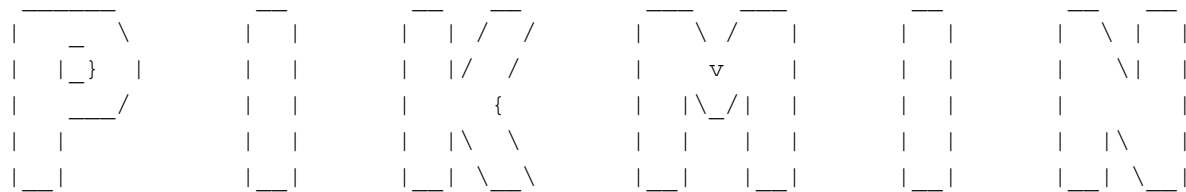


# Pikmin FAQ/Walkthrough

by Andy787

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~FAQ/Walkthrough~

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-----TABLE OF CONTENTS-----

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1. o LEGAL
2. o INTRODUCTION: WHAT IS PIKMIN?
3. o THE STORY
4. o CONTROLS
5. o MEET THE CHARACTERS
  - a. Captain Olimar
  - b. The Pikmin
  - c. The Enemies (includes strategies)
6. o THE LEVELS
  - a. Area 1: The Impact Site
  - b. Area 2: The Forest of Hope
  - c. Area 3: The Forest Navel
7. o WALKTHROUGH
8. o FAQ
9. o REVISION HISTORY
10. o CREDITS

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-----1.LEGAL-----

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-----2.INTRODUCTION: WHAT IS PIKMIN?-----  
=====

To tell you the truth, describing what Pikmin is is quite the tough question for a few reasons. First, is that it's similar to more than one genre. It has many elements from the real-time strategy genre, some elements from the adventure genre, and even some good old puzzle elements. The second reason, is that really, it does what it does very differently than those genres. That's what makes Pikmin so unique. It has many elements from other genres, but does everything in such a different fashion, that it almost seems like a new genre.

Suffice to say, Pikmin is one unique, addictive, and most of all -FUN, game, to say the least. I like it so much that I've even taken it upon myself to write this walkthrough so maybe other people that are at least interested in Pikmin can see what it's all about and if they want, try it out for themselves. One thing is for sure, if you give this game a try, and keep an open mind, you're probably going to have a great gaming experience.

With that, I hope you enjoy my walkthrough, I've put a lot of time into it and really hope it helps some one. Good luck!

-----3.STORY-----  
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Here you will find the story from the instruction manual. From reading the story you should not only get your grounding on the game's concept, but also get used to the great way the game presents it's dialogue -through Olimar's thoughts and experiments.

"Olimar's Disaster...

My name is Captain Olimar. On my home world of Hocotate, I am a well-known navigator of the stars. I used my faithful ship, the Dolphin, to carry small freight and deep-space minerals from planet to planet. It is a job of no small importance, and I take it seriously.

For a long time I had been working too hard, a tendency of mine, so I decided to take some time off by myself to recuperate. The night before I left my wife prepared my favorite soup. This soup is a famous dish on my planet, made with three large onions and hundreds of miniature red, yellow, and blue carrots. Once I had my fill of this delicious dinner, I climbed into my warm bed and began to think of the leisurely vacation that would start the next morning. I finally fell into a deep, peaceful sleep.

The journey began well. With no destination in mind, I simply allowed the sleek Dolphin to make its own efficient way through the vast reaches of space. A strange feeling came over me... I then felt a premonition that my short trip would soon become an epic adventure. I dismissed the thought as foolishness from my overactive brain, then switched the Dolphin to autopilot and stood up from the control seat to make a hot cup of tea. Just then, a massive jolt shook the Dolphin! For a brief moment, my mind reeled with the possibilities of what might have happened, but I had little time to react. I was thrown against the control panel, and I blacked out.

When I came to, I found the Dolphin has crashed on a strange planet, in a place whose name and location I could not guess. I thanked the laws of chaos that I was at least, for the time, safe. After some inspection, I noticed the Dolphin was so shaken during reentry that several of her pieces had been jarred loose, probably scattered around the planet. To make matters worse, my space suit's sensores indicated that the planet's atmosphere contained oxygen, an element

incredibly deadly to my people. Fortunately the life-support system built into my suit seemed unharmed, but I knew that it had only enough remaining battery power to function for another 30 days. If only I could find the engine, then at least I could fly within this planet's atmosphere to search other parts...

Will I be able to find the missing parts from my space ship? Will I be able to return safely to my home and family? I must steel myself against fear and loneliness if I am ever to see them again.

I have decided to record all of my observations and experiences in my journal until I am able to leave this forbidding planet. My only hope lies in the promise of two strange encounters that I had today. The first was the discovery of a large object, similar to the onions on my planet. But it was enormous, and it rested on three legs. The other was the appearance of a small life-form eerily similar in appearance to my planets miniature carrots. I have decided to name this small life-form... Pikmin..."

=====  
-----4.CONTROLS-----  
=====

To really be successfull in Pikmin, you're going to need to be very comfortable with the controls. Luckilly, in true Nintendo fashion, the controls are easy to pick up, but extremely intuitive as well. Listed here is a quick reference of Pikmin's controls.

- Control stick - When tilted slighty the control stick moves the cursor around Olimar. When tilted further the stick controls Olimar.
- D-Pad - Not used
- C-Stick - Use the C-stick to control the Pikmin you have currently selected. You cannot control them from a far distance, the C-stick is only used to control them while they're close to you so you can make sure they don't fall into the water or go somewhere you don't want them to go.
- A Button - The A button is the primary button in Pikmin. The A button has many uses including picking Pikmin from the ground and throwing Pikmin on enemies or objects. You can also press the A button in combat to do a small amount of damage to your enemy.
- B Button - The B button is used to call your Pikmin. This is a very important part of the game, as your Pikmin frequently stray from the group. When you use the call, any Pikmin within the call circle automatically rejoin the group. The longer you hold the B button the large the call circle will get.
- X Button - The X button is very useful in Pikmin. Pressing the X button dismisses your Pikmin from the group into seperate groups by color.
- Y Button - Press the Y button to bring up Olimar's monitor. This is your basic status screen, displaying many different statistics about your progress, as well as the map and various other features.
- L Button - Press the L button to reposition the camera behind Olimar's back.
- R Button - Press the R button to change how close the camera is to Olimar. Often you will need to bring the camera far out to see

everything on-screen.

Z Button - Press the Z button to change the camera's point of view.

Start Button - Press the Start button to bring up the Pause menu.

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-----5.MEET THE CHARACTERS-----

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Meet Captain Olimar

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Captain Olimar is our beloved lead character in this game we call Pikmin. You can often think of Olimar as a pint-sized scientist of sorts, just by how he goes about his experiences on this new planet he has crashed upon. It's not uncommon to find Olimar recording his discoveries multiple times a day and being generally surprised at his every day activities. One thing is for sure, with this little guy by our side this adventure will never get dull!

=====

Meet the Pikmin

=====

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~Red Pikmin

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Red is first breed you find of the extremely lovable, overly adorable race we call Pikmin. All of the Pikmin are the same, except for one or two individual abilities each possesses. The red, most common Pikmin, have two abilities. They possess the ability to withstand fire and are also the most astute of the Pikmin in fighting ability. Red Pikmin may be common, but that doesn't mean they're not any good!

-----

~Yellow Pikmin

-----

Yellow Pikmin, the second breed Olimar finds, are arguably the weakest of the Pikmin. Their ability lies in bomb rocks however, which they can throw to break down walls, among other things. Yellow Pikmin shouldn't be used as fighters, but can often be taken in small groups to clear gates for the rest of the army. While not an ability, the yellow Pikmin can also be thrown the highest of all the Pikmin.

-----

~Blue Pikmin

-----

Blue Pikmin, the last breed you find, possess a very useful ability. The blue Pikmin are the only ones of the race that can walk through water without drowning. This ability comes in very handy, as you will need to cross water in many situations.

=====

Meet the Enemies

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-----  
Flint Beetle  
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HABITAT:

All levels

DESCRIPTION:

Flint Beetles are funny little critters that resemble a real life beetle or Palmeto bug. These guys pop up out of the ground in various areas and scurry about. Strangely, your Pikmin seem to have a passion for picking on these little guys, you can even be in battle and they will run after the Flint Beetle directly. Flint Beetles can't hurt your Pikmin, but they are a bit of a nuisance. The upside is that they drop pellets and nectar if you throw Pikmin onto them.

HOW TO DEFEAT:

Simply throw a few Pikmin on top of the Beetle.

-----  
Breadbug  
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HABITAT:

The Forest Navel

DESCRIPTION:

The Breadbug can be found scouring the Forest Navel, always in search of pellets to bring back to its hole, much like a packrat. The Breadbug won't hurt your Pikmin, but much like the Flint Beetle, it really becomes a nuisance, as it will constantly try to take your pellets. It's best to get rid of him early on, not only because he tries to take your pellets, but he also gives up the Space Float upon defeat!

HOW TO DEFEAT:

These guys are a little tricky, it's best not to try to defeat them with just Pikmin, as your Pikmin won't attack them straight on, you'll have to manually throw individual Pikmin onto him. This takes a lot of time however, and there's a much easier way to defeat him. Just lure him near one of your Onions by leaving a few pellets around, then when he grabs one and starts dragging it back to his hole, throw 2 Pikmin onto the pellet. The Pikmin will overpower him, but he will continue to struggle as your Pikmin pull him closer and closer to your Onion. When the Onion tries to suck up the pellet, the Breadbug will be sucked up with it, but instead of going into the Onion, he will hit his head on the Onion and be taken out instantly!

-----  
Pearly Clamclamp  
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HABITAT:

The Impact Site

PIKMIN VALUE:

50

DESCRIPTION:

These guys are basically like any old clam in real life, only these ones are holding inside their mouths a pearl that is worth 50 Pikmin when brought back to base! You can find a few of these sitting around the water area of the Impact Site.

HOW TO DEFEAT:

Clamclamps take a lot of patience and will probably eat a lot of Pikmin. The best idea is to watch how long it takes for him to clamp his mouth shut, and make sure you're ready before throwing Pikmin in his mouth. Then throw 5 or more Pikmin on the pearl inside his mouth they will start hitting it, make sure to call your Pikmin back in time before his snaps his mouth closed. You'll need to do this a few times before the Pikmin can get the pearl out, but for at 50 Pikmin a pearl, it's worth it!

-----  
Sheargrub  
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HABITAT:

The Forest of Hope, The Forest Navel, The Distant Spring

PIKMIN VALUE:

1

DESCRIPTION: Sheargrubs are small little bugs that come up from the ground to try getting in your way. They're exceptionally weak, which isn't too surprising considering they're just a little bigger than a single Pikmin. Sheargrubs and Shearwigs are always found in groups, often near bridges and narrow passages.

HOW TO DEFEAT:

Just throw a single Pikmin on top of it, or a simple bum rush will work.

-----  
Shearwig  
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HABITAT:

The Forest Navel, The Distant Spring

PIKMIN VALUE:

1

DESCRIPTION:

Shearwigs are basically the same thing as Sheargrubs, except Shearwigs have wings which let them fly if they're in danger. Shearwigs are often in groups with Sheargrubs.

HOW TO DEFEAT:

Just use the same strategy as with Sheargrubs, but if they try to fly away quickly throw a Pikmin at it. One Pikmin will defeat a Shear grub in the air.

-----  
Wagpole  
-----

HABITAT:

The Forest of Hope, The Forest Navel, The Distant Spring

PIKMIN VALUE:

1

DESCRIPTION:

These tadpole-like creatures not only look like tadpoles, but eventually turn into Wollywogs (frog-like creatures). Try to keep away from them though, the Pikmin have a strange attraction to them, much like with Flint Beetles, where they will continuously try to chase after and defeat the Wagpole. Wagpoles are quite fast though, so it takes a good deal of time for Pikmin to take them down which is why it really isn't worth going after them.

HOW TO DEFEAT:

It's best to keep away, but you can surround the Wagpole with large groups of Pikmin if you really want to take them down. Olimar can also hurt the Wagpole with his punch.

-----  
Wollywog  
-----

HABITAT:

The Forest Navel, The Distant Spring

PIKMIN VALUE:

7

DESCRIPTION:

Wollywogs are the frog-like creatures that Wagpoles eventually grow into (much like how a tadpole grows into a frog). Wollywogs are usually found near or in water, and will try to squash Olimar and the Pikmin by jumping on them if they get too close.

HOW TO DEFEAT:

The easiest way to defeat a Wollywog is to take a large group (50+) to him and surround him with the C-Stick. If your Pikmin surround him he won't be able to jump and will be defeated quickly. If you have a small group, throwing Pikmin on top of the Wollywog is the best way to defeat him. Always make sure to watch the Wollywog's shadow when he jumps to make sure he doesn't land on any of your Pikmin!

-----  
Small Bulborb  
-----

HABITAT:

The Forest of Hope

PIKMIN VALUE:

3

DESCRIPTION:

Bulborbs are the staple creature of Pikmin's world, these are the red guys with white spots you may have seen on the Pikmin box or in the comercial. There are two sizes of these creatures (and a few other variations, which we'll talk about a little further down), neither are much of a threat, especially the small ones, but none the less they're quite notable, if only for being so funny lookin' :)

HOW TO DEFEAT: These guys are a push over, they can easilly be defeated by either throwing a Pikmin directly on top of him, or bum rushing him with a larger party and your trusty C-Stick

-----  
Large Bulborb  
-----

HABITAT:

The Forest of Hope

PIKMIN VALUE:

10

DESCRIPTION:

These are the larger version of the Bulborbs. They seem to be quite the sleepy ones too, you'll always find them dosing off, often with a small Bulborb or two playing around it. The large Bulborb isn't much tougher than the small ones if you plan your moves right.

HOW TO DEFEAT:

To take down these big guys just sneak up behind them (using the C-stick if nessessary) and rapidly throw as many Pikmin as you can on their back before they get up. Once he wakes up just run away so he won't eat any of your Pikmin on the ground while your Pikmin on his back take him down.

-----  
Fiery Blowhog  
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HABITAT:

The Forest Navel



PIKMIN VALUE:

7

DESCRIPTION:

The Fiery Blowhog is funny little creature that resembles an anteater. The Fiery Blowhog is only found in the desert-like area of the Forest Navel, mostly waddeling around near the large lake. The Blowhog is quite unique however, because he can shoot fire right out of his snout, and while it doesn't hurt red Pikmin in the least, it can instantly kill any blue or yellow Pikmin that it comes in contact with.

HOW TO DEFEAT:

The Blowhog is very easy if you are fighting it with red Pikmin because the Blowhog can't hurt the red Pikmin (it can only throw them off). Make sure you don't try to fight it with any other kind of Pikmin though, or your entire group will likely be fried.

-----  
Armored Cannon Beetle  
-----

HABITAT:

The Forest of Hope, The Distant Spring

PIKMIN VALUE:

30

DESCRIPTION:

The Cannon Beetle must be the Flint Beetles' secret weapon against your Pikmin for all the times the Pikmin went on crazed hunts beating the Flint Beetles, because the Cannon Beetle is a huge Beetle (that strangely, more resembles a spider than a Beetle) with metal armor on his entire body. The Cannon Beetle is also packing one heck of a... cannon... on his head, which shoots a large boulder that can easily take down large groups of Pikmin if you're not careful.

HOW TO DEFEAT:

The Cannon Beetle's armor is completely impenetrable for your Pikmin, but luckily, he has a weak spot. Just as he begins sucking in air through his snout (to ready a boulder), throw a Pikmin right at his snout. This will make the Beetle's armor on his back rise up to reveal his steaming red backside! Quickly throw as many Pikmin on his back as fast as possible to do damage. It should take about 2 to 3 times repeating this process to take him down, but his reward is worth it!

-----  
Burrowing Snagret  
-----

HABITAT:

The Forest of Hope

DESCRIPTION:

These guys are quite annoying and a bit frustrating at first (there are actually 3 of 'em). They seem to be like a bird's head and neck sticking out of the ground (strange, huh?) that try to peck at your Pikmin and make annoying bird noises :P

#### HOW TO DEFEAT:

Don't try to go head on and bum rush these guys, it won't do much damage, and since there's 3 of them, it will leave your Pikmin open for easy pickings to the other Snagrets. The thing to do here is to make sure you always keep moving so the Snagrets can't pick at your Pikmin. Keep moving until you see a Snagret having trouble getting out of the ground (only half of his head will be sticking out and he will be struggling to get out), immediately use the C-stick to swarm his head, so when he gets out of the ground his head is covered with Pikmin already beating on it (their heads are where they take the most damage). It should only take 2 sometimes 3 times doing this to take down each Snagret, but if you're having trouble and none of them are having trouble getting out, just throw Pikmin on their heads the old fashioned way. It's not as quick or easy, but it still works.

-----  
Puffstool  
-----

#### HABITAT:

The Forest Navel

#### PIKMIN VALUE:

10

#### DESCRIPTION:

The Puffstool is a huge mushroom that you'll find dancing (yes, a huge mushroom dancing :) ) around the blue luminescent area of the Forest Navel. He's not too tough at all, but he has a very powerful special attack that unleashes purple spores that will turn your Pikmin purple and make them go against you! The angry Pikmin are surprisingly one of toughest enemies in the game, so it's a good idea to keep away from Puffstool's spores at all costs!

#### HOW TO DEFEAT:

Puffstool is very easy as long as you have a large group with you. Start by using the C-stick to swarm him, which will make him trip over, revealing his underside. Now quickly throw as many Pikmin on his underside as possible before he gets up, if you're quick enough you'll be able to take him out easily in a single try, but if not just repeat. Just before he gets up though, call back your Pikmin immediately and head for the hills, as he'll unleash his spores when he gets up! If a few Pikmin get infected, don't worry about it, as your good Pikmin will defend you, and if you can defeat Puffstool without killing the bad Pikmin, all of the bad Pikmin will turn good again.

-----  
Beady Long Legs  
-----

#### HABITAT:

The Forest Navel

DESCRIPTION:

Beady Long Legs is an absolutely huge... thing. His four legs are enormous and he'll use them to stomp on your Pikmin, but he's not too hard to take down, so you shouldn't lose too many Pikmin on him.

HOW TO DEFEAT:

If you use the C-stick to swarm his legs, it will slow them down and keep your casualties down, so when he lowers his center part just call back your Pikmin quickly and throw them on the center. A few tries will take him down pretty quickly.

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-----6.LEVELS-----  
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Here you will find some various reference information that should come in handy if you're looking for a part and want to know what day it's covered or what area you'll find it in :)

=====  
AREA 1: THE IMPACT SITE  
-----

DESCRIPTION:

The impact site is quite a small level, and only houses two of Olimar's parts. This level is really only here to teach you the basics of the game, getting you comfortable with the controls and basic objectives. The level also poses no threat to your Pikmin other than the stagnant clams and the water.

INHABITANTS OF THIS AREA:

- Flint Beetle
- Pearly Clamclamp
- Goolix
- Mamuta

PARTS IN THIS AREA: DAY COVERED:

- Engine Day 1
- Positron Generator Day 5

=====  
AREA 2: THE FOREST OF HOPE  
-----

DESCRIPTION:

INHABITANTS OF THIS AREA:

- Flint Beetle
- Small Bulborb
- Large Bulborb
- Wagpole
- Sheargrub
- Armored Cannon Beetle (Mini-Boss)
- Burrowing Snagret (Boss)

PARTS IN THIS AREA:	DAY COVERED:
-Eternal Fuel Dynamo	Day 2
-Whimsical Radar	Day 3
-Extraordinary Bolt	Day 3
-Nova Blaster	Day 3
-Sagittarius	Day 6
-Radiation Canopy	Day 6
-Shock Absorber	Day 7
-Geiger Counter	Day 7

=====

=====

AREA 3: THE FOREST NAVEL

-----

DESCRIPTION:

INHABITANTS OF THIS AREA:

-Flint Beetle	
-Breadbug	
-Wagpole	
-Wollywog	
-Sheargrub	
-Shearwig	
-Fiery Blowhog	
-Puffstool	(Mini-Boss)
-Beady Long Legs	(Boss)

PARTS IN THIS AREA:	DAY COVERED:
-#1 Ionium Jet	Day 4
-Gravity Jumper	Day 4
-Space Float	Day 4
-Automatic Gear	Day 8
-Omega Stabilizer	Day 8
-Anti-Dioxin Filter	Day 8
-	
-	
-	

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-----7.WALKTHROUGH-----

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~DAY 1 THE IMPACT SITE~

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PARTS FOUND FOR THE DAY:

-Engine

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As little Olimar regains his consciousness from the crash, he turns around to see his space ship in shambles! Olimar turns around to tell you the situation, how he crash landed on this strange planet and now needs to find a way to get his space ship back together within 30 days. He says if he can't repair his space ship before 30 days, that his life-support system will fail and he'll... well you know. We must help Olimar find the missing parts and repair his space ship before it's too late!

Walk out into the small clearing until you see a fairly large dark red object. When Olimar walks into the object, it springs out from the ground and stands tall on its three large legs. Olimar says there are vegetables on his planet that resemble this object. On his planet these objects are called Onions (fancy that :P).

When the Onion sprung from the ground, a single seed fell from it. This seed produces a sprout that draws Olimar to it. Have Olimar pick the sprout out of the ground with the A button to discover an adorable little creature fly out. Olimar says the creature's shape resembles a Pikmin carrot from his planet, so he decides to call the little creature a Pikmin!

Olimar is intrigued with the little Pikmin he found, and wants to try a few experiments on it. Try throwing the Pikmin with the A button. Then try dismissing him with the X button and calling him with the B button.

Once you are more comfortable controlling the Pikmin, lead him to one of the flowers with a red pellet in it. Point the cursor at the stem of the flower and press the A button to throw the Pikmin onto the flower. The Pikmin will smack the flower (yes, smack the flower) a few times until it falls, leaving a red pellet on the ground. The Pikmin will then carry the pellet to the Onion, and the Onion will suck it up and spit two more seeds out from the top of it. Pick the sprouts from the ground, now two more Pikmin are at your disposal!

Take your group of Pikmin to the other flower with a red pellet and repeat the process, bringing your total Pikmin to 5. Take your Pikmin up the tree stump, past your space ship and to the left to find yet another pellet. Bring it back to the Onion as well to bring your Pikmin total to 7. You now have more than enough Pikmin to take over to the cement area and bring back the large red pellet (you can tell how many Pikmin a pellet takes to carry by the number on top of it). The large pellet makes the Onion spout out 5 more Pikmin to add to your growing group! After bringing the large red pellet to the Onion, go back to the cement area to find another flower on a ledge behind where the pellet once stood. Bring it back to the Onion to bring your Pikmin total up to 14.

You should've noticed a large brown box, passing by it several times. Well now it's time to move past this area. To do so, you must take your Pikmin to the box, throw them on the box and watch as they work together to push the box out of your way. Olimar is very impressed with the Pikmin's team work and thinks with their help, there may still be hope for him to repair his ship and escape... before it's too late.

Continue past the brown box into the clearing. What's this? Could it be? Yes, it's your space ship's engine! Olimar's luck is surely shining bright today. Unfortunately, you still need a way to bring it back to your ship, as you don't have enough Pikmin to lift it, it looks like Olimar isn't so lucky after all.

But hope is not lost, as Olimar is lucky to have us to guide him on his quest. Turn around and run up the ramp, over the box that the Pikmin pushed into place to find your self in a large circular area. In this area you will find many more pellets, three small and one large. Let your Pikmin have at them, and follow them back to the Onion. With so many Pikmin to pick at once, Olimar tells you that you can pick all of them quickly by pressing the A button repeatedly. Olimar also tells you how to tell Pikmin in your group apart from ungrouped Pikmin. With that, head back to the engine, now with 25 Pikmin in tow you can surely life the engine back to your ship! Toss the Pikmin onto the engine and follow them back to your ship. The ship sucks up the part and is now capable of liftoff!

Congratulations, you've just finished your first Pikmin day! As night falls, Olimar prepares his ship for liftoff to the next area where he will continue to search for the remaining parts of his ship. To Olimar's surprise, the Pikmin, loaded in the Onion, liftoff as well and follow the little space man. It looks like Olimar has found some friends with the Pikmin!

```
|  
| My End of Day Stats: |  
| Sprouted:          25 |  
| Lost in Battle:    0 |  
| Left Behind:       0 |  
|
```

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=====  
~DAY 2                THE FOREST OF HOPE~  
=====  
PARTS FOUND FOR THE DAY:  
-Eternal Fuel Dynamo  
=====
```

Now on the second day of our adventure, you should have learned much from the first day and be pretty comfortable with Pikmin's general gameplay.

Beginning the new day, go to the Onion and press the A button to unload all of your Pikmin. Take note of the area around you, this little clearing is your home base for this level. First thing is first, let's clear up this area. Have your Pikmin pull down the two flowers here and take the pellets back to the Onion.

Look around the area for a white gate in the wall and throw all of your Pikmin into it. The Pikmin will start smacking it to bring it down, allowing you to progress outside of your area. It will take a while for them to take it down, so be patient. Before you head out go back beside the space ship. You should see what looks like two large yellow drops of water. Have your Pikmin walk into the drops to see them start drinking it. This isn't water Olimar says, it's nectar from the plant here! Watch as the Pikmin drink the nectar to see their sprouts change into flowers. Once all of your Pikmin have flowers on their heads, venture out side of home base.

In front of you you should see a bunch of pellet flowers and two Bulborbs. These are small Bulborbs and don't pose much of a threat. Go over to them with your Pikmin and throw about 5 Pikmin on each. You shouldn't suffer any casualties here. Have your Pikmin take the Bulborbs back to the Onion and have the rest take down the 5 pellet flowers. There is also a large red pellet on a ledge if you go up and left a bit. Throw a few Pikmin on that to send it back as well. Go back to base and pick all of the Pikmin, which should bring your total to 53. Before you head back out, find the other plant in your base clearing and have all your Pikmin drink the nectar and sprout flowers.

Head out and turn slightly to your right. You should see two more small Bulborbs, a large red pellet, a small red pellet, some flowers, and a large Bulborb. Don't be alarmed at the large Bulborb, it's asleep. Now we've got to get our Pikmin group as big as possible before we wake the large Bulborb up and challenge him. First, take out the two small Bulborbs and have them sent back to base. Now throw 10 Pikmin at the large red pellet, having them take that back as well. With the rest of the Pikmin, head a little further out and to the left and you'll see some pellet flowers... and what's this? You've found another part to Olimar's space ship! You've found the Eternal Fuel Dynamo!

Don't worry about the Dynamo for now though. Right now you don't have enough Pikmin to carry it back currently in your group, so have the rest of your Pikmin take down and bring back the three pellet flowers by the Dynamo. Head back to the Onion to find plenty of Pikmin to pick, after you've picked them all you should be at a grand total of 79 Pikmin! Quite a formidable group you now control. Anyway, it should now be around noon, let's head back out!

Now with your large force, you have plenty of Pikmin to carry back the Dynamo. Throw 40 Pikmin onto the Dynamo and follow them back to base for the space ship to suck up. Now head back out with your group to take on the large Bulborb. It's a very good idea to sneak up behind the Bulborb before you throw your Pikmin all over him as it will surprise the him, keeping Pikmin casualties much lower than if you attacked from the front. To sneak up behind him you may need to use the C-stick to keep your Pikmin from waking him up. Once you take down the large Bulborb, throw enough Pikmin on him to take him back to the base. There should also be two pellets by the large Bulborb. Make sure to send those back to base as well.

With your remaining Pikmin, take them a little further behind where the large Bulborb used to be sleeping and you'll find another white gate like the one you took down before. Have all of your Pikmin work on this gate while you head back to the base to collect all of the other Pikmin. Once you have all of the Pikmin from base, take them back to the gate which should now be taken down. Your total Pikmin should be 94 now (or less if any of your Pikmin died while fighting the large Bulborb).

Looking into the gate you should see another large Bulborb sleeping, but this time there is a small Bulborb playing next to it (the large one must be the mother ^\_^). This poses a problem -if any of your Pikmin get close enough, the small Bulborb will try to follow it, but before it leaves the area it will wake its mother. To further the problem, on your way past the Bulborbs there are two pellets that your Pikmin will try to take back. The C-stick will be very helpful now. Use the C-stick to keep the Pikmin to the wall, try going fast so the Pikmin don't try picking up the pellets. Now behind the Bulborb, use the same strategy as before and take down the large and small Bulborbs. You might suffer some casualties here as it's pretty hard not to wake the mother before you get behind her. After you defeat the two Bulborbs it should be getting close to sunset. Quickly have your Pikmin take down and bring back the four pellet flowers and the two Bulborbs. This should be your last task for this Pikmin day. Your final total of Pikmin should be 120 or a little less depending on how many casualties you suffered.

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|_____|
| My End of Day Stats: |
| Sprouted:           92 |
| Lost in Battle:     2  |
| Left Behind:        0  |
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~DAY 3                THE FOREST OF HOPE~
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PARTS FOUND FOR THE DAY:
-Whimsical Radar
-Extraordinary Bolt
-Nova Blaster
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Start the new day off by picking any Pikmin you had in the ground from the last day, if you have any. Then press A under the Onion and take out enough Pikmin to equal 75 (you'll see why in a minute :P).

Take your Pikmin back to where you defeated the last large grup dog and continue a little further past it to find, yes, another Onion! This one isn't red though, it's yellow, which means you can now control and make yellow Pikmin! With yellow Pikmin you can now pick up and throw the little black rocks you've seen in the tin cans. The black rocks explode after a few seconds when you throw a yellow Pikmin that is carrying one, you can use them to blow down the cement gates you've seen around that you weren't able to take down before.

That said, now we've got to increase the size of our yellow Pikmin group. Take down all of the yellow pellet flowers in the area, which should bring your yellow Pikmin total to about 15, and complete total to 124. Now our first task with these new Pikmin's abilities will be to take down the cement gate on the right of the Onion. Don't take down the left gate yet, you'll need to save your bombs for later. Now get all of your yellow Pikmin into a group and throw them into the tin can to get all of the black rocks there, and throw the remaining ones at the black rock pile by the right cement gate. This should give the majority of your yellow Pikmin bombs to throw. Now simply throw three bomb carrying Pikmin at the cement gate and run for the hills to bring it down. Make sure to get away before the bombs go off though, they can kill Pikmin easily.

Our next objective is to clear the next area of enemies, of which there are quite a few of. Get all of your Pikmin together that aren't currently carrying bombs, and lead them past the cement gate on the right. Be prepared to throw your Pikmin like crazy, as there are not only two small Bulborbs, but about 9 or 10 little bugs -called Sheargrubs- that come out of the ground. The Bulborbs are close to the entrance, so sneak up on them and throw a few Pikmin quickly on each. They should go down before the Sheargrubs come up from the gound. Don't worry too much about the Grubs though, there's a lot of them, but it only takes one or two Pikmin to take each down. After clearing the area you shouldn't have suffered more than two or three casualties, don't worry about it if you took more though -Pikmin, however cute and loveable, are always disposable :)

Now take a look around at the ledges to the left and you should see another part of Olimar's space ship! This red, steering wheel-looking part is your radar, which will be very helpful in your adventure from now on, as it lets you view the map of the level and see where the rest of the parts are! Before you have it taken back to base lets take your Pikmin to the right first. Go through the plants to the clearing where you should see another large Bulborb with a small Bulborb in front of it (a common pair). Use the C-stick to maneuver your Pikmin, keeping them close to the left wall as you walk behind the large Bulborb. Take out both in the same way you've done before. Now have the group work on taking down the wood gate next to where the large Bulborb was sleeping. Now get your yellow Pikmin together with at least three holding bombs and go past the Bulborbs until you get to the cement gate. Have them take down this gate, which you'll soon see is the cement gate that was next to your home base. Having this gate down will make traveling in this level much easier.

Once that's done, group up your Pikmin at base and lead them back to the Radar. Have them carry the radar back to base, giving you the map (also have them take back all of the enemies you defeated, if you haven't done so already). Now it's time to get the next part of your ship, which happens to be behind the steel gate that you passed in the area with the radar. This gate takes a whopping 9 bombs to take down, so you may need to go back to the tin can in the area before the yellow Onion area and get more. After the gate is down, throw 30



Pikmin onto the spring-like part -the Extraordinary Bolt- and have that sent back to base as well.

Follow the Pikmin to base as they take back the Bolt. When you get to base there should be plenty of Pikmin waiting for you there. Gather them all up and lead them back to the wooden gate, which your other group should have taken down by now. Continue past the gate, but be alert, there's a pool of water to the left with 2 small and 1 large Bulborb ahead. It shouldn't be too tough, but directing your Pikmin to stay away from the water while trying not to get eaten may be a little frustrating. Use a simple divide and conquer strategy here, take out the small Bulborb in front first, then quickly start pounding on the large one before he wakes up. Once the large Bulborb is down the trouble should be over, just throw a few more Pikmin on the small one and that's all the danger in this area.

Continue forward a bit and you should see another part! This one is shaped like a rocket -it's the Nova Blaster! Quickly throw 30 Pikmin (you can throw 5 or 10 more on it to make the Pikmin take it back fast if it's getting too late) on it and have them get back to base. Have the rest of your party take back the Bulborbs you took down. If you've been doing your tasks promptly you should have your Pikmin and all three parts back to base with a time to spare, what a day!

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| My End of Day Stats: |  
| Sprouted:           85 |  
| Lost in Battle:     3  |  
| Left Behind:        2  |  
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~DAY 4                THE FOREST NAVEL~  
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PARTS FOUND FOR THE DAY:

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-Space Float  
-#1 Ionium Jet  
-Gravity Jumper  
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Today we start level 3, the Forest Navel. At first glance, this level will seem enormous, and while it is big, you should get used to the area fairly soon. I suggest playing through with just Olimar once or twice without saving just to get familiar with the area.

Now first thing is first, the first task of the day is to take out about 80 red Pikmin, and divide them into two groups of 40. With the first group, have them start working on the white gate that lies on a slightly lower ledge just behind the red Onion and Olimar's space ship. With the second group of 40, lead them off the ledge where the blue Onion would sit if you were to come to this level again with the blue Onion in tow. Now run off the ledge you just jumped onto from the right of the pile of sticks, and again run off the ledge you land on. Now lead the Pikmin to the right a bit until you get to the desert area, then head up until you see a ledge with a space ship part on it, behind a pile of sticks. Throw all of your Pikmin between the side of the pile of sticks and the side of another ledge so they'll start working on the sticks (which will soon form a bridge leading down to where Olimar is, thus letting the Pikmin carry the part back).

Now leave the Pikmin there to work on the pile and run back across the desert. Follow the sides of the ledges, but don't go down any of the paths until the ledges go to their end, and come to the last path. Follow this path and you should find yourself not far away from home base. You should also see a pool of water in the distance, with... yes, the blue Onion! Blue Pikmin will be very helpful for us. There will be one seed in the ground by the Onion. Pluck it and have him take down the two flowers in the water. You should now have five blue Pikmin, with them, take the big blue pellet behind the Onion back, to bring your total to 10.

Now with all of the Pikmin, go back up the path a bit to where three more flowers stand. Have your Pikmin take down all three flowers, but don't have them take the flowers back. Wait a few moments until you start hearing pitter patter on the ground, and see a funny looking bug called the Breadbug start waddeling your way. The bug will try to grab one of the pellets on the ground and drag it back to it's little hole, much like a pack rat. Don't try throwing Pikmin onto it, you can kill it this way, but it wastes a lot of time, and your Pikmin don't automatically attack it, so you'll have it hit it one Pikmin at a time. The trick to beating the little bugger, is to throw two Pikmin onto the pellet that he's trying to get away with. They will overpower him, but he'll hang on and keep fighting, so once the Pikmin bring the pellet to the Onion, it will suck up the pellet, taking the Breadbug up with it. The bug however, won't get taken in, but will hit it's head on the Onion, taking it down in one swift blow.

What was the reason of taking down the Breadbug? Well, besides taking out the nuisance quickly, he was carrying with him the Space Float, another part of Olimar's space ship! Unfortunately, you should only have about 19 blue Pikmin, so you don't have enough to carry the part back to base yet. You do however have enough for a different part.

Round up all of your blue Pikmin and lead them out of the blue Onion area. When you get to the entrance, turn back around and go up the ledge going in the direction back to the Onion. When you see another pool of water on a ledge a little further down, run off the ledge you're currently on and into the pool. Now walk to the left of the pool to see a gap in the side where you can jump down. Do so, taking your blue Pikmin with you. To the right a bit, you should see another ship part! The #1 Ionium Jet! Throw all of your blue Pikmin onto it and leave them to bring it back while you take care of other things.

Now with just Olimar, head up both of the sandy ramps, and once at the top, turn around to find your original group of red Pikmin, with the gate they were working on taken down. Now gather the group and head back out the way you came when you lead Olimar to the blue Onion. Instead of just running by all of the enemies like you did with Olimar, now it's time to clear this area with your army! Doing this will make it much easier to move about with blue Pikmin, as the large snout-nosed enemies (called Fiery Blowhogs) shoot fire out of their noses, which kill blue Pikmin instantly, while not harming red Pikmin in the least. There will also be some Sheargrubs and Shearwigs (the flying variant of the Sheargrub) that come up from the ground like you fought yesterday, and a large frog-like animal or two (called Wollywogs).

To take down the Blowhogs just use the C-stick to have all of your Pikmin attack them at once. The Blowhogs can't hurt your red Pikmin, they can only throw them off. They can however, hurt Olimar, so be careful. The Sheargrubs that come from the ground shouldn't be a problem, as they are just like the ones you've fought previously, except some of them can fly now. Take them out like before, and if they start flying just ignore them and move on. To take down the Wollywogs, just throw Pikmin on top of them. When they hit the ground after a jump the Pikmin will fly off, but this is a lot easier than

having the Pikmin attack while the frog is just on the ground. Make sure to guide the Pikmin with the C-stick, watching the frog's shadow so not to get them squashed under the frog when he hit's the ground.

Once you've taken out the most of the enemies in the area, find your way to where you left the second group of red Pikmin. With the bridge now built from the pile of sticks, you can have your Pikmin take back the part that was on top of the ledge; the Gravity Jumper! Throw 25 to 30 Pikmin onto it and have them carry the part back. With the remaining Pikmin, have them bring back as much of enemies you killed as possible. Now have Olimar run back to base and get your group of blue Pikmin, which will be waiting for you after having taken back the Ionium Jet.

With the blue Pikmin, take them back out to the battle field and bring back as much of the spoils as you can with the group. While they bring the pellets and enemies back, go back to base and put all of the red Pikmin back into the Onion because it will be sunset soon, and you need to have at least 25 blue Pikmin able to be on the field.

Now go back to the blue Onion and wait until you have the 25 blue Pikmin ready, then throw them on the Space Float and have them quickly take it back to base. It should be getting close to sunset now, so once the part is taken to the ship have all of your Pikmin get back into the Onion. Good job, what a day!

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| My End of Day Stats: |  
| Sprouted:           79 |  
| Lost in Battle:     0 |  
| Left Behind:        0 |  
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~DAY 5                THE IMPACT SITE~  
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PARTS FOUND FOR THE DAY:  
-Positron Generator  
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This day won't be tough at all. We're just coming back to get the last piece for this level and finish it off for good. Now that we have yellow Pikmin, getting past the cement gate that stood in our way before won't be any trouble, likewise now that we have blue Pikmin in tow, we'll be able to cross the pools of water in a snap. Today will also be a day to beef up our yellow and blue Pikmin army (well mostly blue ^\_^).

To start the day off, trot down to the clearing where the Onions lay and summon all of your yellow and blue Pikmin. Don't take out any red Pikmin, as today will just be for increasing our other force. Have your yellow Pikmin work on pile of sticks near the Onions and to the left (it will eventually form a pole that the Pikmin can climb to get on the tree stump, where 3 large pellets lie). Now take your blue Pikmin and lead them around the area, taking down all of the pellet flowers and returning all of the pellets back to the Onion.

Once you've cleared all of the pellet flowers in the area (don't head out past the cardboard box yet), pluck all of your blue Pikmin and use your C-stick to move them around in the plants next to the tree stump by the blue Onion. They should start smacking a little pile of dirt, which will turn into a geiser when they're done. Now direct the blue Pikmin to the stick that the yellow Pikmin

made and they should all climb up it. Now have Olimar stand on the geiser and it will propel him onto the stump. Have the blue Pikmin take back the 3 large pellets and leave the 4 pellet flowers. Now go back to your yellow Pikmin group and have them take back the 4 pellets from the flowers left behind. Once all's said and done, you should notice you're at the point where you can't have any more Pikmin on the field, so all of the rest you collect will just add to your total.

Now gather your yellow Pikmin and take them past the area you're at, to where you pushed the cardboard box the first time you played this stage. Don't have your yellow Pikmin grab bomb rocks yet, but instead lead them up the box bridge and into the clearing of the tree stump. You should see a large 20 Pikmin pellet on a high ledge. Yellow Pikmin are the only ones capable of being thrown high enough to get the pellet, so throw all of your yellow Pikmin onto it so they'll bring it back. Once the pellet is sucked up by the Onion, head back to the box, but before going over it to get to the stump, lead your Pikmin under the box, where 6 bomb rocks lay. Use the C-stick to have your Pikmin collect the rocks, then head back to the stump. Here's where you were stuck the first time you played the level, but now that you've got the yellow Pikmin we can continue.

Now dismiss your Pikmin so they divide into two groups -the Pikmin with bombs and the Pikmin without. Take the group that have bombs and throw three of them at the cement gate to bring it down (make sure to run so your Pikmin don't get killed). Beyond the gate should be another large pool of water that surrounds a narrow strip of ground for you to walk on. Following the dry land left, lead your three remaining bomb carriers to the white gate at the end of the land. Throw the yellow Pikmin onto it and run, taking the gate down. Now go back and gather the rest of the yellow Pikmin and have them carry back the large pellet on the strip of land.

Now controlling just Olimar, head back to the Onions and collect all of your blue Pikmin, they're all you'll need for the rest of the day. Now quickly head back to the pool of water. You should notice a few clams on small islands in the water. Now take all of your Pikmin to the one on the left, you should see in its jewel a little green area. Now these clams are tricky, and you're probably going to lose a lot of Pikmin to it, but that jewel he has contains another one of Olimar's ship's parts, so we've got to get it!

Quickly throw about 5-10 Pikmin into the clam's mouth. You should notice the clam's mouth getting larger as it gets ready to snap down and squash your poor little Pikmin. Don't worry if you suffer some casualties, just try to be cautious and try to lose as small an amount as possible. Once you've liberated Olimar's next part -the Positron Generator- have your Pikmin take it back to base. You should now have just enough time to repeat this process on one of the other clams, but instead of them spitting out another part, they will spit out a jewel upon defeat. The jewel may not seem like much by appearance, but this sucker is worth a whopping 50 Pikmin! Have your Pikmin promptly take the jewel back to base, as it should be quickly approaching sunset.

Once the part and jewel are back, send all of your Pikmin to their respective Onions and quickly make sure nobody is left behind. Congrats on another fine day of Pikmin playing!

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| My End of Day Stats: |
| Sprouted:          128 |
| Lost in Battle:    17  |
| Left Behind:       0   |
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~DAY 6

THE FOREST OF HOPE~  
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PARTS FOUND FOR THE DAY:

-Sagittarius

-Radiation Canopy  
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Today shouldn't be too hard, as we're revisiting a level we're fairly familiar with. Anyway, once your ship and the Onions set down, take out 100 blue Pikmin (that's the only color we'll need today). It would be a good idea to have them pick the little bushes around your base that contain nectar, and upgrade all of your Pikmin to flowers (it will make traveling faster and make sure none lag behind). Now lead them out the way we first ventured out on this level (the exit with a large clearing and some small Bulborbs wandering around). It's a good idea to clear out all of the pellet flowers and Bulborbs here, as they'll only distract your blue Pikmin. You should also take out the two other small Bulborbs and the large Bulborb a little to the right of the current area.

Now take the rest of the group over to the bank of the pool of water and you should see a pile of sticks. Before you do anything with the sticks, a group of Sheargrubs will burrow out of the ground, just use the C-stick to bum rush them with your large group of Pikmin and you shouldn't suffer any casualties. Throw a Pikmin on each and have them carry them back. Now you should have about 70 or so Pikmin left in your group. Divide them into two groups and use the C-stick to have the first group start working on the pile of sticks (which will soon form a bridge to the small island on in the pond).

Now with the second group, lead them over to the other side of the pond (if they go after any of the Wollywogs call them back, it's not worth your time). When you see a small piece of land sticking out that you can walk on, go over to it and from there, throw all of your remaining Pikmin onto the ledge where another pile of sticks lies. They will begin working on it, which will make a bridge connecting to the small island.

Now with Olimar head back to the Onions, where 30 or so Pikmin should be waiting for you. Gather them up and head out the other gate, opposite the one you just came from. Follow the path until you get to the brown gate on your right that you took down before. Head through the gate and make quick left where you should see the white gate you passed before that is in the water. Use the C-stick to have all of the Pikmin start working on it. Now have Olimar go back to where the other Pikmin were working on the bridges, which should now be finished.

Now gather up all of the Pikmin on this side and lead them across the bridge, once on the other side you should see another part! Yes, it's the Sagittarius! Use the C-stick to have as many Pikmin as possible bring it back to base (the more Pikmin, the faster they bring it back). Once the part is back, gather all of your Pikmin and head over to where you left the other group working on the gate. The gate should be down, so head past it up a ramp where you'll find a brown gate. Have all 100 Pikmin start working on it. Go ahead and look around the area a bit, this is gonna take a while :P

Once the gate is down, prepare to fight your first boss -the Armored Cannon Beetle! This guy can be a little tough, so you'll probably suffer some losses. He's not unbeatable however, you just need to know how to beat him. The trick is, once he begins to suck in with his snout on top, immediately throw a Pikmin at the spot. Doing so will make him toss and turn, during which his

impenetrable backside will flip up, revealing his only weak spot. Throw as many Pikmin onto his red back as possible, and repeat the process a few times to take him down. You can get the part he's guarding without beating him, but it's worth it, as he's worth 30 Pikmin when you take him back to base! Once he goes down, throw 30 Pikmin on him to take him back, and throw 30 Pikmin on the part he was guarding -the Radiation Canopy!

Once the part and the Cannon Beetle are back it should be getting close to sunset. If you have any extra time, take some Pikmin around to pick up any nearby pellet flowers. When the clock starts running down, get all of your Pikmin in the Onion and congratulate yourself on another job well done!

My End of Day Stats:	
Sprouted: 102	
Lost in Battle: 25	
Left Behind: 0	

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~DAY 7 THE FOREST OF HOPE~  
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PARTS FOUND FOR THE DAY:

-Shock Absorber  
-Geiger Counter  
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Today we're going to finally finish off the Forest of Hope for good. We have a tough day ahead of us, with our first hard boss (we won't lose too many Pikmin, he's just quite frustrating and takes a good deal of patients to beat). Anyway, start the day by taking out 100 blue Pikmin. Now head out the gate to the big open area. Make a sharp left where you'll see a small pool of water. Use the C-stick to maneuver your Pikmin up the vine onto the ledge. It may take a few tries, but you should figure out how to get them up the vine pretty quickly.

Once all of your Pikmin are up, head past the bush and rocks and make a right, where you should see a large Bulborb in the distance and another part -the Shock Absorber! First use the C-stick to bum rush the large Bulborb and have it taken back. Then use the C-stick again to have your Pikmin bring back the part. Follow the Pikmin back to base and when the part and large bulborb get sucked up, put 3 blue Pikmin back into their Onion and take out 3 yellow Pikmin.

Now lead the Pikmin back to the area where you first found the yellow Onion. There will be two large Bulborbs on the way, just fight them like you've fought all the others, with so many Pikmin you can take them out nice and easy. There should also be one more large and small Bulborb in the yellow Onion area, take them out as well (don't take any of these guys back to base, you'll need all of your Pikmin soon). Now have your 3 yellow Pikmin grab 3 bomb rocks from the tin can by where the yellow Onion was, then throw them all at the cement gate to the left of the tin can. Once the gate goes down, dismiss your yellow Pikmin and grab all of your blues.

Heading into the gate you should see two more large Bulborbs and a small one. Head in keeping your Pikmin against the left wall using the C-Stick, and once in, take down the large Bulborb closest to the gate quickly. Once he goes down throw two Pikmin on the small one before he wakes up his mother, then finish off the other large one. Now gather your Pikmin again and head into one of the small pools of water separated by a bridge with a box in the middle. Throw up

to 30 Pikmin onto the back of the bridge area and they will run over and push the box off of the bridge so you can make it across to the other side. It may take a few passes to get all of your Pikmin over the bridge without falling, but makesure not to leave more than a few behind, the more Pikmin you have the easier this next part will be.

Now be careful, on the otherside of this bridge is the boss -called the Burrowing Snagret, but we'll just call him the Snagret. There are actually 3 Snagrets, they are strange creatures that have long worm-like bodies with bird heads. They look a lot like a bird stuck in a ground with only his head and neck sticking out. These guys can be quite annoying, but they won't be too hard if you know what you're doing. First of all, make sure you're always running, don't stop or the Snagrets will have free pickings on your Pikmin. The way to do the most damage to these guys is to keep running until you see one of them having trouble getting out of the ground. While he's trying to get out, use your C-Stick to quickly make your Pikmin get on his head. This does the most damage to him, and it also makes it so he can't eat your Pikmin while he tries to fight off the ones on his head. It shouldn't take more than 3 times each at the most to take them down. Once they go down, they leave plenty of pellets, and yes -the final peice from this level, the Geiger Counter! Quickly gather your Pikmin and have them take as much back to base as possible (you probably can't get it all).

You should have just enough time to get everything back to base and take back the two large Bulborbs right before the area with the yellow Onion. Once you get it all back, you should be very close to sunset, so have everyone go back to the Onion and make sure you didn't leave anyone. You probably won't have time to go back and pick up anyone you left on the other side of the bridge before the boss, but you should be able to get the three yellow Pikmin you left by the cement gate. Well that's the last day we'll be spending on the Forest of Hope, congrats!

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| My End of Day Stats: |  
| Sprouted:           58 |  
| Lost in Battle:     57 |  
| Left Behind:        4  |  
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~DAY 8                THE FOREST NAVEL~  
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PARTS FOUND FOR THE DAY:

- Automatic Gear
- Omega Stabilizer
- Anti-Dioxin Filter

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Today shouldn't be too hard, but we've got many tasks ahead. We're going to be breaking down plenty of gates and building plenty of bridges to make travel easier on the level, as well as getting 3 new parts for Olimar's ship.

Let's start the level by taking out 25 red Pikmin and running off the ledge behind the yellow Onion. Run left up the ledge until you get to the steal gate. Just to the right of the steal gate you should see a pile of sticks. Have your Pikmin start working on it and run back to base (once the Pikmin finish on the pile of sticks they'll automatically climb across to the other side where another part lies, and they'll automatically take it back to base).

When you get back to base, take out 75 more red Pikmin and run off the ledge behind the blue Onion. You should see some nectar grass here, go ahead and turn your Pikmin into flowers if you need to. Now a little to the right you should see another pile of sticks. Have your group start working on the pile (which will soon become a bridge) and head back to base. You should see your other group of Pikmin coming back with the part that was on the other side of the stick (the Automatic Gear). As soon as they get back, lead the rest of the group to your other reds that should now be finished with the bridge.

Head down the bridge and look a little to the right where you should see another pile of sticks. Have all 100 Pikmin start working on the pile. It should be finished fairly soon; when finished gather all of your Pikmin and head down the bridge to take down the Blowhog to the left (Blowhogs are very dangerous to blue and yellow Pikmin, so let's make sure he doesn't pose a threat later on). Now lead all of your Pikmin left to the blue luminescent area you've passed so many times. Fight off all of the Shearwigs and the frog, then narrow in on the mini-boss of the level, the Puffstool (the huge mushroom thats dancing around).

The Puffstool is really no trouble at all, you just must make absolutely sure not to left any of your Pikmin get infected by his spores, as they will turn your Pikmin against you and a dark color of purple. To defeat Puffstool, just have your Pikmin swarm him with the C-Stick, then when he trips over and reveals his underside, call back your Pikmin and throw them on top of Puffstool as quickly as possible. You can defeat Puffstool in one try, but if he gets up before you defeat him, call your Pikmin back ASAP and run for the hills. He will spout out his poisonous spores, and if your Pikmin are turned against you you're going to be in a lot of trouble!

Once you defeat Puffstool he will leave another part for you to take, the Omega Stabilizer! Have your Pikmin take back the Stabilizer and as many spoils as they can carry. Now head back to base and wait for all of your Pikmin to make it back with what they're carrying. Once everyone is back, have all of your Pikmin go back into the Onion and take out 100 blue Pikmin.

Lead the group out to the desert again, near the lake-like area. Now lead your Pikmin directly out into the lake of water, where you will find another part with two frogs defending it. Take out each frog one at a time bum rushing them. Having 100 Pikmin around each will make them unable to jump, so they won't be able to hurt your Pikmin. Repeat for both frogs, then collect the part. Have the rest of the Pikmin take back the frogs. This will be your last task for the day, congrats on another day well done!

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|_____|
| My End of Day Stats: |
| Sprouted:           100 |
| Lost in Battle:      5  |
| Left Behind:         0  |
|_____|
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Continued soon...



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Here is the section where I'll try to answer as many questions as I can for reference so people don't have to e-mail me with small questions too often.

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Q: Will you answer questions I e-mail you?

A: Yes, I will always try to be helpful when I can. I try to be a nice guy, but please always look in this section whenever you have a question, as I will update it with the most common questions as often as I can, and it will save us both time :)

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Q: How many Pikmin can I have in the field at one time?

A: The maximum amount of Pikmin that can be in the field at one time is 100.

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Q: What happens when I have more than 100 Pikmin?

A: Once you go over 100 Pikmin, every time you bring back a pellet or enemy, the Pikmin that would be spouted out get stored in the Onion. The color Pikmin that gets stored depends on the Onion color you bring it to. You can take out the Pikmin that are stored once you have less than 100 Pikmin in the field.

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Q: What happens if I lead my Pikmin into the water?

A: Well other than blue Pikmin, if you lead your Pikmin into the water they will scream for help and start flailing their arms about. They will still have enough energy to get back to land if they are fairly close and you call them quick enough.

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Q: How do I avoid the water?

A: The only way to really avoid the water is to guide your Pikmin with the C-stick as best you can. If your group is too big there isn't always a way around it, so if you're going to be traveling with a large group of red or yellow Pikmin around water, it's best to break them into smaller groups until the area around them is safer. If any of your Pikmin fall in the water immediately try calling them back. You can also throw blue Pikmin in the water near the drowning Pikmin and the blue Pikmin will help you save them.

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-----9.REVISION HISTORY-----

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- 0.5 - Walkthrough for day eight finished. Updated many sections, and added Enemies section to Meet the Characters.
- 0.4 - Walkthrough for day six and seven finished. Updated many sections.
- 0.3 - Walkthrough for days four and five finished. Organized walkthrough area a lot, added Levels section, added FAQ section.
- 0.2 - Walkthrough for day three done, finished the Introduction section, finished the Meet the Characters section, added a little ASCII logo.
- 0.1 - Got the basics up, walkthrough for the first two days finished, Story section finished, and Controls section finished.

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-----10.CREDITS-----  
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Thanks to CJayC for the best site on the Internet. Nintendo for giving this great niche game a chance and releasing it on US shores. Pikmin for being so funny lookin. My writin' skillz :)

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~FIN!  
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