

Pikmin FAQ

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SeanKelson's Pikmin Walkthrough

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Section 1: Introduction

Pikmin is a game about a person who is only the height of a quarter who crashes on a strange planet on the way to his vacation spot. His spaceship parts flew all over the area when he landed. Now he must gather his spaceship parts within 30 days. If he does not, his life support system in his spacesuit will give out and he will die.

To help Captain Olimar in his adventures are creatures even smaller than Captain Olimar. These creatures all called Pikmin, and live in an onion type home that takes off into the air during the night to avoid the fierce creatures on the ground.

This walkthrough covers all aspects of Pikmin. It describes general strategies for the game, as well as has helpful information on how to get through the game.

Section 2: Walkthrough

This section will describe how to get from the beginning of Pikmin to the end credits. Each segment of this walkthrough first lists general objectives that you need to complete to get through Pikmin. Below is listed detailed descriptions of each objective.

A: The Impact Site

Objectives:

1. Find the red Onion.
2. Pick the sprout.

Objective #3: Find the yellow Onion.

Right of the Eternal Fuel Dynamo is another wall. Hack it down with your red Pikmin. Beyond the wall lies the yellow Onion. Go to it and you will be able to have yellow Pikmin in your group.

Objective #4: Grow more yellow Pikmin.

Pick the sprout near the yellow Onion. Separate him from the others with X and begin gathering yellow pellets around the Onion. By this time it should be around dusk. Make sure all the Pikmin are by Onions before night comes.

Objective #5: Explode the wall with a bomb-rock.

Beyond where you found the yellow Onion is a wall. Get yellow Pikmin to the rocks in front of the wall. Throw the yellow Pikmin to the wall until one with a rock is thrown. Run from the wall and then the wall will explode.

Objective #6: Get the Whimsical Radar.

Use more bomb rocks you can find around to destroy the rest of the wall. Beyond the wall you destroyed is another wall. Before you bomb that wall, look up on the cliff and you'll find a part of your ship on the cliff. Throw 20 Pikmin up to carry it down.

Objective #7: Get the Nova Blaster.

From the Whimsical Radar, go forward and right. Knock down the wall in this area with red Pikmin. Beyond the wall lies the Nova Blaster. Use 30 Pikmin to carry it back to the ship.

Objective #8: Get the Extraordinary Bolt.

Grab the bomb rocks near the Nova Blaster. Go back to where you found the Whimsical Radar. Go forward to the first wall. Throw Pikmin with bomb rocks on top of the wall to destroy the wall. Behind the wall grab the Extraordinary Bolt with 30 Pikmin and return it to the ship. Now your ship can travel farther, so it's time to go to another area.

C: The Forest Navel

Objectives:

1. Find the blue Onion.
2. Find the #1 Ionium Jet.
3. Find the Gravity Jumper.
4. Find the Anti-Dioxin Filter.
5. Find the Omega Stabilizer.
6. Find the Space Float.
7. Find the Libra.
8. Find the Analog Computer.
9. Find the Automatic Gear.
10. Find some bomb rocks.
11. Find the Guard Satellite.

Objective #1: Find the blue Onion.

Go to the left from where you start. Go to the right around the area you start in until you come to a wall you can break down. Follow the path until you see the blue Onion. Hop down to it. Press X so your Pikmin don't follow you into the water. Activate the blue Onion and pick the sprout that appears. Gather some blue pellets and turn them into Pikmin.

Objective #2: Find the #1 Ionium Jet.

From where you found the blue Onion, climb around to the pond to the right of that pond. Go down the cliff on the other side of the pond. Down in the water you will find your #1 Ionium Jet. Use 15 blue Pikmin to get it back to the ship.

Objective #3: Find the Gravity Jumper.

From the ship, go out the passage near the blue Onion. Go to the field where there are the fire breathing creatures and go to the left side. Throw some Pikmin up to the bridge and have them roll it out. At the top of the ramp you'll find the Gravity Jumper. Pick it up with 25 Pikmin and return it to the ship.

Objective #4: Find the Anti-Dioxin Filter.

There's a pond by the area where you found the Gravity Jumper. In the lake you'll find the Anti-Dioxin Filter. Use 40 blue Pikmin to carry it back to your ship.

Objective #5: Find the Omega Stabilizer.

Facing the pond where you found the Anti-Dioxin Filter, go left and you'll find a field with blue lights. In the middle of the field is a monster that is a mushroom. Defeat the monster. Run from Pikmin that the monster uses its fumes against; they will attack you until the mushroom is defeated. Once the mushroom is defeated, use 30 Pikmin to return the Omega Stabilizer to the ship.

Objective #6: Find the Space Float.

Walking around the course is a caterpillar monster. Throw Pikmin onto its back and you will harm it. Defeat it and you will get the Space Float. Use 30 Pikmin to return the piece to the ship.

Objective #7: Find the Libra.

Right of the lake where you found the Anti-Dioxin Filter is a wall. Knock the wall down. Follow the path beyond the wall to find a rolled up bridge. Unroll the bridge. Take some blue Pikmin into the water. Have them hack at the thing near the wall. It will open a geyser. Throw 15 yellow Pikmin up to the ledge above you. Go up the geyser. Grab the Pikmin and throw them up another level and they will grab the Libra. Recall the Pikmin and reorder them to carry the Libra as you are at the fire geysers. This way your Pikmin won't die.

Objective #8: Find the Analog Computer.

Beyond the bridge that led to the Libra is the Analog Computer. Use 20 blue Pikmin to carry it back. Be sure to avoid fire geysers on the trip back.

Objective #9: Find the Automatic Gear.

Behind the yellow onion is a pile of logs. Have the Pikmin attack them. Then the Pikmin will go up the path they've created and will land on the platform with the Automatic Gear on it. Use 15 Pikmin to carry the gear back to the ship.

Objective #10: Find some bomb rocks.

Behind where you found the Gravity Jumper is some bomb rocks on a lower platform. Grab the bomb rocks and unroll the bridge going up to the platform that had the Gravity Jumper on it.

Objective #11: Find the Guard Satellite.

By the field with blue lights is a wall. Destroy the wall with bomb rocks. You'll want to take tons of yellow Pikmin in with you. If you don't have lots of yellow Pikmin, there's a yellow flower nearby (use the geyser to get you up, throw the Pikmin up) where you can throw in one color of Pikmin and yellow Pikmin will be planted around the flower. Once you have lots of yellow Pikmin, go to the area behind the blown down wall and a boss will appear. Throw yellow

Pikmin up to the main body of the monster. Keep doing so until the main body takes enough damage to die. You'll find a Guard Satellite that the monster dropped. Use 20 Pikmin to return it to the ship.

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D: Going Backwards

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Objectives:

1. Destroy the wall at The Impact Site.
2. Find the Positron Generator.
3. Return to the Forest of Hope.
4. Find the Shock Absorber.
5. Find the Sagittarius.
6. Find the Geiger Counter.
7. Find the Radiation Canopy.

Objective #1: Destroy the wall at The Impact Site.

Go back to The Impact Site. In the box by the place you got the Engine at are bomb rocks. Pick them up then climb up the rock onto the box and to the wall. Destroy the wall with the bomb rocks.

Objective #2: Find the Positron Generator.

Behind the wall is a lake. Go into the lake and to the oyster on the left. Throw as many blue Pikmin in as you can until the upper part of the oyster is almost at a straight line with the other part of the oyster. Immediately call back your Pikmin (you'll probably want to call them back a little earlier). The oyster will snap shut. Once it begins to open, throw Pikmin in again and call them back at the proper time. Once you do enough damage to the Oyster, the Positron Generator will fly out of the oyster. Call back your Pikmin and use 20 to get the part back to the ship.

Objective #3: Return to The Forest of Hope.

For the rest of your day on The Impact Site, grow as many Pikmin as you can. The next day, go to The Forest of Hope.

Objective #4: Find the Shock Absorber.

Grab some blue Pikmin and go out the front gate of the Onion area and to the left into a small pond. Throw the blue Pikmin up onto the ledge above the pond and climb up the log to them. In the area you climb up into you'll find the Shock Absorber. Use 30 Pikmin to return it to the ship.

Objective #5: Find the Sagittarius.

Grab some non-blue Pikmin and go straight from the Onion area. On the left of the lake is a bridge. Unroll it. While the bridge is being unrolled, grab some blue Pikmin and take them across the lake to the far corner. Throw them up onto the piece of land with the bridge and have them begin to unroll the bridge. Once both bridges are unrolled, cross both and you'll find the Sagittarius. Use 20 Pikmin to return it to the ship.

Objective #6: Find the Geiger Counter.

Get some yellow and blue Pikmin. Go right after leaving the Onion area and continue until you see a wall on the left. Grab some bomb rocks and destroy the wall. Continue until you reach a cardboard box blocking the path. Dismiss your Pikmin. Lead some blue Pikmin across the water to the other side. Push the box.

Go back to the Onions and switch your blue and yellow Pikmin for red Pikmin. Go back beyond where the cardboard box was and use the red Pikmin to attack the two creatures that constantly pop out of the ground. Once both die, you'll be able

to carry the Geiger Counter back to the ship with 15 Pikmin. (Don't get upset if many red Pikmin die, it's a tough combat.)

Objective #7: Find the Radiation Canopy.

Behind the Onion area is a wall. Knock it down if you haven't already. Go through and turn right. You'll see a pond on the left. Lead blue Pikmin into it and have them knock down the wall there. Continue and knock down the next wall on the right. Behind the wall is an enemy. As it inhales, throw Pikmin at it and it will inhale one then spit it out. It's back will then be revealed. Throw Pikmin onto the back of the monster. When the shell closes over the back again, make the monster inhale a Pikmin again. Once the monster dies, look around the walls of the area. You'll find the Radiation Canopy. Use 30 Pikmin to return it to your ship.

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E: The Distant Spring

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Objectives:

1. Find the Massage Machine.
2. Find the Repair-type Bolt.
3. Find the Interstellar Radio.
4. Find the UV Lamp.
5. Find the Gluon Drive.
6. Find the Zirconium Rotor.
7. Find the Pilot's Seat.
8. Find the #2 Ionium Jet.
9. Find the Chronos Reactor.
10. Find the Bowsprit.

Objective #1: Find the Massage Machine.

Go straight and a little left from the Onion area with blue Pikmin. Cross the water and you'll come to a piece of land. Unroll the bridge there. Once the bridge is unrolled, grab the Massage Machine lying on the land with 30 Pikmin and return it to the ship over the bridge.

Objective #2: Find the Repair-type Bolt.

Go forward to the water and left from the Onion area without going into the water. You'll see a small strip of land over the water. Lead 6 or 7 yellow Pikmin at a time over the passage. Throw them up to the ledge (stand a little away from the ledge, DO NOT go around the ledge). Once you get 20 up, they will grab the Repair-type Bolt. As soon as they come down, whistle to them and dismiss them in a safe spot. You'll lose many of your yellow Pikmin if you aren't careful (like I was), and you'll probably still lose some if you are. Return to the Onion area and recruit 20 blue Pikmin for the job of returning this part back to the ship.

Objective #3: Find the Interstellar Radio.

From where the Massage Machine was, go right until you see a giant blue and purple fish. Kill the fish by throwing Pikmin up onto it. Once the fish is dead, it will leave an Interstellar Radio behind. Use 20 Pikmin to return it to the ship.

Objective #4: Find the UV Lamp.

Go right (facing the water) from the Onion area. Watch the right wall for a large beast. Attack it once you see it. Behind it are some bomb rocks. Pick them up and go back to the Onion area. Go to the back left (facing the water). Throw Pikmin with bomb rocks up on top of the wall. Six bomb rocks will destroy

the wall. (You will need to spend more than one day destroying this wall.) Behind the wall, go forward and up the ramp you see on the right. Lead yellow Pikmin to the UV Lamp resting on a higher cliff. Throw 10 up and they will carry the UV Lamp.

Objective #5: Find the Gluon Drive.

Go right (facing the water) from the Onion area until you see a rolled up bridge. Use Pikmin to unroll it. Take blue Pikmin across the water and throw them up and have them unroll the bridge there. Across the bridge is the Gluon Drive. Carry it back to the ship with 50 Pikmin.

Objective #6: Find the Zirconium Rotor.

Go left (facing away from the wall) from where you found the Gluon Drive with some blue Pikmin. Look for a wall on the left. Knock it down. Behind it is the Zirconium Rotor. Carry it back to the ship with 30 Pikmin. (There's a wall in the way that you'll need to destroy with bomb rocks.)

Objective #7: Find the Pilot's Seat.

Go left from where you found the Zirconium Rotor. You'll find an area on the right with the Pilot's Seat in it. Carry the Pilot's Seat back to your ship with 25 Pikmin.

Objective #8: Find the #2 Ionium Jet.

Go right from where the Pilot's Seat was found (facing to the water). In the middle of the large pool of water, you'll find an elevated ledge with a ship part on it. Throw blue Pikmin up to the lower ledge, then use the nearby geyser to send yourself up. Throw the Pikmin up to the higher ledge and 15 of them will carry the #2 Ionium Jet back.

Objective #9: Find the Chronos Reactor.

Go left (away from the Pilot's Seat) from where you found the #2 Ionium Jet. Hug the wall. You'll see another ship part on top of a ledge. You'll also see a nearby ledge with a yellow flower on it. Throw blue Pikmin up to that ledge. Go up to the ledge with the yellow flower on it using the geyser in the water. Turn the blue Pikmin into yellow Pikmin by throwing them into the flower and then picking them. Throw the yellow Pikmin down to the beach, then throw 20 of them up to the ledge with the ship part on it. Once the Chronos Reactor is back to the ground, recall your yellow Pikmin and use the blue flower near the area to turn them back to blue Pikmin. Have 20 blue Pikmin return the Chronos Reactor to the ship.

Objective #10: Find the Bowsprit.

Hug the wall, going away from where the #2 Ionium Jet was, from where you found the Chronos Reactor. On the right you will see a passage. Grab some red Pikmin and lead them into it. (They're immune to the fire.) Lead them into the next area and you'll fight a monster. Defeat it by throwing Pikmin at the monster as it inhales. It will inhale a Pikmin and you will then be able to attack its back. Once its back closes, make it inhale a Pikmin again. Repeat until the monster is dead. Once the monster is dead, pick up the Bowsprit it leaves behind with 30 Pikmin. Be sure to clear the path back to the ship.

F: The Final Trial

Objectives:

1. Unroll the bridges and destroy the wall.
2. Move the cardboard box.
3. Defeat the final enemy.

4. Return the Secret Safe to the ship.

Objective #1: Unroll the bridges and destroy the wall.

Start by getting some blue Pikmin. Cross the water and have them begin unrolling the bridge on both sides of the wall. Go back to the Onion area and grab some yellow Pikmin. Throw them over to the island on the right. From there, get up on the rock and throw them up to the next area. Jump down and go up the geyser. Grab yellow Pikmin and throw them up to the bomb rocks. As you call the Pikmin back, be sure to walk up to them to get them. Don't whistle, or they'll drop their bomb rocks. Lead the yellow Pikmin holding bomb rocks across the bridge that should now be unrolled and destroy the bridge with three bomb rocks.

Objective #2: Move the cardboard box.

Now go back to the Onion area. (Both bridges should be unrolled.) Switch out your Pikmin for red Pikmin and take them to the left. Throw them up into the area with the fire geysers. Go down into the water and call them. They shouldn't walk down to you. Now, hugging the wall, follow the wall up to right below the end of the second unrolled bridge. Use the C joystick to move around the Pikmin. They should move the cardboard box.

Objective #3: Defeat the final enemy.

Get 100 Pikmin (you'll want all red, but you don't need it) and go to beyond the bridge and cardboard box. Knock down the wall. Go up to the plant in the middle of the area and the last enemy will pop out from the ground. Throw Pikmin onto the face of the enemy to defeat him. Whistle to the Pikmin when the enemy jumps up so they don't die. If the enemy jumps very high up, run around frantically in hopes that you don't get squashed. It may take two waves of Pikmin to take out this boss.

Objective #4: Return the Secret Safe to the ship.

Return the Secret Safe the enemy leaves behind to the ship. Now you have all 30 parts, and have completed the game. Good job.

Section 3: Strategies

In the walkthrough above, I just tell you where to go and what to do to recover all 30 parts of the ship. In this section, I will describe strategies for playing the game, growing new Pikmin, and making the best use of the limited time you have on the planet of Pikmin.

If you have a strategy that you think works well, please e-mail it to me and I will add it to this list.

Strategy: Flower Pikmin (by SeanKelson)

As you learn throughout the game, if you wait over time, Pikmin in the ground will sprout into faster Pikmin (Flower Pikmin). Flower Pikmin not only are able to keep up with you more easily than other Pikmin, they also carry things back to the ship faster. In addition, when they die, they might leave behind a seed that will become a Pikmin by the next day.

On the first day, I waited patiently for all my Pikmin to become Flower Pikmin before picking them. This is fine to do on the first day as long as you have the patience. On days other than the first, you are pushed on time. I simply pick the Pikmin whenever they're ready to be picked. I then let them attack grass and such around the course that becomes the Pikmin's favorite food.

This food turns them into Flower Pikmin. I don't go hunting for this food, I just let them follow me and eat it if they run into it. This is because, although Flower Pikmin are better than normal Pikmin, I don't see much of an

advantage in making all your Pikmin become Flower Pikmin. The time isn't worth the small benefits you get from Flower Pikmin.

Your Flower Pikmin will most likely also be the first to enter combat, as they are the closest to you and easiest to command. The Flower Pikmin will die more often. Even if they do leave behind seeds, you will probably have gotten the ship part from where the Pikmin died, so it would only be a waste of time to go back and sprout the Flower Pikmin.

Strategy: Time Management (by SeanKelson)

You only have 30 days on the planet, and each day is around 15 minutes of real life time. Although the timeframe sounds large, time is not something to waste. When you press start, you can choose the "Go to Sunset" command. I would only use this command if you're waiting for the countdown at the end of the day to finish, as it would waste too much time if you used it.

So what do you do if all the pieces in a course are found and you have time left? I would begin by gathering every pellet around the area to grow as many Pikmin as you can. If there are parts you cannot yet get (like in The Forest of Hope), knock down as many walls as you can to open as many shortcuts back to the Onion area so you can carry parts back to the ship faster in the future.

If you don't command too many Pikmin to do one thing, don't sit around and wait for something to happen (like a wall to be knocked down). Take your other Pikmin and go unroll another bridge, knock down another wall, find more bomb rocks, or gather more pellets. When it's almost sundown and you are not returning to the planet for a while, sprout all the Pikmin you can and return them to their ships so creatures don't carry the Pikmin off. (That only happens in some courses.) Use your radar (you get it by finding the Whimsical Radar ship part from The Forest of Hope) to find lost Pikmin. Green on the radar means Pikmin that aren't sprouted. Colors represents a lost Pikmin of the corresponding color.

Strategy: Battling (by SeanKelson)

If you march an army into battle, you'll likely take some casualties. But, if you strategically attack the enemy, you'll have a much less chance of losing your precious Pikmin to monsters. If an enemy hasn't noticed you, sneak up and attack it from behind. If there are still monsters around, make sure your Pikmin don't start carrying the dead body back. That way, you have all the troops you'll need to swiftly take out the other monsters.

Certain enemies aren't harmed by the Pikmin attacking them at the base. For these enemies, you'll have to throw Pikmin onto the back or other vulnerable section of the enemy. These enemies will probably shake Pikmin off of them. Whistle around the monster as soon as it shakes off Pikmin. That way, you recall the Pikmin that are attacking the base of the monster in vain.

You're meant to lose lots of Pikmin in boss battles, so don't get frustrated if you lose a lot of Pikmin. If you feel that you have lost too many Pikmin, feel free to press Start and choose the "Continue From Last Save" option. It's fine if you try again. You suffer no penalties because of it.

Section 4: Other Information

A: Contact Information

My e-mail address is SeanKelson@aol.com. I am unavailable to provide help on game-related issues due to the amount of time that has passed since the writing of this walkthrough. However, I would appreciate hearing from you with comments and requests.

If you are interested in including this walkthrough on your site, please read the next section.

B: Licensing

As of April 27, 2009, I have updated all of my walkthroughs to be licensed under a Creative Commons Attribution 3.0 Unported License (<http://creativecommons.org/licenses/by/3.0/>). This means you are free to redistribute or build upon my work, even for commercial purposes. The only thing I ask in return is that you give me credit for the content you use.

C: Credits

Thanks to Nintendo for the Gamecube Console and production Pikmin.
Thanks to GameFAQs for being a great site.

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