

Pikmin Blueless Quest FAQ

by Grenade Guzzler

Updated to v1.1 on May 12, 2006

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Pikmin: Blueless Quest FAQ
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1.0: FAQ submitted, strategies posted. No challenge mode scores.

1.1: After about three and a half years of nothing, I致 decided to touch this FAQ up a bit. Some minor fixes and the removal of the challenge mode section (nobody ever submitted anything anyway).

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1. Blueless Quest? What?

This FAQ will explain how to go through Pikmin without ever getting the blue Onion (interesting note: the blue Candypop Buds never appear without activating the Onion first). There are some parts that you must need blues to get them, but you值1 have enough chance to get the remaining parts so that you值1 be allowed to access The Distant Spring.

Of course, you won稚 actually get access to the Final Trial and the end of the game, but this is just for bragging rights and an extra challenge.

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2. The Parts You Can稚 Get

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Impact Site
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=Positron Generator=

This part must be carried across water after defeating the Pearly Clamclamp.

=====
Forest of Hope
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None; all parts are accessible.

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Forest Navel
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=#1 Ionium Jet=

This part is submerged.

=Anti Dioxin Filter=

This part is submerged.

=Libra=

You need blues to activate the submerged geyser so you can be able to throw yellows to the part.

=Analog Computer=

This part is submerged.

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Distant Spring

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=Interstellar Radio=

This part will be submerged after defeating the Puffy Blowhog (you can't even reach it anyway).

=Repair-Type Bolt=

This part must be carried across water.

=Zirconium Rotor=

This part must be carried across water.

=#2 Ionium Jet=

This part must be carried across water.

=Chronos Reactor=

This part must be carried across water.

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Final Trial

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=Secret Safe=

You will be unable to get 29 parts to reach this level without blues.

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3. Walkthrough

Note: This only explains how to get the parts. Collecting carcasses and pellets is up to you.

=HOW TO READ THE WALKTHROUGH=

<part name>

<Primary/Secondary> (what type of part it is. Primary parts are the ones you wouldn't usually go without blues. Secondary parts are the ones that can be collected with reds and/or yellows only or with any type of Pikmin.)

How to Collect: (explains how to get the part, secondary parts included for the sake of completeness)

Weight: (how many Pikmin are required to carry. Minimum/Maximum)

=WALKTHROUGH=

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I M P A C T S I T E
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Main Engine

Secondary

How to Collect: Simply grow 25 reds with the pellets scattered around and carry the part back.

Weight: 20/25

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F O R E S T O F H O P E
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Eternal Fuel Dynamo

Secondary

How to Collect: Grow up to 40 Pikmin with the Bulborbs and pellets near the landing site and carry the part back home.

Weight: 40/60

Whimsical Radar

Secondary

How to Collect: Bomb the stone gate next to the newfound Yellow Onion and toss Pikmin up to the part sitting on a ledge.

Weight: 20/35

Extraordinary Bolt

Secondary

How to Collect: Use 9 bomb-rocks on the stone gate to the right of the Whimsical Radar part and 3 bomb-rocks on the stone gate next to your landing Site (not necessary, but may as well make the shortcut now). Carry the part home.

Weight: 30/50

Nova Blaster

Secondary

How to Collect: Bash the wooden gate behind the landing site. Defeat all Bulborbs in the area and carry the part home. If you didn't create the shortcut by bombing the stone gate behind the Dolphin before, do so now.

Weight: 30/50

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Radiation Canopy

Primary

How to Collect: Our first primary part, and it痴 a doozy! You have to throw yellows across the pool of water and ON TOP of the wooden gate. If you miss, they值 drown (whistling is possible if the drowner is isolated from the Pikmin already on the gate. If they池 too close, don稚 risk calling the live ones back into the water). It痴 frustrating, but you值 get it. Eventually, you值 get enough up there for the gate to fall. Once done, head back out towards your landing site. Throw Pikmin (reds preferably) on the ledge perpendicular to the water. Walk across the pool with Olimar only. Whistle to the Pikmin, bash down the gate and defeat the Armored Cannon Beetle. Carry the part home.

Weight: 30/50

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Geiger Counter

Primary

How to Collect: Another primary part, but it isn稚 as frustrating as the former one. After bombing the final stone gate in the level, defeat the Bulborbs near the cardboard box. Toss 10 Pikmin on top of the box. Whistle, then lead them to the other side. They should now move the box. To get your Pikmin to the other side without a lot of drowning, simply throw them across the ledge, run to the other side and whistle to them. Defeat the Burrowing Snagrets and carry the part home.

Weight: 15/30

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Shock Absorber

Secondary

How to Collect: Throw Pikmin onto a ledge beside the wooden bridge that leads to the Sagittarius (there should be a Bulborb up there). Throw an adequate amount up there since you值 need to beat the Bulborb up there to get the part safely, but don稚 throw one so that it blindly attacks it. Once done, climb up on the submerged branch to the left. Whistle, beat the Bulborb and carry the part home.

Weight: 30/50

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Sagittarius

Primary

How to Collect: This primary part needs yellow Pikmin only. Build the first wooden bridge (defeat the Sheargrubs first). Now comes the hard part. Take one yellow Pikmin and throw it into the water as far as you can towards the part. As soon as you do that, jump into the water. Whistle and quickly steer it towards the dry patch of land beside the part before it drowns. When it痴 safe, whistle and throw it to work on the bridge. Repeat as many times as you want. Once the bridge is built, cross it and carry the part back home.

Weight: 20/30

=====
F O R E S T N A V E L
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Space Float

Secondary

How to Collect: A Breadbug has eaten this part, and you need to kill it to reclaim it. Knock one of the blue 1 pellets down from a pellet posy near the blue Onion. DON探 ACTIVATE THE BLUE ONION!!! THIS IS A BLUELESS QUEST!!!... Anyway, once the Breadbug catches sight of it, put two Pikmin on the pellet. The Breadbug will move to intercept, but it won't be the stronger force. Eventually, it will get sucked into an Onion and will take major damage. After this, throw a Pikmin onto its back. It will die and surrender the part. Carry it back home.

Weight: 30/50

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Automatic Gear

Secondary

How to Collect: Build the bunch of sticks behind the stone gate next to your landing site. Stick 30 reds to work on the sticks, and take the other 70 (why not) to battle the Shearwigs underneath. Once done, the Pikmin will carry the part back home. Whistle to any reds that stayed on the ledge where the part sat.

Weight: 25/40

=====

Omega Stabilizer

Secondary

How to Collect: Take a good amount of reds (60 should suffice) and head towards the dark patch of land with the glowing mushrooms. Defeat the Shearwigs and the Wollywog along the way. Swarm and defeat Puffstool. Carry the part home.

Weight: 30/50

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Gravity Jumper

Secondary

How to Collect: Build the two wooden bridges that are behind the Yellow Onion. Head towards the lake where the Anti-Dioxin Filter stands and go a bit to the left. You'll see the part on a ledge. Toss 30 yellows up there so they can build a wooden bridge, and take 70 reds to defeat the Fiery Blowhogs and the Wollywog for safety. Once the bridge is built, build the one behind if you want and carry the part home.

Weight: 25/40

=====

Guard Satellite

Secondary

How to Collect: Take 30 yellows and 70 reds. Dismiss the yellows and take the reds towards a black wooden gate that some Sheargrubs and Shearwigs are guarding. Defeat them, then send them all to work on the black gate. Take your yellows and lead them down the wooden ramp that you constructed while going for your last part. Arm 6 of them with bomb-rocks, then take them back to where the reds are. Throw the bomb-rock holders at the stone gate leading to a sandy arena. Enter with only your yellows. Walk towards the middle of the arena so that the music changes. Back up so that Beady Long Legs doesn't squash your Pikmin. Defeat the Beady Long Legs and carry the part home with the reds over some fire sprouts.

Weight: 25/40

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D I S T A N T S P R I N G
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Gluon Drive

Primary

How to Collect: Take 70 reds and 30 yellows. Beat all the enemies leading to the two wooden bridges near the part. Once done, build the first bridge. Once this is finished, use a similar strategy that you used to collect the Sagittarius. Toss a yellow into the water, then lead it to shore before it drowns. The problem here is that there are some Shearwigs guarding the second bridge. Put the dry Pikmin away from the bridge, then get another. Do this until you have about 15. Beat the Shearwigs by tossing Pikmin onto their backs, and shooting them down when they take flight. Put them to work on the bridge. Take any remaining yellows and put them to work on the bridge as well after they cross the water. Once the bridge is built, carry the part home.

Weight: 50/80

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Massage Machine

Primary

How to Collect: Head for the peninsula that's to the right of the yellow Onion. Use the exact same strategy to build the bridge as described above in the Gluon Drive section, Shearwigs and all. Carry the part home once done (you can safely ignore the Bulbear).

Weight: 30/50

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UV Lamp

Secondary

How to Collect: Get 9 bomb-rocks from the skulls near where the Massage Machine once sat (there's not always 9 there. If so, just get some more from the skull near the former Gluon Drive spot). Bomb the gate behind your landing site. Take 15 yellows (in case a few fall off) and lead them up the

rampy maze to the right (avoiding the Bulbears and Yellow Wollywogs). Carefully lead them across the ramps and toss them up to the part. Carry it back home.

Weight: 10/20
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Bowsprit

Secondary

How to Collect: Take 100 reds. Beat all Bulbears, Wollywogs and Shearwigs in the area. Put all of the reds to work on the wooden gate near an Armored Cannon Beetle. Once done, toss them all up to a wooden bridge. Once its built, defeat the Armored Cannon Beetle to the left and carry the part home.

Weight: 30/50
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Pilot痴 Seat

Secondary

How to Collect: Lead your Pikmin through a maze of wood near the wooden gate you broke down to collect the Bowsprit (you might need the radar痴 help to navigate). Once you reach the part, simply latch onto it and carry it home.

Weight: 25/40

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4. Conclusion

Well, that痴 about it. Once you致 collected all the possible parts without blues, you may as well head back to the Forest Navel, activate the blue Onion and complete the remainder of the game. No use in letting a perfectly good file go to waste.

Questions/Comments? Spelling errors? E-mail me. My address is kingsrook12@yahoo.ca

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5. Legal Stuff

This guide was made by myself, GRENADE GUZZLER, with no help from a strategy guide. You may use this guide as much as you want, but ask my permission if you want to distribute it elsewhere.

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