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UPDATES

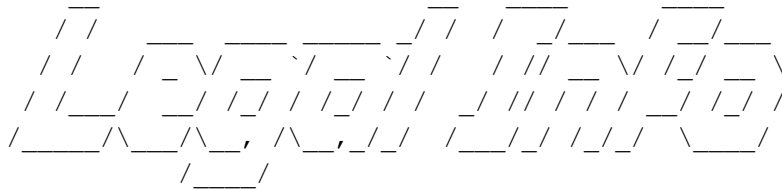
~1~ [RVHI]

VERSION 0.75 (07/04/08)

The guide is nearly complete. The walkthrough chapters are done up to the Forest Naval. There are some parts in the Distant Spring included. 6 more parts are required and the walkthrough will be finished. The Piklopedia is missing the game descriptions. All other chapters have been completed. File size is around 131KB.

VERSION 1.0 (08/10/08)

The guide is finished. The last part in the Distant Spring has been added, as has the Final Trial. File size is around 136KB.



LEGAL INFORMATION

~2~

[LGIN]

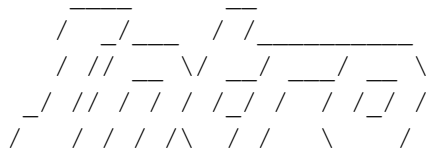
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These are the only sites that I trust and that keep my guide updated. For this reason I won't allow my guides on other sites. Please don't email to ask.

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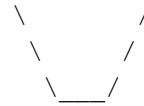


INTRODUCTION

~3~

[ITRO]

Hello peeps and welcome to my Pikmin FAQ for the Gamecube. I'm not sure, as I have a couple of projects on at the moment, but I think this will be my 15th FAQ. Or something like that. I am writing this FAQ purely because I know this game well and I'm sure I can help people out. No personal 'goals' for me this



C o n t r o l S t i c k

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The first function of the control stick is that it moves Olimar around the landscape. This requires a full tilt of the stick. If you slightly tilt the stick, you will move the cursor instead of Olimar. The cursor is used for aiming. This can be used to see where Pikmin land, or to call them as a group.

### A - B u t t o n

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The action button. If you have a group of Pikmin selected, press this and Olimar will throw the Pikmin where the cursor is pointing. If there are no Pikmin selected then Olimar will punch. This isn't very strong, but it can be used, so bear it in mind. Pressing A in lit up areas (such as underneath and Onion or in front of the Dolphin) will cause Olimar interact with that object. If you press A whilst in the light in front of the Pikmin, Olimar will be healed.

B - B u t t o n

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Olimar will whistle when you press the B button. The epicentre of whistle is where ever the cursor is pointing. The longer you hold B down, the larger the area of the whistle. Any Pikmin at are inside the confines of this whistle will become part of the selected group.

### C - S t i c k

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This will move the Pikmin in the selected group. You can move them around but you can't move them far from Olimar.

D - P a d

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Press down on the D-Pad and Olimar will lie down. Whilst he is in this state, he cannot be harmed by any enemies. In addition to this Pikmin can pick up Olimar and carry him to the Onion. If this happens the Onion will shoot out fireworks. This is really an Easter egg and not much use.

### Y - B u t t o n

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This brings up the Olimar's monitor.

X - B u t t o n

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This will dismiss any Pikmin that are in the selected group. Pikmin will stand in groups defined by colour (i.e. Blues stand with Blues and Reds with Reds etc). Yellow Pikmin with Bomb Rocks will stand in a different group to Yellows without.

### L - B u t t o n

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Re-positions the camera directly behind Olimar.

R - B u t t o n

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Adjusts the zoom of the camera. There are 3 different zoom settings. I prefer in second one, a mid-range view. There is also a close-up and a long-range view.

### Z - B u t t o n

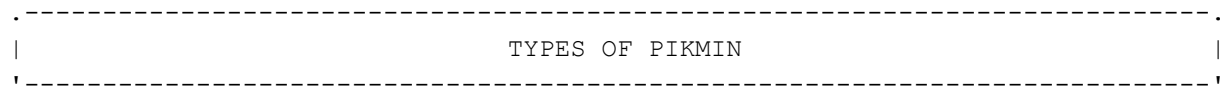
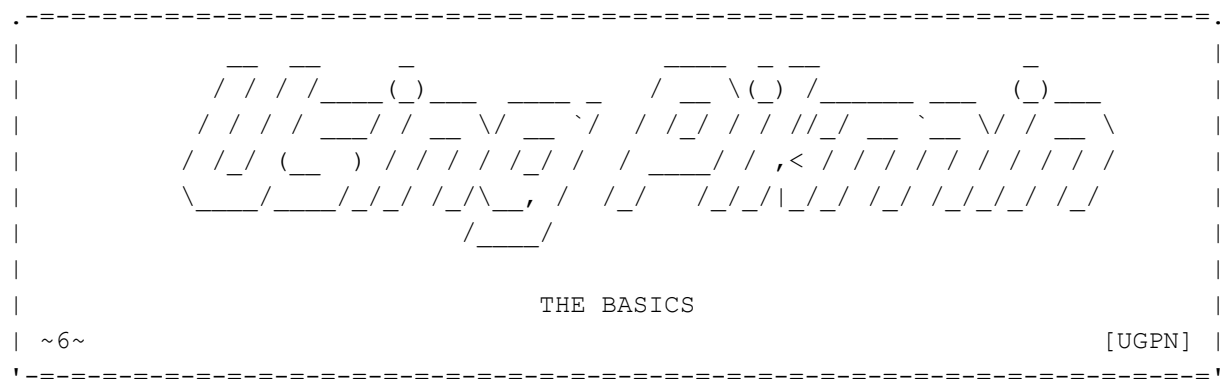
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This changes the camera angle.

S t a r t B u t t o n

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This pauses the game and brings up the pause menu.



There are 3 types of Pikmin. These are Red, Yellow and Blue. The different colours have different advantages and disadvantages.

### R e d P i k m i n

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The Red Pikmin are the first Pikmin that you will come across. The Red Pikmin are stronger in the attack than the others. They are also fire-resistant, perfect when carrying parts back to the Dolphin without worry about death by flame. If a Red Pikmin falls into the water, they will drown. They can be rescued by Blue Pikmin or they can be called back, however this often has an element of luck.

Y e l l o w P i k m i n

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The Yellow Pikmin can be found in the Forest of Hope. These have two advantages over other Pikmin. First of all Yellow Pikmin can handle Bomb Rocks. This will allow you access to new areas. Secondly, Yellow Pikmin are lighter than other Pikmin, meaning Olimar can throw them further and higher. Some parts can only be reached by throwing Yellows onto a higher platform.

Like the Reds, Yellows will drown in water.

## Blue Pikmin

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The Blue Pikmin are found in the Forest Naval. The Blue Pikmin have one major advantage. They can breathe in water. This opens up a great number of new areas to search and new parts to find.

WHAT CAN PIKMIN DO?

There are a number of things that you require Pikmin to do throughout the game.

Fighting

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There are a number of enemies that the Pikmin will have to meet in combat. The Red Pikmin best for "hands on" combat. To attack you need to throw your Pikmin at an enemy. You can also just use the C Stick to make your Pikmin swarm the enemy. You will require a different approach to take down different enemies. See the Piklopedia - A Guide to Enemies chapter for more information on this.

Generally though, if you throw a Pikmin onto an enemies face or back, they will be sheltered from harm. In contrast to this, if you throw a Pikmin onto an enemy's feet, it will be slowed down.

There is another more effective way to take down foes. Get your Yellow Pikmin to pick up a couple of Bomb Rocks. Throw these at an enemy. Two or three Bomb Rocks are usually enough to take down a Bulborb. This is a good tactic with two main advantages. It is often quicker. Secondly, you don't have as much chance of losing large numbers of Pikmin.

## Carrying

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There are a number of items in the world that the Pikmin can carry. This can range from pellets, to bodies, to parts. Each item will require a certain number of Pikmin to carry. The number of Pikmin required and then number of Pikmin actually carrying the object will be shown above the object (e.g. 22/20).

Harvesting

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After your Pikmin have found a Pellet or killed an enemy, they can take it back to the Onion. The Onion will disperse a number of new seeds (Pikmin) depending on what you brought back. This is an essential practice to get you through the game. If there is more than one colour of Pikmin carrying a pellet or body then the colour helping out the most will get the item. If there is the same number of Pikmin of different colours, then the Pikmin that grabbed the object first will get it.

There are 4 types of pellet. A 1 pellet, 5 pellet, 10 pellet and a huge 20 pellet. These come in red, yellow and blue. Okay, an example of how this works. A 5 pellet will require 5 Pikmin to carry and will yield 5 Pikmin seeds. Simple eh?





## B u d P i k m i n

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The bud is the next evolution of the Pikmin. It is stronger and faster than the leaf Pikmin. It can run faster, carry parts quicker, knock down gates quicker and so on.

F l o w e r P i k m i n

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Flower Pikmin are the strongest form of Pikmin. These are even quicker and stronger than the bud Pikmin and considerably better than the leaf Pikmin.

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| HOW TO MAKE PIKMIN GROW |  
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You know about the different forms of Pikmin now. But how do you get them to grow? There are two methods.

## P l a n t - L i f e

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When your Pikmin come out of the Onion, if you leave them in the ground, they will grow on their own. Wait a few seconds and the leaf will appear. Wait 2 minutes for it to turn into a bud and 3 minutes on top of that to turn it into a flower. This is probably the easiest method, if a little time consuming.

N e c t a r

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If you can get your Pikmin to touch a drop of nectar, your Pikmin will grow into a flower Pikmin. There are 4 sources of nectar. I can be found in certain clumps of grass. The grass can be hard to spot, but your Pikmin will find it for you. Nectar can also be found in piles of white rocks. These are far easier to see than the grass. Just get your Pikmin to break them open. If you come across an Iridescent Flint Beetle, throw a Pikmin directly onto its back and sometimes it will give up a drop of nectar. Finally, you can get nectar from a Honeywisp. This is a creature that floats around in the air, almost aimlessly. Throw a Pikmin at it and it will drop the nectar that it is carrying.

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| PIKMIN HEALTH |  
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Pikmin don't have actual health points per se, but they can stand up to some certain things and not others. Say you have flower Pikmin and they are engaged in a fight with an enemy. If they are thrown off too many times or flamed too much etc. they will lose their petals and return to being bud Pikmin.

There are numerous things that will kill a Pikmin. Red Pikmin are resistant to fire, whilst Yellow and Blue will be burned. Blues can breathe in water, whilst Yellow and Red will drown. Falling off of the map will result in a Pikmin being killed. If any Pikmin are too close to a Bomb Rock when it detonates, they will die. The major kill-factor is the enemies in the game. Most enemies throughout the game can kill Pikmin in different ways. See the Piklopedia section for more information. Finally, if you leave Pikmin behind





PARTS REQUIRED TO OPEN: 1

PARTS IN AREA: 8

The Forest Of Hope is the second area. Whilst Day 1 was a bit of a training exercise, this area is a little tougher. You will meet your first enemies in the game, as well as one or two other surprises. The first thing that you should notice is the bar at the top of the screen. This is the Sun Meter. Once the sun reaches the end of this bar, the day will end. Any Pikmin that are not in their Onion at the end of the day will be lost. Keep that in mind.

Although you only really need to recover one part per day, it is easy to get two or three in a single day in this area. Getting a few days in front can be beneficial, especially if you get stuck later on.

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| ETERNAL FUEL DYNAMO |  
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PIKMIN REQUIRED: 40 RED

At first you will find yourself in an enclosed area. Take out all 25 of your Red Pikmin. There are a couple of 1 Pellets in the immediate vicinity, so you can collect those. Now, you will notice a large white gate of vines blocking your path. Throw your Pikmin at this gate and they will begin to attack it. After a minute or so they will drop it down to the ground. There are a number of these gates that you will come across in the game. The darker the colour of the gate, the harder it will be to break down.

In this small enclosure you will find a patch of grass or two. It isn't very easy to spot, but when you are close your Pikmin will start to pick it. This grass contains nectar. If your Pikmin come into contact with nectar the leaf on top of their heads will grow into a flower. Flower Pikmin are stronger and fast than ones with leaves. There are three other ways to find nectar. Patches of white rocks on the ground will give nectar. These are easier to spot than the grass. The other way is to find a Honeywisp. These will float around carrying nectar beneath them. Throw Pikmin at them to get them to drop it. The final way is the most effective. After the Onion has dispersed a seed, leave it in the ground. After a while the leaf of the Pikmin will turn into a bud. Leave it a while longer and this will mature into a flower.

Once you have the gate opened, head out to the right. Here you will notice a few things. First of all you will see your first enemies in the game, Dwarf Bulborbs. The best way to take these out is from the rear. Move around the back of them and the swarm them with your Pikmin. They will each drop a 1 Pellet. Take them and the bodies back to the Onion. To the right of this is a juicy Red 10 Pellet. Get 10 of your Pikmin to take this to the Onion. The final thing to notice is your first part in this area, the Eternal Fuel Dynamo. Recover this with 40 Pikmin.

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| WHIMSICAL RADAR |  
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PIKMIN REQUIRED: 20 RED

Take twenty or so Pikmin and leave the home area where the Dolphin rests. Head over to the right, past where you found the Eternal Fuel Dynamo. Around here are a few 1 Pellet flowers. Next to them is a rusty can with strange rocks inside it. You will require these later but for now take on the Spotty Bulborb. To defeat it you need to go around the back of it, without waking it up. Now throw your Pikmin at its back. When it shakes off the Pikmin, call them back. Make sure that you get out of the way of its front end, otherwise your Pikmin will become lunch. Keep throw Pikmin at his back until you have drained all of its health. You can find it useful to leave one or two Pikmin in front of it. Sacrifice them and you will get a clear shot at the back. Usually you don't need to do this with a Spotty Bulborb though. Take its body back to the Onion.

When you are ready, there is another white vine gate to the right. Get your Pikmin to bring it down. Behind the gate are a Dwarf Bulborb and a Spotty Bulborb. Take them out. Behind the Spotty Bulborb you will find the Yellow Onion. The Yellow Onion is home to the Yellow Pikmin. The Yellow Onion will now disperse a single Yellow Pikmin. Yellow Pikmin are lighter than the others, so they can be thrown higher. As well as this, Yellow Pikmin can handle the Bomb Rocks like the ones in the rusty tin cans. Now get the Yellow Pikmin to collect the 1 Pellets next to the Yellow Onion. There should be others in the surrounding area as well as the body of the Spotty Bulborb. If you are following the guide step by step this will probably all you have time for on Day 2.

In this area you will see another tin can containing Bomb Rocks. There are also 2 rock walls, similar to the vine gates. You need to use the Bomb Rocks to open these. Take a few Yellow Pikmin and go over to the tin can. Throw a single Pikmin and to find a Bomb Rock and return to you. Whatever you do, do not call them back with B otherwise they will detonate the bombs where they stand and return to you. Now go over to the stone wall nearest the Yellow Onion. There are some Bomb Rocks in front of it. Throw the single Pikmin at the wall and it will detonate the bomb. Stand well back. This bomb will cause the others nearby to detonate as well. This will bring the wall down straight away.

Behind the wall are 2 Dwarf Bulborb along with a number of Sheargrubs. Fight Sheargrubs by swarming them with your Pikmin or throwing Pikmin directly at them. Take them all out using your Red Pikmin. Once you have dealt with these look at the ledge the left hand side of this area. Up here is the Whimsical Radar. Throw your 20 Red Pikmin up onto the ledge and they will take the part back.

If you Press Y, you can now view world maps and the location of missing parts.

Before you move on grab your Yellow Pikmin. Get a Bomb Rock for 3 of them. More Bomb Rocks can be found in the tin can in large area just outside the home area. Take your Pikmin back to the home area. There is a stone wall here. Use the Bomb Rocks to take down the wall. This will allow you access to a new area, as well as creating a shortcut for bringing back new parts.

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| EXTRAORDINARY BOLT |  
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To attain this part you will need to use 9 Bomb Rocks. If you have used a lot today, you may need to do this over 2 days. Bomb Rocks can be found in the open area just outside the home area, in the place where you found the Yellow Onion and in front of the stone wall that you blew up to get the last part. Take 6 Yellow Pikmin and 30 Red then head out to the area where you found the Whimsical Radar. Pick up 6 Bomb Rocks along the way. At the opposite end of this area you will find a dark stone wall. In front of it there are a number of Sheargrubs, so take these out using Red Pikmin. This will take 9 Bomb Rocks to bring down. Throw your Bomb Rocks at it. If you have any Bomb Rocks remaining on this day use these as well. On the next day use the required number of Bomb Rocks to open the way. Behind this is the Extraordinary Bolt. This will take 30 Pikmin to carry.

Once you have grabbed the part, the Pikmin will take it back to the ship. If you have opened the stone wall in the home area they will take it back that way as it is the shortest. They could well bump into a Bulborb and a Dwarf Bulborb along the way, so you may want to clear these before passing through.

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| NOVA BLASTER |  
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PIKMIN REQUIRED: 30 RED

Take 30 or so Red Pikmin and go through the stone wall gate in the home area. Go past the turning where you got the Extraordinary Bolt from and look to the right. Here you will find a dark vine gate. This will take a couple of minutes to take down, so get your Pikmin to work on it. You could go off and do something else whilst they are doing this (effective time-management and all that). Once the gate is down, head through. Watch for the puddle of water on the left, don't let any Pikmin fall in. Further up this path are 2 Dwarf Bulborb and a large Bulborb. Take the small ones out first so that they don't get in the way.

Once you have defeated these, head over to the Nova Blaster which is just behind. This is a non-essential part, meaning that you can finish the game without it if you really wish. However, its nice and easy to get and we're here now, so take it back. This will require 30 Pikmin. On your way back on the left hand side you will see a large yellow 20 Pellet on top of a tree stump. Get to the side of it and throw 20 Yellows up there to harvest it.

-----  
| SHOCK ABSORBER |  
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PIKMIN REQUIRED: 30 Red

This is the final part in the area which can be accessed without the use of Blue Pikmin. Take about 30 Red Pikmin out. Exit the home area through the vine gate. You will now be in the open area. Head out to the left. You might come across a couple of Dwarf Bulborbs and Petal Posies here if you haven't taken them out already. There will be a ledge here with a 5 Pellet upon it. Throw you Pikmin up here. Go to the left and head through the puddle of water here. There will be a tree root that you can walk up. Up here, head back to the right, past the Bulborb and collect your Pikmin. Take out the Bulborb. Behind him is the Shock Absorber. Use 30 Pikmin to get this back to the ship.

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| SAGGITARIUS |  
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PIKMIN REQUIRED: 20 RED  
20 BLUE

The final 3 parts in this area require the use of Blue Pikmin.

Take out 20 Red and 20 Blue Pikmin. Head out of the vine gate into the open area. The Dwarf Bulborbs will probably have reappeared so take them out. Now head straight forward. There is an un-built bridge here. There will also be a Sheargrub nest, so take them out. Set your Reds on with the task of building the bridge. Take your Blues across the water. There is another un-built bridge here. Throw your Blues up and get them to build it. Once both bridges are complete, take 20 Pikmin over to the Sagitarrius and get them to take it back to the Dolphin.

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| GEIGER COUNTER |  
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PIKMIN REQUIRED: 20 BLUE  
20 RED  
3 YELLOW

Take 20 Reds, 20 Blues and 3 Yellows. and go towards the area where you found the Yellow Onion. Take a left as soon as you get into this area. Here there is a stone wall. If you haven't already blown it up with Bomb Rocks do so. It will fall in 3 hits. Behind here are a couple of Bulborbs. Take care of these with your Reds. After you have dealt with these group your Blues. Walk them into the water nearby. Now, throw them up behind the cardboard box and they will push it out of the way. Now take your Pikmin across this bridge.

In this area you will meet the Burrowing Snagrets. These are huge, long necked birds that burrow underground and surprise their prey. There are three of these here, but the one holding the part is right at the other end, nearest the home area. Just run straight past the others.

These can be a real pain to defeat. The best way is to wait until it is about to reveal itself, then move your Pikmin over to it. When it bursts up, Pikmin will grab onto its head, causing maximum damage. However this can be a little tricky, so the next best thing to do, is to wait until it pops up and get behind it, out of the way of its beak. Now throw your Pikmin onto the back of its neck. When it burrows underground, group your Pikmin and repeat. This will probably take a while. Try and keep behind the Snagret so that your Pikmin are safe.

Sometimes the Snagret will get stuck on it's way out of the ground. Throw as many Pikmin on it's face and as possible. The face is it's weak point so more Pikmin means more damage. Eventually you will wear it down and it will give up the Geiger Counter. Get 15 Blues to grab the part and they will drop down into the water and take it back to the Dolphin. However, if you make the Reds or Yellows do this, they will take it the long way and get eaten by the remaining Burrowing Snagrets. It's up to you, but I know which way I would choose.



RADIATION CANOPY

This is the final part in the area. Take out 20-30 Blues and 20 Reds. Head out of the stone wall gate at the home area. Go towards where you found the Nova Blaster. Just as you move through the vine gate you will see another vine gate in a puddle of water, on the left hand side. Take your Blues and get them to take down the gate. Head back out of the vine gate and go to the right. Throw your Reds onto the ledge up here.

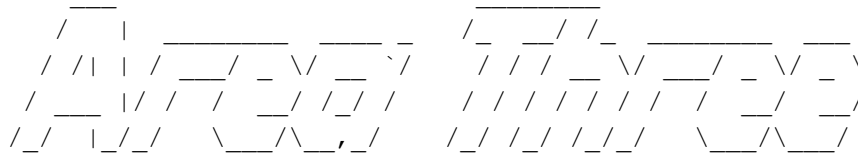
Once your Blues have taken down the vine gate, pick them up and go through. You will find yourself on the ledge with your Red Pikmin. Behind you is another vine gate. Get your Pikmin to bring it down.

Go through the gate and in an open clearance there is an Armoured Cannon Beetle scuttling around. This will be your first meeting with the Armoured Cannon Beetle unless you have met the one in the Distant Spring.

The first thing that you should note is the beetle has a powerful attack. It will first suck in some air. It will then fire a large boulder-like ball out of it's mouth. This is kind of like a bowling ball. If any of your pins... I mean Pikmin get in the way they will be killed. Large numbers of Pikmin can be taken out all in one go unless you are wary.

Okay, take your Pikmin and stand in front of the beetle. It will then draw in air. Whilst it is doing this you need to throw Pikmin in the beetle's mouth. If you are struggling with this, try and get nice and close. You won't be hurt as long as you get a Pikmin in the mouth. If you get one or more in it will open up it's protective shell on it's back. After this, a red skin undershell will be made vulnerable. Throw as many Pikmin on to this shell as possible, before it closes up. When it does close up, repeat the process. After a couple of goes at this the Armoured Cannon Beetle will be defeated.

In an alcove at the back of the clearing is the Radiation Canopy. Get 30 Pikmin to carry the part back to the Dolphin. Get another 30 to take the Armoured Cannon Beetle's body back to an Onion.



THE FOREST NAVAL

~7c~

[ATFN]

PARTS REQUIRED TO OPEN: 5

PARTS IN AREA: 9

The "belly button" apparently. This is another new area which is a lot more challenging than the previous two. It is set in a deep cave in the centre of the forest. The first thing that you should note is that there a lot of stone walls in this area. You don't actually need to take any of them down, but it will save time. The only one that I take down at first is the one next to the home area. There is another, but that's not until later on.

To get the Bomb Rocks; first take out 6 Yellow Pikmin. Drop down behind the Yellow Onion and drop onto the land next to the middle pool here. Go through the opening and drop onto the land below. There is a stash of Bomb Rocks in the corner here. Collect them. You now need to throw the Pikmin back up the way you came. You on the other hand need to walk all the way around. Meet them at the top, but don't call them with B, just walk into them. Repeat this in this pool as well and you'll have the Bomb Rocks and be free to do with them what you will. You can find more Bomb Rocks by looking at the Gravity Jumper section.

I would advise using your second or third day to build bridges, knock down walls and take out enemies. This will save you a lot of trouble later on. There are two briges to be built close to the home area. Take down the stone wall also close to the home area. There are a number of Firey Blowhogs and Sheargrubs in the centre area so use your Red Pikmin on them. The fire will not hurt the Red Pikmin so they should make short work of the enemies.

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| #1 IONIUM JET |  
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PIKMIN REQUIRED: 15 Blue

To start off take out 20 Red Pikmin. There is a vine gate close to the Red Onion so get them to take this down. Now, head over behind the Yellow Onion. Here there are a few pools of water. On the left-hand-most one you will find the Blue Onion. Blue Pikmin. w00t. These bad boys can breathe in the water, which will come in very handy.

Spend a while building up your Blue Pikmin numbers. There are a few pellets in the surrounding area, so harvest them. Once you have done this you will have 16 Blue Pikmin. Great. Head over to the next pool over. At the edge of this is an opening which will allow you to drop to a lower pool. Do so. In the corner of this pool you will find Bomb Rocks. These will be useful, so remember where they are. In the water is the #1 Ionium Jet. Get at least 15 Blue Pikmin on this.

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| AUTOMATIC GEAR |  
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PIKMIN REQUIRED: 15

Get 15 Pikmin of any colour. I usually use Red as they are usually the most abundant. Behind the stone wall next to the home area is a pile of sticks. These are perched on the edge of a cliff. Throw your Pikmin at it and they will extend out a long stick. Once this stick has reached the other platform they will hop along it and pick up the Automatic Gear.

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| SPACE FLOAT |  
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PIKMIN REQUIRED: 25

No doubt you will have seen a Breadbug running about the place. He is a large

red coloured bug. He will pay your Pikmin very little attention. He is holding the Space Float. But how to get it from him? You can try an open attack, but this is very ineffective. The best way to do this is to attack Petal Posie. Now leave the Pellet out in the open until Breadbug comes past. When he sees the Pellet, he will grab it and try to take it back to his hole. You need to throw at least two Pikmin at the Pellet and get them to have a tug-of-war with him. Eventually the Pikmin will come out on top and drag the Pellet back to the Onion. When the Pellet gets sucked up, so will the Breadbug. This will deal him some serious damage even if it doesn't kill him. Use a swarm attack to finish him off if need be. Once he is dead, the Space Float will be left behind. It will require 25 Pikmin to recover this the short distance.

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|                               |  
|           ANALOG COMPUTER AND THE LIBRA           |  
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PIKMIN REQUIRED: 35 RED  
                  20 BLUE  
                  15 YELLOW

These two parts should be attempted all in one go, this will save you time and hassle. For now take out around 30 Reds.

Exit the home area via the stone wall gate. Head to the left but take a right asap. Here you will find an un-built ramp. Throw your Pikmin at it to get them to construct it. You can leave them to it and get on with something else if you like. Anyway, once that ramp is done walk down it and you will find another ramp that requires building. When this is built you will be in a beach-like area. There are a number of Firey Blowhogs on this beach. Assign a few Pikmin to each and they will take them down usually without damage. The Red Pikmin are invulnerable to fire.

After you have cleared the way, take a look at your map. You will see a narrow path to the east. Head towards the entrance of this path. There will be a Firey Blowhog here, so take it out if you have not done so already. At the entrance to the path, there is a vine gate blocking your way. Set your Pikmin to work. Once this is down, I would advise doing something else for the rest of the day, you will want a full day to make the trip for these two parts.

Take out 35 Red, 15 Yellow and 20 Blue Pikmin. Take these to the narrow path. A short way down the path are some fire geysers. Wait until they stop, then move past them one at a time. Further down the path is an un-built bridge, on the left hand side. Get your Yellow and Red Pikmin to construct it.

Take your 20 of your Red Pikmin and all of your Blues further down the path. Make your way past the fire geysers one at a time. In the pool of water here is the Analog Computer. Recover it onto the land using your Blues. Once the part is on land, get 20 of your Reds to take it back. The Reds, being immune to fire can get past the fire geysers without being harmed.

There is a Red Candy Pop Bud next to the pool. This will turn what ever colour Pikmin that is thrown in it into a Red one. So in theory you could take 20 less Reds down with you and change the Blues into Reds to get the part back. I don't like this method but each to their own.

Take your remaining Pikmin back to the bridge. Hopefully it will be completed by now. Take some of your Blues and throw them into the water. They will unblock the geyser here for you. Next, take your Yellows and throw them up

the cliff. Use the geyser to get up the and meet them. Throw them up to the Libra and they will bring it down from the cliff. As soon as it is down, get your Reds to take it back to the Dolphin without being harmed by the fire geysers. Take the rest of your Pikmin back up the path safely.

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| ANTI DOXIN FILTER |  
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PIKMIN REQUIRED: 40 BLUE

Look at your map. In the lake you will see that there is another part. Take about 45 Blue Pikmin over to it. You will need 40 to take the part back, but you will need to take out some FROGS on the way. As you get close to the part you will meet these FROGS. These can be dangerous and can take out a lot of Pikmin if you get this wrong. Okay, first of all you need to make them slam into the ground. Make sure that there are no Pikmin underneath or they will be history. When it is on the ground you will have time to throw 5 or 6 Pikmin on its back. When it slams the ground again, the Pikmin will be thrown off, so you need to repeat this a few times. Once you have taken out all 3 of the FROGS you will be free to collect the part.

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| GRAVITY JUMPER |  
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PIKMIN REQUIRED: 25 YELLOW

Take out 25 Yellow Pikmin. Head over to the edge of the lake. If you look on your map you will see a part on a raise bit of land nearby. Go over to it and you will see an un-built ramp on the land. Throw your Pikmin up there and they will begin to construct it. Once it is complete you can access the Gravity Jumper. Get your Yellows to take it back to the Dolphin. Behind this raised and you can also find some extra Bomb Rocks.

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| GUARD SATALLITE |  
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PIKMIN REQUIRED: 20 YELLOW

Take out 25 Yellow Pikmin. Head down the path nearest to the Red Onion. Here you will encounter a dark stone wall, unless you have blown it up. If you haven't then check your map and head around until you are at the other side of it. Once you are, you will see a dark vine gate. Set your Pikmin to work on it. You may meet some Shearwigs along the way, so take them out. Next you need to get 6 Bomb Rocks. Take 6 Pikmin and gain them from the two locations.

Ready? Good. As soon as the vine gate opens take your bomb rocked-up Pikmin and throw them at the dark stone wall on the left. Watch out for the fire geysers though, Pikmin aren't resistant to fire like Reds. 9 Bomb Rocks will open the stone wall up. Gather all your Pikmin and head through.

You will be in what appears to be an empty clearing. But soon a shadow will appear and wham! 4 giant legs stomp down out of nowhere. This is the Beady Long Legs. This guy can be lethal. Try and keep underneath his body, that way you will avoid him stomping feet (to an extent). You can now do a couple of things. You can throw Pikmin at his legs to slow him down. Then attack by



back to an Onion. This is worth 100 seeds! Think which colour Pikmin you are short of. Blue will be in constant demand on this level, so bear that in mind.

If and when you have taken out the Smokey Progg, you need to turn your attention to a different group of enemies. Close to the home area there is a Windy Blowhog. This is a large purple floating creature. He won't cause any damage but he will blow your Pikmin far and wide, even into the water. The best idea is to take out 20 or so Blue Pikmin, as to safeguard them against the water. Keep out of the way of it's front end and try and get behind or underneath it. Throw the Pikmin up at it and if you get enough up there, it will be brought to earth. Once it is down, use a swarm to finish it off. It will drop 5 tasty 5 Pellets. Yum.

This will probably take up a lot of the first day unless you haven't come across the Smokey Progg. The very next thing that you need to do is take out the two Bulbears close to the Windy Blowhog. The first one is out in the open, but the second is guarding something. After killing the second look behind it. Here you will find a stash of Bomb Rocks. There are two stone walls that need blowing up in close proximity. The first is to the left of the Bomb Rocks. This will require 6 Bomb Rocks to take down. Unfortunately for you, you only have access to 4 per day at the moment. Throw todays 4 and then return tomorrow.

The other stone wall is over by the home area. This is a stronger gate that takes 9 Bomb Rocks to break. There are more Bomb Rocks that you can get, but this seems like too much messing around to me. Just use the 4 in the first stash and let them reappear on a new day. This should only take 3 days maximum and can be done whilst you are collecting parts.

There are a few Yellow Woollywogs in the area, you could take these out before moving onto your first part if you wish. There is also the extremely annoying Swooping Snitchbug. I hate this creature with a passion. Take them down as soon as you get the chance.

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| GLUON DRIVE |  
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PIKMIN REQUIRED: 50 BLUE

Remove 50 Blue Pikmin. Head over to the stone wall near the Bomb Rocks. To the left, at the waters edge is a un-built bridge. There is also a FROG nearby so kill it before you continue. Set half of the Pikmin to work on this bridge.

Walk across the water and you will see another un-built bridge that will join up to the other. In front of it there is a Shear grub nest. Kill the Shear grubs and then set the other half to work here. Eventually the two halves will join up. On the patch of land next to the bridge you will find the Gluon Drive. It takes a massive 50 Pikmin to carry this back. Use Blues as to avoid casualties in the closeby water.

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| ZIRCONIUM ROTOR |  
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PIKMIN REQUIRED: 30 BLUE



At the far end of the beach is the Massage Machine. It will take 30 Pikmin to carry. As soon as the bridge is complete, you can take this part back to the Dolphin.

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| REPAIR-TYPE BOLT |  
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Take out 20 Yellow Pikmin.

Okay, little bit of a weird explanation here. Stand at the Red Onion and face the Yellow Onion. Go to the left of the Yellow Onion, onto the beach. Here you will come across a narrow path. Arrange your Pikmin into 2 groups of 10. This path is so narrow that you can't get them across all at once.

Take one group and slowly take them along the path. It is possible to get along here without losing any, but what the hell, you can get some more Pikmin if you need to. Once you are here leave the group and fetch the rest of the Pikmin. When you have all 20 in place, throw them up onto the ledge where the part is sat. If you can't get them up, try from a different angle, and aim for the edge of the platform. Once all 20 have grabbed the part, they will bring it down.

It is possible that the part and the Pikmin will fall into the water here. You need to accept this loss. If they don't fall in you can take them back to the Onion if you wish.

You need 20 Blue Pikmin to come and recover the part.

-----  
| IONIUM JET #2 |  
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PIKMIN REQUIRED: 15

You need to have opened up the stone wall gate near the home area before attempting to recover this part. It would also be advisable to have killed all the enemies that you will meet whilst taking this part back to the Dolphin.

Take 20 Blue Pikmin and head the the stream near the Pilot's Seat. Go all the way down the stream and follow it's path dead ahead. You will come to a low wall with a geyser next to it. Throw your Pikmin on top of the wall and then use the geyser to get up there yourself.

Move to the opposite end of the wall. Across a small gap, the Ionium Jey #2 is to be found. You need to throw the Pikmin across to it. This is a pretty long jump for the Blues to make.

Point the cursor at the part and keep Olimar running against the wall. Now throw your Pikmin across. Hopefully they will land on the platform and grab the part. You need 15 Pikmin to carry it.

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| CHRONOS REACTOR |  
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this island and at the far end is a protruding rock. Stand on this rock and you can throw the Yellows onto a higher cliff nearby.

Once you have the Pikmin on this higher platform, walk down into the water next to this cliff. Close by you will see a geyser. Use this to get Olimar on top of this platform. Now head over and group the Pikmin.

On a ledge to the right you will see a pipe. Inside this pipe are Bomb Rocks. Precious Bomb Rocks. Throw the Pikmin up to collect them. Once they have them, remember that you can't call the Pikmin without them detonating the bomb. Throw the Pikmin down the way that you can up (i.e. onto the protruding rock).

Head down and group the Yellows together by walking into them. Throw them across the narrow inlet. Hopefully by now the Blue should have finished work on the first bridge. Once they have, walk across the bridge and use the Bomb Rocks to take down the stone wall. Once the wall is down, put all the Blues back in the Onion.

The keen eyed among you will have noticed a box blocking your path. There are two ways that you can clear it. One method uses Yellows, the other uses Reds. I'll tell you both and you can use which ever seems easier to you.

#### Method 1 - Reds

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Take 10 Reds out of the Onion. Face towards the shoreline and head to the left. Here you will come across a path covered with fire geysers. The Reds are fire-resistant though, so don't worry about them burning up. Throw them as far into the fire as you can.

Once all 10 are on the path, go into the water to the right of this path. Group the Pikmin by calling them and then walk along the path, using the C-Stick to guide the Reds. Once they are on the other side de-group them.

Walk back over the two bridges that the Blues built. Stand on the second and you will be close to where you left the Reds. In fact you can call them from here. Once they are grouped, walk towards the box, using the C-Stick to guide the Reds towards it too. Adjust the camera angle if it helps.

As soon as the Reds come into contact with the box, they will push it out of the way.

Method 2 - Yellows

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Personally I prefer this method, but do what ever is good for you. Take out 10 Yellows. Walk across the first bridge and stand on the end of the second. To the left you will see a sloping wall and behind that is a flat platform. Throw the Yellows over the slanting wall, so that they land on the platform behind.

Once the Yellows are sat on this platform, call them to group them together. Now, walk towards the box and guide the Pikmin with C-Stick to make them do the same. As soon as they touch the box, they will push it out of the way.

Once the box is moved, you can walk up a slope next to it and use it as a bridge. The ledge that this leads to has nectar-giving grass, so you can use this to upgrade your Pikmin.

Now that the box is out of the way, you can focus on the next part. Set your 10 Pikmin to destroy the nearby vine gate (INSERT). Go and withdraw some more if you want to speed things up a bit.

As soon as the gate is down, you can head out into the final boss' arena. You really don't want a fight yet though, so keep well away from the suspicious looking plant-life in the centre of this area...

Instead stick to the edge and head around to the right. You will come to another vine gate. Set your Pikmin to knock this down too. Behind the gate you can walk onto a large grassy area. Around this area you will find 3 sources of Bomb Rocks, as well as the grass the will give up nectar.

Once you have done this I would advise you to take your 'min back to the Onion and end the day. You really haven't got enough time to take on the boss at this stage. If it's your last day then you are going to have to try anyway.

## Day 2

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Withdraw 20 Yellows and 80 Reds. Take them to the gate just outside the main boss arena. You might want to take them a few groups at a time, as it can be hard to fit all 100 on the bridges at the same time.

Once you have all your Pikmin in place, take your 20 Yellows to the grassy area with the Bomb Rocks, behind the boss arena. There are 3 sources of Bomb Rocks here, so get all 20 of your Yellows stocked up. Now take them back to where you left the Reds.

Leave them in a separate group from the Reds. Make sure the Reds are close at hand so you can use them to attack. De-select the Yellow group and walk into a single one of them. Take this single Yellow and walk towards the plant-life in the centre of the boss arena.

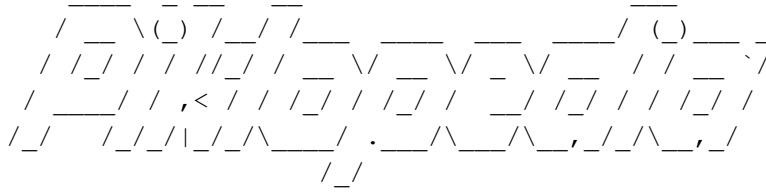
Emperor Bulblax will now reveal himself. Try and lure him towards the entrance, where all your Pikmin are. Throw the Yellow at him and one of two things will happen. Either the Yellow will throw the Bomb Rock at him, or Emperor Bulblax will eat the Yellow. Either way the Bomb Rock will explode and Emperor Bulblax will be stunned.

As soon as you have thrown the Yellow, you need to run back and group a large portion of Reds. As soon as Emperor Bulblax is stunned, throw as many Reds on his face as you can. Hammer that A button! After a few seconds, Bulblax will recover and knock all of your Pikmin to the ground. You need to quickly group them together and run back to the entrance. If you are not quick enough, Bulblax will swallow all your Pikmin with one flick of his tongue.

You now need to grab another Yellow and repeat this process. You should be able to take a large chunk of his health by doing this. You may find though, as Emperor Bulblax's health moves into the red, he will get wise to your plan.

Instead of swallowing up the Yellow, he will jump high into the air, then come down and squash the Yellow. This way Bulblax doesn't get stunned. When this happens, it is time to abandon the Bomb Rock tactic.

Get a group of about 30 Reds together and take them into the main arena.



A GUIDE TO ENEMIES

A r m o u r e d C a n n o n B e e t l e

DESCRIPTION	The Armoured Cannon Beetle is large and black and to me it looks more like a fat spider with 4 legs. There are only 2 of these to be found in the game.
LOCATION	Forest of Hope, Distant Spring
SEEDS PRODUCED	50
PIKMIN TO CARRY	30
ATTACKS	Will "lock" onto Olimar and then suck in a breath of air. The beetle will spit out a large boulder. If your Pikmin are in its path, they will be killed.
TO DEFEAT	When the beetle sucks in air, throw one or more Pikmin at its mouth. These can be any colour but Red is most If you got it right, the beetle will gag and then reveal a soft red undershell. Throw your Pikmin onto this undershell to cause maximum damage.

B e a d y L o n g L e g s

DESCRIPTION	The Beady Long Legs only appears once throughout the game. It has huge long legs with big feet. A round body sits in the middle of these legs. It is yellow in colour.
LOCATION	Forest Naval
ATTACKS	Has 4 long, spindly legs with big feet. These legs will stomp on any loose Pikmin.
TO DEFEAT	Use Yellow Pikmin here, they are more useful than Red. Get into the shadow of the BLL's body. Try and keep in

the centre, away from the legs. Now throw the Pikmin up at its body. If you aim for the shadow, it is easier to hit. You can throw Pikmin at the legs to slow them down if you wish. Repeat this until all its health is drained. You can also use Reds for this if you wish. They will cause more damage than Yellows, but you may find it hard to hit the BLL's body.

B r e a d b u g

DESCRIPTION | There is one Breadbug to be found. It is purply-red in colour. It trots around the map looking for pellets and not attacking your Pikmin in any way.

LOCATION | Forest Naval

SEEDS PRODUCED | 3

PIKMIN TO CARRY | 3

TO DEFEAT | There is only one of these in the game, and he has no attacks. You can throw Pikmin at him, but this will have little effect. This enemy's weakness is pellets. Wait until he passes, then knock down a Pellet Posy. He will grab it and try and take it to his den. Throw at least 2 Pikmin at the pellet. The Pikmin will be stronger, pulling the pellet and the Breadbug to the Onion. The Breadbug will be sucked onto the underside of the Onion, causing it major damage. Finish it off by throwing Pikmin at it.

B u r r o w i n g S n a g r e t

DESCRIPTION | I hate these. A large blue bird. You will only see the neck and head, the rest of its body is concealed below the ground.

LOCATION | Forest of Hope

ATTACKS | The Burrowing Snagret will pop out of the ground and literally eat up your Pikmin.

TO DEFEAT | Use Red Pikmin. The easiest way to kill this is to wait until it comes out of the ground and throw Pikmin at its head. This will cause maximum damage. Pikmin on it's neck is also effective. Try and stay behind it at all times so to keep out of the way of its beak. Sometimes the Snagret will get stuck whilst coming out

of the ground. This is a good chance to get some
Pikmin on his head. There is another method. Wait
until it is just about to pop out of the ground. Run
your Pikmin over to where it will come out. If it
works correctly, the Pikmin will latch onto its head
as it shoots out.

D w a r f B u l b e a r

DESCRIPTION | A very basic enemy. A small grubdog. Black with red
spots.

LOCATION | Distant Spring

SEEDS PRODUCED | 5

PIKMIN TO CARRY | 3

ATTACKS | If there are Pikmin right in front of it, they will
be eaten up.

TO DEFEAT | Throw a Pikmin directly onto its head to cause a big
hit of damage and then swarm using the C-stick.

D w a r f B u l b o r b

DESCRIPTION | Pretty much the same as a Dwarf Bulbear, but is red
with white spots.

LOCATION | Forest of Hope

SEEDS PRODUCED | 4

PIKMIN TO CARRY | 3

ATTACKS | If there are Pikmin right in front of it, they will
be eaten up.

TO DEFEAT | Throw a Pikmin directly onto its head to cause a big
hit of damage and then swarm using the C-stick.

E m p e r o r B u l b l a x

DESCRIPTION	The last enemy of the game. A huge grubdog.
LOCATION	The Final Trial
ATTACKS	The first attack will see EB wag his tongue from side to side. Any Pikmin the tongue touches will be killed. The second attack is a stomp. EB will jump into the air. It will stomp down where ever the shadow appears, killing any Pikmin underneath.
TO DEFEAT	See the Final Trial chapter.

F i e r y B l o w h o g	
DESCRIPTION	A elephant/hog cross. Grey in colour. Blows fire out of its trunk.
LOCATION	Forest Navel
SEEDS PRODUCED	8
PIKMIN TO CARRY	7
ATTACKS	Blast of fire from its trunk.
TO DEFEAT	Throw Red Pikmin at it. They are unharmed by fire. The Blowhog will throw the Pikmin off his back and they may loose their petals when this happens. However they will automatically get back on his back and attack. Eventually they will drain its health.

G o o l i x	
DESCRIPTION	This is a huge blob of gel with 2 nuclei.
LOCATION	Impact Site (on odd days 3, 4, 7 etc.)
ATTACKS	
TO DEFEAT	Throw Blue Pikmin at the 2 nuclei (or nucleuses if you like). They will penetrate the "goo" easily and cause considerable damage. Yellow and Red Pikmin will drown in the goo.

Honeywisp

DESCRIPTION | This creature hovers around carrying drop of nectar.

LOCATION | Forest of Hope, Forest Naval.

TO DEFEAT | Throw a Pikmin at it, to take it out of the air.

Iridescent Flint Beetle

DESCRIPTION | These will yield a drop of nectar or pellets. Green in colour, Pikmin will go mad at the sight.

LOCATION | Impact Site, Forest of Hope, Forest Naval, Distant Spring.

TO DEFEAT | Throw Pikmin directly onto its back.

Mamuta

DESCRIPTION | A rock-like creature with a super long arm.

LOCATION | Impact Site on even days (2, 4, 6 etc.)

SEEDS PRODUCED | 15

PIKMIN TO CARRY | 8

ATTACKS | Won't cause damage to the Pikmin, but will "plant" them back into the ground. You will need to pick them again. Can also plant Olimar if you get too close.

TO DEFEAT | Throw Red Pikmin at it You may have to pick the Pikmin numerous times to defeat it though.

Pearly Clamclamp

DESCRIPTION | An immobile clam. Inside is a gel-like substance.

LOCATION	Impact Site
SEEDS PRODUCED	50
PIKMIN TO CARRY	3
ATTACKS	The clam will snap shut, killing any Pikmin inside.
TO DEFEAT	Wait until the clam opens, then throw the Pikmin inside. You will have to use Blues for this. When the clam is about the shut, quickly call your Pikmin back to safety. Repeat this process until it is defeated.

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| |                               P u f f s t o o l                               |
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|=====
| DESCRIPTION | A mushroom-like creature. This has a red shell.
|-----|
| LOCATION   | Forest Naval
|-----|
| SEEDS PRODUCED | 30
|-----|
| PIKMIN TO CARRY | 10
|-----|
| ATTACKS    | The Puffstool will stop and spray a cloud of pink
|            | spores. If any of your Pikmin come into contact with
|            | these spores, they will turn a shade of purple. These
|            | purple Pikmin will attack Olimar. If this is the case,
|            | get out of the way quickly and swarm it with your
|            | healthy Pikmin. You can run away if you wish and
|            | eventually they will return to normal.
|-----|
| TO DEFEAT  | Use the C-stick or throw Pikmin at its base. It will
|            | run and fall over, revealing a soft under-belly. Throw
|            | your Pikmin onto this under-side to cause maximum
|            | damage. Red Pikmin suit this purpose the best.
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| |                               P u f f y   B l o w   h o g                               |
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|=====
| DESCRIPTION | A floating purple creature. A descendent of the Fiery
|            | Blowhog. Very annoying.
|-----|
| LOCATION   | Distant Spring
|-----|
| ATTACKS    | Will blow a huge gust of wind from its snout.
|-----|
| TO DEFEAT  | Can be pretty tricky to defeat. Stay away from its
|            | front, so that your Pikmin do not get blown away. Blue
|            | Pikmin should be used, as the Blowhogs are usually

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close to the water. Get underneath the Blowhog and throw your Pikmin onto the Blowhog. Get enough up there and the Blowhog will be brought to earth. Now swarm attack it.

Shear grub Female

DESCRIPTION	White in colour and less dangerous than the males. Will pop up straight out of the ground. They will take down anything that you have constructed, bridges etc.
LOCATION	Forest of Hope
SEEDS PRODUCED	2
PIKMIN TO CARRY	1
ATTACKS	They can eat your Pikmin, though it is unlikely.
TO DEFEAT	Swarm attack with the C-Stick.

Shear grub Male

DESCRIPTION	Much like the females, though purple in colour and aggressive.
LOCATION	Forest of Hope, Forest Naval.
SEEDS PRODUCED	3
PIKMIN TO CARRY	1
ATTACKS	If your Pikmin are too close to its mouth they will be eaten.
TO DEFEAT	Swarm with the C-Stick.

Shearwig

DESCRIPTION	These appear to be Sheargrubs but will take flight.
LOCATION	Forest Navel, Distant Spring

SEEDS PRODUCED	4
PIKMIN TO CARRY	1
ATTACKS	Similar to the Sheargrub, will eat up your Pikmin.
TO DEFEAT	At first the Shearwig will come out of the ground like a Sheargrub. Use the C-Stick to swarm them. After they have taken a little damage they will take to the air. They will heal themselves whilst they hover. Throw a Pikmin at it for a one-hit kill.

S m o k e y P r o g g	
DESCRIPTION	At first this is found in an egg. It will hatch into a frog-like smoke creature. Killing this will yield a lot of seeds.
LOCATION	The Distant Spring (before Day 16).
SEEDS PRODUCED	100
PIKMIN TO CARRY	3
ATTACKS	If your Pikmin touch the smoke emitting from the SP they will be killed instantly. The SP will also use a "ground pound" and shockwaves will emit from it. Any Pikmin caught will be killed.
TO DEFEAT	Draw out 20 Pikmin and throw them at the body of the Smokey Progg. Make sure they don't go in the smoke at the Progg's rear or they will instantly die. Get them on it's body and after a while it will thump the ground and throw them off. Collect them again and throw them on it's back. Do not get too close to the Progg or your Pikmin will be killed easily. If you leave it alone it will have an interest in the Onions. This is the perfect chance to strike.

S p o t t y B u l b e a r	
DESCRIPTION	A larger version of the Dwarf Bulbear. This is a lot more dangerous and is capable of taking out a lot of Pikmin.
LOCATION	The Distant Spring.

SEEDS PRODUCED	15
PIKMIN TO CARRY	10
ATTACKS	Chomp
TO DEFEAT	Whilst it is sleeping, go behind and throw Pikmin onto its back. It will throw these Pikmin off. Call any Pikmin near its mouth back. Stay behind it and throw more Pikmin on his back. A more effective, but more time-consuming method is to use Yellow Pikmin to throw Bomb Rocks at it. 2 Bomb Rocks should do it.

S p o t t y B u l b o r b	
DESCRIPTION	See Spotty Bulbear.
LOCATION	Forest of Hope
SEEDS PRODUCED	12
PIKMIN TO CARRY	10
ATTACKS	Chomp
TO DEFEAT	See Spotty Bulbear.

S w o o p i n g S n i t c h b u g	
DESCRIPTION	Greeny in colour. By far the most annoying creature in the Pikmin world. Looks a little like a grasshopper.
LOCATION	Forest of Hope (after Day 15), Distant Spring
SEEDS PRODUCED	4
PIKMIN TO CARRY	3
ATTACKS	No damage-causing attacks but will swoop down, pick up your Pikmin and drop them, planting them into the ground.
TO DEFEAT	Wait until it swoops low and throw Reds at it. If you have enough, it will be brought to the floor. Either swarm it, or throw more Pikmin on it.

Water Dimple

DESCRIPTION | A bit like a tadpole but with big teeth. Only found in water.

LOCATION | Distant Spring

SEEDS PRODUCED | 5

PIKMIN TO CARRY | 5

ATTACKS | Pikmin close to its mouth will be eaten.

TO DEFEAT | Use Blue Pikmin to swarm.

Wogpole

DESCRIPTION | A real irrelevance. Not worth your time to chase it down. It has no attacks.

LOCATION | Forest of Hope, Distant Spring

SEEDS PRODUCED | 1

PIKMIN TO CARRY | 1

TO DEFEAT | Throw Blues at it.

Woollywog

DESCRIPTION | A fat greeny/grey frog. Resilient and time consuming to take down.

LOCATION | Forest Naval

SEEDS PRODUCED | 8

PIKMIN TO CARRY | 7

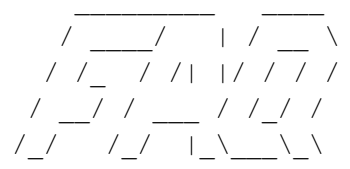
ATTACKS | The Woollywog will float up into the air and slam down onto the ground. Any Pikmin beneath will be killed.

TO DEFEAT | Whilst the Woollywog is on the ground throw 3-5 Pikmin on its back. It will then float upwards, with the

Pikmin still attacking it. When it slams back to the ground, they will be thrown off. Repeat the process and throw some more on. Keep calling back any Pikmin that look like they will be squashed. If you are close to water make sure you use Blue Pikmin. Otherwise, use Reds.

Y e l l o w W o o l y w o g

DESCRIPTION	Much the same as the Woollywog, but yellow in colour.
LOCATION	Distant Spring
SEEDS PRODUCED	8
PIKMIN TO CARRY	7
ATTACKS	See Woollywog.
TO DEFEAT	See Woollywog.

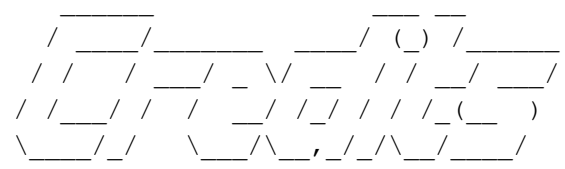


FREQUENTLY ASKED QUESTIONS

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[FAQ]

- Q) In the Distant Spring, there is an egg rolling around. What is it?
- A) This is the Smokey Progg. This enemy can be found in the Distant Spring before Day 16. For further information on the Smokey Progg see the Enemies chapter.
- Q) When I picked up the Libra, my Pikmin dropped it off the cliff and it bounced off of the map! Can I get it back?
- A) I'm afraid that you will have to start the day over.



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T h a n k Y o u s

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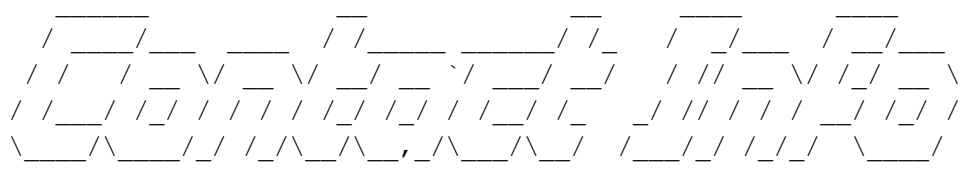
GameFAQs for hosting this guide.

You, for reading this FAQ.

The FCB who keep me motivated and who keep this fun :)

Namod65, who I took the basic shape of the GC controller ASCII from.

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CONTACT INFORMATION

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My contact email is truly.dexterous@hotmail.com. Before contacting me see my rules below. Follow these and I'm more than willing to help you out.

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- Put the game name in the title of your email.
- Read all of the guide before contacting me. Make sure the thing that you email me about isn't already in the guide.
- Send me anything that you have to add to the guide.
- Praise mail. It's always nice to get good feedback.
- Tell me about a mistake I made, but not typos please, I'll sort them out if I need to.

D o n ' t

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- Send me emails in txt spk lik ths. Proper English please.
- Send me spam.
- Hate mail. I don't really need to see this. I don't care if you didn't like the FAQ.
- Add me to your IM contacts list. Send me an email instead!
- Email me asking me to join a group/club/forum. Thanks but no thanks.



