

Pikmin 2 FAQ

by InvaderHera

Updated on Sep 27, 2004

Pikmin 2

Table of Contents

1. Story
2. Characters
3. Controls
4. Types of Pikmin
5. Enemies
6. Walkthrough
 - A. Valley of Repose
 - B. Awakening Wood
 - C. Perplexing Pool
 - D. Wistful Wild
7. Game Tips
8. Copyright Stuff

1. Story

After Captain Olimar comes back from the planet he crashed on, he finds out that the company he works for, Hocotate Freight, is going bankrupt and owes 10000 pokos. He finds out the souvenir he brought back for his kids is worth money, and the president of Hocotate Freight thinks there are more valuable items on the planet Olimar crashed on, so he sends Olimar and Louie back to the planet to get enough money to pay off the debt.

2. Characters

Olimar: Olimar just got back from the planet he was stranded on to find out the company he works for is going bankrupt. He goes back to the planet with Louie to pay off 10000 pokos.

Louie: Louie works for the same company as Olimar. The Pikpik carrots he was delivering got eaten by space bunnies, so he doesn't seem very smart. He had to go with Olimar back to the planet Olimar crashed on to pay off the 10000 pokos the company owes.

3. Controls

A: Throw Pikmin, pick Pikmin

B: Call Pikmin back

Y: Switch between Olimar and Louie

X: Dismiss Pikmin into groups of separate colors

L, R, and Z: Controls the camera

Control Stick: Move the character

C-Stick: Move the Pikmin

Control Pad (Up or Down): Use sprays

A+Control Stick (Left or Right): Switch between colors of Pikmin you will throw

Pause: Shows the map and other stuff

4. Types of Pikmin

Red: Red Pikmin won't get hurt by fire and are better at attacking.

Yellow: Yellow Pikmin can be thrown higher and don't get hurt by electricity.

Blue: Blue Pikmin can go in water.

Purple: Purple Pikmin are heavier and stronger. They count as ten normal Pikmin.

White: White Pikmin are fast. They are poisonous and resistant to poison. They are good at finding buried treasure.

5. Enemies

Anode Beetle: These beetles are electrical and sometimes two make a line of electricity between them. Kill them with yellow Pikmin. The Pikmin have to be thrown right on top of them to flip them over, exposing their sensitive undersides. They are worth 3 pokos.

Anode Dweevil: These yellow Dweevils are electrical. They are worth 2 pokos.

Antenna Beetle: These mess up your radar and make you unable to throw Pikmin if the purple stuff from them hits you. The Pikmin go crazy (but aren't hurt) once it dies. They are worth 5 pokos.

Armored Cannon Beetle Larva: These are like the Decorated Cannon Beetle. They are worth 4 pokos.

Beady Long Legs: This is in Sublevel 5 of Citadel of Spiders (Perplexing Pool).

Breadbug: Breadbugs steal items. To get treasure from a Breadbug's hole, kill the Breadbug. They are worth 3 pokos.

Bulbmin: These Bulborbs have leaves on their backs. Kill the big one. It's worth 3 pokos. The small ones are like Pikmin. They will follow you around and help with stuff. They can go through anything.

Bulborb Larva: These are Empress Bulblax's babies. They die easily.

Bumbling Snitchbug: These steal Olimar or Louie and throw them into the ground. They are worth 4 pokos.

Burrowing Snagret: These are bird things that come out of the ground. Attack its head. It is worth 10 pokos.

Careening Dirigibug: These drop bomb rocks, so be careful. They are worth 4 pokos.

Caustic Dweevil: Kill these blue Dweevils with blue Pikmin. They are worth 2 pokos.

Cloaking Burrow-nit: These look like purple and pink things that pop out of the ground to attack when you get near. They are worth 3 pokos.

Creeping Chrysanthemum: These look like yellow flowers, but come out of the ground when you get close. The flowers of these have eyes on them, though, so it's not too hard to tell them apart from the normal flowers. These are worth 7 pokos.

Decorated Cannon Beetle: These red beetles shoot rocks that follow you for a short time. They are worth 4 pokos.

Doodle Bug: Doodle Bugs are like the Iridescent Beetles, but they shoot out poison.

Dwarf Bulbear: These are like every other dwarf thing in the game. They are worth 2 pokos.

Dwarf Orange Bulborb: These are like the Dwarf Red Bulborb. They are worth 2 pokos.

Dwarf Red Bulborb: These are like the Red Bulborb, but they are small and can be crushed if a Pikmin's thrown on top of them. These are worth 2 pokos.

Emperor Bulblax: An explanation of him is in Sublevel 7 of Bulblax Kingdom (Awakening Wood). It is worth 15 pokos.

Empress Bulblax: An explanation of her is in Sublevel 5 of Hole of Beasts (Awakening Wood). It is worth 15 pokos.

Female Shearbug: These are creepy white grubs that come out of the ground. These are worth 1 poko.

Fiery Blowhog: These look like white elephants that shoot fire. Kill them with red Pikmin. They are worth 4 pokos.

Fiery Bulblax: Fiery Bulblaxes are like Bulborbs that need to be killed using red Pikmin. They are worth 10 pokos.

Fiery Dweevil: These spiders shoot fire when they die, so kill them with red Pikmin. They are worth 2 pokos.

Gatling Groink: These shoot little fiery things at your Pikmin. Attack them from behind. Bring them to the onion or ship before they come back to life. They are worth 7 pokos.

Giant Breadbug: These huge Breadbugs are hard to kill. The best thing to do is use Ultra-bitter spray on it. Otherwise, slowly killing it with purple Pikmin may take an hour or two. They are worth 10 pokos.

Greater Spotted Jellyfloat: These are like the Lesser Spotted Jellyfloat, except purple.

Hairy Bulborbs: These are just like Red Bulborbs. They are worth 7 pokos.

Hermit Crawmad: These come out of holes, and attack your Pikmin. Attack their vulnerable tails when they come out of their holes. They are worth 3 pokos.

Honeywisp: If you attack a Honeywisp, it will drop nectar.

Iridescent Flint Beetle: These don't hurt you. They come out of the ground. You can get stuff from them if Pikmin are thrown onto them.

Iridescent Glint Beetle: These are like the Iridescent Flint Beetles, but they're gold.

Lesser Spotted Jellyfloat: These suck in your Pikmin. Kill it to get them back.

Male Shearbug: These look like purple grubs. They are worth 2 pokos.

Mamuta: These look like statues at first, but are actually really ugly enemies that smash your Pikmin into the ground, so he have to pick them again. They are

worth 3 pokos.

Man-at-legs: This is in Sublevel 9 of Subterranean Complex (Valley of Repose).

Munge Dweevil: These purple Dweevils are poisonous. They are worth 2 pokos.

Orange Bulborb: These are like Red Bulborbs, but they wake up easier. They are worth 7 pokos.

Pileated Snagret: An explanation for this is in Sublevel 7 of Snagret Hole (Awakening Wood). It is worth 15 pokos.

Puffy Blowhog: These purple blowhogs are stronger versions of the Withered Blowhog.

Raging Long Legs: An explanation for this is in Sublevel 15 of Hole of Heroes (Wistful Wild).

Ranging Bloyster: An explanation for this is in Sublevel 7 of the Shower Room (Perplexing Pool). It is worth 15 pokos.

Ravenous Whiskerpillar: These are creepy, orange bugs that are sometimes seen chewing on berries. These are worth 1 poko.

Red Bulborb: These are big and are normally found sleeping. They're scary. These are worth 7 pokos.

Segmented Crawbster: An explanation for this is in Sublevel 10 of Cavern of Chaos (Wistful Wild). It is worth 15 pokos.

Shearwig: These grubs can fly. They are worth 2 pokos.

Skitter Leaf: These look like leaves at first, but run away when you get close. They don't hurt your Pikmin. They are worth 1 poko.

Snow Bulborb: These are the same as Dwarf Red Bulborbs, except they are white. These are worth 2 pokos.

Spotty Bulbear: These are like extra scary Bulborbs, except they come back to life if you don't bring them back to the onion on time.. They are worth 10 pokos.

Swooping Snitchbug: These swoop down, and grab your Pikmin. They then throw them into the ground, where you have to go pick them. It's best to throw Pikmin at them as they swoop. They are worth 4 pokos.

Titan Dweevil: An explanation for this is in Sublevel 14 of Dream Den (Wistful Wild).

Toady Bloyster: These things are usually found in water. Don't go in front of them, or they will kill your Pikmin. Attack their tails to kill them. They are worth 10 pokos.

Unmarked Spectalids: These are butterflies. They don't hurt you. They are worth 1 poko.

Volatile Dweevil: These have bomb rocks on their backs and come after you and blow up.

Water Duple: These are really creepy fish. They are worth 3 pokos.

Waterwraith: An explanation for this terrifying thing is in Sublevel of the Submerged Castle (Perplexing Pool).

Watery Blowhog: These Blowhogs shoot water. Kill them with blue Pikmin. They are worth 4 pokos.

Withering Blowhog: These flying Blowhogs blow your Pikmin away. Flower Pikmin will become leaf Pikmin again.

Wogpole: These are tadpoles that don't hurt your Pikmin. They are worth 1 poko.

Wollywog: These are like Yellow Wollywogs. They are worth 7 pokos.

Yellow Wollywog: These frogs try to crush your Pikmin. It's best to use purple Pikmin on them. Right after one lands, throw Pikmin onto its back. It's worth 5 pokos.

6. Walkthrough

A. Valley of Repose

This area has a few bags to crush, and a wall to knock down. Behind the wall is a hole that leads to Emergence Cave.

With blue Pikmin, go past this hole. Make the Pikmin destroy the rock in the water so the water drains. Break down the wall. Go across the water and make the bridge. If you go forward and to the left, knock down a wall on the right which will lead to the Subterranean Complex.

Past the wall that leads to the Subterranean Complex is a bridge. Make it to get up to the Frontier Cavern.

Courage Reactor-worth 280 pokos

This is the first treasure in the game, so I have to explain this a bit differently. Call the Pikmin to you, and kill the enemy. Now, press Y to control Louie. Go forward. Go to the onion. Pick the Pikmin. Make the Pikmin bring the pellets from the flowers to the onion by throwing the Pikmin at them. Make sure you don't forget about the flowers up on the ledge. Once you have gotten all the Pikmin possible, continue forward. Here is the Courage Reactor. Make the Pikmin dig around it to free it of the snow. It needs 20 Pikmin to carry it. Since you can't get it yet, continue forward. When you get to the paper bag (the one on the right), throw the Pikmin onto it. You need 15. Switch to Olimar, and throw his Pikmin up there. The bag will be crushed. Now, go back, and have the Pikmin carry the Courage Reactor back to the ship.

Utter Scrap-worth 170 pokos

Crush the bag with 35 Pikmin. Go forward. The Utter Scrap is here. You need to kill the Red Bulborb to bring it safely back to the ship. You need 35 Pikmin to move it.

Unspeakeable Wonder-worth 120 pokos

This is on the snowman's head near the Frontier Cavern. You have to go up the side of it to get high enough. You need 30 Pikmin to carry it.

Temporal Mechanism-worth 110 pokos

Past the big bridge across the water, go to the water to the left. Go through with blue Pikmin. Have the Fiery Bulblax follow you into the water so its fire goes out. Attack it. When it dies, you'll get the item. You need 30 Pikmin to carry it.

Pink Menace-worth 100 pokos

Go up the thin pathway in the first half of the area with the drained water. Have the white Pikmin dig this up. You need 5 Pikmin to carry it.

Spiny Alien Treat-worth 50 pokos

This isn't far from the Pink Menace. Have white Pikmin dig it up. You need 4 Pikmin to carry it.

Fossilized Ursidae-worth 160 pokos

Go to the left of where you got the Temporal Mechanism. Throw yellow Pikmin up

to that circular area next to it. They should automatically go to the treasure. You need 25 Pikmin to carry it.

a. Emergence Cave

Sublevel 1

Citrus Lump-worth 180 pokos

This is nearby the entrance of this place. You need 15 Pikmin to carry it.

Quenching Emblem-worth 100 pokos

This is surrounded by Snow Bulborbs. You need 4 Pikmin to carry it.

Sublevel 2

This area has Violet Candypop Buds that will give you purple Pikmin when you throw Pikmin in them. There's also a geyser that leads back to the Valley of Repose.

Spherical Atlas-worth 200 pokos

You need purple Pikmin to get it, since it needs 101 Pikmin to move.

b. Subterranean Complex

I think this is the first area where each level changes every time you go there, so I can't say exactly where anything is because I'm probably wrong.

Sublevel 1

Destroy the poison things with white Pikmin.

Nouveau Table-worth 100 pokos

Follow the radar to this, and have the white Pikmin dig it up. You need 25 to carry it.

Exhausted Superstick-worth 50 pokos

This is behind the tree stump. It is half-buried in the ground and needs to be dug up. You need 12 to carry it.

Sublevel 2

Be careful of the bomb rocks. Don't let Pikmin attack them.

Spirit Flogger-worth 70 pokos

This is easy to find. You need 20 to carry it.

Network Mainbrain-worth 100 pokos

This is also easy to find. You need 10 Pikmin to carry it.

Sublevel 3

Destroy the fire mounds with Red Pikmin. There are scary enemies that shoot rocks. There is also an Ivory Candypop Bud.

Superstrong Stabilizer-worth 60 pokos

Kill the enemy that comes out of a hole to get this. You need 10 to carry it.

Coiled Launcher-worth 70 pokos

You need 15 Pikmin to carry this.

Omega Flywheel-worth 60 pokos

This is half-buried. Dig it up, and carry it using 20 Pikmin.

Sublevel 4

There are nectar eggs and Ivory Candypop Buds. You can escape through the geyser if you need to.

Sublevel 5

Be careful of bomb rocks lying around and falling from the ceiling. There are also Volatile Dweevils.

Adamantine Girdle-worth 70 pokos

This is half-buried. You need 12 Pikmin to carry it.

Mystical Disc-worth 75 pokos

This is also half-buried. You need 6 Pikmin to carry it.

Sublevel 6

Destroy the poison makers and purple Dweevils (I haven't found their name yet) with white Pikmin. Kill the Anode Beetles with yellow Pikmin. Kill the Fiery Dweevils with red Pikmin.

Vacuum Processor-worth 100 pokos

Get this from a purple spider. Carry it with 10 Pikmin.

Space Wave Receiver-worth 80 pokos

You need 10 Pikmin to carry this.

Repair Juggernaut-worth 85 pokos

You need 20 Pikmin to carry this.

Sublevel 7

There are bomb rocks lying around. Be careful of the two Gatling Groinks.

Thirst Activator-worth 300 pokos

You need 20 Pikmin to carry this.

Indomitable CPU-worth 100 pokos

I think a Gatling Groink drops this. You need 10 Pikmin to carry it.

Furious Adhesive-worth 60 pokos

You need 10 Pikmin to carry this.

Sublevel 8

There are Violet and Queen Candypop Buds.

Sublevel 9

You must kill the Man-at-legs. Be careful of the lasers it shoots. When it stops attacking, stay near it. When it stops walking, and its body sags, attack its body.

Stellar Orb-worth 100 pokos

Kill the Man-at-legs for this. You need 3 Pikmin to carry it. The Stellar Orb brightens underground areas (yet it doesn't seem to work).

d. Frontier Cavern

Sublevel 1

There's a Violet Candypop Bud here. Be careful of the Doodle Bug.

Essence of Rage-worth 70 pokos

The radar will lead you to this. Dig it up with white Pikmin. You need 8 Pikmin to carry it.

Essential Furnishing-worth 100 pokos

The radar will also lead you to this. Dig it up with white Pikmin. You need 5 Pikmin to carry it.

Sublevel 2

Joy Receptacle-worth 60 pokos

You need 15 Pikmin to carry it.

Icon of Progress-worth 85 pokos

Go up the ramp-like thing up to this. You need 15 Pikmin to carry it.

Sublevel 3

Destroy the fire mounds with red Pikmin, the poison with white, and the electricity with yellow. Also, kill the Bulbmin to get the little Bulbmin.

There is a geyser and a hole here.

Danger Chime-worth 120 pokos

Kill the Spotty Bulbear for this. You need 10 Pikmin to carry it.

Fleeting Art Form-worth 75 pokos

You need 2 Pikmin to carry it.

Gemstar Husband-worth 100 pokos

The radar will lead you to this. Have the white Pikmin dig it up. You need 5 Pikmin to carry it.

Sublevel 4

Destroy the Anode Beetles and electric things with yellow Pikmin. There is a Violet Candypop Bud and bomb rocks falling from the ceiling.

Innocence Lost-worth 100 pokos

You need 15 Pikmin to carry it.

Omniscient Sphere-worth 85 pokos

You need 1 Pikmin to carry it.

Sublevel 5

There are Violet, Ivory, and Blue Candypop Buds. Kill the Caustic Dweevil with blue Pikmin. There is both a geyser and a hole here.

Brute Knuckles-worth 100 pokos

One of the Mamutas drop this. You need 15 Pikmin to carry it. Now Olimar and Louie can do better attacks on their own.

Sublevel 6

Destroy the fire mounds with red Pikmin. To cross that first area of water,

throw Pikmin to the island, then, to the other side. I don't think I did this right, but to get across the water and up to the hole, I put one character on each side of the water. One runs through with the Pikmin, and the other one calls the Pikmin to the other side.

Priceless Statue-worth 100 pokos

This is in the water. You need 10 Pikmin to carry it.

Worthless Statue-worth 80 pokos

This is up on that higher area. You go up through a ramp thing through the water to get o it. You need 10 Pikmin to carry it.

Sublevel 7

Be careful of falling rocks. There is an Ivory Candypop Bud, a geyser, and a hole.

Spouse Alert-worth 120 pokos

You need 10 Pikmin to carry it.

Flame Tiller-worth 120 pokos

The radar will lead you to this. Have white Pikmin dig it up. You need 20 Pikmin to carry it.

Sublevel 8

Repugnant Appendage-worth 100 pokos

You need to kill Empress Bulblax for this. Go in front of her, and throw Pikmin on her head. As they attack, have Olimar or Louie kill the Bulborb Larvae.

When she's about to roll over, call the Pikmin back. She should roll over some of her babies. When she dies, you'll get the treasure. You need 20 Pikmin to carry it. Now you can go faster.

B. Awakening Wood

You need the Spherical Atlas to get here. There are bags to crush walls to knock over. There is also a plant with Ravenous Whiskerpillars on it. Throw Pikmin at it, so they climb up, and knock down the berries (and bugs). Ten berries get you one bottle of ultra-spicy spray. (Ultra-spicy spray powers up your Pikmin.)

Go past the berries, and crush the bag to the right with 200 Pikmin (need to use purple Pikmin). A hole leading to the White Flower Garden is here.

After the berries, go left, then, right to get to a hole leading to the Hole of Beasts.

To get the blue Pikmin, go to the left of the bag, and throw yellow Pikmin up onto the ledge. Go past the bag and through the water on the left. Call your Pikmin. Have them knock down the gate. Call the blue Pikmin to you.

Use blue Pikmin to destroy the rock in the water near the ship so the water will drain. Destroy the wall. Up here are ultra-bitter berries. (Ultra-bitter spray freezes enemies for a limited time.) Also, there is a gate to destroy with yellow Pikmin. Behind the gate is a hole that leads to the Bulblax Kingdom.

After passing the Ultra-spicy berries, go left, then, right. Go past the bridge here to more bridges. With blue Pikmin, go through the water, and make a bridge. Have white Pikmin make the other bridge and destroy the poison makers. Past here and behind the wall is the Snagret Hole.

Sunseed Berry-worth 170 pokos

This is on a ledge not far from the ship. Just throw Pikmin up there, and they'll bring it down. You need 5 Pikmin to carry it.

Chance Totem-worth 100 pokos

Near the hole that led to the White Flower Garden, have white Pikmin knock down the wall, and destroy the poison makers. Throw Pikmin onto the raised platform so that more are on the raised one than the lower one to weigh it down. (You might want to throw some Pikmin up onto the ledge.) When your side of the platform is raised, go forward. The treasure is on the ledge. You need 15 Pikmin to carry it.

Geographic Projection-worth 200 pokos

Once you go past the berries, go left. Have the white Pikmin knock over the wall, and destroy the poison makers. Have the Pikmin make a bridge with the

bundle of sticks. (This can be used as a short cut.) Now, get the treasure that is nearby the bridge (the end where it started out as a bundle of sticks). You need 101 Pikmin to carry it. You should know what to do by now. (purple Pikmin)

Pilgrim Bulb-worth 55 pokos

This is easy as long as you have the Prototype Detector. Go to the left of the ship and up a little ramp-like area. Go on the lower circular thing. Throw white Pikmin onto the higher up circular area. They will dig up the treasure. You need 10 Pikmin to carry it.

Decorative Goo-worth 80 pokos

This is in the area where the blue Pikmin are. You need blue Pikmin to get it because you have to walk through water. You need 10 Pikmin to get it.

Healing Cask-worth 60 pokos

To the right of the bag, throw yellow Pikmin up onto the stump to get this. You need 6 Pikmin to get it.

Air Brake-worth 100 pokos

Near the Snagret Hole, bring blue Pikmin into the water. Put at least 15 Pikmin onto the rised platform to lower it. Get on. Get Louie to throw Pikmin onto the platform that is now raised so the one Olimar?s on will raise. Now you can throw Pikmin up to the item. You need 15 Pikmin to carry it.

a. White Flower Garden

Sublevel 1

Alien Billboard-worth 80 pokos

Go forward and to the right to find this. You need 15 Pikmin to carry it.

Sublevel 2

Be careful of the Fiery Blowhogs here.

Petrified Heart-worth 100 pokos

This is basically right in front of you. You need 5 Pikmin to carry it.

Drought Ender-worth 100 pokos

Go past the last treasure and to the left. You need 4 Pikmin to carry it.

Sublevel 3

Go forward, and throw Pikmin into the Ivory Candypop Buds to get white Pikmin.

Superstick Textile-worth 80 pokos

Go to the entrance of the tunnel that leads out of here. The white Pikmin will dig this up. You need 30 Pikmin to carry it.

Sublevel 4

Use the white Pikmin to destroy the things that are shooting out red poison.

The next hole is to the right of the ship. (You have to walk a little ways to get there.)

Survival Ointment-worth 90 pokos

This is behind one of the poison barriers. You need 6 Pikmin to carry it.

Toxic Toadstool-worth 30 pokos

This also was behind a poison barrier. Have the Pikmin dig up the bottom out of the dirt. Ten Pikmin are needed to carry it.

Sublevel 5

You can break eggs to get nectar. (It matures your Pikmin into flower Pikmin.)

Five-man Napsack-worth 100 pokos

Go forward, and kill the Burrowing Snagret by throwing Pikmin at its head. It will drop the treasure. You need 15 Pikmin to carry it. Now you can press X to sleep after you dismiss your Pikmin. (I don?t know why.)

b. Hole of the Beasts

Sublevel 1

Stone of Glory-worth 100 pokos

This is in the center of the level, surrounded by a lot of Shearwigs. You need 5 Pikmin to carry it.

Sublevel 2

There are Violet Candypop Buds here.

Sublevel 3

Have red Pikmin destroy the things that shoot fire. (I call them fire mounds.)

Strife Monolith-worth 150 pokos

This is inside the thing that looks like a fireplace. You need 12 Pikmin to carry it.

Cosmic Archive-worth 230 pokos

This is to the right of the Strife Monolith. You need 15 Pikmin to carry it.

Sublevel 4

Destroy the fire mounds with red Pikmin.

Dream Architect-worth 280 pokos

Kill the Red Bulborb for this. You need 20 Pikmin to carry it.

Luck Wafer-worth 140 pokos

This is down one of the tunnels. Only one Pikmin is needed to pick it up.

Sublevel 5

Prototype Detector-worth 200 pokos

Go forward, and wake up Empress Bulbax by throwing a Pikmin at her. As soon as she wakes up, retreat. Stay near where the ship thing is, and she can't hurt you. Throw Pikmin at her head and retreat every few seconds. If you wait too long, she'll roll over your Pikmin. Once you kill her, you'll get the treasure. You need 35 Pikmin to carry it. Now you have a radar that senses where treasures are.

c. Bulblax Kingdom

Sublevel 1

There are Ivory and Red Candypop Buds here.

Crystal Clover-worth 150 pokos

Kill one of the Bulborbs for this. You need 20 Pikmin to carry it.

Sublevel 2

Destroy the fire mounds and Fiery Dweevils with red Pikmin.

Tear Stone-worth 150 pokos

Throw red Pikmin onto the shorter part of the stump. Go in that little alcove area, and call them to you. Use the C-stick to make them run around that edge of the stump up to the item. They will automatically grab the item if controlled to walk into it. You need 5 Pikmin to carry it.

Sublevel 3

There is an Ivory Candypop Bud here.

Olimarnite Shell-worth 40 pokos

Go where the radar says, and use white Pikmin to dig it up. You need 15 Pikmin to carry it.

Sublevel 4

Destroy the electric things and Anode Beetles with yellow Pikmin. There is a Violet Candypop Bud.

Crystal King-worth 110 pokos

When an Iridescent Glint Beetle pops out of the ground, throw a Pikmin onto it so it drops the item. You need 10 Pikmin to carry the item.

Unknown Merit-worth 100 pokos

Kill a Wollywog for this. You need 5 Pikmin to carry it.

Sublevel 5

Bomb rocks fall from the ceiling.

Anxious Sprout-worth 50 pokos

This is half-buried. You need 15 Pikmin to carry it.

Sublevel 6

There are Red and Violet Candypop Buds. Destroy the fire mounds and Fiery Dweevils with red Pikmin.

Eternal Emerald Eye-worth 150 pokos

Kill one of the Bulborbs for this. You need 20 Pikmin to carry it.

Colossal Fossil-worth 140 pokos

This is half-buried. You need 20 Pikmin to carry it.

Sublevel 7

Destroy the fire mounds with red Pikmin.

Forged Courage-worth 100 pokos

You must kill Emperor Bulbax for this. He tries to jump on your Pikmin and eat them with his big, sticky tongue. Attack his face. The item you get from him makes Olimar and Louie resistant to fire.

Gyroid Bust-worth 250 pokos

In that water area, throw red Pikmin up onto the right side of the raised thing. Go up the ramp-like thing with all the fire. Call the red Pikmin to you, and have them get the treasure. You need 10 Pikmin to carry it.

d. Snagret Hole

Sublevel 1

Crystallized Telekinesis-worth 120 pokos

Kill the Orange Bulborb for this. You need 10 Pikmin to carry it.

Leviathan Feather-worth 10 pokos

This should be near the hole. You need 1 Pikmin to carry it.

Sublevel 2

There is an Ivory Candypop Bud. At the bridge, cross with very few Pikmin at a time to get across.

Taste Sensation-worth 40 pokos

You need 15 Pikmin to carry it.

Combustion Berry-worth 190 pokos

You need 12 Pikmin to carry it.

Sublevel 3

Knock down walls here. There are Violet and Ivory Candypop Buds.

Meat Satchel-worth 40 pokos

Kill a Burrowing Snagret for this. You need 5 Pikmin to carry it.

Sublevel 4

Destroy the electric things with yellow Pikmin and Watery Blowhogs with blue Pikmin.

Cupid's Grenade-worth 20 pokos

You need 3 Pikmin to carry it.

Crystallized Telepathy-worth 120 pokos

You need 10 Pikmin to carry it.

Heavy-duty Magnetizer-worth 150 pokos

Kill an Armored Cannon Beetle Larva for this. You need 10 Pikmin to carry it.

Sublevel 5

Crystallized Clairvoyance-worth 120 pokos

A Dwarf Orange Bulborb will drop this. You need 10 Pikmin to carry it.

Emperor Whistle-worth 75 pokos

Kill the Antenna Beetle for this. You need 15 Pikmin to carry it.

Sublevel 6

Knock down walls. Use white Pikmin to destroy poison makers. There are Queen, Blue, and Ivory Candypop Buds. To destroy poison makers across the water, throw white Pikmin onto the wall thing near a Burrowing Snagret. Go through the water, and call the Pikmin to you. Another way is to go past the other water things with the Pikmin up against the wall.

Triple Sugar Treat-worth 60 pokos

A Burrowing Snagret drops this. You need 6 Pikmin to carry it.

Salivatrix-worth 30 pokos

You need 20 Pikmin to carry it.

Stupendour Lens-worth 120 pokos

A Dwarf Orange Bulborb drops this. You need 10 Pikmin to carry it. (Use blue Pikmin to carry it, since they must pass through water.)

Science Project-worth 20 pokos

This is behind a wall. You need 1 Pikmin to carry it.

Sublevel 7

Knock down the walls.

Justice Alloy-worth 100 pokos

You must kill the Pileated Snagret by attacking its head. You need 20 Pikmin to carry the treasure. Justice Alloy makes your space suit stronger.

C. Perplexing Pool

You need the Geographic Projection to get here.

Go left of the ship (not in the water, of course), until you get to the two platforms. (Remember the ones you had to go on to get the Chance Totem?) Throw Pikmin onto the raised area to lift up the lower area. Go forward. Kill the Fiery Bulborb. Behind it is a wall. Knock it down, and destroy the poison makers with white Pikmin. Go through the wall, and call the yellow Pikmin to you. Now, you can jump down the hole a bit to the left of the ship that leads to the Citadel of Spiders.

Destroy the mold for bitter berries. Spicy berries are in the water.

To the right of the ship, go across that thin area, and make a bridge. Have yellow Pikmin knock down the gate after the bridge. Past here is a rock in the water. Have blue Pikmin destroy it so that some water drains away. Now you can get to the Shower Room.

Use blue Pikmin to knock down the walls in the water.

Use yellow Pikmin to knock down the gate nearby the Optical Illustration.

Behind the gate is the Glutton's Kitchen.

The Submerged Castle is near where you got the Massage Girdle. You can only bring blue Pikmin here.

Gherkin Gate-worth 100 pokos

With yellow Pikmin, go up that area near the mold. (If you came from that bridge nearby, it's to the right.) Go up there, and make sure your Pikmin don't fall off. Throw them up to the treasure. You need 15 Pikmin to carry it.

Aquatic Mine-worth 80 pokos

Kill the Toady Bloyster for this. You need 3 Pikmin to carry it.

Onion Replica-worth 30 pokos

Knock down a wall to the left of the ship with blue Pikmin. Go through. Behind the ship (You might want to use another character for this.), throw white Pikmin onto the wall. With the other character, call the white Pikmin to you. Have the white Pikmin dig up the treasure on the island-like thing. You need 20 Pikmin to carry this. (use blue Pikmin) The white Pikmin can go back the way they came.

Optical Illustration-worth 140 pokos

Go to the left of the ship. At the electrical gate, go across the roots in the water with yellow Pikmin. Throw them over the wall. Call to them. Use the C-stick to bring them to the gate. When they knock it down, you can get to the treasure. You need 15 Pikmin to carry it.

Massage Girdle-worth 100 pokos

Keep going left of the ship until you get to four platforms that rise and lower. I'm numbering them from left to right. Throw Pikmin onto #4. Have Olimar get on #4 with at least 20 Pikmin (to carry the treasure). Have Louie (or the president) throw Pikmin onto #2. Have Olimar drop onto #3. Now, Louie throws Pikmin on #1. Olimar gets on # 2. Louie throws Pikmin onto #4, Olimar goes onto #1. Now, go and get the treasure. Impediment Scourge-worth 50 pokos
With yellow Pikmin, go across the bridge over to the mold. Go behind the stump on the left, and throw the Pikmin up to the treasure. You need 10 Pikmin to carry it.

Fortified Delicacy-worth 60 pokos

After the water is drained, have white Pikmin dig this up. It's outside the area where the Shower Room is. You need 20 Pikmin to carry it.

a. Citadel of Spiders

Sublevel 1

Love Nugget-worth 40 pokos

This isn't hard to find. You need 20 Pikmin to carry this.

Sublevel 2

Destroy the fire mounds with red Pikmin. Use purple Pikmin to kill the Wollywogs and red to kill the Fiery Dweevils.

Lip Service-worth 50 pokos

One of the Fiery Dweevils is holding this. Kill it. One Pikmin is needed to

carry this.

Creative Inspiration-worth 100 pokos

Kill the Wollywog near the hole for this. You need 10 Pikmin to carry this.

Paradoxical Enigma-worth 80 pokos

I think you might need to knock down a wall for this, but I forgot. Anyway, have the Pikmin get it out of the dirt. (The bottom half is buried.) You need 4 Pikmin to carry this.

Sublevel 3

Be careful of the Swooping Snitchbugs. Kill the Anode Beetles with yellow Pikmin. Knock down walls for what I like to call ?nectar eggs?. (One egg has ultra-spicy stuff in it.) A Queen Candypop Bud will appear. Throw a Pikmin in, and more Pikmin of the same color of the spots will come out. You need to knock down a wall to get to the next hole.

Patience Tester-worth 130 pokos

This is easy to find. You need 20 Pikmin to carry it.

Memorial Shell-worth 100 pokos

Go to that little alcove to the left of the hole. The white Pikmin will dig this up. You need 10 Pikmin to carry it.

Sublevel 4

Destroy the fire mounds with red Pikmin, and knock down walls for nectar eggs and an Ivory Candypop Bud. Be careful of the Hermit Crawmad. You have to go through a pipe near the second Hermit Crawmad to get to the hole (which is behind a wall).

King of Sweets-worth 15

Kill the first Hermit Crawmad for this. You need 5 Pikmin to carry it.

Time Capsule-worth 70 pokos

This is to the left of the second Hermit Crawmad. You need 7 Pikmin to carry it.

Flame of Tomorrow-worth 10 pokos

This is to the right of the second Hermit Crawmad. You need 10 Pikmin to carry it.

Sublevel 5

Regal Diamond-worth 100 pokos

Go forward. Throw white Pikmin onto that square area to the left. They will dig up the treasure. You need 5 Pikmin to carry it.

The Key-worth 100 pokos

Go to the right of the Regal Diamond. In the center of the room, Beady Long Legs will come. Yellow Pikmin work best on it. Throw Pikmin at its belly. Be careful not to be stepped on. When you kill it, you'll get the treasure. You need 1 Pikmin to carry it. The Key unlocks Challenge Mode.

b. Shower Room

Sublevel 1

There are falling rocks, electric things, and an Ivory Candypop Bud.

Merciless Extractor-worth 90 pokos

You need 20 Pikmin to carry this.

Sublevel 2

There are falling rocks, walls to knock down, poison, and a Violet Candypop Bud.

Sud Generator-worth 60 pokos

You need 20 Pikmin to carry this.

Durable Energy Cell-worth 160 pokos

You need 15 Pikmin to carry this.

Sublevel 3

There are walls to knock down.

Mirrored Stage-worth 140 pokos

Kill the Greater Spotted Jellyfloat for this. You need 15 Pikmin to carry this.

Scrumptious Shell-worth 60 pokos

You need 10 Pikmin to carry this.

Vorpal Platter-worth 60 pokos

This is in water. Use 12 blue Pikmin to carry it.

Sublevel 4

There are Queen Candypop Buds, a geyser, and a hole.

Arboreal Frippery-worth 10 pokos

This is in a pipe. You need 1 Pikmin to carry it.

Sublevel 5

There are fire mounds and walls to knock over.

Broken Food Master-worth 90 pokos

Go up a hill, and throw blue Pikmin into the hole. They will grab the item.

You need 20 Pikmin to carry this.

Endless Repository-worth 130 pokos

You need 20 Pikmin to carry this.

Pondering Emblem-worth 100 pokos

You need 4 Pikmin to carry this.

Sublevel 6

Watch out for the Doodle Bug. There are walls to knock down, an Ivory Candypop Bud, and a Volatile Dweevil.

Abstract Masterpiece-worth 30 pokos

You need 6 Pikmin to carry this.

Behemoth Jaw-worth 100 pokos

This is in one of those pipe things. You need 20 Pikmin to carry it.

Rubber Ugly-worth 90 pokos

This is in some water. Use 8 (blue) Pikmin to carry it.

Sublevel 7

There are walls to knock down.

Amplified Amplifier-worth 100 pokos

Kill the Ranging Bloyster for this. Attack its tail, and watch out for its tongues. You need 20 Pikmin to carry this. This item makes your whistle better.

c. Glutton's Kitchen

Sublevel 1

Master's Instrument-worth 30 pokos

This is inside that square area. Throw Pikmin inside. You need 4 Pikmin to carry it. They can get out using the ramp.

Sublevel 2

The Bread Bugs steal stuff. If an item gets taken back to its hole, kill it so the item will be released.

Massive Lid-worth 100 pokos

This is on the roof of a house. You need 4 Pikmin to carry it.

Imperative Cookie-worth 25 pokos

You need 5 Pikmin to carry this.

Sublevel 3

There are electric things, Anode Beetles, a Yellow Candypop Bud, and more Bread Bugs.

Director of Destiny-worth 100 pokos

You need 20 Pikmin to carry this.

Harmonic Synthesizer-worth 120 pokos

You need 10 Pikmin to carry it.

Sublevel 4

Happiness Emblem-worth 100 pokos

Kill the Spotted Bulbear for this. You need 4 Pikmin to carry this.

White Goodness-worth 60 pokos

You need 8 Pikmin to carry this.

Invigorator-worth 130 pokos

This is outside the wall of this area. Your Pikmin can go over the wall, though, so don't worry about them. You need 20 Pikmin to carry it.

Sublevel 5

There are Violet Candypop Buds.

Sulking Antenna-worth 150 pokos

You need 35 Pikmin to carry this.

Boom Cone-worth 100 pokos

You need 10 Pikmin to carry this.

Sublevel 6

There are electric things and Anode Beetles to kill with yellow Pikmin.

Sweet Dreamer-worth 40 pokos

You need 10 Pikmin to carry this.

Hideous Victual-worth 100 pokos

You need 10 Pikmin to carry this.

Dream Material-worth 100 pokos

Kill the Giant Breadbug for this. (It is best to use Ultra-bitter spray on it.)

You need 10 Pikmin to carry it. Dream Material makes you resistant to electricity.

Meat of Champions-worth 35 pokos

You need 10 Pikmin to carry this.

d. Submerged Castle

Sublevel 1

Be careful of all the fire stuff. A Waterwraith will appear later. You can't hurt it. If you hide where the Pastry Wheel is, it can't hurt you. It will destroy fire mounds and enemies when it rolls over them (and Pikmin, of course). There is a hole and a geyser here.

Diet Doomer-worth 25 pokos

You need 5 Pikmin to carry this.

Bug Bait-worth 15 pokos

Kill the Fiery Bulblax for this. You can only hurt it when it's in the water, and its fire has gone out. You need 5 Pikmin to carry this.

Pastry Wheel-worth 35 pokos

This is behind the Fiery Bulblax. You need 10 Pikmin to carry it.

Sublevel 2

I just realized the Waterwraith is in every level. There are walls to knock down and Bulbmin. The hole is beneath a big rock.

Comfort Cookie-worth 10 pokos

You need 4 Pikmin to carry this.

Confection Hoop-worth 60 pokos

Throw Pikmin across the gap next to it to get it. You need 20 Pikmin to carry it.

Chocolate Cushion-worth 40 pokos

Go through the pipe near the Careening Dirigibug. It leads to the item. You need 10 Pikmin to carry it.

Sublevel 3

There are walls, electric things, Anode Beetles, an Ivory Candypop Bud, and Bulbmin. The hole has a big rock on it.

Succulent Mattress-worth 50 pokos

This is probably behind a wall. You need 8 Pikmin to carry it.

Activity Arouser-worth 100 pokos

Kill a Withering Blowhog for this. You need 15 Pikmin to carry it.

Compelling Cookie-worth 10 pokos

You need 3 Pikmin to carry this.

Sublevel 4

There are poison things, Bulbmin, bomb rocks, walls, and Volatile Dweevils.

Pale Passion-worth 25 pokos

Throw a Pikmin onto the Iridescent Glint Beetle for this. You need 5 Pikmin to carry it.

Drone Supplies-worth 130 pokos

This might be behind a wall. You need 15 Pikmin to carry it.

Proton AA-worth 90 pokos

You need 6 Pikmin to carry this.

Sublevel 5

There are walls and Violet Candypop Buds.

Professional Noisemaker-worth 100 pokos

You must kill the Waterwraith for this. To kill it, throw purple Pikmin on it. It will turn black, and you can hurt it. Once you kill it, you must kill it again. It will run around. Throw purple Pikmin onto it when it stops running. To carry the treasure, you need 15 Pikmin. This treasure allows to you use the whistle on Pikmin sprouts to they pop out of the ground without you having to pick them.

D. Wistful Wild

You need 10000 pokos to get here. You control Olimar and the president. Louie was left behind on the planet when Olimar left.

The Cavern of Chaos is near the ship.

Kind of rightish when you walk away from the ship are walls to destroy in the water. There are also berries (beneath the mold), and an electrical gate.

Destroy the rock in the water to drain it. Past the gate is the Hole of heroes. Kind of leftish of the ship, make a bridge across the water. Also, destroy the poisonous walls. Behind the first wall is the Dream Den.

Conifer Spire-worth 15 pokos

This is behind the electrical gate. You need 7 Pikmin to carry it.

Armored Nut-worth 60 pokos

One of the Creeping Chrysanthemums drops this. You need 4 Pikmin to carry it.

Seed of Greed-worth 70 pokos

An Orange Bulborb drops this. You need 10 Pikmin to carry this.

Anti-hiccup Fungus-worth 30 pokos

This is near where you got the Seed of Greed. It is half-buried, so dig it up. You need 5 Pikmin to carry it.

I don't know the name of this thing. All I know is it weighs 1000, so you need 100 purple Pikmin to carry it. Congratulations if you manage to get that many.

a. Cavern of Chaos

Sublevel 1

There are electric things, bomb rocks, and bomb rocks falling from the ceiling.

Enamel Buster-worth 60 pokos

You need 8 Pikmin to carry this.

Mirth Sphere-worth 85 pokos

You need 1 Pikmin to carry this.

Sublevel 2

Gemstar Wife-worth 100 pokos

Kill a Fiery Bulblax for this. You need 5 Pikmin to carry it.

Frosty Bauble-worth 100 pokos

Kill a Fiery Bulblax for this. You need 5 Pikmin to carry it.

Essence of Despair-worth 80 pokos

Kill a Fiery Bulblax for this. You need 6 Pikmin to carry it.

Sublevel 3

There are walls to knock down and rocks falling from the ceiling.

Child of the Earth-worth 40 pokos

Go where the radar says and have your white Pikmin dig it up. You need 15 Pikmin to carry it.

Infernal Vegetable-worth 30 pokos

You need 12 Pikmin to carry this.

Sublevel 4

There are walls, bomb rocks, fire mounds, and a Queen Candypop Bud. There are also two Emperor Bulblax in the water.

Milk Tub-worth 60 pokos

You need 5 Pikmin to carry this.

Mysterious Remains-worth 150 pokos

Kill one of the Emperor Bulblax for this. When it eats a bomb rock, it will be stunned for a moment. During that time, you can attack it, and kill it kind of fast. You need 8 Pikmin to carry the treasure.

Sublevel 5

There is both a geyser and a hole. There are also Violet, Ivory, and Queen Candypop Buds.

Sublevel 6

There are electric things and Anode Beetles.

Growshroom-worth 50 pokos

This is half-buried, so dig it up. You need 5 Pikmin to carry it.

Princess Pearl-worth 100 pokos

Kill a Wollywog for this. You need 5 Pikmin to carry it.

Sublevel 7

There are poison and walls to knock down.

Impenetrable Cookie-worth 25 pokos

Kill a Puffy Blowhog for this. You need 8 Pikmin to carry it.

Fuel Reservoir-worth 120 pokos

You need 8 Pikmin to carry this.

Sublevel 8

There are tons of Dwarf Red Bulborbs here.

Fruit Guard-worth 130 pokos

You need 15 Pikmin to carry this.

Sublevel 9

There is poison here.

Wiggle Noggin-worth 85 pokos

You need 15 Pikmin to carry it.

Maternal Sculpture-worth 55 pokos

You need 15 Pikmin to carry this.

Sublevel 10

Silencer-worth 670 pokos

You must kill the Segmented Crawbster for this. It curls into a ball and rolls around. Stay near the wall so that it rolls into the wall and flips on its back. Rocks will fall. Attack the squishy thing on its belly. When it gets up, it will swap at your Pikmin, but it won't hurt them. Continue until you kill it. You need 20 Pikmin to carry the item.

b. Hole of Heroes

Sublevel 1

Corpulent Nut-worth 80 pokos

You need 8 Pikmin to carry this.

Sublevel 2

There are walls to knock down, falling bomb rocks, Anode Beetles, and an Antenna Beetle.

Essence of True Love-worth 60 pokos

Go where the radar leads and use white Pikmin to dig this up.

Sublevel 3

There are walls to knock down and Volatile Dweevils.

Love Sphere-worth 85 pokos

You need 1 Pikmin to carry this.

Sublevel 4

Lustrous Element-worth 1000 pokos

Kill the Pileated Snagret for this. You need 10 Pikmin to carry the treasure.

Sublevel 5

There is both a geyser and a hole and a Queen Candypop Bud.

Sublevel 6

There is a Lapis Lazuli Candypop Bud, and the hole has a rock covering it.

Nutrient Silo-worth 130 pokos

You need 15 Pikmin to carry this.

Sublevel 7

There are walls to knock down and rocks falling from the ceiling.

Joyless Jewel-worth 100 pokos

Kill the Ranging Bloyster for this. You need 5 Pikmin to carry this.

Sublevel 8

There are Bulbmin, a Doodlebug, a Crimson Candypop Bud, a Queen Candypop Bud, a

geyser, and a hole.

Sublevel 9

There are walls to knock down.

Dimensional Slicer-worth 100 pokos

Kill the Fiery Bulblax for this. You need 8 Pikmin to carry it.

Sublevel 10

There is poison here.

Treasured Gyro Block-worth 80 pokos

Kill one of the Emperor Bulblaxes for this. You need 5 Pikmin to carry the treasure.

Sublevel 11

Favorite Gyro Block-worth 80 pokos

Empress Bulblax is having more Bulborb Larva. Also, when she rolls into the wall, rocks fall. Hide in that alcove in front of her during this. Kill her for the treasure. You need 5 Pikmin to carry this.

Sublevel 12

There is a Queen Candypop Bud and both a hole and a geyser.

Lost Gyro Block-worth 80 pokos

Throw a Pikmin onto the Iridescent Glint Beetle for this. You need 5 Pikmin to carry it.

Sublevel 13

Memorable Gyro Block-worth 80 pokos

Kill the Man-at-legs for this. It's best to use blue Pikmin. You need 5 Pikmin to carry the treasure.

Sublevel 14

Fond Gyro Block-worth 80 pokos

Kill Beady Long Legs for this. Carry it with 5 Pikmin.

Sublevel 15

There are some walls to knock over.

Remembered Old Buddy-worth 250 pokos

First, kill the Jellyfloats (just because they're annoying). Now, kill the huge spider. Attack its belly. When it gets hurt, it moves faster for a few minutes. When it dies, you'll get the treasure. You need 27 Pikmin to carry it.

c. Dream Den

Sublevel 1

A rock is covering the hole.

Disguised Delicacy-worth 40 pokos

You need 15 Pikmin to carry this.

Sublevel 2

Implement of Toil-worth 55 pokos

You need 2 Pikmin to carry this.

Manual Honer-worth 130 pokos

Kill the Gatling Groink on the little, castle thingy for this. You need 10 Pikmin to carry this.

Sublevel 3

There are electric things, poison, and bomb rocks that fall from the ceiling.

Glee Spinner-worth 140 pokos

Kill the Spotty Bulbear for this. You need 6 Pikmin to carry it.

Sublevel 4

There is poison and Anode Beetles.

Mirrored Element-worth 300 pokos

You need 10 Pikmin to carry this.

Sublevel 5

There are fire mounds here.

Insect Condo-worth 40 pokos

Kill the Fiery Bulblax for this. You need 15 Pikmin to carry it.

Sublevel 6

There are walls to knock down.

Future Orb-worth 200 pokos

Kill the Greater Spotted Jellyfloat for this. You need 25 Pikmin to carry it.

Sublevel 7

The hole has a rock covering it.

Essence of Desire-worth 90 pokos

Kill the Puffy Blowhog for this. You need 8 Pikmin to carry it.

Sublevel 8

There's an Antenna Beetle, electric stuff, poison, and fire mounds.

Extreme Persperator-worth 150 pokos

You need 15 Pikmin to carry this.

Possessed Squash-worth 180 pokos

You need 30 Pikmin to carry this.

Sublevel 9

There is both a geyser and a hole and a Doodlebug.

Sublevel 10

Talisman of Life-worth 90 pokos

Kill the Lesser Spotted Jellyfloat for this. You need 15 Pikmin to carry it.

Sublevel 11

There is poison, electric stuff, and a Breadbug.

Yellow Taste Tyrant-worth 100 pokos

You need 15 Pikmin to carry this.

Boss Stone-worth 110 pokos

This is on a stump. You need 8 Pikmin to carry it.

Sublevel 12

There is poison, walls to knock down, rocks falling from the ceiling, and an Antenna Beetle.

Universal Com-worth 100 pokos

Go where the radar tells you. Dig up the item with white Pikmin. You need 5 Pikmin to carry this.

Stringent Container-worth 130 pokos

Kill an Ornage Bulborb for this. You need 10 Pikmin to carry this.

Sublevel 13

Hypnotic Platter-worth 100 pokos

Kill an Orange Bulborb for this. You need 4 Pikmin to carry this.

Sublevel 14

I hate this place. You need to kill the Titan Dweevil for four items (They weigh 30 each.) and Louie (He's worth 10, he weighs 1. He is the King of Bugs.). The Titan Dweevil shoots fire, water (You're not safe from this no matter where you go.), poison, and electricity. Run away from all of these, but you can sometimes go in the middle to dodge the electricity. Electricity is from the front, fire on the left (its left), water on the right (its right), and poison from the back. Attack the items stuck to it to knock them off. As you fight, its attacks will get stronger, and it will stop to rest a lot less often. Once the items are gone, attack it like any other Dweevil, and you're done.

7. Game Tips

If you leave Pikmin behind at the end of a day, they will be eaten. As long as Pikmin are following you, they are safe.

It's best to attack enemies from behind. Some enemies will be crushed beneath the Pikmin if Pikmin are thrown right on top of them.

Cannon Beetles are good for shooting and killing other enemies. You can make the red ones kill themselves.

Be careful when fighting Blowhogs. They can throw your Pikmin into water, fire, or other dangerous stuff.

8. Copyright Stuff

Nintendo owns this game, and I own the walkthrough. Don't steal anything without my permission.

This document is copyright InvaderHera and hosted by VGM with permission.