

Pikmin FAQ

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Updated to v0.9 on Dec 17, 2001

Pikmin Strategy Guide 0.9
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Updated 12.17.01

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1 Pikmin Types
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There are three main Pikmin types: red, yellow, and blue. Each of the types has a specific role in the adventure.

1.1 Red

These are the Pikmin Olimar finds at the crash site and are overall quite useful due to their fighting skill and resistance to fire. You should always fight other creatures with red Pikmin if you have the option - they fight around 50% better than the other two types. I typically have far more (typically hundreds more) red Pikmin than other types due to their usefulness in combat.

1.2 Yellow

These Pikmin are introduced in the Forest of Hope and have two main abilities. One is the ability to carry bomb-rocks that allows Olimar to blow up solid walls. The other is that they can be thrown higher because they are lighter.

1.3 Blue

The not-so-subtle hint with these guys is that their onion is found at the bottom of a small pool in the Forest Navel. Blue Pikmin love being in the water unlike the other two types.

1.4 Purple

In the Forest Navel there is a fight with a giant mushroom that releases diseased spores. If the spores get on any nearby Pikmin, they are permanently transformed into purple Pikmin and their leaf is replaced with a mushroom. These purple Pikmin will turn on Olimar and attack him. You must use your healthy Pikmin to kill the purple Pikmin and protect Olimar.

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2 List of the Spaceship Pieces
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Part Name	Location	Weight
Main Engine	The Impact Site	20
Positron Generator	The Impact Site	20
Eternal Fuel Dynamo	The Forest of Hope	40
Extraordinary Bolt	The Forest of Hope	30
Whimsical Radar	The Forest of Hope	20
Geiger Counter		
Radiation Canopy	The Forest of Hope	30
Sagittarius	The Forest of Hope	20
Shock Absorber	The Forest of Hope	30
Automatic Gear	The Forest Navel	15
#1 Ionium Jet	The Forest Navel	15
Anti-Dioxin Filter	The Forest Navel	40
Omega Stabilizer	The Forest Navel	30
Gravity Jumper	The Forest Navel	25
Analog Computer	The Forest Navel	20
Guard Satellite	The Forest Navel	20
Libra	The Forest Navel	15
Repair Type Bolt		
Gluon Drive		
Zirconium Rotor		
Interstellar Radio		
Pilot's Seat		
#2 Ionium Jet		
Bowsprit		
Chronos Reactor		
Nova Blaster*	The Forest of Hope	30
Space Float*	The Forest Navel	25
Massage Machine*		
UV Lamp*		
Secret Safe*		

* indicates optional pieces of the ship

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3 Area by Area Guide
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There are 30 pieces of the Dolphin scattered across 5 different areas of the Pikmin world. Some of the pieces cannot be recovered until you have found all three types of Pikmin. I listed the pieces in the order I thought would be most efficient to gather them.

3.1 The Impact Site

Captain Olimar crashes here at the beginning of the game and meets the red Pikmin. It is a small clearing that contains two ship pieces, one of which requires yellow and blue Pikmin to obtain. This is a great area to visit if you are running low on Pikmin - there are a number of high value pellets lying about and very few enemies. Great place to recruit and regroup.

3.1.1 Engine

Weight: 20

Get 10 red Pikmin under your control. Head to the cardboard box blocking one of your paths and throw 10 Pikmin in front of the box. They should push the box up and clear the path. 20 Pikmin are needed to carry the engine, so walk up the ramp that was created when you pushed the box and get the 5 pellet and the 1 pellets that are laying up there. Once you've gotten 20 Pikmin under your control, head to the Engine and either throw the Pikmin or use the C stick to direct them to carry it back for you. Note - Pull up all your planted Pikmin before the Pikmin carry the Engine back to the Dolphin. Any Pikmin that you don't pull up will remain in this area and won't follow you to the next area.

3.1.2 Positron Generator

Weight: 20

This piece requires the blue Pikmin to retrieve. You won't be able to get this piece until you recover the blue Onion from the Forest Navel.

Get a few yellow Pikmin and have them pick up three bombs located on the open side of the box you pushed. Move up the ramp and blow up the solid wall. Drop off your yellow Pikmin and get some blue Pikmin to go into the small puddle that you found. Look at the Pearly Clamclamp on the left - the Positron Generator will be in its mouth. Throw in a few Pikmin to attack the Clamclamp, then whistle them out as it gets ready to shut. Repeat this process until you defeat the creature and the Generator pops out. Use 20 blue Pikmin to take it home.

Since getting this piece will take far less than a single day to accomplish, use the extra time to grab the many high value pellets scattered about this level and grow more Pikmin. Remember to pull them up before you leave - any left in the ground will not follow you to the next area.

3.2 The Forest of Hope

Olimar has his first encounter with yellow Pikmin in this forest. This area contains 8 pieces, some of which require blue Pikmin to obtain.

3.2.1 Eternal Fuel Dynamo

Weight: 40

Assign almost all your Pikmin to knock down the wooden gate at the landing site in the Forest of Hope. While they are working, use your remaining Pikmin to gather pellets in the site area and to find nectar in the two grass patches. Once the wall is knocked down, gather up all your Pikmin and cross through the gate. You should see the Eternal Fuel Dynamo in front of the gate to the right. If you currently have the 40 Pikmin required to carry the part, assign 40 to carry it back and carry on. If you lack a few Pikmin, grab the large red 10 pellet nearby and knock out the dwarf bulborbs milling about to boost your numbers, then come back and grab it.

3.2.2 Whimsical Radar

Weight: 20

The Whimsical Radar the most important part because it gives you the ability to use the map to find other ship pieces. Clear out the Bulborbs that are on this route. If you don't eliminate them, they may eat your Pikmin as they carry pieces back to your ship. Get a large number of red Pikmin (around 40 should be fine) and head out of the landing area to the where the Eternal Fuel Dynamo was found. Take a right and you will see another wooden gate. Knock down the gate. Down the path on your left will be a yellow Onion sitting in the ground. Move away from the Onion and disband your red Pikmin by pressing the X button. Walk up to the yellow Onion and get your first yellow Pikmin. Pick up nearby yellow 1 pellets and grow a couple more yellow Pikmin. Get three yellows in your group and head to the solid white wall near the Onion. (There is another wall in the area adjacent to a can of bomb-rocks. That is not the correct wall.) There will be three bomb-rocks in front of the wall - throw your yellow Pikmin at them to pick them up and bring them back to you. Once all three have the bomb-rocks, throw them one at a time at the wall. They should run to the wall, drop the bomb-rock, and run back. The wall should fall down after three bomb-rocks are used. You may want to drop off your yellow Pikmin at this point so that they won't be killed in battle. Gather your red Pikmin and move into the area that you just opened up and clear out the creatures in the area. Make sure you kill the Sheargrubs that come out of the sand near the reinforced solid wall. Once all the predators have been neutralized, look on a nearby ledge to see the Whimsical Radar. Throw 20 Pikmin up to grab it and take home the most important ship piece in the game.

3.2.3 Extraordinary Bolt

Weight: 30

At most you will need 12 bomb-rocks to get this piece - pull out around 15 yellow Pikmin and get them. Use three bombs to knock down the solid wall at your landing site if you haven't already. Using only red Pikmin, clear the Bulborbs from the newly opened area and march through the clover on the left to the sandy area in front of the reinforced wall. Kill the Sheargrubs that crawl out of the ground. Once all the creatures have been knocked out, drop off your red Pikmin away from the wall and gather up your yellow Pikmin carrying bombs. Use 9 bombs to knock down the reinforced solid wall and open the path to the

Extraordinary Bolt. Assign 30 Pikmin to carry it back and you're on your way!

3.2.4 Nova Blaster (Optional)

Weight: 30

Use three bombs to knock down the solid wall in your base if you haven't done that yet. Knock down the reinforced wooden wall on the right side of the path. (Note the tiny mouse hole in the trunk next to the wall- you can use this to sneak some of your troops in before the wall is knocked down.) This should open up another pathway - clear out the Bulborbs, grab the Nova Blaster at the end, and head on home.

3.2.5 Shock Absorber

Weight: 30

Blue Pikmin are needed to acquire this piece.

Get 40+ blue Pikmin and walk to the large pool near where you found the Eternal Fuel Dynamo. To your left there should be a smaller pool adjacent to the larger one. Hop into the pool and crawl up the root to the other side. To your right you will see the Shock Absorber guarded by a Spotty Bulborb. Knock out the Bulborb, grab the Shock Absorber, and head home.

3.2.6 Sagittarius

Weight: 20

Blue Pikmin are needed to acquire this piece.

This piece requires two parts of a bridge to be built in the large pool area. Take at least 10 red Pikmin to the start of the bridge near the shore, knock out the sheargrubs that appear, and then assign them to start building the bridge. Take at least 10 blue Pikmin and go into the water to the second little outcropping in the pool - you should see the green Sagittarius sitting on the ground along with another piece of the bridge. Walk up onto the land and throw 10 blue Pikmin to start building the second part of the bridge. When the bridges are complete, grab the Sagittarius, and head back home.

3.2.7 Radiation Canopy

Weight: 30

Blue Pikmin are needed to acquire this piece.

On the path leading to the Nova Blaster, there should be a wooden gate in a pool on the left. Assign blue Pikmin to knock it down. While they are banging on the wall, you might want to get bomb-rocks for three yellow Pikmin. Throw the yellow Pikmin up the nearby cliff that leads to a reinforced wooden gate. Once the blue Pikmin have knocked down the wall, take them through the gate to the other side. You should see the yellow Pikmin you tossed up the cliff nearby clutching bomb-rocks - use the bombs to blow up the wall. If you didn't get yellow Pikmin, assign the blue Pikmin to knock down the wall. Once the wall is cleared, there should be an armored cannon beetle in your way. (Refer to the section 7.4.2 on how to defeat him.) Once he has been

overcome, snag the Radiation Canopy and head on home.

----- 3.3 The Forest Navel -----

This underground cavern contains the blue Pikmin onion. There are nine pieces in this level to gather.

This level contains a number of walls and bridges that don't need to be overcome to complete the level. They are there to provide the Pikmin with more direct paths for carrying things back to base. If you find yourself running out of time carrying something back at the end of the day, you may want to consider opening up these blocked paths.

Bomb-rocks are placed in remote locations on the map and are time consuming to acquire. Plan your runs to get bombs so that you get as many as you can at a time and make plans so that you are able to knock down as many walls as necessary. Remember - white walls require 3 bomb-rocks to knock down, grey walls require 6, and black walls require 9.

Find the blue Pikmin onion on the first day in the pools near the first wooden wall to knock down. Drop all your Pikmin using the X button and go into the water to activate the Onion. Try to build their numbers up with the nearby 1 and 5 pellets so that the next day you will have around 20.

3.3.1 Automatic Gear

Weight: 15

Knock down the first wooden wall near the landing site. Go through the gate to a pile of sticks on a ledge around a grey and black solid wall. Assign Pikmin to start building a pole to reach the Automatic Gear. Once the pole is completed, throw 15 Pikmin at the pole - they will shimmy across, pick up the Automatic Gear, and take it home.

3.3.2 #1 Ionium Jet

Weight: 15

This piece requires 15 blue Pikmin to move. If you hustle, you can grow 15 Pikmin on your first day in the level and grab this piece.

Look for this piece in the set of pools where you found the blue Onion, in the pool adjacent to the can of bomb-rocks. Assign 15 blue Pikmin to carry and you got yourself a new ship piece!

3.3.3 Gravity Jumper

Weight: 25

On the left side of the beach there is a small plateau with the beginning of a bridge to one side. Throw up a few Pikmin to start building the bridge. Once it is complete, carry your piece home.

3.3.4 Analog Computer

Weight: 20

You need at least 20 blue Pikmin to recover this piece - bringing 20 red Pikmin along as well will greatly speed carrying it back to base. On the right side of the beach there is a little alcove with a wooden wall. Knock down the wall. There will be a path of flame spouts - use your C stick to move your Pikmin up against the wall and move slowly to the end avoiding the flames. At the end will be a small pool with the analog computer in it. Use your blue Pikmin to lug it out of the water. Whistle them back into your group after they have pulled it out of the pool. If you have red Pikmin with you, assign them to carry it back - they won't be burnt to a crisp by the flame spouts. If you only brought blue Pikmin, head up the ramp near the pool to find the red *transformation flower* (I've forgotten the name). Throw your blue Pikmin into the center of the flower until it closes up and plants red seeds. Keep doing this until you have at least 20 red Pikmin in your group and assign them to carry the Analog Computer back to base.

3.3.5 Libra

Weight: 15

You will need a few blue Pikmin, 15 yellow Pikmin, and 15 red Pikmin to collect this ship piece. On the right side of the beach there is an alcove with a wooden wall - knock it down if you haven't already. Avoid the flame spouts on the path by walking near the wall and using the C stick to keep your Pikmin close to the wall. Halfway along the path on the left will be the start of a bridge. Assign the Pikmin to build the bridge. Once it is complete, you will see a small pool and a high ledge. Drop off all the Pikmin by pressing X, then pick a few blue ones by walking into them. Walk into the water and the blue Pikmin will start breaking open an air spout. Once they've opened the air spout, throw 15 yellow Pikmin up to the next level on the shelf. Walk Olimar over the newly opened air spout to get him to the next level. You should see the Libra gem sitting on another level up, so throw your 15 Pikmin up there to grab it and pull it down. Once they bring it to the bottom level, assign your red Pikmin to begin carrying it back to base.

3.3.6 Anti-Dioxin Filter

Weight: 40

The filter is right in the middle of the large pool. Problem is that the shore is guarded by Fiery Blowhogs on the shore and Wollywogs in the water. Knock them out and collect the piece.

3.3.7 Omega Stabilizer

Weight: 30

Take at least 30 red Pikmin towards the area with the glowing mushrooms. (You should see the enclave from the landing site if you look around.) Wipe out the Sheargrubs and Shearwigs you find at the mouth of the glowing mushroom area to ensure that the Pikmin carrying the stabilizer back will not be harassed. Parading in the middle of the glowing mushrooms is a Puffstool. Knock the overgrown fungi out. (Check section 7.5.2 for tips on defeating the giant freaky `shroom.) Once defeated, the Omega Stabilizer will pop out. Take it home!

3.3.8 Guard Satellite

Weight: 20

At the entrance of the glowing mushroom area there will be a ramp to the left with a reinforced wall that requires 6 bombs. Avoid the fire spouts and blow up the wall. In the sandy area that opens up will be a Beady Long Legs. Throw yellow Pikmin at the center bulb to defeat it. (Refer to section 7.5.4 for more information on how to wipe out the giant spider.) The guard satellite will pop out when the boss goes down. Consider using red Pikmin to carry the piece past the flame spouts. If you want to speed up the process of carrying it back, destroy the strong wooden wall next to the reinforced wall you knocked down to give your carriers a shorter path.

3.3.9 Space Float (Optional)

Weight: 25

There will be a breadbug wandering about the level that steals pellets and drags them back to his hiding place. When the breadbug is dragging one of the pellets, assign two Pikmin to start pulling on the pellet. He will be eventually dragged back to the landing site. When the pellet is pulled up into the Onion, the breadbug will be knocked out and the Space Float he was hoarding will appear.

3.4 The Distant Spring

Some of the world's most exotic creatures inhabit this beautiful stream. Ten ship parts have fallen here.

3.5 The Final Trial

This obstacle course area with a huge final boss contains a single ship piece.

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4 Tactics
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4.1 Match the pellet color with Pikmin color

Pellets come in red, blue, and yellow to match the colors of the main types of Pikmin. Carrying a pellet to the matching onion will often generate around twice as many Pikmin if you took the pellet to a non-matching Onion. Pikmin will take the pellet to the same color of onion as the majority of Pikmin carrying it.

This chart shows the benefits of carrying pellets back to the appropriate onion.

	Matching	Non-matching
1 pellet	2	1
5 pellet	5	3
10 pellet	10	6

4.2 Divide and conquer

Extremely simple but equally important - fight one enemy at a time. If there are a group of enemies, try to draw one out, kill it, and then continue until you knock them all out. I knock out the smaller guys first because they are harder to keep track of when a big creature is on the attack.

4.3 C-stick bum rush

I refer to directing Pikmin into a battle using the C stick as a "bum rush." This method of attack is most useful when your have far more troops that typically needed to knock out the creature. Almost all the land creatures in the game can be immediately knocked out if a large enough group is directed into them. If you are able to knock a flying creature to the ground, immediately bum rush them with all the Pikmin under your control to finish them off.

4.4 Overloading tasks

When Pikmin are carrying objects, such as pellets, ship pieces, or defeated enemies, you can assign between 1.5 and 2 times the number of Pikmin needed to carry the object. This speeds the rate at which the Pikmin carry the object to the base.

Resist the temptation to assign more Pikmin than needed without good cause. Your goal should be to do as much as possible with your Pikmin before wasting a trip back to base. If you assign twice the number of Pikmin needed each item you find, you will quickly run out of Pikmin and be forced to return to the base as much as twice as often. By using the minimum number of Pikmin for a carrying task you will be able to make fewer trips to base and find that you get more done in a single day.

There are a number of situations in which overloading is entirely appropriate. If some items near the end of the day are in danger of not making it back to the ship - overload. If you lack a specific type of Pikmin and want to quickly get the correct color of pellet back to the base - overload. Just make sure that you overload for a reason rather than out of habit.

4.5 Bomb wooden walls

There are two types of walls in the game - wooden walls that can be knocked down by Pikmin and solid walls that must be knocked down with bombs. While wooden walls can be beaten down using Pikmin, try to use bombs on them as often as possible. Three bombs can knock down a reinforced wooden wall much faster than a hundred Pikmin can.

4.6 Pay attention to the C-stick revelry

If you have Pikmin following you, Olimar will play a cute little revelry when you direct them around with the C-stick. If you don't have any Pikmin following you, no revelry will play.

When you assign Pikmin to build a bridge or knock down a wall, hold the C stick towards the structure and move around until the tune stops. This indicates that all of your Pikmin have been assigned to work and you have no more following you.

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5 Ecology of the Pikmin world

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Almost everything in the Pikmin world grows. When a Pellet Posy is cut down, a sprout will take its place that will eventually grow into a new flower. A Pikmin in the ground will grow from a leaf to a bud to a flower. The Pikmin's predators also grow from children to adults. The Dwarf Bulbarbs, if left unharmed, will grow into Spotty Bulbarbs in a day or two. The Wagpoles that zip around in the water eventually mature into Wollywogs. Sheargrab start life as a white larva.

Use the ecology of the Pikmin world to your advantage. Protect yourself from dangerous adult creatures in future days by defeating them when they are young. If you visit the same area multiple days in a row you will be able to prevent the creatures from growing into an adult state. If you revisit an area that you left several days ago, expect the wildlife to have flourished in your absence and prepare for a tough battle.

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6 Pikmin Evolution

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The Pikmin have three stages in their development - from leaf, to bud, to flower. Pikmin become significantly faster and stronger with each phase. Flower Pikmin have some significant advantages. Olimar is less likely to lose flower Pikmin because they are fast enough to stay with him and don't get stuck behind corners as often. Flower Pikmin also carry things faster, allowing you to get more done in a single day.

There are two ways to get your Pikmin to a flower status: let them mature while they're in the ground or find nectar.

6.1 Growing

Letting Pikmin grow in the ground is the best solution to get most of your Pikmin to become flowers. When food is brought back to the onion and the seeds fly out, don't pull the Pikmin out of the ground immediately. Leave them in the ground and give them around 3/4 of a day to grow to flower form. Once a Pikmin has bloomed, pull them from the ground immediately. You can only have 100 Pikmin in the world at once and a planted flower Pikmin is wasting a valuable spot.

6.2 Finding nectar

Finding nectar is the only option for maturing Pikmin once they have been pulled from the ground. When a Pikmin drinks from the yellow, sugary drop they immediately bloom into flowers. There are four places to find nectar - in long grass, in small pods, being carried by Honeywisps, and from Flint Beetles. When you move by grass or small pods, your Pikmin often become distracted and start trying to find the nectar by pulling out the grass or breaking the pods. Sometimes this method will provide three or four drops of nectar, sometimes none. Another way to secure some nectar is to hit one of the Honeywisps (the translucent, ghost-like beings with the yellow ball at the bottom) with a thrown Pikmin to knock the nectar it was carrying to the ground. Watch the Honeywisp's shadow to aim your Pikmin the appropriate direction and wait for it to swoop close to the ground to throw. The Flint Beetle (the bright blue bugs that your Pikmin enjoy attacking) will sometimes drop some nectar when hit with a thrown Pikmin.

A large number of Pikmin can drink from a single drop of nectar, so when you find one use the C stick to try to get as many leaf and bud Pikmin around it at once. Pikmin become confused (or seemingly very relaxed) after drinking nectar, so you have to use your whistle again on them to get them back in your group.

6.3 Losing status

If a bud or flower Pikmin gets knocked around in combat they can lose their status and revert back to their previous state, and can revert all the way back to a leaf Pikmin. Petals will fall to the ground to indicate when a Pikmin has lost status.

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7 Creatures
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7.1 Helpful

These creatures are not threatening to the Pikmin and can provide some useful items.

7.1.1 Iridescent Flint Beetle

Habitat: All levels

The Pikmin seem to have a vendetta against these timid shiny blue beetles. Defeating them does not generate any reward, but if you hit them with a tossed Pikmin they drop out a small pellet or drop of nectar.

7.1.2 Honeywisp

Habitat: All levels

These ghostly creatures that bob in the breeze are welcome visitors because of the drop of yellow nectar they carry. If you hit a Honeywisp with a Pikmin in mid-air, they drop the nectar and scoot off.

Use the Honeywisp's shadow to aim your shot and wait until it bobs down before you make your throw.

7.2 Annoyances

These creatures don't kill your Pikmin - they just play mean tricks on them.

7.2.1 Wagpole

Habitat: The Forest of Hope, The Forest Navel, The Distant Spring
Food value: 1

Pikmin enjoy chasing after these tadpoles that grow into Wollywogs, but they are extremely quick and difficult to catch. It is usually not worth the time or effort to kill them.

7.2.2 Breadbug

Habitat: The Forest Navel

These armadillo-like critters are thieving packrats. They mill about the level and steal pellets to take back to their nest. The Pikmin won't attack them, so you have to resort to more creative measures to defeat them. You can knock their health down to nothing by hitting them with thrown Pikmin. You can also win a tug of war with them - when they are dragging away a pellet, order two Pikmin to try to pull it away. They will slowly drag the breadbug with the pellet up to the Onion to be reclaimed. When the pellet is being sucked up, the breadbug will hit his head and be knocked out cold.

7.2.3 Swooping Snitchbug

Habitat: The Forest of Hope, The Forest Navel, The Distant Spring
Food value: 3

These flying, long-limbed nuisances enjoy plucking up your Pikmin and planting them elsewhere. They can be knocked out of the sky before they can grab anyone with a well-thrown Pikmin, but are much easier to hit after they kidnapped a Pikmin or two because they fly slower and lower to the ground. Knock them down, bum rush them on the ground, and they won't last very long.

7.2.4 Puffy Blowhog

Habitat: The Distant Spring

These giant psychedelic flying blowhogs are not lethal by themselves but are quite a hassle to take down. Their attack blows your Pikmin about with a huge stream of air, forcing you to gather them back in your group. Stay away from its mouth and throw Pikmin on its belly and back. If you get enough Pikmin attacking it at once it will fall to the ground - bum rush it to finish it off.

7.3 Predators

These critters will eat your Pikmin for lunch.

7.3.1 Spotty Bulborb

Habitat: The Forest of Hope

Food value: 10

These sleepy giant ladybug-like creatures are the Pikmin's most common predators. Watch out for their gaping mouths - they can consume Pikmin by the half dozen. Fortunately they spend most of the day in a deep sleep. To bum rush these giants without suffering serious losses you need more than 40 red Pikmin. With smaller forces, you have to be a bit more creative. Position Olimar behind the Bulbarb (while using the C stick to keep your Pikmin away from the nostrils) and start throwing Pikmin on its bright red back. The Bulbarb will try to rotate around to get a bite out of you and your posse - try your best to stay behind him. Pace your throws so that there are Pikmin landing on his back the entire battle. This will help preventing him from snacking on the growing pile of fallen Pikmin at his feet. The Spotty Bulbarb can be tough to defeat without suffering casualties - using red Pikmin is always a good idea when confronting these creatures.

7.3.2 Dwarf Bulborb

Habitat: The Forest of Hope

Food value: 3

These quarter-sized children of the Spotty Bulbarbs are pussycats compared to their big brothers, but can still be dangerous if they sneak up on you. They can be seriously damaged if hit with a thrown Pikmin, but the most convenient way to dispatch them is the bum rush. If you have around 10 Pikmin, just move them into the creature with the C-stick - the Dwarf Bulbarb should fall with no casualties. If you find any Dwarfs grazing near Spotty Bulbarbs, try to lure them away before attacking. This allows you to focus on taking on the more dangerous Spotty Bulbarbs without having these little guys grab easy kills.

7.3.3 Spotty Bulbear

Habitat: The Distant Spring

Food value: 10

This tougher, red dots-on-black version of the Spotty Bulborb is quite fearsome. Use the same tactics that used against the Spotty Bulborb but with more caution.

7.3.4 Dwarf Bulbear

Habitat: The Distant Spring

Food value: 3

This is tougher, darker version of the Dwarf Bulborb. They are still easily defeated with a bum rush, just be a little bit more cautious around them.

7.3.5 Fiery Blowhog

Habitat: The Forest Navel

Food value: 7

This creature that hangs out on the shore of the Forest Navel pond looks like a miniature elephant with an anteater's snout. If attacked, the Blowhog bucks the attackers off and incinerates them with a blast of fire from his snout. While lethal to most Pikmin, the fire-resistant red Pikmin dominate the Fiery Blowhogs.

7.3.6 Wollywog

Habitat: The Forest Navel, The Distant Spring

Food value: 7

This globular, water-loving frog is one of the most dangerous on the planet. It attempts to kill Olimar and the Pikmin by leaping into the air above its target and come back down with a crushing blow. You should never attack the Wollywog with a C-stick bum rush - you may hold the freak frog down for a few moments, but if it gets into the air you'll lose most of your attacking Pikmin. Jay Bibby provides this effective strategy - to defeat the Wollywogs you only need about 10 pikmin. Lure the frog to jump at you and move out of the way to dodge his attack. When Olimar and his Pikmin are out of the way, position the cursor over the Wollywog's shadow before he lands. Once landed, throw 5 Pikmin onto his head. He will leap straight up with Pikmin on his head. Just as he is falling back down, whistle the Pikmin back to the group. As he crashes to the ground, throw the other 5 onto his head. Repeat until done.

7.3.7 Pearly Clamclamp

Habitat: The Impact Site

Food: 50(!)

These clam-like creatures require patience to overcome, but the pearl can be returned to the Onion for 50 Pikmin! Their vulnerable spot is the pearl that they are carrying in their mouths. Throw Pikmin at pearl to attack. Watch the roof of the Pearly Clamclamp carefully and be very cautious on your first few attempts on attacking so you can learn when they shut their traps. I typically throw 5 Pikmin in to attack, let them bash for a few seconds, and then whistle them out right before the mouth slams shut. Attack, retreat, repeat.

7.3.8 Shear grub

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

Food value: 1

These bugs like to crawl out of the ground to munch on your Pikmin. They nest near bridges so keep an eye out for them when you approach. Shear grubs can usually be bum rushed for an easy kill.

7.3.9 Shearwig

Habitat: The Forest Navel, The Distant Spring

Food value: 1

These bugs crawl out of the ground like the Shear grub, but take flight and heal themselves if the fighting gets too rough. Hitting them with a thrown Pikmin while they are flying will result in knocking them out. Shearwigs take damage when they enter water.

7.3.10 Water Duple

Habitat: The Distant Spring

These bottom dwelling fish creatures splash about, hang out in groups of three, and like to munch on blue Pikmin. A sizable bum rush can easily dispose of them.

7.4 Rare species

These creatures sometimes appear in certain locations, so keep your eye out for them.

7.4.1 Goolix

Habitat: The Impact Site

This rare aquatic organism has two elements in its membrane. One is the round heart of the creature and the other is a shocking organ(?) that chases Olimar. Throw many blue Pikmin at the heart of the creature to get them banging away and have Olimar circle around the creature to keep the shocking plate away from the Pikmin. The Goolix has great constitution but can be easily defeated without taking any losses.

This is a hard to find creature that sometimes appears in the clearing at the top of the box ramp at the Impact Site.

7.4.2 Mamuta

Habitat: The Impact Site

This menacing looking rock creature has two strong arms that have paddles at the end. When enraged, he will move up to your Pikmin and literally smash them into the ground, replanting them with his paddle arms. While he looks fearsome he is won't kill your Pikmin and is straightforward to defeat - toss Pikmin on him to knock him out.

Like the Goolix, this creature sometimes appears in the clearing at the top of the box ramp at the Impact Site.

7.4.3 Smoky Progg

Habitat: The Distant Spring

Food: 100(!!)

This huge creature starts as an egg in the Distant Spring. Look for a green egg sitting on a lily pad in the middle of the stream, around the beach with the two skulls. Use your Pikmin to break open the egg. The Smoky Progg may leap out and head toward your base. Avoid the black ooze that he leaves in his trail - it will kill Pikmin instantaneously. The Smoky Progg starts devouring all your Pikmin above ground when he reaches your base. After he wipes all of them out, he starts digging up your buried Pikmin to attack!

The Smoky Progg is difficult to defeat because his sides are toxic so bum rushing him will get your Pikmin killed. Throwing Pikmin on its head seems to be only way to damage the freaky frog. Keep tossing them until he keels over - he will drop out an acorn-like object that takes 3 Pikmin back to your base to carry. The acorn is worth 100 Pikmin!

7.5 Bosses

These giant creatures take careful plotting and dozens of Pikmin to overcome.

7.5.1 Burrowing Snagret

Habitat: The Forest of Hope

These twisted burrowing creatures have a bird's head on what seems to be a snake or worm's body. A brute force attack using a C stick will do moderate damage, but this method leaves your Pikmin to be easily picked off by the Snagret. Watch the Snagret as it comes out of the ground. If you see the bill struggling to come out, use your C stick to surround it with your Pikmin. When the Snagret appears the Pikmin will be attacking its head dealing a tremendous amount of damage. Move Olimar and the rest of your Pikmin out of range while the Pikmin on its head attack. Once the Snagret has tossed the attackers off and gone back underground, regroup. If the Snagret comes up in any other manner try to move Olimar and your Pikmin out of the range of its long bill. You can attempt to throw Pikmin at the Snagret's head, but targeting is difficult while it is moving around.

7.5.2 Puffstool

Habitat: The Forest Navel

Food value: 10

This giant skipping mushroom looks harmless but has a devastating sneak attack. Attack the Puffstool's feet to make it flip over, and then throw Pikmin on what is now the top to deal serious damage. If you see the Puffstool become riled up and its dome contracts - pull your Pikmin away immediately. It will disperse spores on your nearby troops, which turn them into purple mushroom Pikmin that attack Olimar! To knock out diseased Pikmin you can use healthy Pikmin attack them or you can lure them near predatory creatures so that they will be eaten.

Surprisingly, you don't need Pikmin at all to defeat the Puffstool - you can knock him out with Olimar's punch attack (the 'A' button when you don't have any Pikmin). It is quite slow, but if you are low on Pikmin or are having a hard time defeating them without having all your Pikmin diseased, this may be a great alternative. (Thanks KS!)

While the Puffstool's spores can cause a serious headache, exercising caution will make the Puffstool easy prey.

7.5.3 Armored Cannon Beetle

Habitat: The Forest of Hope, The Distant Spring

Food value: 30

This is a giant black beetle with a snout that fires rolling boulders. His shell is impenetrable but his weakness is the giant breath he takes before an attack. Chuck a Pikmin into the big nostril on his head when he inhales and the sides of his shell will open up. Attack the bright red gooshy guts underneath to take this monster out.

7.5.4 Beady Long Legs

Habitat: The Forest Navel

This brown, long-legged creature towers over Olimar and the Pikmin

threatening to crush them with every step. Attacking the feet of the creature slows its stomping but does not damage it. Throw Pikmin at the center of the creature to defeat it.

7.5.5 Emperor Bulbax

Habitat: The Final Trial

The final boss of the game is a gigantic Bulborb with an armored back! It has several attacks to watch out for. One involves shooting its tongue out to slurp up some of your Pikmin - stay away from this guy's mouth on general principle. Bulbax will also do short hops in the air to kill Pikmin attacking its feet. After the boss is down to 1/4th of its health, it will begin taking huge jumps around the ring trying to squash your Pikmin in a single attack. Move quickly to avoid him and use the C stick to keep your Pikmin safe. After he does several of these jumps, the giant Bulborb should go back to doing tongue attacks.

I defeated the creature using 100 red Pikmin and a lot of dodging.

Since its back is armored, the only place to attack it with Pikmin is on the head - the sagging cheeks on each side make good targets. Throw Pikmin onto its cheeks to attack while avoiding his tongue attacks. When Bulbax shakes the Pikmin off, call them back immediately. If you don't, the Pikmin will run underneath the creature to attack his feet and the Bulbax will jump up in the air and crush them. Keep throwing Pikmin onto his cheeks until he gets to 1/4 of his health and starts doing the gigantic leaps into the air. Avoid him by running like mad and using your C stick to keep your Pikmin out of harm's way - he can crush your entire group in one attack. After several jumps the Emperor will do the tongue attacks again - use this opening to finish him off.

Jeff Wilson, one of my friends, employed a far more creative method to defeat the Emperor:

- 1.) Grab 15 yellow Pikmin
- 2.) Grab 85 reds
- 3.) Take them all to the boss arena (don't wake him). Then, take the Pikmin to the "upper level" around the edge of the man hole.
- 4.) Fill all the yellows with bombs and put them in a group near the gate doorway (but not in arena)
- 5.) Put all the reds in a group near the doorway (but not in arena)
- 6.) Go wake the boss by yourself, don't let any Pikmin follow.
- 7.) Go grab ONE yellow with a bomb, press and hold "A" for throw but do not release. The idea is to have one yellow+bomb following you that you have locked in for a throw.
- 8.) Run circles through the pile of red Pikmin until you have around 30-40 of them following you.
- 9.) Walk into the arena and wait for the boss to approach you.
- 10.) When the boss starts sucking in (just before tongue attack) throw the yellow that is holding the bomb towards the bosses mouth (just let go of the already depressed "A" button).

FYI, the whole bit with picking up the yellow Pikmin first, pressing "A" to throw but not releasing, and then picking up some reds is so that you can guarantee that you will throw the correct Pikmin when the boss approaches.

- 11.) He'll eat the yellow Pikmin and the bomb.
- 12.) Stay back while he burps fire and gets knocked out.
- 13.) Run forward while he's stunned and chunk reds on his head. ONLY

throw them on his head. DO NOT use the c-stick to make them attack from underneath. If you do this, they'll more easily be crushed.

14.) Whistle your reds back once he recovers, preferably before he shakes them off.

15.) Take the reds out of the arena and reorganize your red pile.

16.) Go to 7.), repeat keeping following caveat in mind.

***Once the boss has lost more than half health you need to be very careful about walking into the arena with your posse. Go VERY slowly into the arena. If he takes off and hovers run away! Go through the doorway, outside of man hole as fast as possible. If he hovers, it means he's about to body slam your group of Pikmin--he will kill every last one. Keep trying to tentatively approach the boss until he returns to his usual behavior, and start over with the bomb trick.

Cullen provides a very precise method for those unwilling to lose dozens of Pikmin in combat against Emperor Bulbax:

- 1) Grab 25 yellow and 75 red and head for the Emperor.
- 2) Leave the red Pikmin outside of his area.
- 3) Take the yellow to the bomb rocks that are behind his area and make sure each Pikmin is carrying one.
- 4) Return to the red group.
- 5) Take one yellow by telling your Pikmin to leave your side, then touch one. Lead him out towards the Bulbax and then hit X to make him stop moving. Then go and wake up Bulbax.
- 6) Run back to your reds and form them into a group. Wait outside while the emperor takes the bait.
- 7) After a few seconds the emperor will come and suck him the bomb-rock carrying yellow Pikmin and will be stunned temporarily by the blast.
- 8) Just after the emperor sucks up the yellow guy, run in with your reds and start throwing them at his head. As soon as he shows signs of waking up, call all your reds back and leave the battle area.

Repeat steps 5 through 8 until he is dead. You can use two or three yellows at a time to do more damage. It will take about 5-6 iterations to defeat him.

8 Contributions

Many 'thank you!'s go out to:

- KS submitted a way to defeat the Puffstool with just Olimar!
- The many Pikmin players who have submitted information on how to defeat the Smoky Progg:
 - Jeff Wilson
 - Bob Strong
 - Ken Stahl
 - Larry Welch
 - Jamie Turner
 - Nate Damon
 - aridbzboy@aol.com
 - Rob Martin
- Jeff Wilson and Greg Hermann for details on how to find and awaken the elusive Smoky Progg
- Jeff Wilson and Cullen for strategies on how to defeat Emperor Bulbax
- Jay Bibby for an excellent strategy for defeating the tough Wollywogs
- Nintendo for sending me the nifty Pikmin guide in the mail

9 Version History

- 0.9 Added Anti-Dioxin Filter, Omega Stabilizer, and Guard Satellite to the walkthrough. (12.17.01)
- 0.85 Smoky Progg has been defeated! Thanks KS for the info on a different way to beat the Puffstool (12.15.01)
- 0.8 Added better strategy for beating Wollywog (Thanks Jay Bibby!), Added another alternate strategy for defeating Emperor Bulbax (Thanks Cullen!) Added more pieces to the walk through. Added
- 0.7 Added strategy info on knocking down wooden walls with bombs, added a few more pieces to the walkthrough. (12.10.01)
- 0.6 Added info on the Smokey Progg (Thanks Jeff Wilson and Greg Hermann!), added alternate strategy for defeating Emperor Bulbax (Thanks Jeff Wilson!) (12.10.01)
- 0.5 Started on the walkthrough
- 0.4 Got the official names for all the creatures, listed all the ship parts, fixed descriptions for defeating the creatures (12.8.01)
- 0.3 Added more boss creatures, numbered the sections, general editing and grammar correction (12.7.01)
- 0.2 Added ecology section, more creatures, edited creature descriptions (12.6.01)
- 0.1 Just started. Plenty to do. (12.5.01)

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11 Thanks

Thanks to CJayC for running GameFAQs and hosting this strategy guide.
Thanks for GameSpot for hosting my strategy guide.
Thanks Nintendo for making such a fun game.