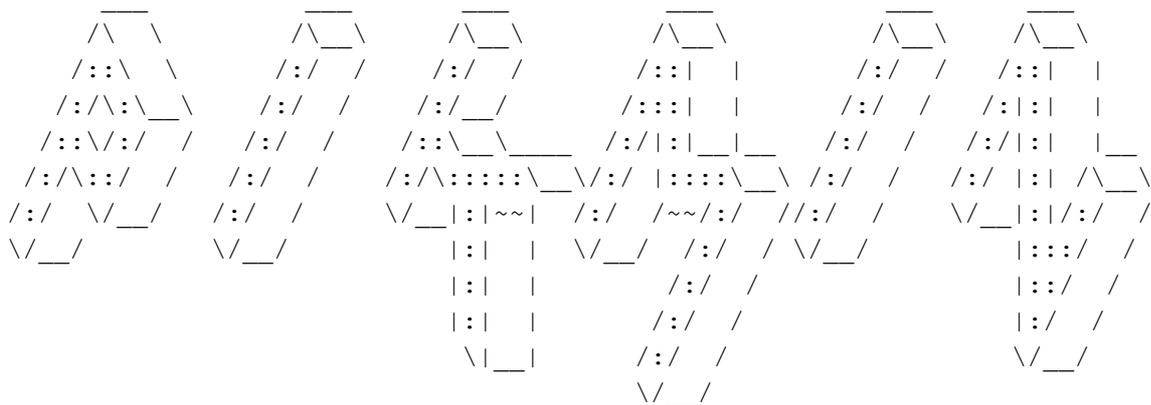


Pikmin FAQ/Walkthrough FINAL

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* 1. Version History *

This FAQ was first written in December 2005 when I was in 7th grade.
The version you are currently reading is the final version.

As of April 2012, I am making minor edits to parts of this guide,
as well as removing my first name from it.

* 2. Controls *

A button- Pluck a planted Pikmin (when standing in front of it)
- Throw a Pikmin (when there are Pikmin with you)
- Olimar's Punch (when there aren't any Pikmin behind you)
- Call Pikmin Out of the Onion (when standing in the light)

B button- Call Pikmin to You (hold longer to broaden whistle's range)

C stick- Control Your Group of Pikmin

X button- Dismiss and Separate Pikmin by Color

Y button- View Olimar's Monitor

Start/Pause- Pause the Game

Control Stick- Move the Cursor (tilt slightly)
- Move Olimar (tilt farther)

L button- Rotate Camera

R button- Zoom Camera

Z button- Change Camera Angle (bird's eye or normal)

* 3. Key Terms *

Olimar- The main character, The guy you control

Hocotate- Olimar's home planet

Pikmin- Mysterious creatures that help Olimar, They come in 3 colors

Red Pikmin- A kind of Pikmin that can withstand fire

Yellow Pikmin- A kind of Pikmin that can wield bomb-rocks

Blue Pikmin- A kind of Pikmin that can go in water without drowning

Onion- The thing the Pikmin live in, it comes with you at the end of the day

The Dolphin- Olimar's ship

Ship Parts- The missing parts of the Dolphin, there are 30 of them

Space Suit- The suit that Olimar wears, be careful about its damage meter

Sun Meter- The meter that shows how much time is left in the day

Pellet- Crystallized nectar that, when fed to the Onion, will produce more Pikmin seeds

Pellet Posy- The flower that pellets grow on

Nectar- Gold nectar that, when consumed by Pikmin, turns them into flowers

Fire Spout- A spout that shoots out fire, only red Pikmin can go through them

Bomb-rock- A deadly explosive stone, it can be wielded by yellow Pikmin

Olimar's Journal- The book that Olimar keeps track of discoveries in

Piklopedia- An encyclopedia of the creatures Olimar encounters

* 4. The Story * (taken from the instruction manual, word for word)

My name is Captain Olimar. On my homeworld of Hocotate, I am a well known navigator of the stars. I use my faithful ship, the Dolphin, to carry small freight and 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 set destination in mind, I simply allowed the sleek Dolphin of mine 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 that the Dolphin had 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 that 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 sensors 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 for the other parts...

Will I be able to find the missing parts from my spaceship? 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 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 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 to my planet's miniature carrots. I have decided to name this small life-form...Pikmin...

* 5. The Walkthrough *

Before you begin let me remind you that if this is your first time playing through the game, you may take longer than I did in this guide. That should be no cause for concern, as this guide finishes the game with 15 days to spare, so as long as you take no longer than as long twice as long as I did in the guide to get each part, you shouldn't run into any problems.

Also do not forget that the order in which I get the parts is one of many possible orders, all of which will ultimately lead to success and game completion. I don't expect you to follow the guide exactly, but you can use the strategies in this guide to help if you are having trouble with certain parts or enemies. If you need help with a specific part, go to the walkthrough overview and find which day that part is found in, then go to that day in the walkthrough. If you need help with a certain enemy, go to the Piklopedia.

```

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```

Walk straight from the starting point to the red Onion. Approach it. It comes out of the ground and lets out a single seed.

* Olimar's Journal *
* * * * *
* A strange thing has appeared before me. I had *
* barely begun my search when it reared up as *
* if it were waiting for me. It then dropped a *
* single seed. What is it? Is it alive? Is it a *
* machine? It resembles a vegetable on my home *
* planet that we call an onion. I shall call *
* this an Onion too. *
* * * * *

Wait around the Onion for about 10 seconds. The seed will sprout.

Approach it.

```
*****
* Olimar's Journal *
* *
* The seed that the Onion dropped took root in *
* soil and has now produced an adorable little *
* sprout. This sprout emits a strange light, *
* and it sways back and forth without the *
* benefit of the wind. I cannot help but think *
* it is calling to me. I am compelled- I must *
* approach it and press A... *
* *
*****
```

Approach the sprout and press A as Olimar instructed. A Red Pikmin will come out of the ground.

```
*****
* Olimar's Journal *
* *
* Extraordinary! When I plucked the sprout, it *
* turned out to be a living creature, not a *
* plant. Picking it has done no visible *
* damage... It just stands there, staring at *
* me. Its shape is similar to the Pikmik brand *
* carrots I love so much... I believe I shall *
* call it a Pikmin. *
* *
* Here I am, stranded on a toxic planet, *
* fighting to survive, and yet I'm intrigued... *
* I must research this fascinating creature! *
* *
*****
```

Throw the Pikmin at one of the flowers by the Onion. It will knock the flower down and come back to you. Throw it at the pellet from the flower. The Pikmin will take it to the Onion. The Onion will suck in the pellet and spit out two more seeds.

```
*****
* Olimar's Journal *
* *
* Astonishing! The Onion has sown more seeds! *
* The small red pellet the Pikmin harvested *
* after cutting down a flower appears to be *
* some kind of food that can propagate more *
* Pikmin. The Onion seems to be some sort of *
* incubator... Needless to say, I must study *
* this strange life-form more. *
* *
*****
```

Repeat the process with the other flower. Next, pluck the four seeds. Approach one and repeatedly press A. Olimar will harvest all four seeds this way. Take your 5 Pikmin behind you to the pellet with a "5". Throw them on to it and they will carry it back to the Onion which will produce 5 more Pikmin. Grab the other red pellet for two more Pikmin. Next, go up to the ship and turn left. Go up the hill and grab the pellet. Bring it back to the Onion. You should have 14 Pikmin now.

Take your Pikmin to the box with a "10" on it and hold the C-stick towards it. The Pikmin will push it out of the way.

```
*****
* Olimar's Journal *
* * *
* The Pikmin are as curious as children! They *
* form groups to perform tasks that would be *
* impossible for an individual. A glimmer of *
* hope has began to swell in my heart- if I can *
* make use of their skills, perhaps I can fix *
* my ship! *
* * *
*****
```

Approach the first ship part- the Engine.

```
*****
* Olimar's Journal *
* * *
* Amazing! There's no mistaking it! My ship's *
* engine rests before my very eyes! By a stroke *
* of pure luck, I have already stumbled upon *
* the most important piece of my damaged craft! *
* Fate has smiled upon me! But... How will I *
* get it back to the Dolphin? *
* * *
*****
```

```
*****
* Ship Part 1/30 *
* Name- Engine *
* Weight- 20 *
* * *
*****
```

Right now you don't have 20 Pikmin, so head up the ramp your Pikmin made when they pushed the box. Throw two Pikmin up on the ledge to get a pellet. Next, throw two Pikmin on each of the other small pellets. Put the remaining 8 Pikmin on the "5". Follow them back to the Onion and harvest the sprouts.

```
*****
* Olimar's Journal *
* * *
* When many Pikmin seeds sprout at once, I find *
* it rather tedious to pluck them from the *
* ground individually. My wife always told me I *
* was no good at routine tasks! I guess I'll *
* try to get it done all at once by repeatedly *
* tapping A until I pick all the Pikmin from *
* the ground. *
* * *
* I've noticed that when I add Pikmin to my *
* group, they become flushed with excitement *
* and bright color. At other times, they revert *
* to a paler hue and give off a dim glow. *
* Paying close attention to these differences *
* is bound to help me distinguish between *
* Pikmin. *
*****
```

```

*
*****
Take your Pikmin back to the Engine and direct them on to it with the C-stick.
They will carry it to the ship.

```

```

*****
* Olimar's Journal
*
* Oh, glorious! With the help of these Pikmin, I
* have taken a huge step back towards home. My
* ship can once again lift off! The glimmer of
* hope is beginning to burn more brightly...
* But what has become of the remaining parts?
* That search... starts tomorrow.
*
*****

```

After you collect the Engine, the day ends.

```

*****
* 1 Day Since Impact
*
* I have somehow managed to launch the Dolphin,
* but I was surprised to see the Onion lift off
* with me. Perhaps the Pikmin cannot survive
* overnight on the planet's surface. Or have
* they merely decided to join me for other
* reasons? Either way, it seems they will help
* me again tomorrow.
*
* The Dolphin is missing 29 parts. If I can't
* recover them all, I may never return to my
* family on Planet Hocotate. Analysis shows
* life-support systems will function for only
* 29 more days. How can I repair the Dolphin in
* such a short time? A dense forest is visible
* on the surface below. As it holds the keys to
* my survival, I name it The Forest of Hope. I
* explore it tomorrow.
*
*****

```

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| / _____ \ | / _____ \ | / _____ \ | | / _____ \ |

```

Land in the Forest of Hope.

```

*****
* Olimar's Journal
*

```

* *
* My Dolphin has returned to the surface along *
* with the Pikmin's Onion. Being alone on this *
* strange planet makes me somewhat uneasy, so I *
* shall call the Pikmin out of the Onion. All I *
* need to do is stand in the light beneath the *
* Onion and press A. *
* *

Call out your 25 Pikmin. Put 24 on the wall and use the last one to harvest the red pellets. Collect the red ones but leave the yellow flowers alone, as they are for the yellow Pikmin. Put the last Pikmin on the wall. Harvest the sprouts and put them on the wall as well. When the wall is down, go outside. You will encounter the first enemy, the Dwarf Bulborb.

* Piklopedia *
* * *
* Name- Dwarf Bulborb *
* Weight- 3 *
* Seeds Produced- 4 *
* * *
* Strategy- Approach *
* from any side and *
* throw Pikmin at it. *
* If a Pikmin lands *
* directly on its back *
* it will die *
* instantly. *
* * *

When the Dwarf Bulborbs are dead, take their bodies back along with the five red pellets. There is also a "5" on the ledge above the flowers. Harvest the Pikmin, then go back out, turning right this time. Kill the two Bulborbs. Ignore the "10" but take back the bulborbs, making sure you still have at least 40 Pikmin with you. Approach the second Ship Part.

* Olimar's Journal *
* * *
* Why, it's the Eternal Fuel Dynamo! It has an *
* unlimited energy supply! I won't have to *
* about saving electricity anymore! This will *
* make my fight for survival a bit easier... *
* * *

* Ship Part 2/30 *
* Name- Eternal Fuel *
* Dynamo *
* Weight- 40 *
* * *

Put your Pikmin on the Eternal Fuel Dynamo and return to the Onion. Once the seeds from the Bulborbs sprout, pluck them. The part should now be approaching the ship.

```

*****
* Olimar's Journal *
* *
* Eternal Fuel Dynamo This should light *
* things up. No more candles for me. *
* *
* I have now recovered 2/30 parts! If I can *
* find just 3 more, I should be able to *
* increase my ship's capabilities. *
* *
*****

```

Take your Pikmin back to the ledge where the "5" sat. Throw ALL of your Pikmin on to the ledge. Go in the water to your left and climb up the large root (make sure you have no Pikmin with you). Go around the tree and get them. Direct them around to the monster's back with the C-stick, making sure no Pikmin wake it by attacking.

```

*****
* Piklopedia *
* *
* Name- Spotty Bulborb *
* Weight- 10 *
* Seeds Produced- 12 *
* *
* Strategy- Always *
* throw the Pikmin on *
* from behind, never *
* swarm the legs or *
* throw at its face. *
* When it starts to *
* turn, turn with it, *
* avoiding its bite. *
* *
*****

```

Kill the Bulborb and have some Pikmin take away the body. Approach the next part.

```

*****
* Olimar's Journal *
* *
* It's the Shock Absorber! This apparatus *
* counteracts the shaking and swaying that *
* normally occurs during flight. It's smooth, *
* sailing with this in place... Usually. *
* *
*****

```

```

*****
* Ship Part 3/30 *
* Name- Shock Absorber *
* Weight- 30 *
* *
*****

```

Put all of your remaining Pikmin on the Shock Absorber. Right now it should be about noon...

```
*****
* Olimar's Journal *
* *
* My clock has indicated the coming of noon. *
* From now on, I must pay close attention to *
* the Sun Meter on my monitor and choose my *
* actions accordingly. So, it's best for me to *
* review my monitor's data *
* *
*****
```

There is a visible part down the ledge after you climb the root but DO NOT, I repeat, DO NOT go down there because there's a wall preventing escape and you won't be able to destroy it because you have no Pikmin with you. Instead, go back to the Onion and wait for the Shock Absorber to come in.

```
*****
* Olimar's Journal *
* *
* Shock Absorber This nifty little device *
* counteracts the shaking and swaying *
* experienced in typical space flight. *
* *
* I have now recovered 3/30 parts! If I can *
* find just 2 more, I should be able to *
* increase my ship's capabilities. *
* *
*****
```

Pluck the seeds and round up your Pikmin. Put enough Pikmin away so that you have 50 with you. Exit to the right and take the "10" home. Attack the Spotty Bulborb and take back it's body. Put the remaining Pikmin on the wall. Go fetch the rest of your Pikmin from the Onion and put them on the wall. When the wall is done, kill the Spotty and Dwarf Bulborbs and put all your Pikmin away. Approach the yellow Onion. It pops up and lets out a seed. Pluck the seed.

```
*****
* Olimar's Journal *
* *
* The color is different, but it seems to be a *
* Pikmin nonetheless. First glance suggests *
* this one has what, in some circles, could be *
* considered very large ears. It looks like it *
* may weigh less than the others... In what *
* other ways might it be different from the red *
* Pikmin? No matter. They are obviously quite *
* similar, so I shall call this one a Pikmin as *
* well. *
* *
*****
```

Collect the nearby pellets. It should almost be sunset.

```
*****
* Olimar's Journal *
* *
* My clock is indicating the approach of *
* sunset. Pikmin waiting beneath the Dolphin *
* and Onions will probably enter the Onions on *
```

```

* their own, but if I don't call the stragglers *
* and add them to my group, they may not be *
* able to get back. I am sure that the Pikmin *
* still planted are safe, but I am somewhat *
* concerned about leaving Pikmin to fend for *
* themselves in the darkness. *
* *
*****

```

Get your group together and try to stick in some last minute work with the yellow Pikmin.

```

*****
* 2 Days Since Impact *
* *
* It appears that many of my ship's parts have *
* landed in this region. If I can just recover *
* the parts of my radar, I should be able to *
* use my radar screen. How that would improve *
* my chances! Then I'd only have to press Y to *
* locate my parts. *
* *
* Yet... there seem to be many hostile *
* life-forms here. If I am attacked and my *
* space suit takes damage, I must return to my *
* ship, stand in front of it and press A to *
* make suit repairs. As I explore, I must pay *
* attention to my suit's damage meter in the *
* bottom-left corner of the screen. *
* *
*****

```

```

| | D | | | a | | | y | | | | 3 | |
| | ___ | | | ___ | | | ___ | | | | ___ | |
| / ___ \ | / ___ \ | / ___ \ | | / ___ \ |

```

Land in The Forest of Hope.

Take out all your yellow Pikmin and grab the pellet from the flower. If you left any Pikmin in the ground, pluck them now. Next, take out enough red Pikmin so you have at least 50. Take your Pikmin to where the first part was. Separate your Pikmin and call over the yellow ones. Take them inside the large can sticking out of the ground. Use the C-stick once you're inside. Your Pikmin should pick up the bomb-rocks.

```

*****
* Olimar's Journal *
* *
* The yellow Pikmin have picked up some *
* peculiar stones. Why did they decide to grab *
* them? The action seems instinctive to the *

```

* yellow Pikmin. But just what are these *
* strange glowing stones? Brightly glowing *
* cracks cover them. Perhaps these cracks *
* indicate that there's tremendous power locked *
* away within. This merits further research. *
* *

Take the bombs to where the yellow Onion was. Grab the bombs there and continue on. Grab the bombs in front of the wall, then make sure all the Pikmin are clear. Throw three bomb-rock wielding Pikmin at the wall. The Pikmin will drop the bombs on the wall and return to you. Stay clear of the wall when the bombs explode, as they will kill any Pikmin within range.

* Olimar's Journal *
* *
* The glowing rocks the yellow Pikmin picked up *
* seem to be explosive stones! Perhaps they *
* know these stones can be used as powerful *
* weapons. The bomb-rocks are dangerous, so I *
* must take care when using them, but they *
* should be able to blast open the stone walls *
* that block the pathways! I may even be able *
* to use them against some of the wild *
* creatures. *
* *
* I must be vigilant. Pikmin I dismiss by *
* pressing X bring their bombs when I call them *
* back. Pikmin I throw by pressing A drop their *
* bombs when I call them back. (Keep clear of *
* the explosion!) When I touch Pikmin directly, *
* they keep their bombs and fall in line. *
* *

Go back to the ship and bomb the wall that's next to it. Now get your red Pikmin that were left in the field and take them to the wall that had bombs in front of it. Engage in battle with the Bulborbs. You should encounter two new creatures.

* Piklopedia *
* *
* Name- Female *
* Sheargrub *
* Weight- 1 *
* Seeds Produced- 2 *
* *
* Strategy- Swarm them *
* they can't do any *
* harm *
* *

* Piklopedia *
* *
* Name- Male Sheargrub *
* Weight- 1 *

```
* Seeds Produced- 3      *
*
* Strategy- Just swarm *
* them. They can only  *
* take one Pikmin at a *
* time.                  *
*                        *
*****
```

Throw 20 Pikmin on to the part up on the ledge.

```
*****
* Olimar's Journal      *
*
* It's my Whimsical Radar! With this, I'll be *
* able to see all nearby ship parts in a single *
* glance- I just press Y to check it. This find *
* fills me with great hope.                    *
*                                              *
*****
```

Kill the Bulborbs up ahead. Collect the part and bodies.

```
*****
* Ship Part 4/30       *
* Name- Whimsical     *
* Radar               *
* Weight- 20          *
*                    *
*****
```

Follow the train of Pikmin back to the ship.

```
*****
* Olimar's Journal      *
*
* Whimsical Radar      This important part can *
* detect the locations of the other missing *
* parts. The radar will be added to my monitor, *
* which I can press Y to view. The C-stick *
* zooms in and out. This will surely help me in *
* my search for the remaining parts.        *
*                                          *
* I have now recovered 4/30 parts! If I can *
* find just 1 more, I should be able to *
* increase my ship's capabilities.          *
*                                          *
*****
```

Pluck all of your Pikmin and take the red ones and put them on the wall. Next, take your yellow Pikmin and blow up the dark grey wall. If you don't have 9 bombs, you can't get the part yet. Put your yellow Pikmin on the wall with the red ones and wait. When the wall is done, kill the Bulborbs and approach the next part.

```
*****
* Olimar's Journal      *
*
* Nova Blaster        This emits a dazzling burst *
* of light capable of destroying almost *
*****
```

* anything! I'm not exactly sure about this, *
* but the promotional brochure claims that its *
* blasts can travel in the currents of space- *
* time, smashing through stars and into the *
* rifts of space. *
* *

* Ship Part 5/30 *
* Name- Nova Blaster *
* Weight- 30 *
* *

Load up to 50 Pikmin on the Nova Blaster and have your yellow Pikmin pick up the nearby bomb-rocks. Head back towards the partially destroyed wall. The Nova Blaster should be coming in.

* Olimar's Journal *
* *
* Nova Blaster This is a weapon of such *
* incredible destructive force that it can *
* blast stars into tiny pieces... It has a *
* strange allure. *
* *
* I have now recovered 5/30 parts, increasing *
* the Dolphin's capabilities! My search can now *
* cover a wider area! *
* *

Finish off the partially destroyed wall and approach the part.

* Olimar's Journal *
* *
* It's the Extraordinary Bolt! I bought this *
* incredible bolt because the salesman told me *
* it is of extraordinary quality indiscernable *
* to the average person. Exactly what makes it *
* so extraordinary is a secret. But just look *
* at it! Extraordinary! *
* *

* Ship Part 13/30 *
* Name- Extraordinary *
* Bolt *
* Weight-30 *
* *

Get the Extraordinary Bolt as far as you can. Call your Pikmin off just before the countdown ends.

* 3 Days Since Impact *

```

*
* I now add yellow Pikmin to my list of
* discoveries. These creatures can wield bomb-
* rocks, so perhaps I can use them to blast
* down rock walls and open up new regions. Red
* and yellow Pikmin, as well as bomb-rock
* carriers, break into squads when dismissed
* with X or when I grab one for a moment by
* holding A.
*
*****

```

```

_____
| | D | | | a | | | y | | | | 4 | |
| |____| | |____| | |____| | | |____| |
|/_____\|/_____\|/_____\| |/_____\|

```

Land in the new area, The Forest Navel.

Take out 50 red Pikmin and set them to work on the wall next to their Onion. Next, go around the wall and stay to the left until you reach the last puddle. Go in and find the blue Onion. It drops a seed. Pluck the seed when it sprouts.

```

*****
* Olimar's Journal
*
* It is a Pikmin of yet another color. Near
* this one's cheeks is what appears to be a set
* of gills. This trait suggests to me that this
* blue type of Pikmin can enter the water
* without any trouble whatsoever. There's only
* one way to find out...
*
*****

```

Knock down the flowers and leave one of the pellets. Wait for the Breadbug to come.

```

*****
* Piklopedia
*
* Name- Breadbug
* Weight- 3
* Seeds Produced- 3
*
* Strategy- as follows
*
*****

```

Leave out one pellet and wait. When the Breadbug comes, he will grab it. Put enough Pikmin on the pellet to overpower him. (if you're using a "1" which I

suggest, you need to use 2 Pikmin) When the Onion sucks in the pellet, the Breadbug will hit the bottom of the Onion and sustain severe damage. To finish it off, throw a Pikmin on top of him. Try to wait until he's on land before you deliver the final blow. This way, the part he drops can be carried away by the red Pikmin.

```
*****
* Olimar's Journal *
* *
* Thank goodness! My Space Float! This float is *
* an absolute necessity for any pilot who lacks *
* skill at swimming in space. *
* *
*****
```

```
*****
* Ship Part 6/30 *
* Name- Space Float *
* Weight- 25 *
* *
*****
```

Send your blue Pikmin to take the Breadbug's body away. Next, put 25 red Pikmin on the Space Float and take the other 25 up the ledge to the stick thing on the cliff. Direct your Pikmin on to it with the C-stick. They will extend the stick to the other side, where another part waits.

```
*****
* Ship Part 7/30 *
* Name- Automatic Gear *
* Weight- 15 *
* *
*****
```

Go back to the the blue Onion and collect the rest of the pellets. The Space Float should be coming in.

```
*****
* Olimar's Journal *
* *
* An excellent swimmer like me has no need for *
* something like this, but my motto is "always *
* be prepared." Really. It's just for *
* emergencies. *
* *
* I have now recovered 6/30 parts! If I can *
* find just 6 more, I should be able to *
* increase my ship's capabilities! *
* *
*****
```

Pluck all the Pikmin sprouts. The Automatic Gear should be coming in.

```
*****
* Olimar's Journal *
* *
* Automatic Gear It has thin cracks running *
* through it. I tried to fill them with dirt. I *
* hope it will be okay. *
* *
*****
```

* I have now recovered 7/30 parts! If I can *
* find just 5 more, I should be able to *
* increase my ship's capabilities! *
* *

If you have 15 or more blue Pikmin, leave the puddle and go to the next one over. Go through the small opening on the edge. Down below is the next part.

* Olimar's Journal *
* *
* I've found my #1 Ionium Jet! Unfortunetely, *
* this part puts out a slightly odoriferous *
* exhaust, but it does propel me to escape *
* velocity in an instant. The stench is a small *
* price to pay for such performance! *
* *

* Ship Part 8/30 *
* Name- #1 Ionium Jet *
* Weight- 15 *
* *

Load your Pikmin on to the #1 Ionium Jet and go back to the ship. When you get there, take out 25 more red Pikmin. Take your 75 Pikmin towards the unexplored beach. Put them on the 1st bridge. When they're done, move down to the 2nd bridge. The Ionium Jet should be coming in.

* Olimar's Journal *
* *
* #1 Ionium Jet If this is damaged, I'll be *
* in dire straits. I will have to run a system *
* check as soon as I can. *
* *
* I have now recovered 8/30 parts! If I can *
* find just 4 more, I should be able to *
* increase my ship's capabilities! *
* *

When the 2nd bridge is done, go out on the beach where a new creature awaits.

* Piklopedia *
* *
* Name- Fiery Blowhog *
* Weight- 7 *
* Seeds Produced- 8 *
* *
* Strategy- Throw red *
* Pikmin ONLY on top *
* it. Don't let it *
* throw your Pikmin *
* into the water when *
* it shakes them off. *

* *

You can just avoid the Blowhogs, as they can't harm red Pikmin. Go towards the water. Be careful though, as the fire will damage you. Go along the water between the blue flower and the cliff. This is to the right of where you entered. Follow the path and destroy the wall. When the wall is down, continue down the path, avoiding the fire. Start building the bridge on the left of the path. When the countdown reaches 2, call your Pikmin off and wait.

* 4 Days Since Impact *
* *
* Deep in the cave I discovered in the forest, *
* I encountered blue Pikmin. These blue fellows *
* have something resembling gills on their *
* cheeks, and they appear to be amphibious, *
* surviving both in water and on land. The *
* wonders of nature never cease to stun me, *
* even in this alien land. *
* *

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	_____			_____			_____				_____		
/_____\	/_____\	/_____\		/_____\									

Land in The Impact Site.

Take out all of your yellow and blue Pikmin. Separate your Pikmin and take the yellow ones to the opening on the other side of the box. You may encounter a new creature.

* Piklopedia *
* *
* Name- Iridescent *
* Flint Beetle *
* Weight- N/A *
* Seeds Produced- N/A *
* *
* Strategy- Throw a *
* Pikmin on its back. *
* It will give off *
* nectar or pellets. *
* It can't harm you. *
* *

Have the yellow Pikmin grab the bomb-rocks. Blow up the wall. Take the

remaining bomb-rocks to the clam on land.

```
*****
* Piklopedia *
* *
* Name- Pearly *
* Clamclamp *
* Weight- 3 *
* Seeds Produced- 50 *
* *
* Strategy- Throw a *
* few Pikmin into the *
* clam and have them *
* attack it. When the *
* clam opens wide, *
* call your Pikmin out *
* before it shuts. *
* Repeat the process *
* until the clam dies. *
* *
*****
```

Throw the bomb-rocks into the clam. One bomb-rock will take away about 1/2 the clam's health. When the clam is dead, it will drop its pearl. Take the pearl back for 50 Pikmin. Now fetch the blue Pikmin and kill the clam with the part (the one by the blue "20") When the clam dies, it will drop the part.

```
*****
* Olimar's Journal *
* *
* I've found the Positron Generator! By *
* combining batteries with solar cells, this *
* machine can generate incredible amounts of *
* electricity. What a timely find! Those *
* Instant Space Noodles will taste better *
* heated up. *
* *
*****
```

```
*****
* Ship Part 9/30 *
* Name- Positron *
* Generator *
* Weight- 20 *
* *
*****
```

Take back the Positron Generator and if you have enough Pikmin left, the blue "20". Go back to Go back to the Onions and start producing more Pikmin. Make sure you pluck them before the day's end, as you will never return. The part should be approaching.

```
*****
* Olimar's Journal *
* *
* This electric generator is so powerful that *
* if you approach it carelessly, you'll get an *
* electric shock! *
* *
*****
```

* I have now recovered 9/30 parts! If I can *
* find just 3 more, I should be able to *
* increase my ship's capabilities. *
*

Continue producing more Pikmin until the end of the day. You will need them tomorrow.

* 5 Days Since Impact *

*

* I have seen that at times, the leaf atop a *
* Pikmin's head will grow into a bud and then a *
* flower. It appears that if I do not pick the *
* Pikmin sprouts, they gradually bloom over *
* time. The melding of plant and animal traits *
* is surely unique in the natural world! *

*

* I have found the increased swiftness of the *
* flower Pikmin to be of tremendous benefit. *
* Also, my diligent observation has recorded *
* instances in which flower Pikmin lost in *
* battle have left seeds behind. This is why on *
* days after fierce battles, I occasionally *
* find new sprouts growing. *

*

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Land in the Forest Navel.

Take out 25 yellow, 25 blue, and 50 red Pikmin. Take them to the bridge you almost finished at the end of Day 4. Avoid the fire by squeezing along the edge. Finish the bridge, then go back to the start of the bridge and dismiss your Pikmin. Take the blue Pikmin and activate the sprout. Dismiss the blues and bring over the yellows. Throw them up on the ledge and go up using the spout. Call the yellow Pikmin and throw them up to the Libra.

* Olimar's Journal *

*

* I've found my Libra! My daughter gave this to *
* me. It's named after her astrological sign. *
* My sweet little girl... I wonder what she's *
* doing right at this moment... *

*

```
*****
* Ship Part 10/30      *
* Name- Libra        *
* Weight- 15         *
*                   *
*****
```

Once the Libra reaches the ground, take the yellow Pikmin off and put on 25 red ones. Next, go farther down the path, taking 25 red and 25 blue, but leaving the yellows. Take the blues into the water and have them bring the part to land.

```
*****
* Olimar's Journal    *
*                   *
* I've found my Analog Computer! This computer *
* conveys the kind of vague data that falls *
* outside the range of ones and zeros.      *
* Actually, to be honest it's a little bit too *
* vague, so it isn't very helpful.          *
*                   *
*****
```

```
*****
* Ship Part 11/30     *
* Name- Analog        *
* Computer            *
* Weight- 20         *
*                   *
*****
```

When the part reaches land, take the blues off and put the reds on. Let the reds take the part back. Take your blue Pikmin to the stick just beyond the part's original resting place. Direct them on to it. Go get the yellow Pikmin, take them home, and put them in the Onion. On the way, the Libra will get to the ship.

```
*****
* Olimar's Journal    *
*                   *
* My daughter gave this to me. My late return *
* must have her very worried.                 *
*                   *
* I have now recovered 10/30 parts! If I can *
* find just 2 more, I should be able to      *
* increase my ship's capabilities.           *
*                   *
*****
```

Put the yellow Pikmin away and fetch the blues and reds. Put the blues away and take out 25 more reds. Wait for the Analog Computer to come in.

```
*****
* Olimar's Journal    *
*                   *
* Analog Computer     This strengthens the *
* outward emotions of the Dolphin's computer. *
* While it does make the computer smart, it *
* also makes it quick to anger. It's just like *
*****
```

```
* my boss. *
*
* I have now recovered 11/30 parts! If I can *
* find just 1 more, I should be able to *
* increase my ship's capabilities. *
* *
*****
```

Take your 75 red Pikmin down to the left side of the beach. Throw them up to the bridge and have them build it. When it's done, call the red Pikmin and approach the next part.

```
*****
* Olimar's Journal *
*
* I've found my Gravity Jumper! By manipulating *
* the forces of gravity, this key component *
* gives me the final boost I need to make the *
* jump to super light speed. Good thing I found *
* it. *
* *
*****
```

```
*****
* Ship Part 12/30 *
* Name- Gravity Jumper *
* Weight- 25 *
* *
*****
```

Load 45 red Pikmin on to the Gravity Jumper. Take the rest home. When you're almost home, the Gravity Jumper comes in.

```
*****
* Olimar's Journal *
*
* Gravity Jumper This anti-gravity device *
* allows the Dolphin to swim gracefully through *
* the sea of stars like... a dolphin. *
* *
* I have now recovered 12/30 parts, increasing *
* the Dolphin's capabilities! My search can now *
* cover a wider area! *
* *
*****
```

```
*****
* 6 Days Since Impact *
*
* I have managed to increase the range of the *
* Dolphin! Looking from the Dolphin's portal as *
* it launches ever so higher into the sky, I *
* see a vast wetland in the deepest parts of *
* the forest. I shall call it The Distant *
* Spring. I can begin my exploration of it *
* tomorrow... For now, I must sleep. *
* *
*****
```

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/ ___ \	/ ___ \	/ ___ \		/ ___ \								

Land in the Forest of Hope.

Take out 30 red and 70 blue Pikmin. Put the 30 red on the Extraordinary Bolt. Go through the opened wall where the Nova Blaster was. Put 50 blue Pikmin on the wall. Take the other 20 to the bridge in the back of the lake. Throw them onto the one that can only be accessed by water. The Extraordinary Bolt should be coming in.

```
*****  
* Olimar's Journal *  
* * * * *  
* Extraordinary Bolt This bolt holds the *  
* kind of value that only a true connoisseur can *  
* understand. *  
* * * * *  
* I have now recovered 13/30 parts! If I can *  
* find just 16 more, I should be able to *  
* increase my ship's capabilities. *  
* * * * *  
*****
```

Take your red Pikmin and throw them up on the ledge near the blue Pikmin. Take the blue Pikmin up to the wall. Put them on it along with the red Pikmin. When the wall is down, you will encounter your first mini-boss.

```
*****  
* Mini-Boss Battle: Armored Cannon Beetle *  
*****
```

Approach the Cannon Beetle. When he turns and starts to charge up his rock blast, throw a Pikmin into the hole above his eye. This opens his wings. Throw Pikmin onto his back as quickly as possible. When he closes his wings, the Pikmin will fall off. Repeat this process a few times until he dies.

Approach the part in the back of his area.

```
*****  
* Olimar's Journal *  
* * * * *  
* At last! My Radiation Canopy! This turns the *  
* harsh radiation of deep space into soft, *  
* infrared red rays that are easy on the body. *  
* I'll sleep like a baby when I get this back *  
* to the ship! *  
* * * * *  
*****  
  
*****
```

* Ship Part 14/30 *
* Name- Radiation *
* Canopy *
* Weight- 30 *
* *

Take back the Radiation Canopy and the dead beetle.

* Olimar's Journal *
* *
* Radiation Canopy I'll have to inspect it *
* later to make sure it hasn't cracked. I'll be *
* in even more trouble if I have any radiation *
* leaks. *
* *
* I have now recovered 14/30 parts! If I can *
* find just 15 more, I should be able to *
* increase my ship's capabilities. *
* *

Next, take your Pikmin to the first bridge on the lake and have them build it. Put the Pikmin from the second bridge on the Sagittarius.

* Olimar's Journal *
* *
* I've found my Sagittarius! My son gave this *
* to me as a present. It brings to mind vision *
* of my son back on Planet Hocotate. Oh, to be *
* back there right now. *
* *

* Ship Part 15/30 *
* Name- Sagittarius *
* Weight- 20 *
* *

Put those Pikmin on the Sagittarius and wait for the bridge to be completed. Let the Sagittarius get to the ship and then put away all your Pikmin.

* Olimar's Journal *
* *
* Sagittarius This was a gift from my son. *
* He must be very worried about me... *
* *
* I have now recovered 15/30 parts! If I can *
* find just 14 more, I should be able to *
* increase my ship's capabilities. *
* *

Take out 5 yellow Pikmin and give them bombs. Take them to the wall blocking passage to the last part and blow it down. Take your yellow Pikmin back to

the Onion and put them away. Wait until the day ends.

```

*****
* 7 Days Since Impact *
*
* There are now only 15 parts that I need to *
* retrieve. Will I be able to recover the *
* remaining parts in 23 more days? Surely there *
* are some parts that are not absolutely *
* necessary. If my ship is not complete by day *
* 30, the only way I will find out is to try to *
* lift off. *
*
* I just recalled the day I took my son for a *
* ride in this spaceship. He was so happy... I *
* shall tell him of this journey when I return. *
* And I shall return! I must! I can already see *
* the look of wonder on his precious face as I *
* describe my adventures with the Pikmin... *
*
*****

```

```

| | D | | | a | | | y | | | | 8 | |
| | ___ | | | ___ | | | ___ | | | | ___ | |
| / ___ \ | / ___ \ | / ___ \ | | / ___ \ |

```

Land in The Forest Navel.

Take out 50 blue and 50 red Pikmin. Go just past the place where the Gravity Jumper was. Separate your Pikmin and take the red ones. Take them down a few ledges to your left. In the center of the arena waits the Puffstool.

```

*****
* Mini Boss Battle: Puffstool *
*****

```

Throw a few Pikmin at it. They will give chase. The Puffstool will eventually flip over. As quickly as possible, hurl Pikmin at it. It will flip back and start to squeeze tightly. When it does this, you must immediately get your Pikmin out from under it. It will launch a plume of poisonous gas from under its top. Any Pikmin that get hit will turn into purple Pikmin with mushroom heads that chase and attack Olimar. To turn them back, throw normal Pikmin at them. Repeat the process until he falls. (Try to avoid the poison. Those purple Pikmin can be a real pain in the ass.) When the Puffstool dies, it drops the Omega Stabilizer.

```

*****
* Olimar's Journal *
*
* I've found the Omega Stabilizer! I absolutely *
* must have this piece if my battered ship is *

```

* ever to fly straight again. It has steered me *
* through countless deep space storms. That, *
* and it looks rather cool. *

* *

* Ship Part 16/30 *
* Name- Omega *
* Stabilizer *
* Weight- 30 *
* *

Put your red Pikmin on the Puffstool and the part. Take your blue Pikmin into the water. Here you will encounter a new creature.

* Piklopedia *
* * *
* Name- Wollywog *
* Weight- 7 *
* Seeds Produced- 8 *
* * *
* Strategy- Swarm it. *
* The Pikmin should *
* keep him down, but *
* if he does get up, *
* you can lose 50+ *
* Pikmin. *
* * *

Defeat the two Wollywogs and approach the next part.

* Olimar's Journal *
* * *
* It's the Anti-Dioxin Filter! This fits over *
* the rocket's exhaust ports and filters out *
* all disease-causing agents from the ship's *
* exhaust. That means I'll be able to move *
* around without polluting the planet's *
* atmosphere! I'll feel worlds better! *
* * *

* Ship Part 17/30 *
* Name- Anti-Dioxin *
* Filter *
* Weight- 40 *
* * *

Assuming you didn't lose more than 10 Pikmin, put them on and have them bring it to shore. Once on shore, take them off and go back to the Onions. Put them away and put the red Pikmin on the part. If you lost more than 10 Pikmin, go get the amount of blue Pikmin you need and bring thr red Pikmin. On the way to the Onion, the Omega Stabilizer should make it to the ship.

```

*****
* Olimar's Journal *
* *
* Omega Stabilizer This is the Dolphin's *
* fin. It is a little beaten up, but should *
* still function. I've made great strides in *
* repairing the Dolphin! With this, I should be *
* able to fly again- even if I don't recover *
* all 30 parts. *
* *
* I have now recovered 16/30 parts! If I can *
* find just 13 more, I should be able to *
* increase my ship's capabilities! *
* *
*****

```

Use blue Pikmin to bring the part to shore and when it gets there, take the blue Pikmin off and replace them with reds. Let the reds take the part to the ship, while you take the blue Pikmin back to the Onion. After you put the blue Pikmin away, you can wait for the red Pikmin with the Anti-Dioxin Filter.

```

*****
* Olimar's Journal *
* *
* Anti-Dioxin Filter The laws of deep space *
* require all ships to eliminate all *
* pollutants. *
* *
* I have now recovered 17/30 parts! If I can *
* find just 12 more, I should be able to *
* increase my ship's capabilities. *
* *
*****

```

Take your Pikmin to the wall near the last part. Put them on it. When they're done, take them to the place where the Gravity Jumper was and build the bridge. When they're done, make sure they're all with you and wait the day out.

```

*****
* 8 Days Since Impact *
* *
* The Pikmin always carry their prey back to *
* the Onions. Close obsevation indicates that *
* taking food pellets to Onions of the same *
* color results in the release of larger *
* numbers of Pikmin seeds. I've also found ways *
* to group Pikmin by color. I can hold A to *
* grab one for a moment, or I can press X to *
* dismiss them all. *
* *
*****

```

Land in the Forest Navel.

Take out 15 yellow Pikmin. Take them to the place where the Gravity Jumper was. Grab all of the bombs. You should have 15. You cannot lose ANY of your bombs along the way. First, bomb the wall blocking the last part. Next, destroy the wall to the left. Take out 15 more yellow Pikmin and go back to the wall you just took out. You should meet a new creature.

```

*****
* Piklopedia                *
*                           *
* Name- Shearwig           *
* Weight- 1                *
* Seeds Produced- 4       *
*                           *
* Strategy- Swarm it.     *
* When it flies up,       *
* throw a Pikmin at       *
* it.                       *
*                           *
*****

```

Kill the Shearwigs and Sheargrubs. Take your Pikmin into the arena.

```

*****
* Mini Boss Battle: Beady Long Legs *
*****

```

Throw yellow Pikmin onto his body. When he shakes them off, they'll chase his feet. Call them over and keep throwing them onto his body until he dies. He will drop a part.

```

*****
* Olimar's Journal                *
*                                 *
* The Guard Satellite! Deep space is filled *
* with dangers. This automated satellite does *
* its part to help guard me and my spaceship. *
* I'll sleep better at night once this little *
* satellite is back on duty.         *
*                                 *
*****

```

```

*****
* Ship Part 18/30             *
* Name- Guard                 *
* Satellite                   *
* Weight- 20                  *
*                               *
*****

```

Take your yellow Pikmin back to the Onion and take out 70 reds. Have the reds get the Shearwig bodies and the Guard Satellite. The rest of the day can be

used to expand your Pikmin population.

```
*****
* Olimar's Journal *
* *
* Guard Satellite This has protected me *
* from space pirates many, many times. *
* *
* I have now recovered 18/30 parts! If I can *
* find just 11 more, I should be able to *
* increase my ship's capabilities. *
* *
*****
```

```

| | D | | | a | | | y | | | | 10 | |
| | ___ | | | ___ | | | ___ | | | | ___ | |
| / ___ \ | / ___ \ | / ___ \ | | / ___ \ |
```

Take out 100 blue Pikmin and dismiss them. Take 75 down the path next to the yellow Onion. You will encounter a new creature.

```
*****
* Piklopedia *
* *
* Name- Yellow *
* Wollywog *
* Weight- 7 *
* Seeds Produced- 8 *
* *
* Strategy- Same as *
* the Wollywog. Just *
* swarm it. *
* *
*****
```

Kill the Wollywog. Continue down the path. Cross the water, kill the three Shearwigs, and put your Pikmin on the bridge. Go back to the Onion and take the other 25 Pikmin straight and to the left at the beach. Throw them on the ledge. Call them and walk along the path. At the end, dismiss your Pikmin and they will get on the part.

```
*****
* Olimar's Journal *
* *
* I've found the Repair-Type Bolt! This robotic *
* marvel can fix just about anything in the *
* ship that's broken. That's good, because I *
* get terribly bored fixing little glitches. *
* *
*****
```

```
*****
* Ship Part 19/30      *
* Name- Repair-Type  *
* Bolt                *
* Weight- 20         *
*                    *
*****
```

Go back to the bridge. It should almost be finished. Take the Pikmin along the path. Avoid the creature and approach the next part.

```
*****
* Olimar's Journal    *
*                    *
* I've found my Massage Machine! Put this right *
* down in the lower back area and let it go to *
* work. I can't wait until I get this installed *
* again, as my lower lumbar region has been    *
* paining me ever since the crash. Ahh, sweet  *
* relief...                                         *
*                    *
*****
```

```
*****
* Ship Part 20/30    *
* Name- Massage     *
* Machine           *
* Weight- 20        *
*                    *
*****
```

Load the Massage Machine up and take the rest of your Pikmin home, leaving the Shearwig bodies, but taking the Wollywog bodies and any blue pellets. On the way home, the Repair-Type Bolt will come in.

```
*****
* Olimar's Journal    *
*                    *
* Repair-Type Bolt    This looks like an      *
* ordinary bolt, but it's actually a repair  *
* robot.                                           *
*                    *
* I have now recovered 19/30 parts! If I can   *
* find just 10 more, I should be able to     *
* increase my ship's capabilities.           *
*                    *
*****
```

Wait for the Massage Machine to arrive.

```
*****
* Olimar's Journal    *
*                    *
* Massage Machine     I've been walking so much *
* lately- I'm really looking forward to using *
* this...                                           *
*                    *
* I have now recovered 20/30 parts! If I can   *
* find just 9 more, I should be able to     *
* increase my ship's capabilities.           *
*                    *
```

* *

Take about 75 blue Pikmin past the place where the Massage Machine was. Kill the Wollywogs on the way. If any Pikmin die, go back and get more. You will encounter two new creatures.

* Piklopedia *
* *
* Name- Water Duple *
* Weight- 5 *
* Seeds Produced- 5 *
* *
* Strategy- Swarm from *
* any side. *
* *

* Piklopedia *
* *
* Name- Puffy Blowhog *
* Weight- N/A *
* Seeds Produced- N/A *
* *
* Strategy- Throw *
* Pikmin onto its *
* bottom. If it comes *
* down, swarm it with *
* the C-stick. Avoid *
* its blow so that you *
* don't have to round *
* up your Pikmin. *
* *

Kill the Water Duples, hoping the Puffy Blowhog doesn't scatter your Pikmin all over the place. Once they're dead, kill the Blowhog. It'll drop a part.

* Olimar's Journal *
* *
* I've found my Interstellar Radio! Not only *
* does it emit a constant S.O.S signal, it also *
* broadcasts voices from space that will *
* brighten up my moments of boredom. The *
* Dolphin, while comfortable, becomes quite a *
* lonely place in the depths of night... *
* *

* Ship Part 21/30 *
* Name- Interstellar *
* Radio *
* Weight-20 *
* *

Be careful about the Water Dimples on the path home. There may be an annoying creature flying around the Onions.

```
*****
* Piklopedia *
* *
* Name- Swooping *
* Snitchbug *
* Weight- 3 *
* Seeds Produced- 4 *
* *
* Strategy- Throw *
* Pikmin onto him. *
* When he falls, swarm *
* him. *
* *
*****
```

You should probably kill the Snitchbug to get him out of the way. When you're done and the part comes in, put your blue Pikmin away.

```
*****
* Olimar's Journal *
* *
* Interstellar Radio This part will send *
* out a daily S.O.S. signal. I have so little *
* time remaining, though, that I have no option *
* but to continue my search rather than waiting *
* for a rescue party. Having to collect every *
* part is a bit overwhelming... but I get the *
* impression that not all parts are needed to *
* fly the ship. *
* *
* I have now recovered 21/30 parts! If I can *
* find just 8 more, I should be able to *
* increase my ship's capabilities! *
* *
*****
```

Once all your blue Pikmin are away, take out 10 yellows and go back to the place where the Massage Machine was. Grab the 9 bombs and head back to the Onions. Bomb the wall next to the Onions and you're done for the day.

```
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| | ___ | | | ___ | | | ___ | | | | ___ | | |
| / _____ \ | / _____ \ | / _____ \ | | / _____ \ |
```

Land in The Distant Spring.

Take out 75 red Pikmin. Go to the wall you bombed yesterday and kill the Puffy Blowhog. Be careful that the Blowhog doesn't blow your Pikmin into the

water. You will also encounter a new creature.

```
*****
* Piklopedia *
* *
* Name- Spotty Bulbear *
* Weight- 10 *
* Seeds Produced- 15 *
* *
* Strategy- Swarm from *
* the rear. *
* *
*****
```

Kill all three Bulbears and go into the opening behind the last one. Avoid the yellow "10" (although it's tempting) and go into the "arena."

```
*****
* Mini Boss Battle: Armored Cannon Beetle *
*****
```

You should already know this strategy, but I'll repeat it.

Approach the Cannon Beetle. When he turns and starts to charge up his rock blast, throw a Pikmin into the hole above his eye. This opens his wings. Throw Pikmin onto his back as quickly as possible. When he closes his wings, the Pikmin will fall off. Repeat this process a few times until he dies. He will drop a part.

```
*****
* Olimar's Journal *
* *
* I've discovered the Bowsprit! With this *
* installed, my ship should regain some of its *
* sleek shape. *
* *
*****
```

```
*****
* Ship Part 22/30 *
* Name- Bowsprit *
* Weight- 30 *
* *
*****
```

Go out the other opening in the "arena" and build the bridge. When the bridge is done, take down the wall. Put 30-40 Pikmin on the Bowsprit. Go down the bridge and to the left before you pass the wall. Kill the Shearwigs and enter the big stump. There is a part inside.

```
*****
* Olimar's Journal *
* *
* At last! My Pilot's Seat. Once I get this *
* installed, my cockpit will finally be back in *
* order. Soon, my ship will be starting to look *
* more and more like the Dolphin of old. Ah, *
* the memories... *
* *
*****
```

```
*****
* Ship Part 23/30      *
* Name- Pilot's Seat  *
* Weight- 25          *
*                    *
*****
```

Put the rest of your Pikmin on the Pilot's Seat. Kill the Shearwigs on the way home. The Bowsprit should be coming in.

```
*****
* Olimar's Journal    *
*                    *
* Bowsprit           The so-called face of the *
* Dolphin. In point of fact, I designed it.  *
*                    *
* I have now recovered 22/30 parts! If I can  *
* find just 7 more, I should be able to      *
* increase my ship's capabilities!           *
*                    *
*****
```

When the Shearwigs are dead, put your Pikmin back on the Pilot's Seat and go home. Take out 15 yellow Pikmin and take them to where you killed the 2ND Spotty Bulbear. Take them up the skinny ledge. Follow the maze to the next part. The Pilot's Seat should be coming in.

```
*****
* Olimar's Journal    *
*                    *
* Pilot's Seat        Picturing this in the   *
* cockpit, images of me lifting off into space *
* begin to fill my taxed brain. It fills me  *
* with inspiration once again!                *
*                    *
* I have now recovered 23/30 parts! If I can  *
* find just 6 more, I should be able to      *
* increase my ship's capabilities!           *
*                    *
*****
```

Approach the next part and throw your Pikmin onto it.

```
*****
* Olimar's Journal    *
*                    *
* I've found the UV Lamp! The only problem with *
* this handheld light is that it can be too    *
* bright at times. I have to remember to wear  *
* my sun visor whenever I look into it.       *
*                    *
*****
```

```
*****
* Ship Part 24/30      *
* Name- UV Lamp        *
* Weight- 10           *
*                    *
*****
```

Now fetch any yellow Pikmin that fell and put them on the part. Go back to the Onions, put your red Pikmin away, and take out 50 blue Pikmin. The UV Lamp should be coming in.

```
*****
* Olimar's Journal *
* * *
* UV Lamp This handy light is great for *
* tanning... but it doesn't seem to have any *
* relation to the Dolphin's flight *
* capabilities. I doubt that it will affect my *
* escape from this planet. Perhaps there are *
* other parts like this as well. *
* * *
* I have now recovered 24/30 parts! If I can *
* find just 5 more, I should be able to *
* increase my ship's capabilities. *
* * *
*****
```

Take your blue Pikmin to the unexplored lake at the far end of the area. Kill the Puffy Blowhog and the Water Duples. Go to the left and throw about 25 Pikmin on the ledge. Throw them over to the next part. Gather the remaining Pikmin.

```
*****
* Olimar's Journal *
* * *
* I've found my #2 Ionium Jet! It's easy on the *
* eyes, and its fuel efficiency is easy on the *
* budget. *
* * *
*****
```

```
*****
* Ship Part 25/30 *
* Name- #2 Ionium Jet *
* Weight- 15 *
* * *
*****
```

Go back to the Onions and wait for the part to come in.

```
*****
* Olimar's Journal *
* * *
* #2 Ionium Jet The ads for these jets boast *
* that "with excellent mileage that's easy on *
* the family budget, this jet will keep your *
* wife smiling and propel you to a happy home *
* life!" *
* * *
* I have now recovered 25/30 parts! If I can *
* find just 4 more, I should be able to *
* increase my ship's capabilities! *
* * *
*****
```

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Land in The Forest of Hope.

Take out 100 blue Pikmin. Take them to the place where the yellow Onion was. Go through the opening into the unexplored area. Avoid the Spotty Bulborbs. Go in the water on either side of the box and throw your Pikmin on its front. When the box is moved, go across the land bridge.

* Mini Boss Battle: Burrowing Snagret *

Avoid the first two Snagrets and only battle the last one. Make sure you get as many Pikmin as possible on its head, for that is its weak spot. If it has trouble coming up, swarm its head for quick kill if done correctly. When he dies, he'll drop a part.

* Olimar's Journal *
* * * * *
* It's the Geiger Counter! Every spaceship *
* needs one of these. I don't actually know *
* what it's for. Every once in a while, it goes *
* wild and lets out a lot of noise, but I never *
* pay much attention to it, so it doesn't do me *
* much good. I really should read that *
* instruction manual one of these days! *
* * * * *

* Ship Part 26/30 *
* Name- Geiger Counter *
* Weight- 15 *
* * * * *

Take the Geiger Counter home as well as any pellets the Snagret dropped. Since you are using blue Pikmin, they'll take the part over the edge instead of going back through Snagret territory. You can expand your Pikmin population for the rest of the day.

* Olimar's Journal *
* * * * *
* Geiger Counter This gauge is always *
* letting off noise. *
* * * * *
* I have now recovered 26/30 parts! If I can *

```

* find just 3 more, I should be able to      *
* increase my ship's capabilities!           *
*                                             *
*****

```

```

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| / ___ \ | / ___ \ | / ___ \ | | / ___ \ |

```

Land in The Distant Spring.

Take out 50 blue Pikmin and head near the place where the #2 Ionium Jet was. Throw at least 25 Pikmin onto the ledge with the yellow Candypop Bud. Go up using the jet. Throw at least 25 Pikmin into the Candypop Bud. (It will only take 10 at a time.) Pluck the yellow seeds and throw them onto the beach, then onto the part.

```

*****
* Olimar's Journal                          *
*                                             *
* I've found my Chronos Reactor! Using strange *
* new technology, this machine is able to warp *
* the space-time continuum and turn it into    *
* energy. I am constantly amazed at how many  *
* mysteries are locked inside the parts of my *
* ship...                                     *
*                                             *
*****

```

```

*****
* Ship Part 27/30                          *
* Name- Chronos                            *
* Reactor                                  *
* Weight- 20                               *
*                                           *
*****

```

When the part reaches the ground, take the yellow Pikmin off and turn them back into blues. Put them on the Chronos Reactor and head home. Make more Pikmin for the rest of the day, as you will need them for the days ahead. Don't forget to bomb the wall on the way to the last parts.

```

*****
* Olimar's Journal                          *
*                                             *
* Chronos Reactor      This reactor changes *
* permutations in the space-time continuum to *
* pure energy... Basically it's like a big   *
* rubber band.                                           *
*                                             *
* I have now recovered 27/30 parts. If I can *

```

* find just 2 more, I should be able to *
* increase my ship's capabilities! *
* *

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/_____\|/_____\|/_____\|	/_____\|												

Land in The Distant Spring.

Take out 100 blue Pikmin. Go past the wall you bombed yesterday. Kill the Yellow Wollywog and build the two bridges. Be careful of the Shearwigs.

* Olimar's Journal *
* *
* I found the Gluon Drive! Using the quark- *
* binding metaphysical properties of gluons, *
* this device... Well, it's very scientific, *
* and I don't fully understand it myself, but *
* it was very expensive... *
* *

* Ship Part 28/30 *
* Name- Gluon Drive *
* Weight- 50 *
* *

Put 60 Pikmin on the Gluon Drive. Take the rest through the wall you bombed yesterday. Kill the first Wollywog and take out the wall. Once the wall is down, approach the part. While the Pikmin are working on the wall, the Gluon Drive will come in.

* Olimar's Journal *
* *
* Gluon Drive I have no idea how this *
* works, but it means the Dolphin will again *
* lift off with its characteristic roar! *
* *
* I have now recovered 28/30 parts. If I can *
* find just 1 more, I should be able to *
* increase my ship's capabilities! *
* *

```

* Olimar's Journal *
*
* It's my Zirconium Rotor! This is made from *
* rust-proof zirconium, which is particularly *
* suited to making spaceship parts. I had to *
* pay a lot extra to have this installed, and I *
* suspect the mechanic overcharged me. *
*
*****

```

```

*****
* Ship Part 29/30 *
* Name- Zirconium *
* Rotor *
* Weight- 30 *
* *
*****

```

Take the Zirconium Rotor home and grow Pikmin for the rest of the day.

```

*****
* Olimar's Journal *
*
* Made of rust-proof zirconium, it is as shiny *
* as new, despite being left out in this *
* planet's harsh elements. *
*
* I have now recovered 29/30 parts, increasing *
* the Dolphin's capabilities! My search can now *
* cover a wider area! *
*
*****

```

```

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| | ___ | | | ___ | | | ___ | | | | ___ | |
| / ___ \ | / ___ \ | / ___ \ | | / ___ \ |

```

Land in The Final Trial.

Take out 50 blue Pikmin and put them on the bridge closest to the Onions. Take out 3 yellows and go to the right. Throw your Pikmin from island to island. Pick up the bombs and take them to the shore. Remember, if you throw your Pikmin when they have bombs, the only way you can get them back without losing the bombs is to rub against them. Bomb the wall across the bridge that the blues built. When the wall is down, put the blues and yellows on the next bridge. Now take out 15 reds. Take them to the left and throw them into the pipe full of fire spouts. Go into the water next to the pipe and call them. Direct them to the end of the pipe and make them push the box out of the way. When the blues and yellows are done with the bridge, put them away and take out 85 more reds. Take down the wall and enter the arena.

* Boss Battle: Emperor Bulblax *

Take about 20 red Pikmin in at a time and throw them onto the side of his mouth. Avoid his swinging tongue. He will jump up and down to get them off. Repeat the process until he is defeated. When he has about 1/3 health left, he will start jumping up and down trying to smash your Pikmin. Walk around to avoid him. When he lands, continue to throw Pikmin onto the side of his face. It might take a while, but he will eventually fall. When he dies, he will drop the final part.

I received a tip from a reader on beating the Emperor Bulblax.

"In the end, when you fight Emperor Bulblax, if you take your Pikmin around the edge, you will find a wall directly opposite to the one you have to break down to get into the arena. If you break this down, then there will be bomb rocks. Right before Emperor Bulblax uses is tongue attack, it will suck in and if you throw a bomb rock in, he becomes stunned for a few seconds. (I don't think it does any damage to him, just stuns him). In the time he is stunned, you have an easy shot in attacking him with any colored pikmin."

* Olimar's Journal *

* *

* At long last... I've found the final part... *

* my Secret Safe! And it's as full as ever! How *

* glad I am that I've persisted in my search *

* without losing hope... Now I can leave this *

* planet without any regrets. Mabye I'll even *

* stop and pick up some souvenirs for my wife *

* and kids back on Planet Hocotate! *

* *

* Ship Part 30/30 *

* Name- Secret Safe *

* Weight- 40 *

* *

Go to the Onions to get more Pikmin as needed. Bring a lot because there can be up to 95 Pikmin on the Secret Safe. Put your Pikmin on it and carry it back to the ship.

* Olimar's Journal *

* *

* I have finally recovered every ship part! Now *

* I can return home to Hocotate! *

* *

Congratulations! You have recovered every ship part and returned safely to

your family on Planet Hocotate!

THE (happy) END!

* 6. The Walkthrough (Overview) *

Day 1- The Impact Site

Parts- Engine

Enemies- (none)

Day 2- The Forest of Hope

Parts- Eternal Fuel Dynamo
Shock Absorber

Enemies- Dwarf Bulborb
Spotty Bulborb

Day 3- The Forest of Hope

Parts- Whimsical Radar
Nova Blaster

Enemies- Female Sheargrub
Male Sheargrub

Day 4- The Forest Navel

Parts- Space Float

Automatic Gear
#1 Ionium Jet

Enemies- Breadbug
Fiery Blowhog

Day 5- The Impact Site

Parts- Positron Generator

Enemies- Iridescent Flint Beetle
Pearly Clamclamp

Day 6- The Forest Navel

Parts- Libra
Analog Computer
Gravity Jumper

Enemies- (none)

Day 7- The Forest of Hope

Parts- Extraordinary Bolt
Radiation Canopy
Sagittarius

Enemies- Armored Cannon Beetle

Day 8- The Forest Navel

Parts- Omega Stabilizer
Anti-Dioxin Filter

Enemies- Puffstool
Wollywog

Day 9- The Forest Navel

Parts- Guard Satellite

Enemies- Shearwig
 Beady Long Legs

Day 10- The Distant Spring

Parts- Repair Type Bolt
 Massage Machine
 Interstellar Radio

Enemies- Yellow Wollywog
 Water Dimple
 Puffy Blowhog
 Swooping Snitchbug

Day 11- The Distant Spring

Parts- Bowsprit
 Pilot's Seat
 UV Lamp
 #2 Ionium Jet

Enemies- Spotty Bulbear

Day 12- The Forest of Hope

Parts- Geiger Counter

Enemies- Burrowing Snagret

Day 13- The Distant Spring

Parts- Chronos Reactor

Enemies- (none)

Day 14- The Distant Spring

Parts- Gluon Drive
Zirconium Rotor

Enemies- (none)

Day 15- The Final Trial

Parts- Secret Safe

Enemies- Emperor Bulblax

* 7. Part List *

Here is a list of all the parts in the game. They are sorted by area, so they are somewhat mixed up.

=====
The Impact Site
=====

1. Engine

Day 1

Weight- 20

Necessary- Yes

Description- Amazing! There's no mistaking it! My ship's engine rests before my very eyes! By a stroke of pure luck, I have already stumbled upon the most important piece of my damaged craft! Fate has smiled upon me! But... how will I get it back to the Dolphin?

Oh, glorius! With the help of these Pikmin, I've taken a huge step back toward home. My ship can

once again lift off!

9. Positron Generator

Day 5

Weight- 20

Necessary- Yes

Description- By combining batteries with solar cells, this machine can generate incredible amounts of electricity. What a timely find! Those Instant Space Noodles will taste better heated up.

This electric generator is so powerful that if you approach it carelessly, you'll get an electric shock!

=====
The Forest of Hope
=====

2. Eternal Fuel Dynamo

Day 2

Weight- 40

Necessary- Yes

Description- It has an unlimited energy supply! I won't have to worry about saving electricity anymore! This will make my fight for survival a bit easier...

This should light things up. No more candles for me!

3. Shock Absorber

Day 2

Weight- 30

Necessary- Yes

Description- This apparatus counteracts the shaking and swaying that normally occurs during flight. It's smooth sailing with this in place... Usually.

This nifty little device counteracts the shaking and swaying experienced in typical space flight.

4. Whimsical Radar

Day 3

Weight- 20

Necessary- Yes

Description- With this, I'll be able to see all nearby ship parts in a single glance- I just press Y to check it. This find fills me with great hope.

This important part can detect the location of other missing parts. The radar will be added to my monitor, which I can press Y to view. The C-stick zooms in and out. This will surely help me in my search for the remaining parts.

5. Nova Blaster

Day 3

Weight- 30

Necessary- No

Description- This emits a dazzling burst of light capable of destroying almost anything! I'm not exactly sure about this, but the promotional brochure claims that its blasts can travel in the currents of space-time, smashing through stars and into the rifts of space.

This is weapon of such incredible destructive force that it can blast stars into tiny pieces... It has a strange allure.

13. Extraordinary Bolt

Day 7

Weight- 30

Necessary- Yes

Description- I bought this incredible bolt because the salesman told me it is of extraordinary quality that is indiscernable to the average person. Exactly what makes it so extraordinary is

a secret. But just look at it! Extraordinary!

This bolt holds the kind of value that only a true connoisseur can understand.

14. Radiation Canopy

Day 7

Weight- 30

Necessary- Yes

Description- this turns the harsh radiation of deep space into soft infrared rays that are easy on the body. I'll sleep like a baby when I get this back to the ship.

I'll have to inspect it later to make sure it hasn't cracked. I'll be in even more trouble if I have any radiation leaks.

15. Sagittarius

Day 7

Weight- 20

Necessary- Yes

Description- My son gave this to me as a present. It brings to mind vision of my son back on Planet Hocotate. Oh, to be back there right now.

This was a gift from my son. He must be very worried about me...

26. Geiger Counter

Day 12

Weight- 15

Necessary- Yes

Description- Every spaceship needs one of these, but I don't actually know what it's for. Every once in a while, it goes wild and lets out a lot of noise, but I never pay much attention to it, so it doesn't do me much good. I really should read that instruction manual one of these days!

This gauge is always letting off noise.

=====
The Forest Navel
=====

6. Space Float

Day 4

Weight- 25

Necessary- No

Description- This is an absolute necessity for any pilot who lacks skill at swimming in space.

An excellent swimmer like me has no need for something like this, but my motto is "always be prepared." Really. It's just for emergencies.

7. Automatic Gear

Day 4

Weight- 15

Necessary- Yes

Description- This thing chugs along at its own pace. It makes piloting much easier, giving me time to concentrate on the finer points of space travel.

It has thin cracks running through it. I tried to fill them with dirt. I hope it will be alright.

8. #1 Ionium Jet

Day 4

Weight- 15

Necessary- Yes

Description- Unfortunetely, this part puts out a slightly odoriferous exhaust, but it does propel me to escape velocity in an instant. The stench is a small price to pay for such performance!

If this is damaged, I'll be in dire straits. I'll have to run a system check as soon as I can.

| 10. Libra |

Day 6

Weight- 15

Necessary- Yes

Description- My daughter gave this to me. It's named after her astrological sign. My sweet little girl... I wonder what she's doing right at this moment...

My daughter gave this to me. My late return must have her very worried.

11. Analog Computer

Day 6

Weight- 20

Necessary- Yes

Description- This holds the kind of vague data that falls outside the range of ones and zeros. Actually, to be honest, it's a little bit too vague, so it isn't very helpful.

This strengthens the outward emotions of the Dolphin's computer. While it does make the computer smart, it also makes it quick to anger. It's just like my boss.

12. Gravity Jumper

Day 6

Weight- 25

Necessary- Yes

Description- By manipulating the forces of gravity, this key component gives me the final boost I need to make the jump to super light speed. Good thing I found it.

This anti-gravity device allows the Dolphin to swim gracefully through the sea of stars like... a dolphin.

16. Omega Stabilizer

Day 8

Weight- 30

Necessary- Yes

Description- I absolutely must have this piece if my battered ship is ever to fly straight again. It has steered me through countless deep space storms. Thet, and it looks rather cool.

This is the Dolphin's fin. It is a little beaten up, but it should still function. I've made great strides in repairing the Dolphin! With this, I should be able to fly again- even if I don't recover all 30 parts.

17. Anti-Dioxin Filter

Day 8

Weight- 40

Necessary- Yes

Description- This fits over the rocket's exhaust ports and filters out all disease-causing agents from the ship's exhaust. That means I'll be able to move around without polluting the planet's atmosphere! I'll feel worlds better!

The laws of deep space require all ships to eliminate all pollutants.

18. Guard Satellite

Day 9

Weight- 20

Necessary- Yes

Description- Deep space is filled with dangers. This automated satellite does its part to help guard me and my spaceship. I'll sleep better at night once this little satellite is back on duty.

This has protected me from space pirates many, many times.

=====
The Distant Spring
=====

19. Repair-Type Bolt

Day 10

Weight- 20

Necessary- Yes

Description- This robotic marvel can fix just about anything in the ship that's broken. That's good, because I get terribly bored fixing little glitches.

This looks like an ordinary bolt but, it's actually a repair robot.

20. Massage Machine

Day 10

Weight- 20

Necessary- No

Description- Put this right down in the lower back area and let it go to work. I can't wait until I get this installed again, as my lower lumbar region has been paining me ever since the crash. Ahh, sweet relief...

I've been walking so much lately- I'm really looking forward to using this...

21. Interstellar Radio

Day 10

Weight- 20

Necessary- Yes

Description- Not only does it emit a constant S.O.S. signal, it also broadcasts voices from space that will brighten up my moments of boredom. The Dolphin, while comfortable, becomes quite a lonely place in the depths of night...

This part will send out a daily S.O.S. signal. I have so little time remaining, though, that I have no option but to continue my search rather than waiting for a rescue party. Having to collect every part is a bit overwhelming... but I get the impression that not all parts are needed to fly the ship.

22. Bowsprit

Day 11

Weight- 30

Necessary- Yes

Description- With this installed, my ship should regain some of its sleek shape.

The so-called face of the Dolphin. In point of fact, I designed it.

23. Pilot's Seat

Day 11

Weight- 25

Necessary- Yes

Description- Once I get this installed, my cockpit will finally be back in order. Soon, my ship will be starting to look more and more like the Dolphin of old. Ah, the memories...

Picturing this in the cockpit, images of me lifting off into space begin to fill my taxed brain. It fills me with inspiration once again!

24. UV Lamp

Day 11

Weight- 10

Necessary- No

Description- The only problem with this handheld light is that it can be too bright at times. I have to remember to wear my sun visor whenever I look into it.

This handy light is great for tanning... but it doesn't seem to have any relation to the Dolphin's flight capabilities. I doubt that it will affect my escape from this planet. Perhaps there are other parts like this as well.

25. #2 Ionium Jet

Day 11

Weight- 15

Necessary- Yes

Description- It's easy on the eyes, and its fuel efficiency is easy on the budget.

The ads for these jets boast that "with excellent mileage that's easy on the family budget, this jet will keep your wife smiling and propel you to a happy home life!"

27. Chronos Reactor

Day 13

Weight- 20

Necessary- Yes

Description- Using new technology, this machine is able to warp the space-time continuum and turn it into energy. I am constantly amazed at how many mysteries are locked inside the parts of my ship...

This reactor changes permutations in the space-time continuum into pure energy... Basically, it's like a big rubber band.

28. Gluon Drive

Day 14

Weight- 50

Necessary- Yes

Description- Using the quark-binding metaphysical properties of gluons, this device... Well, it's... very scientific, and I don't fully understand it myself, but it was very expensive...

I have no idea how this works, but it means the Dolphin will again lift off with it's characteristic roar!

29. Zirconium Rotor

Day 14

Weight- 30

Necessary- Yes

Description- This is made from rust-proof zirconium, which is particularly suited for making spaceship parts. I had to pay a lot of extra money to have this installed, and I suspect the mechanic overcharged me.

Made of rust-proof zirconium, it is as shiny as new, despite being left in this planet's harsh elements.

=====
The Final Trial
=====

30. Secret Safe

Day 15

Weight- 40

Necessary- No

Description- At long last... I've found the final part... my Secret Safe! And it's as full as ever! How glad I am that I've persisted in my search without losing hope... Now I can leave this planet without any regrets. Mabye I'll even stop and pick up some souvenirs for my wife and kids back on Planet Hocotate!

At last I have found it- my most prized possession! I am so relieved... It's as heavy as ever.

* 8. Piklopedia *

The Piklopedia is a field guide to the creatures of the strange planet the Pikmin live on. The term Piklopedia is used in Pikmin 2.

1. Armored Cannon Beetle

Weight- 30

Seeds Produced- 50

Location- Forest of Hope, Forest Navel

Recommended Pikmin for Fighting- Red

Strategy- When the Cannon Beetle starts to charge up his rock blast, throw a Pikmin into the opening above his eye. He will screech and open his wings. Throw Pikmin on

to the red stuff under his wings as quickly as possible. When he closes his wings, the Pikmin fall off. Repeat the process until he dies.

2. Beady Long Legs

Pseudoarachnia armoralis
Aracnorb family

Although this creature is commonly associated with spiders, it is actually the result of a separate evolutionary line of insectoid creatures. Since the spherical body section supported by the creature's legs carries most of its internal organs, there appear to be no other features that would correspond to a head or abdomen.

Weight- N/A

Seeds Produced- N/A

Location- Forest Navel

Recommended Pikmin for Fighting- Yellow, Red

Strategy- Throw Pikmin onto his body. Some of your Pikmin will try to attack his legs which won't do very much. Call them over before he crushes them. Keep throwing Pikmin onto his body until he goes down.

3. Breadbug

Pansarus gluttonae
Breadbug family

The adult Breadbug competes for many of the same food sources as Pikmin, but its thick-skinned hide allows it to withstand most Pikmin group attacks. However, some researchers claim to have observed Breadbugs being overwhelmed by massive numbers of Pikmin and reduced to food.

Weight- 3

Seeds Produced- 3

Location- Forest Navel

Recommended Pikmin for Fighting- Any

Strategy- Wait around a pellet until the Breadbug comes. He'll grab it and bring it to his den. When he latches on, swarm the pellet. The Pikmin will overpower him and bring the pellet to the Onion. The Onion will suck the pellet in and the Breadbug will hit the bottom of the Onion and sustain severe damage. To finish him off, punch him or throw a Pikmin on top of him.

4. Burrowing Snagret
Shiropedes anacondii
Snavian family

The majority of Snagret species lie in wait to ambush and capture prey, with a body type perfectly adapted to such sudden strikes. It violently attacks small, surface-dwelling insects. Distributed across a relatively wide range, subspecies of Snagret suited to the varying soil conditions have emerged, making the Snagret the most geographically represented species besides the Bulborb. Visually resembling the Burrowing Snagret is the Burrowing Snarrow, the range of which particularly overlaps with the Snagret's range. While the two may appear similar, when pulled from the ground they can be distinguished by the presence or absence of tail and wing markings.

Weight- N/A

Seeds Produced- N/A

Location- Forest of Hope

Recommended Pikmin for Fighting- blue (due the presence of water near the battle ground)

Strategy- Use blue Pikmin because you will only need to kill the one farthest from the entrance with the part. Throw your Pikmin on its head because that's its weak spot. If it has trouble coming up swarm it for what is usually a very quick kill if done correctly.

5. Crimson (Red) Candypop Bud
Flora rufusia
Candypop family

No matter what color Pikmin is tossed into this flower, it spits out the same number of red Pikmin seeds. The Pikmin, the Candypop flowers, and the Pikmin Onions are not easily explained by current theories of the xenobotanical sciences, thus have not been appropriately studied and classified.

Weight- N/A

Seeds Produced- N/A

Location- Forest Navel, Distant Spring,
Final Trial

Recommended Pikmin for Fighting- Can't be fought

Strategy- Throw any color Pikmin into it and it will disperse one red Pikmin seed for each Pikmin you threw in.

6. Golden (Yellow) Candy Pop Bud

Flora aurumia
Candy Pop family

No matter what color Pikmin is tossed into this flower, it spits out the same number of yellow Pikmin seeds. Current research has yet to provide any theories as to precisely what kind of interaction causes the Pikmin to change color to match the color of this flower's petals.

Weight- N/A
Seeds Produced- N/A
Location- Forest Navel, Distant Spring, Final Trial
Recommended Pikmin for Fighting- Can't be fought

Strategy- Throw any color Pikmin into it and it will disperse one yellow Pikmin seed for each Pikmin you threw in.

7. Lapis Lazuli (Blue) Candy Pop Bud

Flora cobaltium
Candy Pop family

No matter what color Pikmin is tossed into this flower, it spits out the same number of blue Pikmin seeds. This family of plant boasts soft, fleshy leaves, the sinewy tendrils of which allow the flower to open and close repeatedly over the course of a day.

Weight- N/A
Seeds Produced- N/A
Location- Distant Spring, Final Trial
Recommended Pikmin for Fighting- Can't be fought

Strategy- Throw any color Pikmin into it and it will disperse one blue Pikmin seed for each Pikmin you threw in.

8. Dwarf Bulbear

Oculus terribilis
Grub-dog family

A grub-dog larva in its third stage of

development, this creature's body structure is nearing maturation. However, unlike mature Bulbears, it has yet to claim its own patrol route, and thus is dependent upon its parent for guarding direction.

Weight- 3

Seeds Produced- 5

Location- Distant Spring

Recommended Pikmin for Fighting- Any

Strategy- The quickest way to kill it is to swarm it.

9. Dwarf Bulborb

Pansarus pseudoculii russus

Breadbug family

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

Weight- 3

Seeds Produced- 4

Location- Forest of Hope

Recommended Pikmin for Fighting- Any

Strategy- There are many ways to kill the Dwarf Bulborb. You can swarm it with the C-stick, throw Pikmin at it, kill it quickly by throwing a Pikmin directly on its head (I recommend bird's eye view for this), or you can punch it to death fairly quickly.

10. Emperor Bulblax

Oculus supremus

Grub-dog family

The largest member of the Grub-dog family is normally found buried in the ground, with only the stalks of its eyes exposed. This camouflage allows the predator to surprise smaller creatures and use its long, adhesive tongue to capture prey. The thick hide and angular hump give the organism a distinct rocklike quality.

During the rainy season, moss grows freely on its hump, making it nearly impossible to distinguish this lethal predator from a stone.

Weight- N/A

Seeds Produced- N/A

Location- Final Trial

Recommended Pikmin for Fighting- Red

Strategy- Take about 20 red Pikmin in at a time and throw them onto the side of his mouth. Avoid his swinging tongue.

He will jump up and down to get them off.

Repeat the process until he is defeated.

When he has about 1/3 health left, he will start jumping up and down trying to smash your Pikmin. Walk around to avoid him. When he lands, continue to throw Pikmin onto the side of his face.

It may take a while, but he will eventually fall.

11. Fiery Blowhog

Sus draconus

Blowhog family

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

Weight- 7

Seeds Produced- 8

Location- Forest Navel

Recommended Pikmin for Fighting- Red

Strategy- Throw red Pikmin on top and they shouldn't have much trouble killing it.

As long as you use reds, the only trouble you can run into is if it kicks your Pikmin into the water.

12. Goolix

Weight- N/A

Seeds Produced- N/A
Location- Impact Site (days 8-30, odd)
Recommended Pikmin for Fighting- Blue

Strategy- There are three ways to defeat the Goolix. You can throw Pikmin directly on top of the big nucleus, swarm the small nucleus, or move into position so that your Pikmin are next to the small nucleus and dismiss them. When you do this, the Pikmin will attack the nucleus.

13. Honeywisp

Nektara fatuus
Honeywisp family

This floating life-form drifts effortlessly on the winds. Upon death, its physical structure instantly collapses, and as the creature is particularly elusive and difficult to catch, no sample specimens have been acquired as of yet. If we could simply recover a live sample, research on this species would likely proceed more smoothly...

Weight- N/A
Seeds Produced- N/A
Location- Forest of Hope, Forest Navel
Recommended Pikmin for Fighting- Any

Strategy- If you hit it with a Pikmin, it will drop nectar.

14. Iridescent Flint Beetle

Pilli envelopens
Flint Beetle Family

Flint Beetles are nocturnal, choosing to hide in the grass by day and stay active at night. These creatures keep undigested food pellets in their stomachs to sustain them through winter, but given the right stimulus they will spit them out. Recent research has revealed that these pellets are enveloped in a membrane that seals and preserves them in a sterile, airtight environment. If kept at room temperature, it seems that this pellet membrane will keep its contents fresh for up to six months. The membrane may be made from the same substance that gives the exoskeleton of the Flint Beetle its beautiful sheen.

Weight- N/A
Seeds Produced- N/A

Location- Impact Site, Forest of Hope,
Forest Navel, Distant Spring
Recommended Pikmin for Fighting- Any

Strategy- If you throw a Pikmin on its
back, it will drop nectar or pellets. If
you hit it enough times, it will drop a
"5" pellet.

15. Mamuta

Unknown
Unknown family

The imbalanced, asymmetrical arms of the
Mamuta are among its most notable
features. Feeding on seeds and fruit, the
Mamuta is known to actually sow and grow
plant species. While other species have
exhibited seed-burying behavior for the
purpose of storage, the Mamuta is the only
species so far known to actually cultivate
fields of plants.

Weight- 8
Seeds Produced- 15
Location- Impact Site (days 8-30, even)
Recommended Pikmin for Fighting- Red

Strategy- Throw red Pikmin on its face
until it goes down. You will have to pluck
all of the Pikmin in battle a few times,
as he smashes the Pikmin into the ground,
turning them back into sprouts.

16. Pearly Clamclamp

Weight- 3
Seeds Produced- 50
Location- Impact Site
Recommended Pikmin for Fighting- Blue

Strategy- Throw a few Pikmin at the pearl.
They will attack the clam. When the door
opens wide, call your Pikmin out before it
slams shut. Any Pikmin still inside will
be crushed. Repeat the process until the
pearl is dislodged. Take it back for an
easy 50 seeds.

17. Pellet Posy

Amplus nutrio
Pellet Weed family

In the stem of the Pellet Posy, one can
observe the muscle fiber unique to half-

plant, half-animal species such as the Pikmin and Candypop flowers, so the Pellet Posy is a species that can be considered a close relative. Although the ability to crystallize nectar is unique to a small group of the Pellet Weed family, the fact that these plants reach maturity so quickly and that their pellets contain such high concentrations of the natural nutrients in the soil explains why the Pikmin and so many of the other indigenous species are so reliant on these pellets for sustenance.

Weight- 1-20

Seeds Produced- 1-20

Location- Impact Site, Forest of Hope, Forest Navel

Recommended Pikmin for Fighting- Whatever color the pellet is

Strategy- Swarm or throw Pikmin at the pellet.

18. Puffstool

Weight- 10

Seeds Produced- 30

Location- Forest Navel

Recommended Pikmin for Fighting- Red

Strategy- Throw a few Pikmin at it. They will give chase. The Puffstool will eventually flip over. As quickly as possible, hurl Pikmin at it. It will flip back and start to squeeze tightly. When it does this, you must immediately get your Pikmin out from under it. It will launch a plume of poisonous gas from under its top. Any Pikmin that get hit will turn into purple Pikmin with mushroom heads them. Repeat the process until he falls. (Try to avoid the poison. Those purple Pikmin can be a real pain in the ass.)

19. Puffy Blowhog

Sus inflata

Blowhog family

This species of Blowhog uses internally generated hydrogen to inflate a flotation bladder and hover above the ground. The creature's electrified pulse creates a sash of color that flows along the surface of its body, making it a particularly beautiful Blowhog species. Precisely how it is able to internally stabilize its highly explosive hydrogen and simultaneously

generate electricity remains a mystery. The Puffy Blowhog blows leaves and grass around to eat the insects underneath. It maintains midair buoyancy by using its fins and releasing air through blowholes. This enables it to float effortlessly, even in the breeze. In times of danger, the Puffy Blowhog can decompress its floatation bladder for a rapid escape from predators.

Weight- N/A

Seeds Produced- N/A

Location- Distant Spring

Recommended Pikmin for Fighting- Any

Strategy- Throw Pikmin onto its bottom. If it comes down, swarm it with the C-stick. Avoid its blow so that you don't have to round up your Pikmin.

20. Shear grub

Himeagea mandibulosa

Mandiblard family

Weight- 1

Seeds Produced- Male- 3, Female- 2

Location- Forest of Hope, Forest Navel,

Distant Spring

Recommended Pikmin for Fighting- Any

Strategy- Simply swarm it. Only males can harm. (males are purple, females are white)

21. Shearwig

Himeagea volaris

Mandiblard family

Unusual for their genus, flying mandiblards have retained their wings. However, only the adult males of this species can fly. Females spend most of their life span underground. They do emerge for a period after maturation to spawn, but never metamorphose.

Weight- 1

Seeds Produced- 4

Location- Forest Navel, Distant Spring

Recommended Pikmin for Fighting- Red

Strategy- Swarm. When it tries to escape, throw a Pikmin at it. If it goes in water, it also loses health.

22. Smoky Progg

Weight- 3
Seeds Produced- 100
Location- Distant Spring (days 1-15)
Recommended Pikmin for Fighting- Red

Strategy- Take 3 blue Pikmin to the "pie-wedge" islands on any day before day 16. Throw them at the huge egg. Put the blue Pikmin away and get out 20 reds. The Smoky Progg should be visible in the distance. Throw Pikmin onto his face and ONLY his face. Avoid the sludge oozing from its back at all costs, as it kills Pikmin on contact. This is the hardest enemy in the game, and I recommend you don't battle it unless you've beaten the game at least 3 times. This battle took me a fourth of the day the first time I did it, but the reward for killing this incredibly difficult creature is a well deserved 100 (that's right, 100) Pikmin seeds. For novices that reach this area before Day 16 (you will if you follow my walkthrough) you can take out about 50 blues and destroy the egg. This does not give you the 100 seeds, but it does reward you with a satisfying explosion.

23. Spotty Bulbear
Oculus terribilis dotticum
Grub-dog family

Weight- 10
Seeds Produced- 15
Location- Distant Spring
Recommended Pikmin for Fighting- Red

Strategy- Swarm from rear.

24. Spotty Bulborb
Oculus kageyamii russus
Grub-dog family

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

Weight- 10
Seeds Produced- 12
Location- Forest of Hope
Recommended Pikmin for Fighting- Any

Strategy- Swarm from rear or rapidly throw

Pikmin on its back.

25. Swooping Snitchbug

Scarpanica kesperens

Scarpanid family

The scarpanids originally lived on the ground, sporting poorly developed vestigial wings. This species developed enlarged antennae that can be used as makeshift wings. Scarpanids are attracted by the sight of large groups of Pikmin in cavalry formation and will swoop down to seize them. However, scarpanids do not eat Pikmin, and they will drop any seized Pikmin after a short time. The reason for this behavior is unknown.

Weight- 3

Seeds Produced- 4

Location- Forest of Hope, Distant Spring

Recommended Pikmin for Fighting- Any

Strategy- Throw Pikmin onto it. When it falls, swarm it.

26. Water Dumple

Ichthyoso felinis

Grub-dog family

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

Weight- 5

Seeds Produced- 5

Location- Distant Spring

Recommended Pikmin for Fighting- Blue

Strategy- Swarm from any side.

27. Wogpole

Amphicarus frodendum

Amphituber family

The Wollywog spawns in early spring, laying its eggs on low-hanging tree branches and shrubs growing in or near lakes and ponds. Such unorthodox amphibious behavior is a defense mechanism, preventing the eggs from predation

by blue Pikmin and Water Dimples. The Wollywog's wild hopping in the spring is thought to be a method of driving predators away from the Wogpole eggs.

Weight- 1

Seeds Produced- 1

Location- Forest of Hope, Distant Spring

Recommended Pikmin for Fighting- Blue

Strategy- Throw a Pikmin at it and stand still. The Pikmin will give chase, eventually catching and killing it.

28. Wollywog

Amphicarus albino

Amphituber family

It is believed that juvenile Wollywogs were once carried by underground current into caverns, where they thrived in the dark habitat. This troglodytic species of Wollywog's coloration results from generations of cave dwelling and lack of sunlight. Comparative differences between the size and shape of this Wollywog are thought to be the result of natural selection at work, choosing traits better suited to living in a subterranean environment.

Weight- 7

Seeds Produced- 8

Location- Forest Navel

Recommended Pikmin for Fighting- Blue

Strategy- Overload it with Pikmin by swarming it. In most cases, it says down long enough for the kill.

29. Yellow Wollywog

Amphicarus frodendum

Amphituber family

This magnificent specimen has the brightest gold coloration and the greatest number of lateral spots of any member of the Amphituber family. This species seems to have lost some swimming proficiency with the evolutionary adapyation that granted it greater jumping ability. The Amphituber inhabits aquatic shallows and shows instinctive drive to jump upon and squash smaller creatures.

Weight- 7

Seeds Produced- 8

Location- Distant Spring

Recommended Pikmin for Fighting- Blue

Strategy- Same as Wollywog, just swarm it.

* 9. Area Profiles *

AREA 1- THE IMPACT SITE

PARTS

- 1. Engine ----- Day 1
- 9. Positron Generator ----- Day 5

CREATURES

- 12. Goolix
- 14. Iridescent Flint Beetle
- 15. Mamuta
- 16. Pearly Clamclamp
- 17. Pellet Posy

AREA 2- THE FOREST OF HOPE

PARTS

- 2. Eternal Fuel Dynamo ----- Day 2
- 3. Shock Absorber ----- Day 2
- 4. Whimsical Radar ----- Day 3
- 5. Nova Blaster ----- Day 3
- 13. Extraordinary Bolt ----- Day 7
- 14. Radiation Canopy ----- Day 7
- 15. Sagittarius ----- Day 7
- 26. Geiger Counter ----- Day 12

CREATURES

- 1. Armored Cannon Beetle
- 4. Burrowing Snagret
- 9. Dwarf Bulborb
- 13. Honeywisp
- 14. Iridescent Flint Beetle
- 17. Pellet Posy
- 20. Sheargrub

24. Spotty Bulborb
25. Swooping Snitchbug
27. Wogpole

AREA 3- THE FOREST NAVEL

PARTS

6. Space Float ----- Day 4
7. Automatic Gear ----- Day 4
8. #1 Ionium Jet ----- Day 4
10. Libra ----- Day 6
11. Analog Computer ----- Day 6
12. Gravity Jumper ----- Day 6
16. Omega Stabilizer ----- Day 8
17. Anti-Dioxin Filter ----- Day 8
18. Guard Satellite ----- Day 9

CREATURES

2. Beady Long Legs
3. Breadbug
5. Crimson (Red) Candypop Bud
6. Golden (Yellow) Candypop Bud
11. Fiery Blowhog
13. Honeywisp
14. Iridescent Flint Beetle
17. Pellet Posy
18. Puffstool
20. Shear grub
21. Shearwig
28. Wollywog

AREA 4- THE DISTANT SPRING

PARTS

19. Repair-Type Bolt ----- Day 10
20. Massage Machine ----- Day 10
21. Interstellar Radio ----- Day 10
22. Bowsprit ----- Day 11
23. Pilot's Seat ----- Day 11
24. UV Lamp ----- Day 11
25. #2 Ionium Jet ----- Day 11
27. Chronos Reactor ----- Day 13
28. Gluon Drive ----- Day 14
29. Zirconium Rotor ----- Day 14

CREATURES

1. Armored Cannon Beetle
5. Crimson (Red) Candypop Bud

- 6. Golden (Yellow) Candypop Bud
- 7. Lapis Lazuli (Blue) Candypop Bud
- 8. Dwarf Bulbear
- 14. Iridescent Flint Beetle
- 19. Puffy Blowhog
- 20. Sheargrub
- 21. Shearwig
- 22. Smoky Progg
- 23. Spotty Bulbear
- 25. Swooping Snitchbug
- 26. Water Dumple
- 27. Wogpole
- 29. Yellow Wollywog

 AREA 5- THE FINAL TRIAL

PARTS

- 30. Secret Safe ----- Day 15

CREATURES

- 5. Crimson (Red) Candypop Bud
- 6. Golden (Yellow) Candypop Bud
- 7. Lapis Lazuli (Blue) Candypop Bud
- 10. Emperor Bulblax

 * 10. Pellet Chart *

Pellet	Red Onion	Yellow Onion	Blue Onion
Red "1"	2	1	1
Yellow "1"	1	2	1
Blue "1"	1	1	2
Red "5"	5	3	3
Yellow "5"	3	5	3
Blue "5"	3	3	5
Red "10"	10	6	6

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