





underside. Throw as many Pikmin on it as you can. Repeat the process until dead.

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Beady Long Legs:

Waxy secretions form this creature's distinctive armoured shell.

Difficulty: 4 (out of five)

Can be defeated by Olimar: no

Need to carry: N/A

Seed dispersal: N/A

Best Pikmin to use: 15-30 yellow

How to defeat:

Throw yellow Pikmin onto the ball that hangs in the middle. Beady Long Legs should shake them off after each foot has moved once (if you have at least one Pikmin on it this will happen). Call all of your Pikmin back and repeat the process until it is dead.

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Breadbug:

This creature's thick hide protects it from most attackers.

Difficulty: 1 (out of five)

Can be defeated by Olimar: yes

Need to carry: 3

Seed dispersal: 3

Best Pikmin to use: 2 of any colour

How to defeat:

Get a pellet to use as bait. The Breadbug will take it so throw 2 Pikmin on the pellet. They will take it back to their onions and damage the Breadbug. Just attack it by yourself to finish it off.

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Burrowing Snagret:

The bluish hue of its feathers distinguishes it from the burrowing snarrow.

Difficulty: 2 (out of five)

Can be defeated by Olimar: no

Need to carry: N/A

Seed dispersal: N/A

Best Pikmin to use: 50-100 blue

How to defeat:

It will poke its head from out underground so swarm it with blue Pikmin until it is dead.

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Candypop Bud:

Could this be the next step in Pikmin evolution? Like Pikmin themselves, it has many mysteries.

How to defeat:

You cannot defeat this. It cannot hurt you or move either. All you do is throw any colour Pikmin in it and it will spurt them out a bit later in whatever colour the Candypop Bud is. They will be seeds in leaf form so I wouldn't throw flower Pikmin in it.

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Dwarf Bulbear:

A bulbear at an early stage of development in its life cycle. This specimen appears to be nearly fully developed.

Difficulty: 1 (out of five)

Can be defeated by Olimar: yes

Need to carry: 3

Seed dispersal: 4

Best Pikmin to use: 15+ red

How to defeat:

Walk up to the Dwarf Bulbear and do one of 2 things;

‡ Use the C-stick to swarm it.

‡ Throw a Pikmin straight onto the back of it so the Dwarf Bulbear gets flattened.

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Dwarf Bulborb:

Although similar in appearance to bulbears, these belong to a totally different species.

Difficulty: 1 (out of five)

Can be defeated by Olimar: yes

Need to carry: 3

Seed dispersal: 3

Best Pikmin to use: 15+ red

How to defeat:

Walk up to the Dwarf Bulborb and do one of 2 things;

‡ Use the C-stick to swarm it.

‡ Throw a Pikmin straight onto the back of it so the Dwarf Bulborb gets flattened.

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Emperor Bulblax:

This massive grub-dog buries itself when hunting.

Difficulty: 5 (out of five)

Can be defeated by Olimar: no

Need to carry: N/A

Seed dispersal: N/A

Best Pikmin to use: 70 red, 30 yellow

How to defeat:

Get bomb rocks from the back of the field. Then wake up Emperor Bulblax. Throw a Pikmin with a bomb rock in front of him and one of 2 things will happen.

‡ He will eat your Pikmin and get stunned.

‡ Your Pikmin will throw the bomb rock in his mouth, which will stun him for longer.

Now quickly get your red Pikmin and throw them on Emperor Blublax's head. When he springs up call back all of your Pikmin. Repeat the process until dead. By doing this I only lost 14 Pikmin!

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Fiery Blowhog:

This creature expels a combustible phosphor that ignites at moderate temperatures.

Difficulty: 2 (out of five)

Can be defeated by Olimar: no

Need to carry: 7

Seed dispersal: 8

Best Pikmin to use: 50+ red

How to defeat:

Swarm all of your Pikmin onto this creature. They should do quite a lot of damage. The Fiery Blowhog should sneeze them off but don't call them back!!! They will automatically get up and continue battling. It should be dead in no time.

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Swooping Snitchbug:

This rare species uses its antennae as wings.

Difficulty: 2 (out of five)

Can be defeated by Olimar: no (when fallen onto ground: yes)

Need to carry: 3

Seed dispersal: 4

Best Pikmin to use: 20+ red

How to defeat:

Throw Pikmin onto its body until it falls to the ground. Then swarm the enemy with the rest of your Pikmin. Repeat until dead.

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Goolix:

A watery gelatinous membrane protects this creatures nerve system.

Difficulty: 3 (out of five)

Can be defeated by Olimar: no

Need to carry: N/A

Seed dispersal: N/A

Best Pikmin to use: 30-100 blue

How to defeat:

Throw all of your Pikmin into Goolix and let them attack it. If any Pikmin attack the nerve system, all the Pikmin will get blasted out. Keep attacking until it is dead.

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Honeywisp:

This creature collects nectar for the larvae waiting in its nest.

Difficulty: 1 (out of five)

Can be defeated by Olimar: no

Need to carry: N/A

Seed dispersal: N/A

Best Pikmin to use: 1 yellow

How to defeat:

This enemy will not harm you so don't worry. Just throw a yellow Pikmin onto it and it will die and drop nectar (which makes Pikmin turn into flower Pikmin).

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Iridescent Flint Beetle:

This forager store undigested pellets in its stomach for winter.

Difficulty: 1 (out of five)

Can be defeated by Olimar: no

Need to carry: N/A

Seed dispersal: N/A

Best Pikmin to use: any

How to defeat:

Throw Pikmin onto its back and it will flip over and drop things in this order(It keeps repeating and starts again if it goes underground);

1 '1' pellet

2 bits of nectar

2 bits of nectar

1 '5' pellet

You cannot defeat it and it cannot hurt you.

Pikmin will automatically be attracted to it when it rises from the ground.

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Mamuta:

This creature seems fond of flowers, but only for their decorative properties.

Difficulty: 2 (out of five)

Can be defeated by Olimar: no

Need to carry: 8

Seed dispersal: 15

Best Pikmin to use: 50+ red

How to defeat:

Swarm all of your Pikmin onto Mamuta and don't worry if he slams his hands on your Pikmin because all it does is re-plant your Pikmin as flowers. It should really take long to defeat.

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Pearly Clamclamp:

Though beautiful, this mollusk's pearls are thin and fragile.

Difficulty: 2 (out of five)

Can be defeated by Olimar: no

Need to carry: 3 (The pearl)

Seed dispersal: 50 (The pearl)

Best Pikmin to use: 20+ blue or (blues for Pearly Clamclamps that are in/surrounded by water or reds for ones not in water)

How to defeat:

Throw Pikmin onto the pearl and the Pearly Clamclamp will open up. After a couple of second after it has drawn right back call all of your Pikmin back. Repeat until dead.

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Pellet Posy:

This sparsely growing plant is able to crystallize nectar into round pellets.

Difficulty: 0 (out of five)

Can be defeated by Olimar: yes

Need to carry: 1

Seed dispersal: 1 (2 if same colour)

Best Pikmin to use: 1 of any

How to defeat:

Throw a Pikmin onto/next to it and wait for the Pikmin to defeat it. The Pellet Posy is just a flower that does nothing.

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Puffstool;

Many consider this walking fungus a delicacy.

Difficulty: 3 (out of five)

Can be defeated by Olimar: yes

Need to carry: 10

Seed dispersal: 30

Best Pikmin to use: 50+ red

How to defeat:

C-Stick all of your Pikmin onto its legs until it flips upside-down. Then throw Pikmin onto its legs. When it flip back the right way up call back all of your Pikmin quickly!!! It will launch spores that will turn any nearby Pikmin into Purple Pikmin who will attack you. Repeat the process until Puffstool is dead.

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Puffy Blowhog:



Instead of breathing fire, this species uses its hydrogen to float.

Difficulty: 3 (out of five)

Can be defeated by Olimar: no

Need to carry: N/A

Seed dispersal: N/A

Best Pikmin to use: 30+ blue

How to defeat:

Throw Pikmin onto the Puffy Blowhog and after it has taken some damage it will fall to the floor. Now swarm all of the rest of your Pikmin onto it. Repeat until dead.

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Sheargrub:

Males of this species are purple and have an armored head.

Difficulty: 1 (out of five)

Can be defeated by Olimar: yes

Need to carry: 1

Seed dispersal: 1

Best Pikmin to use: 10+ red

How to defeat:

Swarm all of your Pikmin onto it until it is dead. A safer way is to attack it by yourself by pressing 'a'.

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Shearwig:

The males of this species are able to fly, but the females remain underground.

Difficulty: 1 (out of five)

Can be defeated by Olimar: yes (When not flying)

Need to carry: 1

Seed dispersal: 1

Best Pikmin to use: 10+ red

How to defeat:

Swarm it until it starts to fly. Throw a Pikmin at it when it is flying to kill it.

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Smoky Progg:

Thought to be a malformed larval mamuta.

Difficulty: 4 (out of five)

Can be defeated by Olimar: no

Need to carry: 3 (The bit left behind)

Seed dispersal: 100 (The bit left behind)

Best Pikmin to use: 100 blue

How to defeat:

It will only appear before day 15 on distant spring.

Swarm the egg and try to do as much damage as you can.

When it hatches it will invade your base area. Get it stuck on one of the onions (it follows you around) and throw Pikmin onto its head until it dies.

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Spotty Bulbear:

This rare subspecies of bulbear has a certain indefatigability.

Difficulty: 3 (out of five)

Can be defeated by Olimar: no

Need to carry: 10

Seed dispersal: 15

Best Pikmin to use: 40+ red

How to defeat:

It is sleeping so walk behind it without waking it up. Now C-Stick Pikmin all around you and rapidly throw Pikmin on its back. If it turns round move round behind it. Keep attacking and it should die.

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Spotty Bulborb:

This nocturnal hunter feeds mostly on small animals returning to their nests at night.

Difficulty: 2 (out of five)

Can be defeated by Olimar: no

Need to carry: 10

Seed dispersal: 10

Best Pikmin to use: 40+ red

How to defeat:

It is sleeping so walk behind it without waking it up. Now C-Stick Pikmin all around you and rapidly throw Pikmin on its back. If it turns round move round behind it. Keep attacking and it should die.

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Water Duple:

This aquatic creature is a close relative of the bulborb.

Difficulty: 2 (out of five)

Can be defeated by Olimar: yes

Need to carry: 5

Seed dispersal: 5

Best Pikmin to use: 30+ blue

How to defeat:

Swarm all of your Pikmin onto it to kill it. (that was short!)

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Wogpole:

This creature appears to be a new-born yellow wollywog in tadpole form.

Difficulty: 1 (out of five)

Can be defeated by Olimar: yes

Need to carry: 1

Seed dispersal: 1

Best Pikmin to use: 20+ blue

How to defeat:

Because they are quite fast I'd recommend to dismiss your Pikmin in front of them and let the Pikmin run after the Wogpole themselves.

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Wollywog:

This creature's coloration results from remaining sheltered in its cavernous dwelling.

Difficulty: 2 (out of five)

Can be defeated by Olimar: no

Need to carry: 7

Seed dispersal: 8

Best Pikmin to use: 40+ blue



