is above, but anyway, if you want to skip to a entry of a certain number, just Ctrl+F (#Px), x being the number of the entry. Simple, no?

And with that said, let's begin.

Entry # 1: Red Bulborb (#P1)

Value: 7 Pokos

Weight: 10

Olimar's Notes:

Red Bulborb

Oculus kageyamii russus

Grub-dog family

This large organism has the familiar mandibles and cranial morphology of the grub-dog family, and well as the characteristic bulging eyes. As with most grub-dogs, the creature's cranium comprises half of it's total length and girth. Showing a scarlet abdomen with white spots, this creature is primarily nocturnal, choosing to prey upon smaller creatures returning to their nests.

Originally classified as the spotty bulborb, further research has reclassified this species as the red bulborb. Subspecies of varied colors have recently been discovered, but academics are divided into two rival camps over how to handle their classification.

Louie's Notes:

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

My notes:

The first of many creatures to make it's return from Pikmin 1, this creature has become the series stereotypical "common" enemy, just like the goombas in Mario games, metroids in the Metroid series, or metools in MegaMan games. The strategy of beating these enemies has changed from the "swarm their asses" strategy in Pikmin 1 to getting behind them and tossing as many pikmin as you can onto it. This should confuse it enough for you to end up not losing any pikmin against it.

Entry # 2: Hairy Bulborb (#P2)

Value: 7 Pokos

Weight: 10

Olimar's Notes:

Hairy Bulborb

Oculus kageyamii folliculus
Grub-dog family

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

Louie's Notes:

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

My Notes:

The first of the "new" bulborbs, this particular one isn't much different than that of the normal variety. (Although it is a lot cuter, IMO. >_>) The strategy remains the same, circle behind it without waking it, then toss as many 'mins as you can on its back. This outta confuse it enough to kill it without incident.

Entry # 3: Orange Bulborb (#P3)
Value: 7 Pokos
Weight: 10

Olimar's Notes:

Orange Bulborb
Oculus kageyamii orangium
Grub-dog family

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

Louie's Notes:

This bulborb's meaty flanks make for salaciously savory steaks that shouldn't be missed.

My Notes:

Argh, this enemy is a pain in the ass. It wakes up when you're not even within tossing range, making it very hard to sneak behind/get past. Ignoring that, the same "sneak behind and throw a bazillion 'mins" strategy still seems to work, albeit with less chances of getting away with all your 'mins. It's best if you use purples, to stun it, or, if you are too lazy to do that, just purple spray & swarm it.

Entry # 4: Dwarf Red Bulborb (#P4)
Value: 2 Pokos
Weight: 3

Olimar's Notes:

Dwarf Red Bulborb
Pansarus pseudoculii russus
Breadbug family

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

Louie's Notes:

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

My notes:

Another enemy making its return from Pikmin one, this enemy is still excessively easy. Simply toss and land a pikmin on it's head for a one-hit KO, or toss 'mins at random places near it until they kill it, confusing it, and letting you out of the battle without incident.

Entry # 5: Snow Bulborb (#P5)
Value: 2 Pokos
Weight: 3

Olimar's Notes:

Snow Bulborb
Pansarus pseudooculii frosticus
Breadbug Family

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

Louie's Notes:

Best grilled and served hot over a bed of fresh spinach and crumbled blue cheese.

My Notes:

Pretty much the same as the ones of the normal variety, only a bit weaker, I think. (They all die too quickly for me to be sure.) Strategy is the same, swarm 'em, land a 'min to the head, or if you're bored, kill it with one of your captains.

Entry # 6: Dwarf Orange Bulborb (#P6)

Value: 2 Pokos

Weight: 3

Olimar's Notes:

Dwarf Orange Bulborb

Pansarus pseudooculii orangium

Breadbug family

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

Louie's Notes:

Although difficult to prepare, this exquisite creature is more than worth the effort. Great in fajitas!

My Notes:

Bah. Again, same as above. Easy to keel, though I think they may be alert of you earlier than the other variants. A quick 'min to the cranium, a decent swarming, or a few punches from a captain'll kill 'em.

Entry # 7: Spotty Bulbear (#P7)

Value: 10 Pokos

Weight: 10

Spotty Bulbear

Oculus terribilis dotticum

Grub-dog family

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

Louie's Notes:

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

My Notes:

God, this guy is a pain. Since it's actively patrolling, you have no easy way to surprise it like bulborbs, and it's pretty hard to get away without losing a 'min or three. Try purple spraying then swarming, using purples to stun it, or, if you feel like taking a risk, wait for it to try and eat some 'mins, then circle around it and toss as many as you can onto its back, whistle them off when it's about halfway back around after recovering, and repeat.

No matter which way you choose, this guy is a waste of resources, time, or Pikmin. =\

Entry # 8: Dwarf Bulbear (#P8)

Value: 10 Pokos

Weight: 3

Olimar's Notes:

Dwarf Bulbear

Oculus terribilis

Grub-dog family

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

Louie's Notes:

Remove innards, stuff with sage and finely aged prosciutto, and boil until golden brown. The ultimate crowd pleasers!

My Notes:

Ho-hum. Your average Dwarf bulborb...with a slight twist. They are almost always, if not always, following a older bulbear around. >.<

Once you deal with the parent though, the same old swarm/'min to the head/captain strategies work fine, though.

Entry # 9: Bulborb Larva (#P9)

Value: N/A

Weight: N/A

Olimar's Notes:

Bulborb Larva

Oculus bambinii

Grub-dog family

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

Louie's Notes:

This meager creature offers little meat, but its eyeballs are a local delicacy. Try them with okra and a dollop of sour cream!

My Notes:

Bah. As cute as these little buggers are, they really piss me off. An endless supply of them seem to spew from the Empress Bulblax's ass. Yes. Her ass. Anyway, the problem is, swarming these guys always makes you seem to lose a Pikmin. It's best to deal with these guys with your Captains, as a punch or two takes them out, while having a small squad of pikmin follow you to the

front of bulblax. The larva won't go for the pikmin you leave behind as they are only attracted to the active captain, I believe, so just get to the front of the Empress and fight her normally. When she does her rolling attack, she'll kill her own babies. After the battle, dispatch any larva that might be still alive, then take your treasure and leave.

The moral of this fight: Killing babies is good. Especially if they're your own.

Entry # 10: Fiery Bulblax (#P10)

Value: 10 Pokos

Weight: 10

Olimar's Notes:

Fiery Bulbax

Oculus vulcanus

Grub-dog family

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

Louie's Notes:

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

My Notes:

Hrmp. These enemies are no big deal, except for one particularly annoying one in story mode. Putting that aside, treat these like normal bulborbs, except only using red pikmin. Circle around 'em, start chucking 'mins on their back, and if done fast enough, they'll be too confused to eat any 'mins before they die.

Entry # 11: Water Duple (#P11)

Value: 3 Pokos

Weight: 5

Olimar's Notes:

Water Duple

Ichthyosa felinis

Grub-dog family

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

Louie's Notes:

Deep fry dumplings without batter for all of the flavor with half the fat!

My Notes:

Not much of a big deal here, just toss 'mins on them like you would a bulborb. Won't instantly kill them, but it will stop them from eating your 'mins. If encountered in water or in groups, just treat them with a little more caution.

Entry # 12: Bulbmin (#P12)

Value: 3 Pokos

Weight: 7

Olimar's Notes:

Bulbmin
Parasiticus pikminicus
Pikmin family

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

Louie's Notes:

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

My Notes:

Yargh. These cute little buggers are basically mini-bulborbs with leaves on their heads. Kill the leader as you would a bulbear, waiting for it to lunge then dodge, and toss 'mins on it to keel it. After that all the really frigging small ones will be running around spastically, whistle them and they'll join you. The little dudes own, being immune to everything, but they can't leave the cave you find them in. =\

Entry # 13: Fiery Blowhog (#P13)

Value: 4 Pokos

Weight: 7

Olimar's Notes:

Fiery Blowhog
Sus draconus
Blowhog family

This creature expels a volatile phosphorous compound from its snout that

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

Louie's Notes:

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

My Notes:

Really easy. Really ****ing easy. Just take a bunch of reds, and then swarm or toss them onto the beast. It can't even hurt them, since its only attack is fire element.

Entry # 14: Watery Blowhog (#P14)

Value: 4 Pokos

Weight: 7

Olimar's Notes:

Watery Blowhog

Sus loogiens

Blowhog family

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

Louie's Notes:

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

My Notes:

Pretty much identical to its fiery counterpart, except it's *GASP* water element. Take some blues, and swarm/toss 'em on it to kill it without worrying about any 'min deaths.

Entry # 15: Armored Cannon Beetle Larva (#P15)

Value: 4 Pokos

Weight: 7

Olimar's Notes:

Armored Cannon Beetle Larva

Granitus chukkulinae

Lithopod family

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

Louie's Notes:

Carefully remove every grain of sand, peel back the exoskeleton, and slurp heartily.

My Notes:

These enemies can be a huge pain in the ass, or very easy, depending on how you approach them. The trick is to approach them only with your captains first, having them shoot at other enemies in the vicinity. Once they kill all the other enemies for you, just grab your pikmin, and easily enough dodge their shots, while loading pikmin on top of it. If it bucks any, whistle them out of harm's way, because it will shortly fire at them.

Entry # 16: Decorated Cannon Beetle (#P16)

Value: 4 Pokos

Weight: 7

Olimar's Notes:

Decorated Cannon Beetle

Granitus decorum

Lithopod family

This creature is the larval form of a cannon beetle variant known for a diet consisting entirely of eating stones. The decorated cannon beetle favors stones with high iron content, which contributes to its brilliant red torso. The stones these creatures launch are wrapped in a powerful magnetic field which causes the stones to stray from their launch trajectory when other objects with high metal content, such as space suits, are nearby. Extreme caution is recommended for explorers wearing steel-plated armor in close proximity to this fearsome creature.

Louie's Notes:

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

My Notes:

Like the larval variant, only much, much more fun. Since their boulder homes in on your captain, just leave your pikmin, and lure their shots around to kill the other enemies, then lure their shots at them to kill them. If the space is too tight to lure their boulder back, then just toss mins on them, being careful not to forget their boulders will come back around.

Entry # 17: Puffy Blowhog (#P17)

Value: N/A

Weight: N/A

Olimar's Notes:

Puffy Blowhog

Sus inflata

Blowhog family

This species of blowhog uses internally generated hydrogen to inflate a flotation bladder and hover above the ground. The creature's electrified pulse creates a sash of color that flows along the surface of its body, making it a particularly beautiful blowhog species.

Precisely how it is able to internally stabilize its highly explosive hydrogen and simultaneously generate electricity remains a mystery. The puffy blowhog blows leaves and grass around to eat the insects underneath. It maintains midair bouyancy by using its fins and releasing air through blowholes. This enables it to float effortlessly, even in the breeze. In times of danger, the puffy blowhog can decompress its flotation bladder for a rapid escape from predators.

Louie's Notes:

Slice this creatures feather-light skin into triangles, deep-fry until crispy, and salt generously. Makes the perfect scooping chip to accompany fresh mango salsa.

My Notes:

Annoying, but that's about it. The only thing it can do to you is spew air, scattering your pikmin and usually making them lose their flowers or whatever. Just toss pikmin onto its underbelly to knock it out of the air, then swarm it. Unfortunately, it leaves no body to get money/'mins, but eh, its a decent tradeoff for a fight you can't die in.

Entry # 18: Withering Blowhog (#P18)

Value: N/A

Weight: N/A

Olimar's Notes:

Withering Blowhog

Sus decrepitia

Blowhog family

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

Louie's Notes:

Hang this creature on a rack and sun-dry on a hot afternoon. When suitably

crisp, grind the sun-dried beast into powder. Makes a great substitute for cayenne or curry powder!

My Notes:

Bah. Like the puffy blowhog, but even more of a joke. It can't even scatter your pikmin. Just toss 'mins onto its underbelly to knock it down, then swarm it. An easy kill, but once again, no corpse.

Entry # 19: Gatling Groink (#P19)

Value: 7

Weight: 10

Olimar's Notes:

Gatling Groink
Megaplod calibersi
Unknown family

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

Louie's Notes:

Remove the cannon and ammo stockpile, then vigorously tenderize the meat with a heavy mallet. Stir-fry with caramelized onions and figwort sprouts. Spoon over a steaming bowl of fluffy white rice and douse with chili sauce.

My Notes:

...Seriously. What the crap were the developers smoking when they designed this enemy. A WALKING FISH THAT SHOOTS OUT OF ITS MOUTH DOES NOT WORK IN AN ENVIRONMENT DESIGNED TO BE NATURAL FOR THE MOST PART. That aside, this enemy is pretty easy. Just dodge its shots, while approaching it, and toss pikmin onto its back. Keep doing that, and since it can't turn around fast enough to retaliate, it's an easy win.

Entry # 20: Iridescent Flint Beetle (#P20)

Value: N/A

Weight: N/A

Olimar's Notes:

Iridescent Flint Beetle
Pilli envelopens
Flint Beetle family

Flint beetles are nocturnal, choosing to hide in the grass by day and stay active at night. These creatures keep undigested food pellets in their stomach

to sustain them through winter, but given the right stimulus they will spit them out. Recent research has revealed that these pellets are enveloped in a membrane that seals and preserves them in a sterile, airtight environment. If kept at room temperature, it seems that this pellet membrane will keep its contents fresh for up to six months.

The membrane may be made from the same substance that gives the exoskeleton of the flint beetle its beautiful sheen.

Louie's Notes:

An essential flavor-accentuating ingredient in gumbo and jambalaya. Also delicious in soups, broths, and marinades.

My Notes:

Feh. Not really an enemy, since it can't hurt you, but anyway...Your pikmin have a strange problem with chasing these things. Other than that, toss pikmin on top of it to get stuff, usually nectar or sprays.

=====

Boss Strategies:

(#BS)

Well, when I get around to this, it will have strategies for every boss in the game, duh.

=====

Emails:

(#EL)

Bleh. Here you can find a list of all the emails you receive in the game, if for some reason you needed a transcript of them. Unlike Pikmin 1, I don't think they're affected by what you do during the game, so I've divided them into three categories:

Emails Received Before Paying Off the Debt

Emails Received After Paying Off the Debt

Emails Received After Rescuing Louie

So, let's begin the first one...

Emails Received Before Paying Off the Debt:

(#EL1)

Mail #1:

From: The President

You found your first bit of treasure. Fine Work! Our future depends on your efforts, so check your treasure hoard regularly. I'll check in often. Keep up the pace!

Mail #2:

From: The President

Baby steps first, Olimar! Plan well, and don't worry about me. Our debt is with Happy Hocotate Savings & Loan, after all. Besides, there's nothing left to repossess, so HA!

Mail #3:

From: The President

How's progress, Olimar? Remember, you'll never get anything done if you sit back and watch from afar. Be sure to hold R occasionally for a close-up view of the action.

Mail #4:

From: The President

Olimar! Good work so far! I hereby promote you to Perennial Manager! Press X to divide up work, and Y to delegate more to your subordinate leader. Hope all goes smoothly!

Mail #5:

From: The President

Olimar! Terrible news! I thought I went to Happy Hocotate Savings & Loan, but it seems my loan came from the shop next door: All-Devouring Black Hole Loan Sharks! Oops!

Mail #6:

From: The President

Olimar! You're my hero! You've erased half of our debt. Still, things have become a bit dangerous, so I'm going into hiding. Focus on your work...and don't slack off!

Emails Recieved After Paying Off the Debt:

(#EL2)

(Haven't done any yet)

Emails Recieved After Rescuing Louie:

(#EL3)

(Haven't done any yet)

Well, that's it for this section. Onto the next...

=====

Frequently Asked Questions:

(#FAQ)

Kinda self explanatory, I find a question that's all too frequently asked, I stick it here...

Q: ZOMG WHAR CAN I GET CHAETS FOR THIS GAEM?!1!/?1?

A: Sorry, I don't support cheaters. Get some actual gaming skill then try the game again.

Q: What the hell? My Bulbmin didn't come out of the cave with me! Is this a glitch or something?

A: Yeah, sorry 'bout that, Bulbmin don't come out of caves with you. I guess it's to make up for their lack of limitations.

Q: What the crap? I can't beat that weird thing in submerged castle! It's killing all my Pikmin! Help!

A: That "thing" you're talking about is probably the Water Wraith. Sadly, you can't get rid of it until the fifth floor, so basically just grab all the treasure you can then get the hell out of there when it drops.

Q: What the? Where are my purple/white pikmins onions?

A: They are stored in your ship, since they don't have their own onions. This also means the only way to create new purples/whites is via candypop buds found in caves. =\

Well, that's all the Frequently Asked Questions I can think of for now. Onto the next section...

=====

Secrets, Unlockable Crap, and Glitches:

(#SU)

The title is once again, self-explanatory. These are the secrets, glitches and stuff that I know of.

Unlockables:

(These are found in the "Bonuses" menu)

Opening Cinema: Start a New Game.
Debt Repayment Cinema: Collect 10,000 Pokos.
Credits: Collect 10,000 Pokos.
Goal Completion Cinema: Choose to Continue after repaying your debt.
Treasure Completion Cinema: Collect all 201 treasures.
Louie's Dark Secret: Get a Pink Flower on all Challenge Mode levels.

Title Screen Easter Eggs:

I was messing around on the title screen one day, to find out there are a few easter eggs hidden there, being:

Press X to make a Irredescent Flint Beetle appear, which you can control with the C stick.

Press Y to make a Red Bulborb appear, which you can control with the C stick.

Press R to make the Pikmin scatter and reform into the nintendo logo.

That's all the Secrets and stuff I'm aware of, if you have any, please email them to me at Yoshi282@gmail.com, and I'll give you full credit.

=====

Legal Crap & Thanks:

(#LC)

This, is, of course, the place where you come to find the legal crap about this guide and people who made a contribution or I just felt like thanking in general. So first, the thanks:

Special Thanks:

(#LC1)

I would like to thank Nintendo for making this excellent game.

CJayC for hosting GameFAQs, as well as this FAQ.

Anyone who inadvertently helped me with this guide that I can't think of.

And of course, no guide is complete without the author egotistically thanking themselves. So I thank myself for taking the time to write this.

Contacting Me:

(#LC2)

As of now, the only way that I can really be contacted is via my email, which is: Yoshi282@gmail.com

Legal Stuff:

(#LC3)

I know no-one reads this, but I have to say it anyway otherwise anyone can get away with plagiarizing this guide...so anyway...

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FAQ/WALKTHROUGH END

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