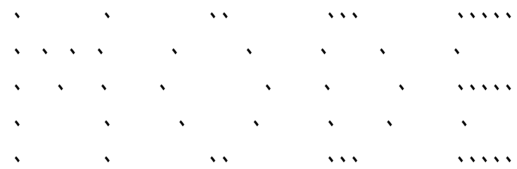
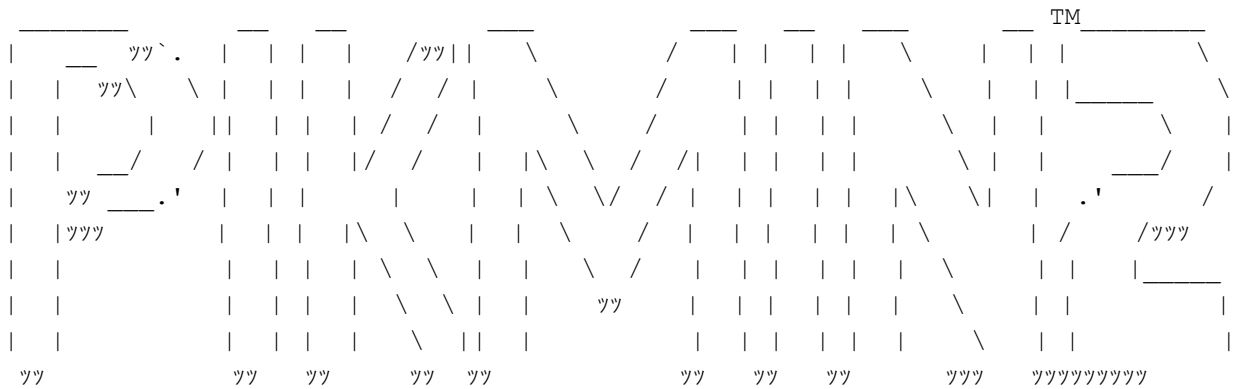


# Pikmin 2 Challenge Mode FAQ

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## Pikmin 2 Challenge Mode Guide by Jish

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----- \*1\* Introduction \*1\* -----  
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Thank you for using the Pikmin 2 Challenge Mode FAQ / Guide hosted on GameFAQs! I hope it will be able to help you with any problems you may be having with the Challenge Mode, and that it helps unlock your abilities to get high scores.

The first Pikmin was one of my first games for the Gamecube, along with SSBM. I enjoyed it a bit, but something about the game got on my nerves. It was too difficult, first of all. While the 30 days provided were much more than you needed to gather all the rocket pieces, I always felt rushed and uncomfortable. Maybe that was intended, but I didn't like it. It also had little replay value. After beating the game, you could always try to beat it again in a shorter amount of time, but I didn't really like the game that much in the first place, so I didn't want to do it again. The Challenge Mode in that game was also irritating. It was too open-ended - there was far too much to do in the time limit even in the simplest levels. I like being able to complete everything.

So when Pikmin 2 came out, I was very interested. The new White and Purple Pikmin looked cool, and I loved the ideas of using two captains, having unlimited days, and exploring caves. After lurking on the Pikmin 2 message board for weeks, my desire to get the game kept on growing until finally I was able to buy it. I've beaten the game several times now, and it still hasn't gotten old. But even better than the main game is the Challenge Mode.

It is very simple in concept. Collect as much stuff as you can in a time limit. But it is this simplicity that makes it so much better in my eyes than the Challenge Mode in the first Pikmin. And being able to play it with a friend makes it even better. The 2-player battle mode is fun, sure, but even with a handicap, the battles always come out one-sided. But in Challenge Mode, there should be no fighting, unless of course someone messes up an otherwise good run.

This guide is made to help people get the highest scores possible. I have listed out every enemy and treasure on every floor of every level, and strategies are provided for each floor. This guide is not meant for newbies, but rather those who are already quite familiar with the game. Still, I will try to give pointers to those who are relatively inexperienced. I hope you enjoy this guide and get plenty of help from it. Now, moving on...

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----- \*2\* FAQ \*2\* -----  
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This section should be fairly self-explanatory. It should answer all the questions that aren't addressed elsewhere.

Q: What exactly is Challenge Mode?

A: Challenge Mode is an unlockable feature in Pikmin 2. There are 30 levels,

each of which presents you with a set amount of Pikmin and sprays. While the level layouts are always randomized, the enemies and treasures to collect are always constant. You have a set time limit to gather as much treasure as you can and escape the level. You can choose to either play alone or with a friend. When playing two-player, the screen is split and each player controls one captain.

Q: What is the goal?

A: The ultimate goal of each level is to find the exit geyser and escape to the surface of the cave. The geyser will only appear on the final floor of the level. Some levels have multiple floors, while others only have one. To create either the geyser or a hole that leads to the next floor, you must find the Key and take it to the ship. Sometimes the Key is just laying around, but most of the time you must defeat an enemy to find it. It is often held by the strongest enemy on the floor, but other times you must defeat many enemies to find it. While looking for the Key, you gain points by collecting treasures. Just like the Key, some treasures are laying around unguarded, but others are behind traps or held by enemies.

Q: How do you unlock Challenge Mode?

A: To unlock it, you must collect the item called "The Key" in the main game. You get it from the Beady Long Legs that is the boss of the level called "Citadel of Spiders". This level is in The Perplexing Pool, the third area of the game.

Q: How are scores determined?

A: The score you receive is based off of three factors: the money you make, the Pikmin that survived, and the time remaining. To make money, you must gather treasures and enemy bodies. Each Poko (money unit) you make gives you one point. With rare exceptions, this is the biggest factor in your score. You will also get 10 points for each Pikmin that escaped the level. In most cases, this means that you just have to make sure they all survive, but in some levels, you must grow more Pikmin to boost this score. If you run out of time, you will get no points for Pikmin, since none escaped the level. The last factor, time remaining, is pretty self-explanatory. You get one point for each second remaining on the clock as you escape the level via the geyser. Once you become very good at a particular level, this is the factor that will make the difference between your scores, since you should be gathering everything with no Pikmin deaths at this point.

Q: What do the different colors of Pikmin do?

A: If you don't already know this, you should think twice about playing Challenge Mode. In fact, I'm not sure how you even unlocked it in the first place. But I will put these here anyway for people who are borrowing the game or something and don't want to start from the beginning. Who knows, there could be people like that out there. Maybe even you. \*looks at you strangely\*

- Red Pikmin are supposedly stronger than Yellows, Blues, and Whites. I haven't noticed much of a difference, but it is apparently there. They are also resistant to fire, making them the best (but not only) choice for disabling fire traps and fighting fiery enemies. The Fiery Bulblax is best tackled with Reds, but if you can lure it into water, Blues would also work.

- Yellow Pikmin are resistant to electricity. Since electricity kills non-Yellows instantly, it is wise to use them against enemies that possess this skill, along with electric traps. They also fly higher than the other colors when thrown, making them the best choice for reaching things on high ledges.

- Blue Pikmin are resistant to water. They have no secondary ability, but this is a very useful one. This means they are the only ones that can go in water of any kind, and they are unaffected by the attacks of Watery Blowhogs and Caustic Dweevils. Blues can also rescue drowning Pikmin.

- White Pikmin are resistant to poison, making them the only choice for taking out poison vents. They are also able to find stuff buried completely under the ground - you just have to lead them to it with the C-stick. This is more difficult than it sounds, however, since you can't see it yourself. They also have the helpful ability of being fast. Leaf Whites are almost as fast as flowered other colors. White Pikmin also have one other skill, but it should rarely (if ever) be used. When eaten, Whites will poison an enemy and kill it (or in the case of bosses, heavily damage it).

- Purple Pikmin have no immunities, and they are dreadfully slow runners. But what they lack in speed is made up for in strength. They are the fastest at killing enemies, and can stun nearby enemies if they are thrown. Furthermore, they each count as 10 Pikmin when carrying things. Just remember that it is much, MUCH faster to carry a heavy item with 50 Pikmin than 5 Purples.

- Bulbmin are rarely come across, but they are very useful little guys. Usually found in groups of ten following their mother, you must defeat the leader to get them. Bulbmin are immune to fire, electricity, water, and poison, making them great for disabling traps and fighting elemental enemies. But don't get used to seeing them around.

Q: What do the sprays do?

A: Like the above question, this should already be obvious. But I'll answer it anyway.

- Spicy (red) Sprays affect all Pikmin with you. Pikmin working, fighting, or idle are not affected by the spray unless they are nearby. The Spicy Spray powers all your Pikmin up, giving them pink flashing stems. Spiced Pikmin have a speed equal to or slightly faster than flowered 'min, and they are much stronger than usual. Use them for fighting tough enemies or large groups of small ones, tearing down gates and the geyser, or just to speed up the carrying process when you only have leaf Pikmin.

- Bitter (purple) Sprays affect enemies in your immediate range. When hit with the spray, enemies will become encased in stone. This is incredibly useful against difficult enemies, as you can then beat them up without fear of losing any Pikmin. When defeated, these Bittered enemies will not leave a body behind, but rather a drop of nectar or one of the Sprays. Bitter Sprays also stop bomb rocks from exploding, a rarely needed but extremely useful ability. Bitter Spraying boss enemies is not usually a great idea, as they take very little damage in this state. But it can be useful as a defensive move. If the boss is about to attack and you have no time to retreat, use the Spray and you have ample time to escape and plot your next attack.

Q: How do I unlock new levels?

A: You begin with only 5 levels. To get more, you have to beat the ones you have. Each level you beat will get you one more. So even if you come across a level that is too hard for you to complete, you can skip it and still unlock new ones.

Q: Seeds, white flowers, and pink flowers? What's the difference?

A: On the level select screen, each level is represented by one of those icons. Seed levels are ones that haven't been beaten yet. White flowers have been beaten, and pink flowers have been beaten with a "Perfect". To get a Perfect, you have to beat the level with no Pikmin dying. If you get a pink flower on each level, you unlock a new movie. There is another guide that covers this in detail, so I won't go into it too much. To get good scores, it is already a given that you get a Perfect anyway. If you just want Perfects, don't worry about gathering treasure. But if you want good scores, you have to gather everything as well as getting a Perfect.

Q: What do I get for beating Challenge Mode?

A: Nothing, really. You can't really "beat" it anyway, since the whole point is

to just get high scores. As I already mentioned, you unlock a new movie by getting pink flowers on every level. But if all you do in each level is grab the key and run, you're not going to have much fun. Isn't it a lot more fun to challenge yourself and see how good you can do? That's the beauty of Challenge Mode, or any game for that matter. There may be rewards, but the process is usually more rewarding than the reward itself.

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----- \*3\* Tips and Tricks \*3\* -----  
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Here are some basic and not-so-basic tips that apply to most levels. Many of these will be mentioned in the individual level strategies, but some are too general to mention every time. So familiarize yourself with them.

#### Safety First

10 points for each surviving Pikmin can add up to a pretty big number, so always do your best to protect your army. Not only is it good to have lots of Pikmin around for all the tasks you have to make them do, but it is much more worthwhile to spend your time beating enemies up slowly and carefully than lose a few Piks in the process. Which is better for your score - losing 50 points because you were careless and a Red Bulborb ate 5 Pikmin, or losing 5 for spending some more time and effort protecting them? I recommend restarting every time a Pikmin dies if you're going for a good score.

#### Make The Best Of Your Sprays

Don't be afraid to use your Sprays! This isn't the main game, so you don't have to worry about conserving your hard-earned Sprays for that next level. There are times where you will have tons of Sprays at your disposal, and there is no reason to not use them. Spicy Sprays makes fighting enemies much easier and speeds up many tasks, and Bitters can save your skin and take out troublesome monsters with next to no effort. The only downside of using a Bitter Spray is that you will lose some Pokos for lack of a body to collect. But most enemies aren't worth that much money, certainly not so much as to lose points over it. Speed and safety are more important in the long run.

#### Pick Pikmin with Precision

When you need a particular color of Pikmin for a task, there are two ways to go about it. Either press X to dismiss them according to color, then whistle the ones you need, or grab and hold a Pikmin, then press the D-pad left and right to swap colors. The former method is best when you need to take the Pikmin with you somewhere, and the latter is for disabling traps and fighting enemies. Just be wary of the fact that unless you stop pressing A at the right time, you may overestimate how many Pikmin you have and accidentally throw a Red into that electric trap you're disabling.

#### Think On Your Feet

All levels are randomized in one way or another. So it is an important skill to be able to adapt quickly. There's not much you can do to improve yourself in this respect, but learn the major parts of a floor and be prepared to find them in a different arrangement every time you play the level.

#### Make A Quick Exit

If you exit a floor without all your Pikmin following you, they will still come with to the next floor. So it is wise to station a captain near the exit as the last things are getting carried back to the ship.

#### Listen For The Sound

You may not have the Treasure Detector like the one in the main game, but there is still a noise that plays when the last treasure makes it back to

the ship. So even without my treasure lists, you'll know when everything is brought back.

#### Watch For The Signs

There are often telltale signs to know where things are hidden. If you see a dead-end of some sort, chances are, there is something there. Especially if it is guarded by a trap or wall. There could be an item buried there, or it could be the site of the hole / geyser once it appears. There is also a little trick for finding the hole / geyser spot. If you turn the camera a certain way, you can see it under the ground if it is close enough to the level boundary. This only works in Cave-type levels with a black outside, though.

#### Plan Ahead

Tying in with the last tip, it can save time to plan ahead. If you know where the hole / geyser is going to appear, leave some Pikmin and/or one of the captains there so they can beat the geyser down when it appears and make a quick exit. As soon as you hear the "cha-ching" sound of getting money, hit A and open the exit menu. If you don't hear the powering down sound, there's still something missing.

#### Plan Ahead More

On another note, it can help a lot to plan routes for Pikmin to return to the ship as they carry stuff. If there are walls or enemies in the fastest route back, get rid of them before Pikmin have to take that path. You'd be surprised how Male Sheargrubs and Dwarf Bulborbs can ruin a good run just because you didn't clear them out.

#### Start Quickly

On the first floor of each level, there will be a short pause before you can use the whistle and round up your team. But on all the other floors, you can use the whistle right away. So do it. I just felt like pointing this out.

#### Don't Skip Cutscenes

After playing a level over and over, you will probably be tempted to skip the scene that plays at the start of each floor, where you and the Pikmin fall down. But these are very helpful for planning ahead. You get a few seconds to see how the level is set up and where everything is located.

#### Egg 'Em On

Some levels contain eggs you can break. It is usually worth the time it takes to do this, as they provide nectar to flower your Pikmin up. Sometimes they also contain Sprays, which are almost always a nice bonus. But be sure to use your nectar wisely. You can flower up lots of Pikmin with one drop of nectar, but realize that Purples need it the most, and Whites need it the least. So plan accordingly. To break the eggs, either throw a Purple next to it, punch it down, or break it with Flower Pikmin. You don't want the ones breaking it to be the only ones using it, and while that doesn't happen often, it is wise to prevent it.

#### Purples Pack A Punch

If you have Purple Pikmin, they are going to be doing the bulk of the fighting. But they are cursed with slow speed, so you have to know how to use them for collection purposes. Don't stick a whole bunch of them on a treasure, try and split them up. Stuff being carried by Purples only moves very slowly.

#### Don't Sit Around!

You wouldn't just stand around and waste time when there's stuff to do, so why should your Pikmin? Unless the ship is very far out of the way, you should return to it frequently so you always have a respectable number of

Pikmin with you. If you have something being carried to the ship and it is almost there, but you still have stuff to do, leave it behind. Go complete the far-away objectives first, and once things return to the ship, the Pikmin will naturally run to the object and carry it back on their own if it is close enough.

#### Let's Split Up, Gang

Dividing your Pikmin up between items is a rather fickle science. Sometimes it is best to put as many Pikmin as you can on one item, and sometimes it is best to use the bare minimum and move on to something else. It basically depends on the situation. If the geyser needs to be broken and there's still stuff to carry, throw some over to it and leave them there as you go collect things. If the treasures are very far away from the ship, it is best to get them both at once. But overall, it really depends on the situation. Learn what works best for you.

#### Far First

It's tempting to grab everything in your sight as soon as you see it, but the best thing to do is to grab the far-off treasures first. This way, you will be close the ship whenever you have to return for more Pikmin.

#### Get The Key Early

Sometimes you can't help when you get the Key, but if you have a choice, try and get it early on. If you save the Key for last, you'll have to stand around waiting for the exit to appear. This is especially important on the last floor, since you have to break open the geyser to escape.

#### Electricity Kills

If you come across an enemy that uses fire, water, or poison attacks, you can fight it with any color without fear. Pikmin in trouble can be saved with a simple tweet of the whistle. But electricity kills Pikmin instantly, so be very careful when using non-Yellows. I'm not completely ruling it out, but know the dangers involved.

#### Know Your Limitations

In Challenge Mode, you don't have any of the enhancements you get in the main game. This includes fire- and electricity-resistant armor, the Pluckaphone, the Double Punch, and all that good stuff.

#### Try Not To Die

That may seem obvious, but in the main game, you can continue playing after one captain falls. But in Challenge Mode, if either captain falls in battle, the gig is up. You can't continue playing. So be careful around tough enemies. But you regain health after each floor, so you don't have to worry about it too much.

#### Don't Be Afraid To Reset

Sometimes the layout of the level is going to suck. A lot. There's no way around this other than resetting for a good one. You're not going to want to do this for floors beyond the first unless it is unbelievably bad, but for the first floor you can reset to your heart's content.

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----- \*4\* Enemy Strategies \*4\* -----  
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The following is a list of all the creatures you will encounter somewhere in Challenge mode listed in the order of the Piklopedia. Enemies and bosses not in Challenge Mode - Antenna Beetle, Lesser Spotted Jellyfloat, Wogpole, Honeywisp, Segmented Crawbster, and Titan Dweevil - are not listed. Similar enemies are

grouped together. The number following each creature is the Poko value of it. If one number is given for two or more creatures, it applies to each of them. If more than one number is given, it refers to each in the same order. Creatures given a value of 0 do not leave bodies behind.

#### Red, Hairy, and Orange Bulborb (7)

Red and Hairy Bulborbs are exactly the same, or very close to it. The best way to fight these is to sneak up behind them while they sleep, and then throw as many Pikmin onto their backs as possible. It is much more effective to use Purples, but other colors usually get the job done well enough. Orange Bulborbs are similar, but wake up faster than the others, so they are a bit harder.

#### Dwarf Red, Snow, and Dwarf Orange Bulborb (2)

These guys are among the easiest enemies to fight, and require very little effort. Just swarm them with a few Pikmin or toss one directly on top. All colors are exactly the same.

#### Spotty Bulbear (10)

Very similar to large Bulborbs, but these do not sleep. They are best tackled with a Bitter Spray, but it is possible to try and throw Pikmin on their backs. It's just not very reliable. If you have Purples, you can throw them onto its face and probably kill it before it causes any damage.

#### Dwarf Bulbear (2)

Like adult Bulbears, these are very similar to their Dwarf Bulborb cousins. But they are considerably harder because they tend to eat Pikmin faster, have more HP, and they usually follow their parent around in groups. While fighting the big guy, little ones can sneak up and start eating your Pikmin without you noticing they're even there. So always make sure you're aware of their presence. You can still kill these with one toss directly onto their heads, but while fighting the big one, this is not really possible. You'd have to pick them off separately to do this.

#### Fiery Bulblax (10)

Among the toughest of enemies, a Fiery Bulblax requires careful planning to defeat. Only Reds and Bulbmin can attack it while it is on fire, but it is possible to extinguish those flames by luring it into water. Either way, a Bitter Spray is recommended.

#### Water Durple (3)

These guys seem to be easier than their Pikmin 1 counterparts, but can still cause problems. Swarming can kill them, but only with large numbers of Pikmin. They eat pretty quickly, so you have to kill them pretty quickly. Makes sense, doesn't it?

#### Bulbmin (3)

Imagine a smaller, significantly easier Bulbear and you have a Bulbmin. You shouldn't have to use a Spray, but it wouldn't hurt. Try lobbing Pikmin on its head as it waddles toward you and you'll probably be fine.

#### Fiery and Watery Blowhog (4)

These guys have lots of HP, but they're pretty easy to beat. Just lob Pikmin of any color on them and whistle the ones that get thrown off or hit by fire / water. The only thing you have to worry about is having Pikmin thrown into the abyss of Metallic type levels, or into hazards.

#### Armored Cannon Beetle Larva and Decorated Cannon Beetle (4)

Approach Cannon Beetles of either variety with caution, but the Decorated (red) variety is more dangerous than the normal green ones. To fight



a green one, just throw Pikmin on it rapidly until it throws them off, then whistle them to safety before it has a chance to smash them with a boulder. Rinse, lather, and repeat until dead. Decorated Cannon Beetles seem to have less HP, but that may only be because it is possible to lob Pikmin on their backs, whereas the green ones are usually behind a barrier or on a high ledge or something preventing this. Their boulders home in on the captains, so you have to lead them into walls or enemies to get rid of them. It is possible to hit a Decorated Beetle with its own boulder, but this is usually slower and more dangerous than just throwing Pikmin on as fast as possible. With all this said, Sprays are your friends for these guys.

#### Puffy and Withering Blowhog (0)

The floating variety of Blowhogs are actually no different from the grounded ones. You don't have to worry about anything except Pikmin being thrown into dangerous areas. Oh, and Withering (orange) Blowhogs blow the flowers off Pikmin, which can be pretty irritating.

#### Gatling Groink (7)

Very, VERY annoying enemies, Groinks are. Only the back is vulnerable, so you must lob Pikmin on its back as it turns around and tries to prevent this. Its cannon attack is very strange. Sometimes it will hit Pikmin directly and cause no damage, and sometimes it will appear to miss entirely and Pikmin will still die. So just be safe and make sure to call back any Pikmin near the spot it is about to fire at. These rarely require Sprays to kill, but there are a couple levels where one is sitting on a tower. In these cases, it is wise to use a Spicy Spray before attacking.

#### Iridescent Flint / Glint Beetle and Doodlebug (0)

These are very simple enemies. The only one that can cause any damage is the Doodlebug, and it's a simple matter of whistling the poisoned Pikmin to safety to avoid problems. The challenge here is finding them. More often than not, the beetles are hidden in a random location somewhere in the level and you need to run around until they show up. Once you find one, you just have to throw a Pikmin on its back to make a treasure pop out. You can throw non-Whites on a Doodlebug with no problems, as it is the gas cloud that you have to worry about, not the bug itself. If you have Purples, they are the best choice because you don't have to be as precise with your throw.

#### Female / Male Shear grub and Shearwig (1, 2, 2)

Shear grubs get an honorable mention for being sneaky little buggers. The pink female ones can do no harm, but the purple males can. You wouldn't expect such tiny bugs to do any damage, but they can ruin a good run if given the chance. Luckily, a simple swarm is enough to kill them within seconds. Shearwigs are a bit tougher. They can fly and regenerate life, but are easily beaten by a well-thrown Pikmin. Hitting one in mid-air is a one-hit KO.

#### Cloaking Burrow-nit (3)

These are best tackled by just swarming them the instant they come out of the ground. A Pikmin is likely to be attacked, but it should be fine as long as you kill the Burrow-nit fast enough.

#### Anode Beetle (3)

To hurt a Anode Beetle, you must flip it on its back by throwing a Pikmin on top of it. Then you can swarm it for a quick kill. The Anode Beetle's method of attacking is rather strange. There needs to be at least two of them around for them to attack, since they only attack by shooting a bolt of electricity between each other. Don't worry about only fighting them with Yellows. Unless the Beetle is shooting sparks and facing away from another one, it isn't going to attack anytime soon.

#### Mitite (1)

Mitites are strange little guys. They are not included in any enemy lists for my level strategies because they don't always show up. But when they do, they either come out of the ground or out of eggs in groups of 10, and Pikmin start spazzing out as soon as they arrive. Whistle them back before they wander into hazards, and then start throwing. If you have Purples, you can usually take most of them out in one hit, but if not, you have to just hope for the best before they burrow back into the ground. For each Mitite you hit, you get some nectar or a drop of Spray.

#### Hermit Crawmad (3)

Similar to Burrow-nits in some ways, but they should be fought the opposite way. Approach one with your Pikmin in a line behind you, then retreat as it charges you. Once it begins to head back to its lair, swarm it.

#### Bikdip (42)

Bikdip is not an enemy in this game, or any game for that matter. I just wanted to see if you were paying attention. Bikdip is actually the hero of a game I'm making. I'm not sure if it will be done by the time you're reading this, but just in case, check out [purezc.com](http://purezc.com) and look for "Bikdip's Adventure 2: Electric Boogaloo." Shameless advertisement aside, let's move on...

#### Swooping and Bumbling Snitchbug (4)

These enemies aren't exactly dangerous, but they are really annoying and can screw you over when working with other enemies. Swooping Snitchbugs grab Pikmin (up to two at a time) and then after a pause, throw them into the ground and replant them. Bumbling Snitchbugs go for the captains instead. To break out of its grip, just rotate the control stick like a madman. They are both fought the same way. Throw Pikmin on them until they fall to the ground, and then swarm until they die. Pretty easy stuff.

#### Careening Dirigibug (4)

This ties or slightly beats out the Gatling Groink as "strangest enemy in the game" in my book. It floats around on its colorful balloons (seriously, what the hell?) and drops bombs to ruin your life. It is fought the same way as Snitchbugs - just throw Pikmin on and swarm when it falls. But you have to watch out for the bomb. If it bounces away, you don't have to worry about it, but if it is nearby, give yourself enough time stop attacking and run away before you Pikmin meet an unhappy end.

#### Greater Spotted Jellyfloat (0)

I'm not sure why the Lesser variety of Jellyfloats never show up in Challenge Mode, but it's no matter. These things attack by sucking Pikmin up and trapping them within its body. Luckily, they won't die unless you leave them in there for a long time. Just pile Pikmin on as fast as you can and swarm it as it falls, just like the last two enemies. It has a lot of HP, so expect a semi-long to long fight. Spicy Sprays can speed things up, but only use one if you have plenty to spare. And the captured Pikmin will come back once the Jellyfloat dies, so don't fear for them.

#### Fiery, Anode, Caustic, and Munge Dweevil (2)

All colors are essentially the same, but there are a few noteworthy differences. Anode (yellow) Dweevils can kill instantly, so it is safer to fight them with Yellows only. You can usually take them out with other colors without worry, though, as long as you use the right technique. And that is to stand right under the Dweevil and throw Pikmin onto its underbelly. It should die without attacking, but sometimes they will attack after kicking the bucket. The only other difference is that Munge (purple) Dweevils take longer to kill than the other varieties. I have no idea why.

#### Volatile Dweevil (0)

This annoying guy gets separated from the rest of the Dweevils because it is completely different. With a body like a bomb, you can't expect anything good out of this creature. They often drop out of the sky or lurk in shadowy nooks and crannies, waiting to blow up your team and ruin your life. They cannot be killed, so just run when you encounter them. If Pikmin are carrying stuff nearby, stop them. These things have a pretty large blast radius. There actually is one good thing about these bomb spiders - sometimes they can blow up other creatures. While running away from one, it's not really a wise idea to charge into a pack of other dangerous enemies, but sometimes it can be very beneficial to blow them up in this fashion.

#### Toady Bloyster (10)

This is a really weird enemy. It looks like a slug, has a tail like a bulb, and moos like a cow. But it's pretty easy to kill. Just lob Pikmin onto its tail until it croaks. I would save that line for the next creature on the list, but I don't think I can deal with the PUNishment. Seriously though, this thing isn't much trouble; just stay away from its head. And there's only one in all of Challenge Mode.

#### Yellow and normal Wollywog (5, 7)

These things are really annoying. You will likely get a few cheap deaths from these guys. The best way to fight one is to throw Pikmin on its back right after it lands from a hop. If you're lucky, it will die before it can stomp any Pikmin. But more likely, it will jump up again while being attacked. Just hope it doesn't smash anything. The safer-yet-slower method is to throw a few Pikmin on, then call them back before it jumps, therefore eliminating all danger. This method takes forever, though, so it is usually better to deal with them quickly. Or you can always use a Spray.

#### Creeping Chrysanthemum (7)

These Petey Piranha look-a-likes can be a menace, and are best fought with a Bitter Spray simply because of the amount of time it takes to fight them. But beware - the Spray has a tendency to miss unless the Creeper is facing you. If you must fight one without a Spray, make it bite down on itself and then attack it as it topples over. When it gets back up, it will scatter your Pikmin all over the place, so beware. Oh, and another thing. You can tell if a Creeper is concealed under the ground not only by the eyes on its flowers, but also the number of flowers. Real plants have three flowers, while these imposters have only two.

#### Skitterleaf and Unmarked Spectralid (1)

These are grouped together because they both appear in only one level, and neither can attack. Skitterleaves can be a pain to chase down, but aren't hard to kill by any means. Things will be easier for you if you can throw a Pikmin right on top of one, though. The Spectralids are a slightly different story. You have no real reason to go after them, but occasionally they may drop nectar or sprays. I think. Don't bother collecting the bodies of these creatures. They're too worthless.

#### The Cheat (486)

Ok, I'll stop doing this. I just wanted a way to mention [homestarrunner.com](http://homestarrunner.com) in here.

#### Mamuta (3)

This utterly bizarre being is still as a statue until you approach it. It doesn't hurt your Pikmin, but it does plant them into the ground, flowering them instantly. This would be nice if not for the fact that it takes forever to pluck them back out of the ground, and time is short in the one level you encounter Mamutas. They are very simple to beat. Just lob Pikmin on them

quickly, preferably Purples.

#### Breadbug (3)

I love these little guys. They roam around and steal stuff, then pull it back into their lairs. To beat them, play a game of tug-of-war with them so you pull them up into the ship. After this, you can just throw a Pikmin on top to kill it and make all its stolen stuff appear back on the surface. Don't allow them to carry Pikmin into their holes, or else the Pikmin will mysteriously perish. If all those cookies can come back out of the hole, why not the Pikmin? Gah, it makes no sense.

#### BOSSES

Strategies for these are all covered in the levels in which they appear, so I'll keep them brief.

#### Empress Bulblax and Bulborb Larva (15)

What a disgusting creature this is. Ugh. At least you get to enjoy killing her. It is best to start out by sending one Captain to stand by her ... behind and punch the Larvae as they come out. Those things are surprisingly deadly, as they eat Pikmin really quickly. Keep one captain stationed there, while the other stays by her head and lobbs Pikmin on, preferably Spicy Sprayed ones. When she shakes, quickly whistle the Pikmin back and run out of harms way as she rolls over her own young. Take this opportunity to use the other captain to beat up the other young'ns that have been attacking him this whole time. Repeat until dead.

#### Burrowing Snagret (10)

One mistake can be all it takes to suffer heavy losses from a Snagret, so be very careful around them. When it comes out of the ground, it can either shoot out quickly or wait a bit. If it waits, you can pile Pikmin on its head and do some pretty heavy damage before it burrows underground again. If it comes out quickly, you can still throw a few on it, but it's a bit risky.

#### Beady Long Legs (0)

A pretty easy boss. Just stand under it as it comes down and throw Spiced Pikmin onto its belly as fast as you can and it should die before attacking. If not, just wait until it stops stomping around and then attack again. It disintegrates after dying, so there's no body.

#### Emperor Bulblax (15)

Much, much easier than the one from Pikmin 1, but he's not exactly a pushover. If he is on solid land, you can kill him by throwing Spiced Purples before he even comes out of the ground. But if he's in the water, it's a bit different. You can try a similar approach with Blues, but it is much better to lure him out yourself and trick him into eating the bombs lying around. After he is stunned, you can launch an all-out attack and hopefully kill him.

#### Giant Breadbug (10)

The easiest of all bosses. Treat it like a bigger, stronger Breadbug that takes two trips into the ship to kill instead of one. Because that's exactly what it is. The biggest danger with this boss is that it's too cute to fight. It looks like a big loaf of bread with a face, for crying out loud!

#### Pileated Snagret (15)

Exactly the same as a Burrowing Snagret, but much worse because it can follow you around. You can hide behind it, since it is pretty stupid and has bad eyesight. But still, this is one of the deadliest enemies in the game.

#### Man-at-Legs (0)

This is the most insane boss ever. I have a specific strategy for

fighting the one you encounter in Challenge Mode, but the general strategy is to attack, then run and hide. Wait for it to pause, then throw Pikmin on it until it shakes them off. Whistle all the Pikmin back and hide behind a wall, where it can't shoot you. Repeat this many times until it blows up in a rather spectacular explosion.

#### Ranging Bloyster (15)

A pretty fun boss that is easier to fight with two players, but it is still quite possible with only one. Divide the Pikmin up between the captains and run up to it so its eyes change color. Switch to the other captain and as it chases the first, start throwing Pikmin onto its tail-bulb. You'll have to frequently switch between the two captains to confuse it, and you'll also have to whistle back all the Pikmin standing around from missed throws and being shaken off. It only attacks if you stand in front of it, but it has a pretty good range when it does so.

#### Waterwraith (0)

This boss is creepy and without Purples, it's downright terrifying. But you have Purples when you fight them in Challenge Mode, so you don't have to worry too much. Throw them on to give it the appearance of hard candy and keep attacking until its rollers break. Be careful during this stage, because after a while, it will rear back and stomp the ground with its rollers. You have to get the Pikmin out of the way before this happens, and then back away a bit before it starts rolling around again. Once the rollers are gone, there's no problem at all. Just keep attacking and it will eventually die.

#### Raging Long Legs (0)

This is basically a bigger, slower Beady Long Legs, but there's one twist. After being attacked enough, it will stomp around really quickly for a while. I have a detailed strategy for this in its level, so I'll just leave it at that for now.

-----  
----- \*5\* How To Use This Guide \*5\* -----  
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I give a whole bunch of information on each level in the Single-player section. While most of it should be fairly self-explanatory, here is a detailed run-down of everything provided.

- Pikmin: This tells exactly how many Pikmin you start with on the first floor, the colors, and whether they are leaf (slow) or flower (fast) Pikmin. You will never encounter bulb Pikmin in Challenge mode unless you leave some planted in the ground for a long time. But that opportunity rarely comes up.
- Sprays: This tells how many Sprays you begin with, both Spicy and Bitter. You may eventually find more from eggs.
- Floors: This tells how many floors there are in the level.
- Type: A description of what type of level it is. (Cave, Garden, Tile, etc) This usually doesn't matter, but I'm pointing it out anyway. If a level has multiple types, they are all listed.

---

FLOOR [number]: Obviously, this says which floor you're reading about. If it says FINAL FLOOR, it is, quite predictably, the final floor of that level.

Time Limit: How many seconds you have to get to the next floor or escape to the surface. Any floors beyond the first will add time to the time you have remaining from the last floor, so they say "Remaining + X".

Treasures: How many treasures there are to find.

- [number] [Treasure] ([number]): The first number tells how many of that treasure there are to find. I do not give the in-game names of

Treasures such as Five-Man Napsack, Furious Adhesive, and Paradoxical Enigma because it is much easier to understand the normal real-life names of the items. The number in parenthesis is the value in Pokos of the item.

E - [number] [Treasure] ([number]): Same as above, but the E means the item is found by defeating an enemy. In some cases, a treasure may be listed twice, once with an E, and once without. That just means you both find the treasure lying around and get it from an enemy.

^ Treasures are listed in ascending order of value. Treasures with the same value are listed alphabetically. The exception to this is the Key, which is always listed last.

Enemies: How many enemies there are on the floor.

- [number] [Enemy] ([number]): Lists what kind of enemies there are and how many of them. Boss enemies have BOSS before their names. Like with treasures, the number in parenthesis is the value of that creature.

^ Enemies are listed from weak to strong. Since this is somewhat a matter of opinion, you can consider the order mostly random. But similar enemies are grouped together, and the keyholder is listed last.

This is where I put my insight on the level. I describe the terrain, good ways to tackle enemies, and stuff like that.

My high score: The best score I've gotten on this level. These scores are not meant to be the best you can possibly get, but they are at least adequate. Consider them targets. With a lot of work, you can probably beat them. But it took me many tries to achieve most of these scores.

-----  
----- \*6\* Single-Player Strategies \*6\* -----  
-----

Ah, we've finally reached the heart and soul of the guide. I've provided lots of information for each level, which you should know if you read the previous section. A lot of work went into this section, and I hope you appreciate it. To jump to a particular level, you can use the Ctrl+F menu. Just type in "Level X" with the level number substituting the X. Alternatively, you could type in the name of the level, since the levels are not numbered in-game. Just be sure to spell it right.

-----  
----- Level 1: Explorer's Cave -----  
-----

- Pikmin: 50 Red (leaf)
- Sprays: 2 Bitter, 2 Spicy
- Floors: 2
- Type: Normal Cave

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FLOOR 1

Time Limit: 100

Treasures: 4

- 1 Yen (100)
- 1 Silver Coin (300)
- 1 Gold Coin (1000)
- Key (100)

Enemies: 0

Being the first floor of the first level, this is obviously very easy. Just gather the four objects as quickly as possible, and be sure to move on to a new object immediately after they pick up the first. If you run out of Pikmin to use, just whistle back the ones standing under the ship after they return. This is a very basic strategy that you should be aware of by playing the normal game.

However, there is one quirk here. Since you don't have to worry about planning for future levels in Challenge Mode, you can feel free to use up all your sprays. I recommend using a Spicy Spray on this first floor to help your slow leaf Pikmin carry the items faster, thus getting a better score. I was able to collect everything and get into the hole within 15 seconds with this method.

## FLOOR 2: FINAL FLOOR

Time Limit: Remaining + 100

Treasures: 9

E - 5 Small Red Marbles (85 each)

- 1 Yen (100)

- 1 Silver Coin (300)

- 1 Gold Coin (1000)

E - Key (100)

Enemies: 6

- 5 Dwarf Red Bulborbs (2 each)

- 1 Red Bulborb (7)

This is a small step up from the first floor, but is still very easy. The Dwarf Bulborbs each hold a marble, and the adult holds the Key here. My strategy here is to begin by using the second Spicy Spray, then killing the big Red Bulborb ASAP. There should be no excuses for deaths here, so if it eats any, you're probably doing something wrong. Just approach it from behind, then throw the Pikmin on top of it as quickly as you can by moving them on top of you with the C-Stick. After the big guy falls, call all the Pikmin back without picking it up, and go after all the small ones. You can kill them by swarming or throwing one Pikmin exactly on top of them. Either works, but swarming is easier, especially with the Spicy Spray.

Once everything is dead, your spray is likely going to run out soon, so break open an egg and flower as many as you can with the nectar. After that, it's pretty much just a collecting spree. Make sure to not save the Key for last, so you can head to the geyser and begin breaking it as the final objects reach the ship.

My high score: 35,057

-----  
----- Level 2: Novice Training -----  
-----

- Pikmin: 30 White (leaf)

- Sprays: 3 Spicy

- Floors: 2

- Type: Normal Cave

---

## FLOOR 1

Time Limit: 170

Treasures: 9

- 1 Apple (40)

- 1 Kiwi (40)

- 1 Tomato (40)
- E - 1 Yen (100)
- 1 Orange (180)
- 1 Large Strawberry (190)
- E - 1 Silver Coin (300)
- E - 1 Gold Coin (1000)
- Key (100)

Enemies: 3

- 1 Iridescent Flint Beetle (0)
- 1 Iridescent Glint Beetle (0)
- 1 Doodle Bug (0)

This level is easy to beat, but it can be a bit of a pain to collect everything in a timely manner. Things to look out for on the first floor:

- 1) There are three Violet Candypops, which will bring your Pikmin total to 15 Whites and 15 Purples.
- 2) There are poison vents scattered around. Disable them all with Whites unless there are some that are placed in little nooks where your Purples would never have to go. You can leave those alone.
- 3) There are three beetles hidden throughout the floor, and each coughs up a coin if you can hit it with a Pikmin. It is easier to hit them with Purples, but Whites still work pretty well, and the Doodlebug can poison your Purples. If you can't find them, try checking dead-end areas or walking through the plants.
- 4) There are a couple nectar eggs, so make good use of them. The Purples in particular need to be flowered for maximum efficiency here - Whites can get away with remaining leaves if trying to flower them would take too much time.

Other than that, all I can suggest is to use a Spicy Spray or two to speed things up a bit. And don't stick a bunch of Purples on a coin - save them for the heavy fruit items.

## FLOOR 2: FINAL FLOOR

Time Limit: Remaining + 170

Treasures: 9

- 1 Onion (30)
- 1 Potato (40)
- 1 Artichoke (50)
- 1 Flower Bud (50)
- 1 Bulb (55)
- E - 1 Yen (100)
- E - 1 Silver Coin (300)
- E - 1 Gold Coin (1000)
- E - Key (100)

Enemies: 4

- 1 Iridescent Flint Beetle (0)
- 1 Iridescent Glint Beetle (0)
- 1 Doodlebug (0)
- 1 Puffy Blowhog (0)

The second floor follows the same theme as the first: easy to beat, but hard to find everything quickly, or at all. The problem here is that almost everything is hidden. The Key is received by killing the Puffy Blowhog (which is easy, just throw Pikmin on it really quickly), the Flower Bud is sticking out of the ground a bit, but everything else has to be dug up. Like the first floor, you have to find the three beetles to get the coins, but the others are harder. Be sure to check all sections of the level that are closed off by a poison vent - chances are either something is buried there, or that is where



the geyser will appear. As for the rest, your best bet is to run around with your Whites organized in a straight line going out to the side. This way, they are more likely to find something hidden than if you simply swarmed them all over the place haphazardly.

It's also worth mentioning that there may be Mitites here - you know, the little white dust mite things that come out of the ground and make your Pikmin freak out. If they do come, try and kill them by throwing purples. You'll only get a max of 10 Pokos for the lot of them, but every bit helps, and the nectar they drop can be helpful if the Blowhog reverted some of your Pikmin to leaves. I've also seen the Mitites on the first floor, so don't be surprised if they show up there instead. I've never seen them show up on both, however.

My high score: 37,552

-----  
----- Level 3: Lost Toy Box -----  
-----

- Pikmin: 100 Yellow (flower)
- Sprays: 2 Bitter, 2 Spicy
- Floors: 2
- Type: Play Area

---

#### FLOOR 1

Time Limit: 100

Treasures: 11

- E - 1 Pencil (55)
- E - 1 Japanese Tile Thing (110)
- 1 Castanet (120)
- 3 Large Marbles: Red, Yellow, Blue (120 each)
- E - 1 Pencil Sharpener (130)
- E - 1 Mah-Jongg Tile (150)
- E - 1 Silver Coin (300)
- E - 1 Gold Coin (1000)
- E - Key (100)

Enemies: 7

- 6 Dwarf Red Bulborbs (2 each)
- 1 Red Bulborb (7)

This should be pretty simple. Begin by taking your huge mob of Yellow Pikmin over to the big Red Bulborb, then power them up with the Spicy Spray and kill it. You could use a Bitter Spray on it if you wish, but you don't have to, and you get some points for its body anyway. It gives you the Key in its death, so grab that and the body and then use your legion of doom to take out all the smaller Bulborbs. Each one coughs up a small treasure to collect, and there are also three large marbles and a Castanet (the red and blue thing) you can find. Since you have a ton of speedy Pikmin at your command, just grab as much as you can, as fast as you can, and you shouldn't have to worry about running out of Pikmin to carry stuff.

#### FLOOR 2: FINAL FLOOR

Time Limit: Remaining + 150

Treasures: 13

- 1 Oil Pastel (30)
- 1 Tube of Paint (80)
- E - 1 Emerald Trinket (80)
- E - 1 Amethyst (purple) Trinket (90)

- 1 Heart-shaped Diamond (100)
- 1 Green Heart Ring (100)
- 1 Blue Square Ring (100)
- E - 1 Pink Star Ring (100)
- E - 1 Die (100)
- 1 Blue Diamond (150)
- E - 1 Silver Coin (300)
- E - 1 Gold Coin (1000)
- E - Key (100)

Enemies: 7

- 6 Dwarf Orange Bulborbs (2 each)
- 1 Orange Bulborb (7)

Yeesh, tons of stuff to collect here. As you probably figured out, the big Orange Bulborb is holding the key. What isn't very clear, however, is what treasures are held by enemies and which are lying around. But that's what the list is for. Anyway, I suggest playing this level like this. Begin by swarming any and all small Bulborbs near you, and collect all their bodies and dropped items. If there are treasures in your path, pick those up too. You want to clear out most of the Dwarf Bulborbs now, because Pikmin carrying things will be defenseless to the attacks of any you left alive if they're in the way.

Anyway, when you're comfortable with all that, run over to the big guy and use a Bitter Spray on him. You can defeat it without the spray, but it is risky and it is simply much more efficient to do it this way. If you're comfortable with killing it without the spray, go ahead and try, but I don't recommend it.

Grab the key and then use your last Spicy Spray to kill all the other enemies and carry stuff back to the ship. Note that you can walk under the building block bridges in a few places, but Pikmin carrying stuff cannot, so incorporate this in your route. Also be sure to look up high for things. There is usually a treasure on a platform in front of your starting place, on a high tower over the block road, and on a house somewhere. So just grab everything as fast as you can. When you're sure everything is accounted for, move your Piks over to the geyser (it should be close to the ship) and break it open as the last treasures get carried back.

My high score: 47,964

-----  
 ----- Level 4: Creator's Garden -----  
 -----

- Pikmin: 50 Blue (flower)
- Sprays: 1 Bitter, 2 Spicy
- Floors: 1
- Type: Garden

---

FLOOR 1: FINAL FLOOR

Time Limit: 180

Treasures: 9

- 1 Tube of Paint (80)
- E - 1 Fishing Bobber (80)
- E - 3 Yen (100 each)
- 1 Mah-Jongg Tile (150)
- E - 2 Silver Coins (300 each)
- E - Key (100)

Enemies: 7

- 3 Water Dimples (3 each)
- 2 Hermit Crawmads (3 each)
- 1 Yellow Wollywog (5)
- 1 Fiery Blowhog (4)

I generally don't like these kinds of levels, since they are so open-ended. It is quite a challenge to figure out a good route for collecting items within the time limit, and some of the enemies can be pretty obnoxious. But this level really isn't that bad. The enemies are pretty basic. Swarm the Dimples (they each have a Yen), outsmart the Crawmads (each holds a Silver Coin), and deal with the Wollywog any way you please. I have a bad history with them, so my option here is to use your Bitter Spray on that, since there's nothing harder to fight here. The Fiery Blowhog should be no problem as long as you whistle your burning Pikmin before it's too late. Predictably, it holds the Key here.

Since the randomized levels are often very different from each other, I can't really give much of a strategy for this one. But only break down gates if there is a good reason to, and remember that it is better for the ship to be in the middle of two large areas, rather than at the end of one long strip. If you have to reset the level a few times to get an adequate layout, it might be wise to do so. Other than that, all I can suggest is to use your Spicy Sprays wisely. Since the enemies are relatively easy, use them for collection speed and tearing down gates rather than fighting.

My high score: 13,843

-----  
 ----- Level 5: Green Hole -----  
 -----

- Pikmin: 10 Red, 10 Yellow, 10 Blue (leaf)
- Sprays: 1 Bitter, 1 Spicy
- Floors: 2
- Types: Normal Cave, Tiled

---

FLOOR 1

- Time Limit: 85  
 Treasures: 5
- 1 Crystal (110)
  - 1 Jingle Bell (120)
  - E - 2 Blue Diamonds (150 each)
  - Key (100)

- Enemies: 2
- 2 Bulbmin (3 each)

This floor is very simple, but the twist is that there are Bulbmin around. As you should know from the main game, each Bulbmin has ten baby Bulbmin following it that join your group after the leader dies. Focus on taking them down first, and then whistle your new buddies, crack open a few eggs, flower everyone up, and then grab everything. If you're lucky, you can also find sprays in the eggs. There's also a possibility of finding Mitites. The Bulbmin aren't terribly hard to fight, but you can attempt to hit both of them at once with a Bitter Spray to minimize risk. But you'll probably want to save that for the next floor...

FLOOR 2: FINAL FLOOR

Time Limit: Remaining + 100

- Treasures: 6
- 1 Apple (40)
  - 1 Kiwi (40)
- E - 3 Small Marbles: Red, Yellow, Blue (85 each)
- E - Key (100)

- Enemies: 4
- 1 Dwarf Red Bulborb (2)
  - 1 Snow Bulborb (2)
  - 1 Dwarf Orange Bulborb (2)
  - 1 Fiery Bulblax (10)

This floor would also very be very simple, if not for the Fiery Bulblax. That thing can be quite dangerous. Approach it with your 10 Reds and 20 Bulbmin, then either use a Bitter Spray on it or use a Spicy Spray and then try and kill it with no deaths. If you still have the Bitter Spray, use that, so you can use the Spicy for collection purposes later. But anyway, once he's dead, you can pick off the three small Bulborbs and then collect everything without worry.

My high score: 11,439

-----  
 ----- Level 6: Hot House -----  
 -----

- Pikmin: 1 Red, 1 Yellow, 1 Blue (leaf)
- Sprays: 1 Bitter, 2 Spicy
- Floors: 2
- Type: Normal Cave

---

FLOOR 1

- Time Limit: 120
- Treasures: 5
- E - 1 Small Light Spiral Cookie (10)
  - E - 1 White Chocolate (25)
  - E - 1 Small Acorn (60)
  - E - 1 Small Strawberry (170)
  - Key (100)

- Enemies: 4
- 1 Dwarf Red Bulborb (2)
  - 1 Dwarf Orange Bulborb (2)
  - 1 Snow Bulborb (2)
  - 1 Dwarf Bulbear (2)

You may look at the level description and think "Only three Pikmin? How can I get anything done?" Well, there's 3 Queen Candypop Buds, so that's how. Don't worry about matching colors or getting equal amounts of each color: it is not at all necessary. Just be sure to get some Yellows. If you wanted, you could get all Yellows, but it's not worth the time it would take to wait between color changes. Anyway, this cave is segmented in a few parts. Begin by making as many Pikmin as possible and killing the enemies in your way. It is fastest to kill them with the "throw on top" 1-hit KO method.

FLOOR 2: FINAL FLOOR

- Time Limit: Remaining + 80
- Treasures: 4

- 1 Flower Bud (50)
- 1 Triple Sugar Threat (60)
- E - 1 Silver Coin (300)
- E - Key (100)

Enemies: 2

- 1 Fiery Blowhog (4)
- 1 Watery Blowhog (4)

This floor isn't really any more difficult than the last. There's another Queen Candypop - you don't really need to use it, but it will improve your score. Anyway, there's a bunch of electric traps here, hence why you needed Yellows. If you still don't have any for some reason, you can get some from the Candypop here, but that shouldn't be necessary. The only enemies here are two Blowhogs - just fight them with a hodgepodge of colors, not worrying about safety. You can also use a Spicy Spray if you wish, since there isn't anything better to use them on. So just eliminate the traps, kill the Blowhogs, and collect stuff. There really isn't anything more to this.

My high score: 9,299

-----  
----- Level 7: Brawny Abyss -----  
-----

- Pikmin: 50 Blue (flower)
- Sprays: 1 Bitter, 1 Spicy
- Floors: 2
- Type: Metallic

---

#### FLOOR 1

Time Limit: 130

Treasures: 9

- 1 Bolt (60)
- 1 Machine Nut (70)
- 1 Cog (70)
- 1 Screw (85)
- E - 3 Small Blue Marbles (85 each)
- E - 1 Large Red Marble (120)
- E - Key (100)

Enemies: 5

- 3 Snow Bulborbs (2 each)
- 1 Fiery Blowhog (4)
- 1 Armored Cannon Beetle Larva (4)

Surprisingly, there isn't much to say about this level. The Cannon Beetle is your only real concern, so try to kill it ASAP. Don't use any sprays on it, either - save those for the next floor. But seriously - just kill stuff and carry stuff to the ship. There's little more to it than that.

#### FLOOR 2: FINAL FLOOR

Time Limit: Remaining + 110

Treasures: 7

- 1 Gear (60)
- 3 Small Yellow Marbles (85 each)
- 1 Flange Nut (100)
- E - 1 Large Red Marble (120)

E - Key (100)

Enemies: 4

- 3 Dwarf Orange Bulborbs (2 each)
- 1 Decorated Cannon Beetle (4)

This is actually almost as boring as the last floor. Bitter Spray the Cannon Beetle, since this one can cause some major havoc if you're not careful. After that, use the Spicy Spray and sweep down the other enemies, then just carry crap back to the ship. Extremely boring level.

My high score: 14,757

-----  
----- Level 8: Red Chasm -----  
-----

- Pikmin: 40 Red (flower)
- Sprays: 3 Bitter, 4 Spicy
- Floors: 1
- Type: Normal Cave

---

FLOOR 1: FINAL FLOOR

Time Limit: 130

Treasures: 15

- E - 15 Small Red Marbles (85 each)
- E - 4 Gems (100 each)
- E - Key (100)

Enemies: 20

- 15 Dwarf Red Bulborbs (2 each)
- 5 Red Bulborbs (7 each)

A nice change from the previous level - this place is a freaking battlefield. It's a rather cramped maze FULL of Bulborbs. One of the five big ones holds the key, so you have to fight them all anyway, even if not going for a good score. Anyway, this is the first level where you're going to want - no - almost NEED to leave enemy bodies behind. There's simply too much stuff to carry. Begin by using a Spicy Spray and killing whatever is closest to you, whether it's a group of small ones or a big one. Now this is important - when an enemy dies, there is a pause between when it actually dies and you can pick it up. During this pause, whistle your Pikmin back so you can move on to something else. This is integral to getting a good score - the bodies are simply not worth enough to waste time carrying them. The only exceptions are ones very close to the ship.

The goal here is to explore the level and mow down everything in your path. You have a lot of sprays here, so do not be afraid to use them - especially the Bitters. Since you're not carrying bodies, there is no reason to hesitate using them on the large Bulborbs, particularly if there are smaller ones around it, or if two large ones are together. If you manage to collect everything within the time limit, you can pick up a few bodies if you wish, but you would still probably get more points if you exit as quickly as possible. However, my best score was when I actually did collect bodies. It all depends on the situation. Just whatever you do, don't hesitate to use the Bitter Sprays. The convenience they bring is more important than the points you get from collecting the bodies that would be there if you didn't use the spray.

My high score: 18,651

-----  
----- Level 9: Trampled Garden -----  
-----

- Pikmin: 40 Red, 20 White, 20 Purple (flower)
- Sprays: None
- Floors: 1
- Type: Normal Cave

---

FLOOR 1: FINAL FLOOR

Time Limit: 145

Treasures: 24

- 1 Potato (40)
- 1 Chocolate w/ Nut (60)
- 1 Roll of Red Tape (60)
- 1 Weird Donut-thing (60)
- 1 Spring (70)
- 1 Fishing Bobber (80)
- 1 Screw (85)
- 1 Compass (100)
- 1 Diamond (100)
- 1 Flange Nut (100)
- E - 3 Heart-shaped Diamonds (100 each)
- 1 Rotary Phone Dial (100)
- 1 Shuttlecock (100)
- 1 Vacuum Tube (100)
- 1 Large Red Marble (120)
- 1 Pencil Sharpener (130)
- 1 Playing Card (140)
- 1 Emerald Clover (150)
- 1 Gold Coin (1000)
- E - 2 Gold Coins (1000 each)
- Key (100)

Enemies: 5

- 2 Mamutas (3 each)
- 3 Withering Blowhogs (0)

Once again, this level is very different from the last. While the last level focused on fighting, this level focuses on grabbing as much crap as you can in the time limit, plus there are a few enemies amok. Try and fight them with Purples. The Withering Blowhogs are probably going to de-flower many of your Pikmin, but you'll just have to deal with it, as there is no real way to prevent this other than perfect planning and trying to hit the two that are together at the same time. The Mamutas may replace any lost flowers when they plant them, but it simply takes too long to pluck the Pikmin back out of the ground, so kill it with Purples before it can do so. But other than those problems, just seriously grab as much as you can. A few things (rotary phone dial, potato, and diamond) are found underground, so you'll need to run with Whites out in a line to find those. But the rest is out in the open and relatively unguarded, so go crazy.

My high score: 50,825

-----  
----- Level 10: Twilight Garden -----  
-----

- Pikmin: 50 Yellow (flower)

- Sprays: 1 Spicy
- Floors: 1
- Type: Garden

---

FLOOR 1: FINAL FLOOR

Time Limit: 150

Treasures: 16

- E - 10 Small Marbles: Red, Yellow, Blue (85 each)
- 1 Heart-shaped Diamond (100)
- 1 Yen (100)
- 1 Blue Diamond (150)
- 1 Silver Coin (300)
- 1 Golden Coin (1000)
- E - Key (100)

Enemies: 11

- 2 Dwarf Red Bulborbs (2 each)
- 4 Female Sheargrubs (1 each)
- 4 Male Sheargrubs (2 each)
- BOSS - 1 Beady Long Legs (0)

This is the first level to feature a boss, but luckily, it is a rather easy one. The Beady Long Legs will drop in somewhere on the level as you pass by, so your strategy revolves around triggering and completing this fight. When you begin, try not to collect too many things. Fight the enemies you encounter, but don't carry anything back, since you will want all your Pikmin with you for the boss. When it does drop down, don't panic. Use the Spicy Spray you have and, as quickly as possible, begin throwing Pikmin on it. It will throw some off and begin stomping, but you should be able to kill it before any damage is done (hopefully). This method may not always work, and it is somewhat luck-based, but it is the fastest. As soon as it dies, grab the key and run - there's no body to collect, and you should make the best of your Spray before it runs out. Other than that, this level is fairly simple.

My high score: 26,708

-----  
 ----- Level 11: Cryptic Cavern -----  
 -----

- Pikmin: 5 Red, 5 White (flower)
- Sprays: 2 Bitter, 3 Spicy
- Floors: 5
- Type: Normal Cave

---

FLOOR 1

Time Limit: 50

Treasures: 2

- 1 Diamond (100)
- E - Key (100)

Enemies: 1

- 1 Doodlebug (0)

The first floor of this level is a good indication of what's to come: simple caves with next to nothing to collect, but a short time limit. This would be the easiest floor ever, but the Doodlebug can be a pain to chase down (and it can kill your Reds if you are extremely neglectful), and the Diamond is



buried. It may be difficult to find it. There are two ways to go about finding it. You can either throw the whites in random directions, hoping one lands near the spot and starts digging, or you can just run around with them. There's no real way to tell which will work best. The diamond can take a while to unearth, so you can use a Spicy Spray here to speed up the process.

#### FLOOR 2

Time Limit: Remaining + 75

Treasures: 2

- 1 Red Heart Ring (100)

E - Key (100)

Enemies: 1

- 1 Watery Blowhog (4)

This is basically the same thing as the last floor. The Watery Blowhog is easy to kill - just throw your Pikmin on top and start punching it with both captains for the quickest kill. Once again, the other item (a ring this time) is buried, so good luck finding it. You can use another Spicy Spray for digging here, but I don't recommend it. It is best to have two left for the final floor.

#### FLOOR 3

Time Limit: Remaining + 65

Treasures: 2

- 1 Oyster Shell (100)

E - Key (100)

Enemies: 1

- 1 Anode Dweevil (2)

The only reason this is any more difficult than the last floor is because the Dweevil can cause instant death. Attack it with the Pikmin, but as soon as it looks like it is going to attack, whistle them off, and finish it off with punches. Alternatively, you could use a Bitter Spray on it. There's no real reason not to, other than the couple Pokos lost.

#### FLOOR 4

Time Limit: Remaining + 50

Treasures: 1

E - Key (100)

Enemies: 1

- 1 Fiery Bulblax (10)

A huge step up in difficulty, but this is still easily manageable. Take your five Reds and then use a Bitter Spray on the Bulblax. Throw them on, start punching it, and it will fall before it recovers from the spray. If you're really ambitious, you can try to time it so it doesn't die until it recovers, and this way you'll get 10 extra points for collecting the body. But trust me - it's not worth the hassle, and it takes far too long to carry. There's no buried item on this floor, so just run to the cave when it appears.

#### FLOOR 5: FINAL FLOOR

Time Limit: Remaining + 70

Treasures: 1

E - Key (100)

Enemies: 1

BOSS - 1 Burrowing Snagret (10)

Yes, there's a boss here, but don't freak out. As you should know from playing the main game, there is an easy way to beat these things. Start by using a Spicy Spray, and then run out to trigger the Snagret to come out of the ground. If it comes out slowly, throw them on it before it comes all the way out. If it comes out quickly, retreat. It should fall after two attacks. If it is being stubborn and will not come out slowly after luring it out many times, try to attack it anyway. It's actually faster if you attack no matter what it does, but this is risky. You can also feed it a White Pikmin to kill it faster, but this is not recommended - the boss is not that difficult. After you gather the key, use another Spicy Spray (assuming you have at least one left) to speed up the geyser-breaking process.

My high score: 8,373

-----  
----- Level 12: Concrete Maze -----  
-----

- Pikmin: 2 White (flower)
- Sprays: None
- Floors: 3
- Type: Normal Cave

---

FLOOR 1

Time Limit: 70  
Treasures: 1  
- Key (100)

Enemies: 0

This level is really annoying. Actually, that's a huge understatement. This is easily the most annoying level in the game. Not the most difficult, but the most irritating. Your only goal is to find the key and then find the hole and exit, but this is not easy, as the level is a huge maze. Begin by zooming out as far as possible and switching to an overhead view. There's no easy way to do this, but you have to just start exploring to find the key. Only knock down walls that you have to, and try to cover as much ground as possible.

Once you find the key, pick it up with one Pikmin and leave one captain with a Pikmin behind. Have the other follow the key. Be sure to watch the cutscene that shows where the hole appears, as it will help greatly. Now, hopefully it is near one of the captains, so you can get to it quickly. If it is behind a wall, you can break it down with the Pikmin you have with you. (In fact, begin breaking walls with the captain left behind while the key is returning to the ship) Sometimes you will find a small section that is blocked by a wall - chances are, that is where the hole will appear, so you are very lucky. All I can say is good luck.

FLOOR 2

Time Limit: Remaining + 100  
Treasures: 1  
- Key (100)

Enemies: ?

- Volatile Dweevils in large numbers (0)

This floor is just like the last, but exponentially more difficult. It is larger, first of all, and there are bomb-rocks and Volatile Dweevils falling all over the place. Seriously - other than the few things I've already suggested, there is little more than luck involved in this level. It is critical that you follow the Pikmin back to the ship, as it/they will likely be chased by several Dweevils, and you need to protect them.

FLOOR 3: FINAL FLOOR

Time Limit: Remaining + 50

Treasures: 3

- Black Chess Piece (80)
- White Chess Piece (80)
- Key (100)

Enemies: 0

It's not quite over yet, but the difficult part is. Still, this floor really pisses me off. Sometimes there are two Queen Candypops here. But sometimes there's only one. If there's only one, you are NOT going to get the highest score you can. So pray for two. Either way, use it/them ASAP, and don't worry about color. You will then (hopefully) have 18 Pikmin. Find the egg (sometimes it isn't there either) and flower them up, then start grabbing stuff. Put 15 on a chess piece and 3 on the key, then take the 3 from the key and have them work on breaking the geyser as you put the 15 on the other chess piece. If you only have 10, grab the key, break the geyser, and then attempt to get one of the chess pieces. You can JUST carry it with 10 Pikmin, but it will go slowly. It goes without saying that time is VERY tight here.

My high score: 4,837

-----  
 ----- Level 13: Collector's Room -----  
 -----

- Pikmin: 50 White (flower)
- Sprays: 2 Bitter, 3 Spicy
- Floors: 7
- Type: Normal Cave, Tile, Metallic

---

FLOOR 1

Time Limit: 40

Treasures: 5

- 1 Oil Pastel (30)
- 1 Baby Shoe (100)
- 1 Red Heart Ring (100)
- 1 Gold / Emerald Medallion (150)
- E - Key

Enemies: 1

- 1 Red Bulborb (7)

Much like in Level 11, the first floor is a good indication of things to come. There is one enemy that holds the key, and a bunch of other stuff is lying around. You have limited time to grab it all. This first floor has a buried item (the ring), but none of the others do. It should be fairly easy to find, nonetheless. There are seven floors here and only five sprays, so it is

best to use them on tougher enemies and on later floors. Since you can easily restart on this floor if something goes wrong, don't use a spray yet.

## FLOOR 2

Time Limit: Remaining + 30

Treasures: 5

- 1 Old TV Dial (80)
- 1 Cat Bobblehead Toy (85)
- 1 Castanet (120)
- 1 Large Blue Marble (120)
- E - Key (100)

Enemies: 1

- 1 Orange Bulborb (7)

You can use a Spicy Spray here on the Orange Bulborb, as they tend to be a bit harder than the Red variety. But it is also worth saving for the next floor for the simple reason that it is better to restart because of a screw-up earlier than later. It's up to you, but I recommend saving it.

## FLOOR 3

Time Limit: Remaining + 40

Treasures: 6

- 1 Gear (60)
- 1 Screw (85)
- 1 Compass (100)
- 1 Vacuum Tube (100)
- 1 Pocket Watch (110)
- E - Key (100)

Enemies: 1

- 1 Red Bulborb (7)

What you do on this floor depends on what you did on the last. Use a Spicy Spray if you didn't on the last floor, and go without one if you used it. It is better to use it here simply because of all the stuff to dig up, hence why I said saving it is better. But it really doesn't matter much.

## FLOOR 4

Time Limit: Remaining + 50

Treasures: 6

- 1 Book of Matches (10)
- 1 Pencil (55)
- 1 Weird Box Thing (90)
- 1 Die (100)
- 1 Mah-Jongg Tile (150)
- E - Key (100)

Enemies: 1

- 1 Hairy Bulborb (7)

Use a Spicy Spray on the Hairy Bulborb here. I see no reason not to.

## FLOOR 5

Time Limit: Remaining + 40

Treasures: 4

- 1 Locket (70)
- 1 Compact (140)
- 1 Emerald Clover (150)
- E - Key (100)

Enemies: 1

- 1 Red Bulborb (7)

Same as the floor above - use your last Spicy Spray on this floor simply because it makes your life easier. But you could also use a Bitter and save the Spicy for the next floor, where there is more to collect. It's up to you. In fact, you could skip using a spray here and save it for the last floor if you wanted.

#### FLOOR 6

Time Limit: Remaining + 45

Treasures: 6

- 1 Bar of Soap (60)
- 1 Coffee Cream Container (60)
- 1 Rubber Duck (90)
- 1 Broken Metal Thing (90)
- 1 Coffee Mug (130)
- E - Key (100)

Enemies: 1

- 1 Orange Bulborb (7)

This is getting monotonous - use a Spicy or Bitter Spray on the Orange Bulborb, then collect stuff. What you use depends on what you've already used - save a Bitter for the next floor, and having one of each wouldn't hurt either.

#### FLOOR 7: FINAL FLOOR

Time Limit: Remaining + 60

Treasures: 12

- 5 Gyro Blocks: Red, Yellow, Green, Blue, White (80 each)
- 1 D-Pad (100)
- 1 Control Stick(140)
- 1 Love Tester (200)
- 1 Floppy Disk (230)
- 1 R.O.B. Body (250)
- 1 Game & Watch (280)
- E - Key

Enemies: 1

- 1 Gatling Groink (7)

Finally, you've reached the end. Bitter Spray the Groink and kill it, then just grab everything. If you saved a Spicy Spray, use it to make collecting go faster. There really isn't any more to it than that. I rather enjoy the simplicity of this level.

My high score: 48,282

-----  
----- Level 14: Dweevil Nest -----  
-----

- Pikmin: 25 Red, 25 Yellow, 25 Blue, 25 White (flower)

- Sprays: None
- Floors: 1
- Type: Normal Cave

---

FLOOR 1: FINAL FLOOR

Time Limit: 180

Treasures: 20

- 1 Feather (10)
- E - 3 Four-leaf Clovers (20)
- 1 Chocolate w/ Nut (60)
- 1 Rubber Duck Head (80)
- 1 Fishing Bobber (80)
- 1 Cat Bobblehead Toy (85)
- E - 6 Small Marbles: Red, Blue (85 each)
- E - 2 Yen (100)
- 1 Shuttlecock (100)
- 1 Large Strawberry (190)
- 1 Skull (140)
- Key (100)

Enemies: 11

- 3 Fiery Dweevils (2 each)
- 2 Anode Dweevils (2 each)
- 3 Caustic Dweevils (2 each)
- 3 Munge Dweevils (2 each)

This level could be very challenging if you don't know the correct way to fight Dweevils. The fastest way is to stand directly under the Dweevil and throw Pikmin as quickly as possible. For all colors except yellow, you shouldn't have to worry about Pikmin dying. Yellows should be fought the same way, but be aware of the danger involved. Luckily there are only two of those. Also notable is the fact that purples take longer to kill for one reason or another, and they usually get at least one attack completed before dying. But anyway, this level can be done by going around in a circle collecting and fighting, then stopping back at the middle whenever your numbers get low. Just don't save the Key for last - this wastes time.

My high score: 18,293

-----  
 ----- Level 15: Cavernous Abyss -----  
 -----

- Pikmin: 25 Red, 25 White (leaf)
- Sprays: 2 Spicy
- Floors: 1
- Type: Normal Cave

---

FLOOR 1: FINAL FLOOR

Time Limit: 200

Treasures: 7

- 1 Ammonite Fossil (40)
- E - 3 Small Red Marbles (85 each)
- 1 Diamond (100)
- 1 Conch Shell (60)
- E - Key

Enemies:

- 3 Munge Dweevils (2 each)
- BOSS - 1 Raging Long Legs (0)

Another boss level - this one is actually pretty difficult. The Raging Long Legs is simple in theory, but beating it in a timely manner is quite challenging. Begin the level by clearing out the fire traps. There are three tubes on either side of you - three have Munge Dweevils in them, and three have buried items. For the best score, you have to gather all this stuff first, but it is going to get very obnoxious, since the Raging Long Legs fight is so difficult. You should gather the buried stuff and kill the Dweevils, but don't get the marbles or bodies yet.

After that, head out to the RLL's lair and make it drop. When it drops down, wait a couple seconds, then use a Spicy Spray and start lobbing Pikmin on it. If done correctly, it will not attempt to shake them off, but rather, begin stomping around. This will damage it more than if you only attacked it during rest periods. Whistle them off before it shakes - this is important - and then wait as it stomps around quickly. If you are really ambitious, you can throw a couple Pikmin on it from afar while it is doing so. Once it rests, repeat the sequence. The Spray is going to run out sometime after the first cycle, so be ready to use another. Hopefully you will be able to defeat it before any Pikmin are smashed. When it dies, grab the key and head back to pick up the rest. Once everything is being carried, begin to break open the geyser.

My high score: 6,135

-----  
----- Level 16: Snack Pit -----  
-----

- Pikmin: 5 Red, 5 Yellow, 5 Blue, 5 White, 5 Purple (leaf)
- Sprays: None
- Floors: 1
- Type: Normal Cave

---

FLOOR 1: FINAL FLOOR

Time Limit: 150

Treasures: 16

- 2 Small Checkerboard Cookies (10 each)
- 2 Small Light Spiral Cookies (10 each)
- 2 Plain Cookies (15 each)
- 2 Large Dark Spiral Cookies (25 each)
- 2 Pinwheel Cookies (25 each)
- E - 1 Slice of Ham (35)
- E - 1 Hot Dog (40)
- 2 Large Checkerboard Cookies (50 each)
- E - 1 Fried Egg (100)
- E - Key (100)

Enemies: 4

- 3 Breadbugs (3 each)
- BOSS - 1 Giant Breadbug (10)

This level is pretty fun. One of my favorites, anyway. Begin by going after a small breadbug. Once you pull it back to the ship, call all your Pikmin back so they don't pull anything else up. Throw a Pikmin on top of the Breadbug to kill it. Now go after the Giant one. Do the same, and once it comes back to the ship and is pulled up once, it will go after something else under the ship. You can then easily pull it up again for the kill. After that, just go after the other two Breadbugs in the same fashion, and begin collecting everything

you can.

My high score: 5,933

-----  
----- Level 17: Three Color Training -----  
-----

- Pikmin: 30 Yellow, 15 White, 15 Purple (leaf)
- Sprays: 2 Spicy
- Floors: 1
- Type: Garden

---

FLOOR 1: FINAL FLOOR

Time Limit: 230

Treasures: 14

- 1 Diamond (100)
- E - 9 Yen (100 each)
- 1 Yo-yo (120)
- 1 TV Antenna (150)
- 1 Bear Statue (160)
- E - Key (100)

Enemies: 10

- 9 Anode Beetles (2 each)
- 1 Gatling Groink (7)

You have to begin this level by killing the Gatling Groink, since nothing can be achieved while it is still alive. Clear an area near you if you must, then dismiss your Pikmin and take the yellows to the tower it stands on. Use a Spicy Spray and start throwing them up. Zoom out so you can see what it is doing. When it shakes them off, whistle the ones that are in the area where it is going to shoot, and then start throwing again. It is very disorganized, but this thing is really hard to kill. Try to throw them onto its back, as it will do much more damage that way.

Once it is dead, be sure to carry it back, and then you can do a number of things. Use Whites to clear out poison areas, and be very careful around them. Oftentimes Pikmin will get poisoned and run beyond the level boundaries so you cannot save them. For the Anode Beetles, flip them with Purples (when they're not shooting electricity, obviously) and then swarm. Also beware of the Mitites. You may be tempted to hit them with a Purple, but if there is still poison in the area, don't even think about it. But in short, after disposing of the Gatling Groink, you can gather everything else in any way you choose.

My high score: 16,318

-----  
----- Level 18: Hazard Training -----  
-----

- Pikmin: 25 Red, 25 Blue (flower)
- Sprays: 1 Bitter, 1 Spicy
- Floors: 2
- Type: Normal Cave / Tile

---

FLOOR 1

Time Limit: 200

Treasures: 13



- E - 4 Cherries (20 each)
- E - 1 Heart-shaped Diamond (100)
- 1 Yen (100)
- 1 Silver Coin (300)
- E - 2 Silver Coins (300 each)
- E - 1 Blue Diamond (150)
- 1 Emerald Clover (150)
- 1 Gold Coin (1000)
- E - Key (100)

Enemies:

- 4 Dwarf Red Bulborbs (2 each)
- 1 Fiery Dweevil (2)
- 1 Caustic Dweevil (2)
- 1 Fiery Blowhog (4)
- 1 Watery Blowhog (4)
- 1 Fiery Bulblax (10)

This level provides an annoyingly diverse number of traps and blockades that you have to get past. Your strategy will basically revolve on how the level is set up. There is always a pool of water that completely isolates an entire section of the level. As a matter of fact, you may want to restart a few times to get a good setup - so very little is blocked by this pool. Sometimes the majority of the level is isolated, and this would lead to terrible scores. You can get Reds across this by throwing them on a nearby ledge and then whistling them towards you, but don't bother. They can't carry stuff across the water, so what's the point? You can disable fire traps without Reds anyway, it just might take a bit longer. But it is faster to do it with Blues than to go through the hassle of moving Reds around. Take one captain across the pool and fight stuff there. Once things are being carried back, switch to the other captain with the Reds and try and achieve something else.

You can also set up a teamwork system where the Blues carry stuff across the pool and head back while the Reds take it to the ship, but it is a bit hard to maintain, and if the ship is nearby, there's no real point. Anyway, the only other noteworthy part of this level is the Fiery Bulblax. Fight it with a Bitter Spray, but depending on where it is, there may be a twist involved. If it is across the pool, you'll have to first lure it into the water by punching it, then use the Spray once the fire goes out, and then you can fight it with Blues.

FLOOR 2: FINAL FLOOR

Time Limit: Remaining + 200

Treasures: 13

- E - 4 Cherries (20 each)
- E - 1 Heart-shaped Diamond (100)
- E - 1 Red Star Ring (100)
- 1 Yen (100)
- E - 1 Blue Diamond (150)
- 1 Silver Coin (300)
- E - 2 Silver Coins (300 each)
- 1 Gold Coin (1000)
- E - Key (100)

Enemies: 10

- 4 Dwarf Orange Bulborbs (2 each)
- 1 Fiery Dweevil (2)
- 1 Caustic Dweevil (2)
- 1 Fiery Blowhog (4)
- 1 Watery Blowhog (4)

- 1 Withering Blowhog (0)
- 1 Orange Bulborb (7)

This floor is made up of two main areas and some other, smaller ones. The two main ones are a large pool of water with a couple treasures in it, and a hill with a pipe-like thing next to it that can only be entered through the grate above. There is also a large Orange Bulborb that needs a beatdown. Use the Spicy Spray on it - hopefully you can attack it from behind to cut down on risk.

After this, there are plenty of things to do. There are two Dweevils that you have to coax out of another dimension, four small Bulborbs hanging around, and three Blowhogs. There are also fire traps galore. So try and put out the fire traps while sending Blues to get the stuff out of the pool, and just fight stuff. Be VERY careful when fighting any of the Blowhogs around the pool - they may throw Reds into the drink, and that spells doom for them unless you can toss in some Blues to save them. Also, be sure to only throw Blues into the grate / pipe thing. The water is shallow, but I found out the hard way that Reds can still drown in it.

My high score: 53,680

-----  
 ----- Level 19: Cave of Snarls -----  
 -----

- Pikmin: 20 Red, 25 Blue, 5 Purple (flower)
- Sprays: 2 Bitter
- Floors: 2
- Type: Normal Cave / Metallic

---

FLOOR 1

- Time Limit: 150  
 Treasures: 11
- 1 Pinecone (15)
  - E - 6 Four-leaf Clovers (20 each)
    - 1 Small Acorn (60)
    - 1 Large Acorn (80)
  - E - 1 Heart-shaped Diamond (100)
  - E - Key (100)

- Enemies: 8
- 3 Female Sheargrubs (1 each)
  - 3 Male Sheargrubs (2 each)
  - 1 Puffy Blowhog (0)
  - 1 Withering Blowhog (0)

This is actually quite a basic level, it just has some interesting and/or intimidating-looking areas. The Withering (orange) Blowhog holds the Key, which isn't very obvious ... which is why I'm pointing this out. Otherwise, there's little to say. Disable fire traps, use Blues in the water, beware of Male Sheargrubs... nothing you haven't handled before.

FLOOR 2: FINAL FLOOR

- Time Limit: Remaining + 100  
 Treasures: 11
- E - 6 Feathers (10 each)
  - 3 Vacuum Tubes (100 each)
  - E - 1 Blue Diamond (150)

E - Key (100)

Enemies: 8

- 3 Female Sheargrubs (1 each)
- 3 Male Sheargrubs (2 each)
- 1 Puffy Blowhog (0)
- 1 Withering Blowhog (0)

Wow, another really boring level. Well, not really, because there's one major twist here. The Blowhogs love to hover above pits and knock Pikmin into them. Since you have two Bitter Sprays, you should use those to prevent mishaps like that. Also, if you can manage to solidify one as it is above a pit, it will fall in, die, the object it holds will appear in midair, fall down, and then reappear on the ground. It's quite amusing. But other than that, it's more of the same. Hunt down and kill all the Sheargrubs, grab their Feathers (why they have Feathers is beyond me) and grab the Vacuum Tubes.

My high score: 11,621

-----  
 ----- Level 20: The Giant's Bath -----  
 -----

- Pikmin: 50 Blue (flower)
- Sprays: 5 Spicy
- Floors: 2
- Type: Tile

---

FLOOR 1

Time Limit: 200

Treasures: 9

- 1 Bar of Soap (60)
- 1 Rubber Duck (90)
- E - 1 Blue Square Ring (100)
- E - 1 Heart-shaped Diamond (100)
- E - 1 Green Heart Ring (100)
- E - 1 Blue Diamond (150)
- 1 Emerald Clover (150)
- 1 Gold/Emerald Medallion(150)
- E - Key (100)

Enemies: 5

- 2 Hermit Crawmads (3 each)
- 1 Bumbling Snitchbug (4)
- 1 Greater Spotted Jellyfloat (0)
- 1 Toady Bloyster (10)

There is very little to say about this. There are some fire traps, a decent amount of enemies, and a bunch of treasures lying around. So ... do stuff. You have a ton of Spicy Sprays, so use them without hesitation. Just be sure to save a couple for the next floor. Seriously. There's nothing else to say here.

FLOOR 2: FINAL FLOOR

Time Limit: Remaining + 150

Treasures: 4

- 1 Rubber Duck Head (80)
- 1 Diamond (100)

- 1 Red Heart Ring (100)
- E - Key (100)

Enemies: 1

BOSS - 1 Ranging Bloyster (15)

This boss is annoying, but completely manageable. Begin by using a Spicy Spray, then do your best to split up the Pikmin between the two captains. You can either throw them or dismiss and then whistle some of them over. Take both groups to the Bloyster and keep switching captains, then throw the Pikmin onto its tail-thing. It is going to get very messy after a while, so try to call the Pikmin back to the captain who has less Pikmin with him. Continue until it dies. (You will probably have to use another Spray.)

Then locate the Ivory Candypop(s), get some White Pikmin, and start digging crap up. That's pretty much it. It is probably best to put a few Whites on each completely buried thing, and split up the Blues among those two and the partially-buried duck head.

My high score: 15,290

-----  
----- Level 21: Rumbling Grotto -----  
-----

- Pikmin: 30 Red, 30 Blue (flower)
- Sprays: 3 Bitter, 4 Spicy
- Floors: 2
- Type: Normal Cave

---

FLOOR 1

Time Limit: 170

Treasures: 21

- E - 4 Small Acorns (60 each)
- E - 8 Small Marbles: Red, Blue (85 each)
- E - 3 Yen (100 each)
- 1 Crystal (110)
- 1 Gyroid (250)
- E - 2 Silver Coins (300 each)
- E - 1 Gold Coin (1000)
- Key (100)

Enemies: 18

- 1 Iridescent Glint Beetle (0)
- 3 Female Sheargrubs (1 each)
- 5 Male Sheargrubs (2 each)
- 4 Shearwigs (2 each)
- 3 Cloaking Burrow-nits (3 each)
- 2 Creeping Chrysanthemums (7 each)

This level can be a pain. The enemies aren't very difficult alone, but they often come in huge groups, and while you're fighting a Creeping Chrysanthemum, some Shearwigs can sneak up and kill Pikmin. It was also very difficult to get an exact count on the smaller enemies, but I believe this is accurate.

Anyway, you have plenty of sprays, so use them on the Creeping Chrysanthemums to kill them faster and with less danger. Burrow-nits can grab Pikmin through walls sometimes, which leads to many cheap deaths. They cannot, however, grab through gates. So break down gates without worry - just be sure to call the Pikmin back as the gate falls and then attack. There is one item

and/or enemy in water, but that is the only color-specific task. Everything else can be done by either color.

FLOOR 2: FINAL FLOOR

Time Limit: Remaining + 120

Treasures: 1

E - Key (100)

Enemies: 1

BOSS - 1 Pileated Snagret (15)

This is the boss room, it's as simple as that. The Pileated Snagret is one of the more unpredictable bosses, so this may require many tries before you can get it done death-free. Bitter Sprays will not help you, but Spicy Sprays are extremely valuable. You should have plenty. Begin by using one and then rush out to get it to come out of the ground. If it comes out slowly, this is your lucky day. Throw as many Pikmin on it as possible, and don't stop throwing them onto its head once it comes out - keep going. If it doesn't, still try to get a few Pikmin on its head. This is easiest if you lure it to bite down, but retreat. Once you get a couple on, run away so it doesn't eat any.

Like I said, the boss is very difficult. It is certainly faster to fight it recklessly, but you will lose more points from losing Pikmin than you would from taking longer to fight it, unless you are pretty lucky. This boss just takes practice. There's no easy way to do it quickly.

My high score: 33,053

-----  
----- Level 22: Subterranean Lair -----  
-----

- Pikmin: 20 Red, 20 Yellow, 20 Blue (flower)
- Sprays: 2 Bitter, 2 Spicy
- Floors: 1
- Type: Tile

---

FLOOR 1: FINAL FLOOR

Time Limit: 90

Treasures: 11

E - 4 Small Blue Marbles (85 each)

- 1 Heart-shaped Diamond (100)

E - 2 Blue Diamonds (150 each)

- 1 Emerald Clover (150)

- 1 Gold/Emerald Medallion (150)

- 1 Crystal Ball (200)

E - Key (100)

Enemies: 7

- 4 Dwarf Bulbears (2 each)

- 3 Spotty Bulbears (10 each)

This level is small, fast, and difficult. Begin by using a Spicy Spray, and then run away from the big Bulbears. Get all three together in a group and Bitter Spray them, then attack until they die. But it's not quite that simple. The Dwarf Bulbears will probably screw you over more than the large ones will, because they eat Pikmin as you are attacking the petrified adults. Try as hard as you can to take them out at the same time, but it isn't easy. You have two Bitter Sprays, so consider using the other one on them after the big guys are

taken care of. After everything is dead, it's a simple matter of collecting the various items strewn about, breaking the geyser, and leaving.

My high score: 14,191

-----  
----- Level 23: Hidden Garden -----  
-----

- Pikmin: 2 Bulbmin (flower)
- Sprays: None
- Floors: 1
- Type: Pipes

---

FLOOR 1: FINAL FLOOR

Time Limit: 200

Treasures: 13

- E - 2 Aloe Leaves (10 each)
- E - 2 Four-leaf Clovers (20 each)
- E - 6 Small Marbles: Red, Blue, Yellow (85 each)
- 2 Large Marbles: Yellow, Blue (120 each)
- E - Key (100)

Enemies: 11 + ?

- 11 Skitterleaves (1 each)
- ? Unmarked Spectralids (1 each)

This level has some great ambience, but it will probably infuriate you with its difficulty. You begin with 2 Bulbmin, and there is a number of Queen Candypops to discover in order to build up your army. The maximum number of Pikmin you can have is 50, and your first objective should be to get this many. Not only is it good to have lots of Pikmin to collect items and fight the Skitterleaves, but each is worth 10 points to your score. There are no dangers here other than your time limit.

Skitterleaves are annoying to chase down, but all the treasures they drop are lightweight. So carry everything (including the marbles, which can take up to 8 Pikmin) with only one Pikmin each in order to keep the size of your group high. The ship is always very far out of the way, so only return when you have to. There is no way to tell which Skitterleaf holds the Key, so you'll have to chase them all down to find it. One more thing - don't collect any bodies. It's not worth the trouble for the tiny amount of money you get from them.

My high score: 9,717

-----  
----- Level 24: Abduction Den -----  
-----

- Pikmin: 30 Red, 30 Yellow (flower)
- Sprays: 1 Bitter, 2 Spicy
- Floors: 1
- Type: Snowy Cave

---

FLOOR 1: FINAL FLOOR

Time Limit: 180

Treasures: 14

- 1 Rubber Duck Head (80)

- E - 9 Small Marbles: Red, Orange, Blue (85 each)
- 1 Rubber Duck (90)
- E - 1 Yen (100)
- 1 Large Strawberry (190)
- E - Key (100)

Enemies: 11

- 2 Fiery Dweevils (2 each)
- 1 Swooping Snitchbug (4)
- 3 Bumbling Snitchbugs (4 each)
- 4 Careening Dirigibugs (4 each)
- 1 Greater Spotted Jellyfloat (0)

Another infuriating level. This one is full of dangerous and just-plain-annoying enemies, most of which fly. When you come across a big batch of them, use a Spicy Spray and attack like mad. If you're lucky, you can take out some Dirigibugs before they create bombs. Your biggest challenge is keeping track of everything. Since most enemies here hang out in groups, you'll have to be sure that the Pikmin standing around from missed throws aren't in danger of being blown up by bombs, burned by fire traps and Dweevils, or abducted by the Jellyfloat or Swooping Snitchbug. To make matters even worse, Bumbling Snitchbugs will grab captains, often leaving your Pikmin vulnerable while you can't help them. If you are captured, rotate the control stick as quickly as possible to break out.

While there's no way to make this fighting easy, you do have one trump card - the Bitter Spray. Save it for when it is really needed. You can stop a bomb from exploding with the spray, send the flying bugs falling to the ground, and incapacitate the Jellyfloat, which by the way is the keyholder here. Luckily, there isn't anything besides the enemies to make this level difficult. The few items there are to find are just lying around, although they may appear on a mountain of some sort.

My high score: 14,203

-----  
 ----- Level 25: Secret Testing Range -----  
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- Pikmin: 10 Red, 10 Yellow, 10 Blue, 10 White, 10 Purple (flower)
- Sprays: 1 Bitter, 1 Spicy
- Floors: 2
- Type: Metallic

---

FLOOR 1

- Time Limit: 100  
 Treasures: 7
- E - 1 D-Pad (100)
  - 1 Control Stick (140)
  - 1 Love Tester (200)
  - 1 Floppy Disk (230)
  - 1 Game & Watch (280)
  - E - 1 Gold Coin (1000)
  - E - Key (100)

Enemies: 3

- 1 Iridescent Glint Beetle (0)
- 2 Gatling Groinks (7 each)

Be prepared to play through this floor a LOT - the next one is a doozy.

You shouldn't need to use either Spray yet. Just use Purples to stun the Groinks and then pile other Pikmin on for the kill. Be sure to collect the bodies before they come back to life. There is also a golden beetle in the mound in the center, so be sure to get the coin from that. But other than that, this floor is very simple. Just grab all the stuff and prepare yourself for the next floor.

## FLOOR 2: FINAL FLOOR

Time Limit: Remaining + 150

Treasures: 6

- 4 Gyro Blocks: Red, Yellow, Green, Blue (80 each)

- 1 R.O.B. Body (250)

E - Key (100)

Enemies: 1

BOSS - 1 Man-at-Legs (0)

Welcome to what is arguably the hardest level in Challenge Mode. Obviously, the entire floor revolves around the Man-at-Legs. It wouldn't be so bad if you could fight it with all colors, but you can't really. It is in the middle of a ring of water. You have a couple options here. Either fight it only with Blues, or lure it away from the water and fight it with all colors. Both have their upsides and downsides. When using only Blues, you should have no problem killing it without any Pikmin dying, but it takes a LONG time. When using all colors, you are very likely to have Pikmin shot down, as there are simply too many to handle at once. Here is my preference.

Begin by taking the Blues only to go wake it up and attack it. Hide from its shots, and then be ready to attack it again. While doing this, use the other captain to disable the two traps near the ship and gather the treasure(s) there. Do NOT stray too far away, or else the Man-at-Legs will gun down your Pikmin. Just continue attacking with Blues for as many rounds as you need until it reaches just under a half of its life. When this happens, round up the 40 other Pikmin with the other captain and be prepared for an all-out attack. Lure it away from the water and use a Spicy Spray, then wait for it to rest. (It shouldn't shoot if you don't attack it) Once it rests, throw as many Pikmin on it as you can, starting with Purples. Whistle them off when it shakes (so they don't fall off the edge of the level) and attack again once it takes the gun out. As soon as it is about to shoot, use the Bitter Spray and retreat to a safe location. Once it revives, it will shoot, but you will be out of harm's way. You can then make a final attack and defeat it.

Once it falls, you still have to collect a number of items strewn about, each guarded with a fire, poison, or electricity trap. Time is going to be very tight, there's no way around this. Good luck - you'll probably need it.

My high score: 27,844

-----  
----- Level 26: Breeding Ground -----  
-----

- Pikmin: 4 Red (flower)
- Sprays: 2 Bitter, 3 Spicy
- Floors: 3
- Type: Garden, Normal Cave, Tile

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## FLOOR 1

Time Limit: 100

Treasures: 3



- E - 2 Silver Coins (300 each)
- Key (100)

Enemies: 2

- 2 Creeping Chrysanthemums (7 each)

A difficult start to a difficult level. As you probably guessed from the level name and the fact that you only have 4 Pikmin, you're going to do a lot of growing here. By the time you finish this floor, you should have 44 Pikmin. Don't waste too much time trying to get even amounts of colors, but you do need all three for the last floor.

The troublesome things about this level are the stupid Creeping Chrysanthemums. There's two of them, and the damn things tend to be positioned right next to Candypops. That's not good. So try and use the other flowers to build up a mediocre party, then attack the Creepers with a Bitter Spray. You're going to end up using both of them on this floor, but luckily there's nothing worth using them on later in the level. Plus you get some free nectar or Sprays from this, which is always a plus.

## FLOOR 2

Time Limit: Remaining + 150

Treasures: 4

- E - 2 Large Red Marbles (120 each)
- 1 Gold Coin (1000)
- Key (100)

Enemies: 2

- 2 Red Bulborbs (7 each)

Another floor of mass Pikmin growing. You should leave this floor with 100 Pikmin, but it's not going to be easy, as there's about a dozen walls to tear down. Begin by finding a couple Candypops and breaking down the walls blocking them. Just do it one wall at a time. After a wall is down, put all the Pikmin but one on a different wall, then grow more with the Candypop and repeat. Once you have used 2 or 3 flowers, use a Spicy Spray and start tearing down as many walls as you can. You can use a second one if you wish, especially if you got a free Spicy Spray from the enemies on the last floor. If you got a Bitter from them, use it on one of the Bulborbs here so you can try and get another Spicy or some nectar. This floor is pretty obnoxious, and time will be tight, but it isn't particularly difficult. Just try and get the Key somewhat early on so you don't waste a ton of time waiting for the hole to appear.

## FLOOR 3: FINAL FLOOR

Time Limit: Remaining + 180

Treasures: 8

- 4 Bells (120 each)
- E - 3 Large Red Marbles (120)
- E - Key (100)

Enemies: 4

- 4 Fiery Blowhogs (4 each)

This level is completely beatable, but really, REALLY annoying. I realize that I throw the word "annoying" around a lot in this guide, but there is no better word to describe it. There are fire and electric traps all over the freaking place, and you have a lot of ground to cover. Use any remaining Spicy Sprays you might have when you reach an area with lots of traps and at least one Blowhog, since you'll want to use it to its full potential. One major

danger (rhyme not intended) is having burning Blue Pikmin running into electric traps and burning Yellows run in the water. Try your best to save all flaming Piks as soon as possible, but it's going to be hard. There's actually not too much more to say about this. Good luck with everything, and remember the basics. Use all your sprays, try to get far-away treasures before the near ones, and all that stuff.

My high score: 32,303

-----  
----- Level 27: Cave of Pain -----  
-----

- Pikmin: 50 Red (flower)
- Sprays: 1 Bitter, 1 Spicy
- Floors: 1
- Type: Snowy Cave

---

FLOOR 1: FINAL FLOOR

- Time Limit: 160  
Treasures: 9
- E - 2 Aloe Leaves (10 each)
  - E - 1 Chestnut (70)
  - E - 1 Small Red Marble (85)
  - 2 Large Marbles: Red, Blue (120 each)
  - E - 1 Large Strawberry (190)
  - 1 Gyroid (250)
  - Key (100)

- Enemies: About 10
- 1 Dwarf Red Bulborb (2)
  - 2 Anode Dweevils (2 each)
  - 1 Hairy Bulborb (7)
  - 1 Fiery Bulblax (10)
  - 5(?) Volatile Dweevils (0)

If the Secret Testing Range isn't the hardest level, this one probably is. The name doesn't lie. Not only is it painful to play this level, but you may want to inflict pain on others after doing it for a while. The one good thing is that the level is always set up roughly the same way. You start by a ramp and a stump. There is a treasure on the stump, and an enemy will drop at the top of the ramp. If it is the Dwarf Bulborb, restart. You want it to be the Fiery Bulblax. Kill it with a Bitter Spray and then carry the Chestnut and get the treasure on top of the stump. While doing so, a Volatile Dweevil is likely to appear, so call the Pikmin back and retreat until it blows up. Carry the stuff to the ship, then head for the hallway.

Prepare for lots of falling boulders, bombs, and Volatile Dweevils. It's a friggin' warzone. Sometimes the Hairy Bulborb will drop here as well. It is easier to kill if it appears at the other end of the hallway, but this way is a bit faster because the Strawberry has to go a shorter distance. To kill it, do your best to lure it into bombs and stuff without getting blown up yourself, and then use a Spicy Spray and hope for the best. But anyway, once it is all cleared out, gather the two treasures sitting by and on top of the weird ramp thing. This will (or should) trigger a couple Anode Dweevils, which you must kill. Finish carrying that stuff back, then head for the last section.

Upon entering, more rocks, bombs, and Volatile Dweevils will all come raining down, so pray that you avoid all of it and head for the ramp's relative safety. If the Hairy Bulborb appears here, run past it for now. If you're lucky, it may be hurt by some of the explosions. Kill the Dwarf Bulborb

that falls at the top of the ramp, then use a Spicy Spray and kill the Hairy Bulborb from your current position (it should be coming after you). Get the stump treasure here, then start carrying crap back to the ship. You'll probably want to leave the Hairy Bulborb's body behind, as it isn't really worth the time and Pikmin it takes to carry it back. It's only worth 7 Pokos.

Well, that's my strategy anyway. I tried doing everything in reverse order, and it should have been faster in theory, but it really wasn't. You can try other methods, but this is the one that has worked the best for me.

My high score: 10,222

-----  
----- Level 28: Bully Den -----  
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- Pikmin: 25 Purple (flower)
- Sprays: 2 Bitter, 2 Spicy
- Floors: 1
- Type: Tile

---

FLOOR 1: FINAL FLOOR

- Time Limit: 300  
Treasures: 15
- E - 6 Small Marbles: Red, Yellow, Blue (85 each)
  - E - 1 Heart-shaped Diamond (100)
  - 1 Yen (100)
  - E - 2 Large Yellow Marbles (120 each)
  - E - 1 Blue Diamond (150)
  - 1 Silver Coin (300)
  - E - 1 Baby Doll Head (670)
  - 1 Gold Coin (1000)
  - E - Key (100)

- Enemies: 14
- 6 Anode Beetles (2 each)
  - 2 Anode Dweevils (2 each)
  - 2 Volatile Dweevils (0)
  - 1 Wollywog (7)
  - 1 Yellow Wollywog (5)
  - BOSS - 2 Waterwraiths (0)

This is arguably even tougher than the last level, but in a different aspect. While the Cave of Pain excels in having hoards of enemies and danger lurking around every corner, this level is difficult because there's so much stuff to find. And having slow Purples, many of which will revert to leaf form, doesn't help matters. So here's the scoop for this level. When the clock hits 270, the Waterwraiths will come down.

Until this happens, spend your time tearing down walls and finding enemies to fight. The Dweevils (both varieties) hide out in the pipe thingies. There are two sets of six pipes, so you'll have to investigate them all to find the Dweevils. They also sometimes contain coins. But the real challenge of this level is finding all the other enemies. The 6 Anode Beetles and 2 Wollywogs will not appear unless you throw the Pikmin around and shake them out of the ceiling. Some are likely to come out when fighting the Waterwraiths, but you still have to wander around throwing the Pikmin to find them all.

Now for the Wraiths themselves. Sometimes they'll be pretty close together, and sometimes they'll be pretty far apart. Both of these have their positive and negative aspects. You are less likely to have accidents if they are apart, but getting them together saves some time. Use your Spicy Sprays on

them to speed things up, but they still take a long time to kill. Be careful while they still have the rollers. After a few rounds of attacking, they will stomp the ground and possibly smash Pikmin. So be ready for this.

The only other advice I have is to only collect bodies if you know you'll have time for it, and only the ones near the ship. There's just not enough time for it. Oh, and also, sometimes you will get eggs to drop while hunting for the hiding enemies. Nectar is extremely valuable here, and having more Spicy Sprays wouldn't hurt, either.

My high score: 32,240

-----  
----- Level 29: Sniper Room -----  
-----

- Pikmin: 30 Yellow, 20 Purple (flower)
- Sprays: 1 Bitter, 1 Spicy
- Floors: 1
- Type: Garden

---

FLOOR 1: FINAL FLOOR

- Time Limit: 255  
Treasures: 18
- E - 6 Small Marbles: Red, Yellow, Blue (85 each)
  - E - 1 Heart-shaped Diamond (100)
  - E - 3 Large Marbles: Red, Yellow, Blue (120 each)
  - 1 Skull (140)
  - E - 1 Blue Diamond (150)
  - 1 Emerald Clover (150)
  - 1 Gold/Emerald Medallion (150)
  - 1 Gyroid (250)
  - E - 1 Silver Coin (300)
  - E - 1 Gold Coin (1000)
  - Key (100)

- Enemies: 13
- 6 Dwarf Orange Bulborbs (2 each)
  - 2 Snow Bulborbs (2 each)
  - 1 Orange Bulborb (7)
  - 1 Careening Dirigibug (4)
  - 1 Armored Cannon Beetle Larva (4)
  - 1 Decorated Cannon Beetle (4)
  - 1 Gatling Groink (7)

Yet another horribly difficult level. Like the last, the problem here is trying to collect everything. The level is too huge for that goal to be reasonable. If you leave all the bodies behind, it MAY be possible, depending on the level setup. A lot of this is based on luck and a good level setup, so be prepared for lots of resetting.

The Gatling Groink sits atop a bucket in one section of the level, and it should be your biggest worry. To kill it, use a Spicy Spray and start throwing Pikmin at it. Yellows will be able to reach it, but Purples, if you're lucky, can stun it even though they never reach the top of the platform. Be sure to collect its body, since it will revive if you don't. You could use the Bitter Spray on it if you wish, but I prefer using that on the Decorated Cannon Beetle because of the chaos it creates with its homing boulders. There is a Careening Dirigibug somewhere in the level, but it needs to be triggered into coming out by walking near its hiding place. With Purples, it should pose no problems.

But like I said, most of this level is based off luck and a good layout. It is important to collect far-off items first here, and equally as important to leave bodies behind and use your Pikmin efficiently. Don't put 8 Pikmin on a small marble when 2 or 3 is fine. Save them for the big things. As your time is running out, make sure you have an escape plan (hopefully the geyser is broken or can be broken quickly) and collect things until the last second unless you know for a fact that no items will reach the ship in that time, in which case it is better to just leave sooner.

My high score: 32,845

-----  
----- Level 30: Emperor's Realm -----  
-----

- Pikmin: 20 Red, 20 Blue, 10 Purple (flower)
- Sprays: 2 Bitter, 2 Spicy
- Floors: 5
- Type: Normal Cave

---

FLOOR 1

Time Limit: 100  
Treasures: 6  
E - 4 Small Marbles: Red, Yellow (85 each)  
E - 1 Heart-shaped Diamond (100)  
E - Key (100)

- Enemies: 6
- 2 Dwarf Red Bulborbs (2 each)
  - 2 Snow Bulborbs ( 2 each)
  - 1 Red Bulborb (7)
  - 1 Hairy Bulborb (7)

Considering the fact that this is the last level, it's actually not that bad. The first few floors aren't, anyway. There's not much to say about this floor. Do most of the fighting with Purples, and leave behind the small bodies if they will take too long to carry back to the ship. And be sure to clear out all the fire traps in the main path so no Pikmin are burned while carrying things.

FLOOR 2

Time Limit: Remaining + 100  
Treasures: 6  
E - 4 Small Marbles: Red, Blue (85 each)  
E - 1 Blue Diamond (150)  
E - Key (100)

- Enemies: 6
- 2 Dwarf Orange Bulborbs (2 each)
  - 2 Dwarf Bulbears (2 each)
  - 1 Orange Bulborb (7)
  - 1 Spotty Bulbear (10)

Similar to the first floor, but a bit harder. You can use a Bitter Spray on the Bulbear if you want, because believe it or not, there's only one other thing in this level you would want it for. You can kill it without the Spray for an extra 10 Pokos if you want, though, as it isn't too difficult to kill. Just watch out for the little ones that might be following it. Other than

that, there's not anything interesting at all other than the groups of fire traps that need disabling.

#### FLOOR 3

Time Limit: Remaining + 100

Treasures: 1

E - Key (100)

Enemies: 1

- 1 Fiery Bulblax (10)

There's some Candy Pop Buds here, and you can certainly use them. Unlike every other level, you'll want to get exactly the right Pikmin. Get Blue Pikmin from all three of them, and try to flower them up with an egg. Lead the Blues to the water, then dismiss them, punch the Bulblax, Bitter it as it steps into the water, and then kill it. Send one captain across the pond as the Key is coming back in case the hole appears over there.

#### FLOOR 4

Time Limit: Remaining + 100

Treasures: 1

E - Key (100)

Enemies: Infinity + 1 (no, seriously)

BOSS - 1 Empress Bulblax (15)

- infinite Bulborb Larvae (0)

Now is when things become difficult. Begin by dismissing all the Pikmin and calling the Reds only to take out the fire traps near you. Then dismiss those and head to the Empress's rear, punching all the Larvae along the way. When they're all gone, switch to the other captain and call all the Pikmin, then use a Spicy Spray and begin throwing them on her face, starting with the Purples. Call them back before they are thrown all over the place, then back away a bit as she rolls around, smashing the baby Bulborbs. Take this opportunity to switch captains and kill the ones that have been attacking him the whole time. You'll have to repeat this process a number of times, and the captain getting attacked the whole time is likely to be very low on energy by the time you're done. But it will be refilled for the next floor, so don't worry.

#### FLOOR 5: FINAL FLOOR

Time Limit: Remaining + 100

Treasures: 4

- 1 Gyroid (250)

E - 1 Silver Coin (300)

E - 1 Gold Coin (1000)

E - Key (100)

Enemies: 3

BOSS - 3 Emperor Bulblaxes (15)

This floor is a bit easier than the last. This is also why you wanted to grow so many Blue Pikmin. There are a few ways to do this. You can lure the Emperors out of the ground yourself and trick them into eating bombs and then attack, or start with an attack while they are still buried and then use a bomb. For an Emperor not in the water, it is best to pile the Purples on and try and kill it before it can cause any damage. For the submerged ones, either

way is fine, but be use to use a Spicy Spray to make it go faster. Also remember that there is a Gyroid to collect.

Just please don't be a moron like I was and blow up half of your squad by tossing a Purple at a bomb. That was one of the worst things that ever happened to me. Especially considering the fact that it is the last floor of the last level and I wanted to finish this guide before I died from the pain my throat sores were causing me at the time. But that is all entirely beside the point. Congratulate yourself for beating Challenge Mode. W00t!

My high score: 31,496

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- - - - - \*7\* Closer \*7\* - - - - -  
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#### CONTACT

This guide was written by Joshua "Jish" Adams, starting on April 1, 2006 and finishing the first and possibly final version on June 16, 2006. It was my first actual guide written, although I have tried writing a couple others. If you found any mistakes, would like to suggest your own strategies or information, or just want to give me some feedback, I'll be glad to accept it and if I put it in the guide, I'll be sure to give credit where it is due. I can be contacted at jmall88 [at] aol [dot] com. (Screen name is broken apart to avoid bots that search for email addresses.) Please do not send me spam, I get enough as it is. And put "Pikmin 2" somewhere in the title so I know that it isn't junk mail. If you don't, I probably won't read it.

#### CREDITS

- Me (Jish) for writing the whole guide
- Xabidar for creating the Item/Treasure FAQ that I used a few times for real-world item names and prices
- Emperess Bowser for creating the Piklopedia FAQ that I checked a couple times to make sure I got enemy names right and I was too lazy to check in the game
- Gamefaqs.com for hosting the guide and generally being an awesome website
- Nintendo for creating Pikmin, the Gamecube, and lots of other pwnsome stuff

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