

# Pikmin 2 FAQ/Walkthrough

by marc5third3

Updated to v1.60 on Sep 24, 2005

THIS IS 79 CHARACTERS:

Eee  
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+++++  
P\_I\_K\_M\_I\_N\_\_2

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~~~~~1. COPYRIGHT ~~~~~

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~~~~~ 2. Intro ~~~~~

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No, this isn't the intro story for the game. This is my talk about this game and my history:

First, take note this is my first Full Walkthrough! I made maps, but I'm talking about All-Text ones. When it was 2001, I got my Gamecube, and I played it and my new game Luigi's Mansion. It was an extremely good game and I thought no game could ever beat it. Once I grabbed Pikmin 2; however, I quickly changed my mind. This game was easily known as ONE OF THE BEST Gamecube games ever (Super Smash Brothers Melee and Luigi's Mansion were tied to this)! This game has 4 shiny new areas (1 less than the original, but the areas are bigger), the very challenging Challenge Mode (well duh), and a butt-kickin' 2-Player mode! What more can you ask for? If you thought none, think again, because this quest has 2 people at once (the 2nd person changes later on), a whopping 201 treasures (6 1/2 times as much as the original), unlimited days, unlimited time underground, new pikmin, new areas, new enemies, and the list goes on! You will get hours of nectar, rocks, and micro-adventures! So stop sitting, and get to collecting soda cans!

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~~~~~ 3. Appearance of Above and Below Ground Screens ~~~~~

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ABOVE GROUND SCREEN APPEARANCE

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[Ultra Bitter Spray]

X4

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|_ O _|  <----- Ultra Bitter/Spicy Spray Inventory  
  | |
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X3

[Ultra Spicy Spray]

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UNDERGROUND SCREEN APPEARANCE

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^^SUBLEVEL^^
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[Ultra Bitter Spray]

X4

```
  _ | | _  
|_ O _|  <----- Ultra Bitter/Spicy Spray Inventory  
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X3

[Ultra Spicy Spray]

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| <--- Idle Leader Health
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Leader      | VV | / \ |=====| / |=====|  

Health      \=====/  

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                Leader's      are  

                Control      Underground

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~~~~~ 4. Story ~~~~~
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Every game has a story (well, at least games made past 1998), and Pikmin 2 is one of them! What I liked about the story and cut-scenes in this game is talking (alien talk, because they are obviously aliens)! Sure this isn't the best story, but some Gamecube games don't even have a story! I'm just babbling now, so here's the story:

+++++

Hocotate Freight is a long-haul deep-space shipping company. \*shows an old banner\*

One day, its only employee of any merit, Captain Olimar \*shows a ship in space\*

Crashed on an uncharted planet while on an interstellar vacation. \*shows a meteor attack\*

There, he was aided by indigenous creatures which he called Pikmin. \*shows a planet like Earth\*

In the end, Captain Olimar escaped, \*shows an arrow pointing away from the planet\*

But in Olimar's absense, his employer, \*shows the ship in space again\*

Hocotate Freight ran into financial difficulties... \*shows the banner again\*

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~~~~~ 5. Controls ~~~~~
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If you played Pikmin, this section is almost useless; otherwise, read it to know how to play.

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A BUTTON:

~(With pikmin behind you) Throw Pikmin \*\*\*Use the colorful circle to aim. The center of the thing is where it will be fired, so aim the center wherever you want, and press "A".\*\*\*

~(by a sprout) Pull up sprout \*\*\*You have to be within 1 pikmin length to pluck it. Press A to pull up sprouts. If there are alot by each other, tap A repeatedly to keep plucking until they are all out of the ground. \*\*\*

~(by yourself) Punch \*\*\*You punch about 1/2 of Olimar's length the way he is facing. Punch an enemy to deal very minor damage. Best used on Dwarf \_\_\_\_\_.  
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#### B BUTTON:

~(Anytime) Whistle \*\*\*Olimar has a built-in whistle, so you can use it. Press and hold B for maximum range. Remember the circle thing? If you just press B, that is how far the radius is. If you fully charge it, picture the circle 10 times bigger. It makes a pretty loud noise, each different (Olimar's is a whistle sound; Louie has a old-fashioned whistle; President has a car horn sound) depending on the character. If the pikmin are in the circle when you whistle, they will come to you. Take note you can move while it is expanding. After 3 1/2 seconds, the circle will disappear, so you have to whistle again.\*\*\*

+++++

#### CONTROL STICK:

~(Anytime) Move \*\*\*You just move! When you run, you are about as fast as a flowered yellow. You can run through pikmin to also get them to join the group. The circle will also move with you.\*\*\*

+++++

#### "C" STICK:

~(Anytime you have pikmin) Move army \*\*\*You can move your army! This makes tasks a lot easier, and it is useful when you have to surround things. If you tilt it left or right, they will form a horizontal line; up and down is a vertical line. Very useful for killing Dwarf enemies. You will be unstoppable if you master it.\*\*\*

+++++

#### Y BUTTON:

~(Anytime you have both leaders) Switch Leaders \*\*\*Press this button to switch between Olimar or Louie/President. If the 2 captains are already together, nothing really happens. Be warned, because sometimes you might have brung Olimar and Louie when you should have brung only Louie.\*\*\*

+++++

#### X BUTTON:

~(Anytime when you have pikmin by you and/or when both leaders are by each other) Dismiss And Group \*\*\*If there are pikmin by your side, they will go in groups by color. When you have 2 leaders, one will just stand there, also becoming idle. This is great for separating leaders.\*\*\*

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#### D-PAD:

~>UP< (Anytime you have 1 or more Ultra Bitter Sprays) Use UB Spray \*\*\*Using this paralyzes the victim for 8 seconds. Look at the "Items" section for more info.

~>DOWN< (Anytime you have 1 or more Ultra Spicy Sprays) Use US Spray \*\*\*Using this doubles your pikmin's speed and strength. Look at the "Items" section for more info.

~>LEFT OR RIGHT< (Anytime you are holding a pikmin) Change Pikmin Type \*\*\*Press Left or Right to change which color you are about to throw. Must be in your group to work.\*\*\*

~>UP OR DOWN< (Anytime you are holding a pikmin) Change Pikmin Stage \*\*\*Press Up or Down to change whether the pikmin you are about to throw has a leaf, bud, or flower.\*\*\*

+++++

L BUTTON:

~(Anytime) Center the camera behind leader \*\*\*The camera will rotate until it is behind your current leader\*\*\*

~>HOLD THE BUTTON< (Anytime) Rotate \*\*\*When you hold it down and run, it will rotate as you rotate, so it will ALWAYS stay behind your leader's back.

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R BUTTON (STARTING VIEW 3RD PERSON):

~(Anytime) Zoom In/Out \*\*\*The starting view is 3rd person, which is enough to fit 200 pikmin on the screen. If you press it again, it will become far-out view. This is enough to fit 1000 pikmin. If the arena is small, you should see the whole arena. Press it once again to reach close-up view. This is a very close, detailed mode. There can be 25 pikmin on the screen. Press it AGAIN to zoom back to the 3rd person view.

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Z BUTTON (STARTING VIEW IS 45 DEGREES):

~(Anytime) Change Angle \*\*\*This changes the angle you are looking. 45 degrees is a 3D-like version. If you press Z, it will change where it looks like you are looking straight down. It will look 2D if you use it. Press it again to return to the original one.

+++++

HOLD A BUTTON

~(Anytime as long as you have pikmin in your group) Grab Pikmin \*\*\*You will grab the pikmin nearest to you. Use the D-pad to change which type and/or stage, then release to throw it.\*\*\*

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START

~(Anytime) Pause the game and bring up the Start Menu \*\*\*This brings up the Start Menu. Use

R to go to options, and L to look at your Exploring Kit.\*\*\*

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~~~~~ 6. PIKMIN TYPES ~~~~~

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Of course, what is a game without allies? This section tells you about your allies so you can know them better. Just like the original Pikmin, the Red, Yellow, and Blue pikmin are back. But, this time there are 2 new pikmin, White and Purple!

-----> RED PIKMIN <-----

Red pikmin are the first pikmin you encounter. You should remember these guys from the original pikmin. They are the second strongest pikmin, but they can't be thrown very high. Their speed is medium, meaning they are a little fast. The thing that makes them unique in looks are their nose. That is the only pikmin with a nose. Red pikmin are immune to fire, but I bet you knew that, because red means fire. Red pikmin aren't really used that much, so don't rise the population to 250 or so!

-----> YELLOW PIKMIN <-----

In the order of my walkthrough, Yellow Pikmin are the 2nd pikmin you encounter. They are extremely light, so they can be thrown very high. Plus, they run pretty fast; they just lack actual strength. Their unique feat is the extremely big ears. Yet another new difference. Finally, since they like to be on high things, they get struck by lightning, letting the yellows become immune to electricity. On the down side, they lost the ability to pick up bomb-rocks. These guys were also found in the original.

-----> BLUE PIKMIN <-----

The 3rd on the scale, blue pikmin have a very unique mouth, making them rare. They are fast, don't get thrown very high, and are pretty weak. Actually, blues suck, but they have 2 special things. One is the ability to stay in water. No matter how deep, blues can stay in any kind of water. The other ability is acting like a lifeguard. If a pikmin is drowning in a pool and is there is a nearby blue pikmin, it can throw the pikmin to land, saving their life. That's about it for blues.

-----> WHITE PIKMIN <-----

Your first new type of pikmin! These guys have many abilities, and that is 4!! These can only be born underground, so they don't have an onion. Their creepy red beady eyes make them unique. The first ability is they are extremely fast, making them useful for running challenges. Another is the power to survive poison (that means they won't run around all crazy when they touch poison.) Ability #3 is if they get eaten, the enemy will choke on them, and will maybe even die! It is a little effective on bosses that eat. #4 and the last one is since their eyes are so red, they can see buried treasures. These guys are pretty useful!

-----> PURPLE PIKMIN <-----

The other new pikmin is the purple. Take note that they are weak to ALL ELEMENTS, so they are a bad choice for destroying hazards of walking through water. However, they are 10x stronger and heavier than a red pikmin!! If you throw one by an dwarf enemy, they will be stunned. Throw one on top of a dwarf to kill it instantly. If you are fighting a big enemy, throwing a pikmin on top will only stun it. Plus, they can pick up heavy treasure (like if a treasure weighs 100, you only need 10 purples to carry it). There is one treasure that weighs 1000 (need 100 purple), so be sure to never let the purples die. That is about it about purples. I forgot; purples are extremely slow creatures.

-----> BULBMIN <-----

These guys are believe it or not, a type of pikmin. First, you have to kill the giant leader, then the Bulbmin will run around like crazy. Blow your whistle to add them to your army. Instead of attacking with a leaf/bud/flower, they use their mouths. Since they are 1/2 bulborb, they can survive in ALL ELEMENTS (water, fire, electricity, poison)!! Too bad they are very weak at fighting. Their speed is normal-low, and their throwing height is normal. The bad news is that they can only be found in the caves, and they never can leave the cave. (At least they still dive down sublevels) Though they attack with their mouths, they still have leaves, meaning they can bloom into flowers like pikmin.

-----> NOTES <-----

As you would've guessed, this ISN'T A TYPE OF PIKMIN, it's just notes. Some are extremely important, so look carefully.

~ In caves, when you are about to dive down to the next sublevel, you don't need all of the pikmin. So if you had 100 pikmin at a sublevel, you could leave all of them on a nearby ledge. Then, you could select to delve deeper and the pikmin would join you, no matter where they were. This is vital if you are doing a stage filled with electricity and you only have reds.

~ If you leave a sublevel with planted seeds, they will count as dead pikmin.

~ You can't grow pikmin in caves. (only Queen Candypop Buds)

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~~~~~ 7. INCREASING PIKMIN (AND LOSING THEM) ~~~~~
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You can gain pikmin, and you can lose them. First, we are going to talk about

pellets. Pellets are the most commonly-used thing. If your pikmin matches the color of the pellet, then it will give extra pikmin. Here is a Pellet Chart:

| PELLET      |  | RED PIKMIN | YELLOW PIKMIN | BLUE PIKMIN |
|-------------|--|------------|---------------|-------------|
| 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         | 5             | 5           |
| Yellow "10" |  | 5          | 10            | 5           |
| Blue "10"   |  | 5          | 5             | 10          |
| Red "20"    |  | 20         | 10            | 10          |
| Yellow "20" |  | 10         | 20            | 10          |
| Blue "20"   |  | 10         | 10            | 20          |

The bad thing is pikmin take the quickest route to take the bodies or pellets back. That can be bad because that path might have an enemy, and your pikmin could die. So be careful!

If you want to see how much pikmin the bodies are worth, check out section 11.  
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Now, it's time to see how pikmin die. Here is a hazard chart.

| HAZARD        | HOW TO SAVE PIKMIN        | CAN IT BE DESTROYED?           | INSTANT DEATHS? |
|---------------|---------------------------|--------------------------------|-----------------|
| Fire Geyser   | Blow whistle              | Yes                            | No              |
| Pool of water | Blow whistle towards land | No                             | No              |
| Electricity   | CAN'T SAVE                | Yes                            | Yes             |
| Gas pipe      | Blow whistle              | Yes                            | No              |
| Water Bubble  | Blow whistle              | Yes, when you blow the whistle | No              |

Fire Geyser: This looks like a small lump of dirt when inactive, but it then shoots out a huge pulse of fire.

Gas pipe: These are the orange pipes that are spewing purple gas out.

Electric Generator: This is where 2 small metal things are near each other, and they connect with electricity. They generate electricity, so that is where I got the name.

Plus, pikmin can die on Sunset. So it is best to gather them up quickly. They die if they aren't in the circle in front of the ship, in Olimar or Louie's group, a seed, beneath the onion, or just at camp.

When chewed by an enemy, if you can kill the enemy quickly enough, the pikmin will hop out.

With the pool of water, when you blow, they will swim towards you, so it is best to blow while you are on land. Once they jump out, they will be idle, so activate them again.

When idle, pikmin will attack/grab/destroy anything by them, so watch out! Plus, they won't do tasks by themselves unless they are in your group. They just stand there when idle.

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Once you reach 100 pikmin on the field, the onion will stop spitting seeds, but



the population still increases. No, your game isn't glitched. Sometimes, there are only 95 pikmin on the field, but it will stop. That is because of wild pikmin. Once you find them, they will add up to your total field count. You can have any amount 100 or below on the field. NOTHING CAN CHANGE THE MAXIMUM TOTAL ON THE FIELD, NOTHING!!!!!!!!!!!!!!!!!!!!

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You can feed pikmin nectar, and the leaf will change into a flower. You can find it from eggs, enemies that were killed by the Ultra-Bitter Spray, a Honeywisp, or patches of grass/rocks.

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If you leave a pikmin in the ground for a long time, it will start to change into a bud, then a flower. Don't worry; they won't die if you leave them in the ground too long.

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That is all about pikmin and their ways.

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~~~~~ 8. ITEMS ~~~~~
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^<>^<>^<>^<>PELLETS^<>^<>^<>

Pellets can be taken to the onion for pikmin. They are worth more if the color pikmin matches the color of the pellet.

When you take pellets, look at the fraction. The top number is the amount of pikmin currently holding it, while the bottom number is the pikmin needed to lift it. Once you are carrying it, the fraction will change color. Here is a chart telling what each color means:

Table with 2 columns: COLOR, WHAT IT MEANS. Rows include Blue, Yellow, Red, and Grey with their respective meanings for pellet collection.

Now that you know the fraction thing, here is the chart telling the value.

Table with 5 columns: PELLETS (represented by bars), RED PIKMIN, YELLOW PIKMIN, BLUE PIKMIN. Rows show values for Red, Yellow, and Blue pellets in quantities of 1, 5, and 10.

^<>^<>^<>^<>BODIES^<>^<>^<>

Bodies are just like pellets, except there isn't a number on it, meaning the value is unknown. The color carrying it doesn't matter.

When you take bodies, look at the fraction. The top number is the amount of

pikmin currently holding it, while the bottom number is the pikmin needed to lift it. Once you are carrying it, the fraction will change color. Here is a chart telling what each color means:

| COLOR  | WHAT IT MEANS                         |
|--------|---------------------------------------|
| Blue   | This body will go to the blue onion.  |
| Yellow | This body will go to the blue onion.  |
| Red    | This body will go to the red onion.   |
| Grey   | There isn't enough pikmin holding it. |

To know the values, look at section 11.

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#### ^<>^<>^<>^<>TREASURES^<>^<>^<>

Treasures are the same as the other 2, except there are only 2 color fractions, and they go to the ship, not the onions. Once again, the color doesn't matter.

When you take treasures, look at the fraction. The top number is the amount of pikmin currently holding it, while the bottom number is the pikmin needed to lift it. Once you are carrying it, the fraction will change color. Here is a chart telling what each color means:

| COLOR | WHAT IT MEANS                         |
|-------|---------------------------------------|
| Grey  | There isn't enough pikmin holding it. |
| White | The treasure will go to your ship.    |

To know the names and values, look at section 14.

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#### ^<>^<>^<>^<>BERRIES^<>^<>^<>

ONCE AGAIN, they will go back to the base. Berries actually don't have a fraction, meaning it only takes 1 pikmin to carry it. For the 3rd time, the color doesn't matter.

You can get berries by attacking Figworts, the plants that make the berries. Be warned, for the berries attract caterpillar things, and they eat all of the berries!! Plus, there could be a moldy spider web, and you will have to kill it for the plant to grow. Remember, 10 red berries make 1 dose of Ultra Spicy Spray, while 10 purple berries make 1 dose of Ultra Bitter Spray.

#### ^<>^<>^<>^<>ULTRA SPICY/BITTER SPRAY^<>^<>^<>

These are created by red and purple berries. Unlike the other 4 items, these things get stored in your inventory, so you can actually USE it!

Once you have a dose of Ultra Spicy Spray, press Down on the D-Pad to make your pikmin glow. Now, your pikmin's regular speed and strength get doubled. This only lasts for 40 seconds, so hurry up!

Once you have a dose of Ultra Bitter Spray, press Up on the D-Pad to make your pikmin glow. Now, the enemies you are close to will turn into stone. This only lasts for 8 seconds, so hurry up!

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### ~~~~~ 9. TIME ~~~~~

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This game has time in it, so days go by and go by. On Day 1, you have unlimited time, so you should take some time to get used to the controls. After a day is over, you see how your pikmin population changed, the treasures, and an E-mail.

The E-mail varies, so I can't give you any hints or tips on what is in them. Then, you save your game.

On Day 2 and up, you will find a Sun Meter. It looks like this:

```
/====\  
|      |  o  o  O  o  o  /=\  o  o  O  o  o  |      |  
\====/  7  8  9 10 11  \=/  1  2  3  4  5  \====/  
6 AM                               12 N                               6 PM
```

You start your day at 6:00 M. (the largest circle)  
Once the "sun" is 1/2 way through, it's 12:00 NOON (the 2nd largest circle)  
After the bar is all the way to the right, the day ends. (The other largest circle)

Once it is 9:00 AM, you will hear a little bell chime, indicating the day is 1/4 over.

Once it is 12:00 NOON, you will hear a grandfather clock chime, indicating the day is 1/2 over.

Once it is 3:00 PM, you will hear a little bell chime, indicating the day is 3/4 over.

((((( 6 AM AND 6 PM DON'T HAVE A NOISE ))))

Once it is 5 PM, you will see a message saying "It's almost sunset! Hurry up!!"  
This means you got about 45 seconds before the day will end. If you have all of your pikmin in one group, just ignore the warning, but if you have pikmin scattered everywhere, then stop and start gathering your pikmin! After 35 seconds, a timer will appear. GATHER YOUR PIKMIN!!!!!! After the timer ends, the day will be over, and pikmin left back will die.

+++++

The good news is that you got unlimited time in caves! So you can spend 1 hour in a cave, and not worry. After you finish a cave, you'll go back to the time you jumped in. (I.E. if you jumped in at 5 PM, and you finished the cave, you would jump out at 5 PM.)

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Pikmin mature into buds and/or flowers if you wait before you pluck them. You have to wait 5 minutes for it to go up a stage. So if you wanted a flower, you would wait for 10 minutes.

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~~~~~ 10. CHARACTERS ~~~~~

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OLIMAR

Olimar is an employee of Hocotate Freight. One day, he was sent into space just to look for treasure, then his ship was hit by a meteor, and he fell on a strange planet. On that planet, he had only 30 days to get off, because that is how long his life system could last. With 30 parts of his ship lost, he thought it was helpless, but in his travels he came across a mother ship. That ship shot out 1 seed, and he plucked it to find Pikmin, creatures that look just like his Pikpik Carrots. With the help of the pikmin, he caught all of the treasures, and slayed the sinister Emperor Bulbax, and left for home. He had a surprise once he arrived.... Anyway, Olimar is a guy who loves to test the food treasures and write scientific notes about the enemies.

LOUIE

Louie is new to being an employee, and it's revealed he is the president's son! Louie likes to cook creatures and taste them, and he dreams of making a

cookbook. Just like Luigi, Louie is kind of just a sidekick. He loves to eat Pikpik Carrots, so he secretly wants to eat the pikmin. :) No one knows why, but his eyes pop out for strange reasons, like looking at a dumb bottle cap. His mother says bugs love to play with him, and that is why the final boss had Louie. Louie has a giant part of the large debt they had to pay...

#### PRESIDENT

Many people call him Shyacho, but I have no idea where they got that name. Anyway, he sent his best employee, Olimar, to explore some treasure. Meanwhile, he was happy and relaxed, and then suddenly, he got a phone call from the loan agents, and said he owed them 11,000 pokos!!!! He screamed and screamed! Once Olimar got back, president told the bad news, and he sold Olimar's favorite ship, the S.S. Dolphin. That was only 900 pokos, and they still owed 10,100 Poko (I was just guessing the 11,000 poko and the value of the ship, though).

#### THE SHIP/POD

This is the ship Olimar and Louie/President took to get here. The S.S. Dolphin was sold, so they HAD to take this ship. This ship actually knows how to talk! It tells you about caves, how to play, and it stores White and Purple pikmin. Once you enter caves, it takes off its most top part (the place he speaks) and follows them. He is like the ship in caves. After you repay the debt, you have to go back to the planet with the golden version of the ship. This is the exact same as the other, but it brags about how pretty it is a little bit more.

#### -----> RED PIKMIN <-----

Red pikmin are the first pikmin you encounter. You should remember these guys from the original pikmin. They are the second strongest pikmin, but they can't be thrown very high. Their speed is medium, meaning they are a little fast. The thing that makes them unique in looks is their nose. That is the only pikmin with a nose. Red pikmin are immune to fire, but I bet you knew that, because red means fire. Red pikmin aren't really used that much, so don't raise the population to 250 or so!

#### -----> YELLOW PIKMIN <-----

In the order of my walkthrough, Yellow Pikmin is the 2nd pikmin you encounter. They are extremely light, so they can be thrown very high. Plus, they run pretty fast; they just lack actual strength. Their unique feat is the extremely big ears. Yet another new difference. Finally, since they like to be on high things, they get struck by lightning, letting the yellows become immune to electricity. On the down side, they lost the ability to pick up bomb-rocks. These guys were also found in the original.

#### -----> BLUE PIKMIN <-----

The 3rd on the scale, blue pikmin have a very unique mouth, making them rare. They are fast, don't get thrown very high, and are pretty weak. Actually, blues suck, but they have 2 special things. One is the ability to stay in water. No matter how deep, blues can stay in any kind of water. The other ability is acting like a lifeguard. If a pikmin is drowning in a pool and there is a nearby blue pikmin, it can throw the pikmin to land, saving their life. That's about it for blues.

#### -----> WHITE PIKMIN <-----

Your first new type of pikmin! These guys have many abilities, and that is 4!! These can only be born underground, so they don't have an onion. Their creepy red beady eyes make them unique. The first ability is they are extremely fast, making them useful for running challenges. Another is the power to survive poison (that means they won't run around all crazy when they touch poison.) Ability #3 is if they get eaten, the enemy will choke on them, and will maybe even die! It is a little effective on bosses that eat. #4 and the last one is since their eyes are so red, they can see buried treasures. These guys are

pretty useful!

-----> PURPLE PIKMIN <-----

The other new pikmin is the purple. Take note that they are weak to ALL ELEMENTS, so they are a bad choice for destroying hazards of walking through water. However, they are 10x stronger and heavier than a red pikmin!! If you throw one by a dwarf enemy, they will be stunned. Throw one on top of a dwarf to kill it instantly. If you are fighting a big enemy, throwing a pikmin on top will only stun it. Plus, they can pick up heavy treasure (like if a treasure weighs 100, you only need 10 purples to carry it). There is one treasure that weighs 1000 (need 100 purple), so be sure to never let the purples die. That is about it about purples. I forgot; purples are extremely slow creatures.

-----> BULBMIN <-----

These guys are believe it or not, a type of pikmin. First, you have to kill the giant leader, and then the Bulbmin will run around like crazy. Blow your whistle to add them to your army. Instead of attacking with a leaf/bud/flower, they use their mouths. Since they are 1/2 bulborb, they can survive in ALL ELEMENTS (water, fire, electricity, poison)!! Too bad they are very weak at fighting. Their speed is normal-low, and their throwing height is normal. The bad news is that they can only be found in the caves, and they never can leave the cave. (At least they still dive down sublevels) Though they attack with their mouths, they still have leaves, meaning they can bloom into flowers like pikmin.

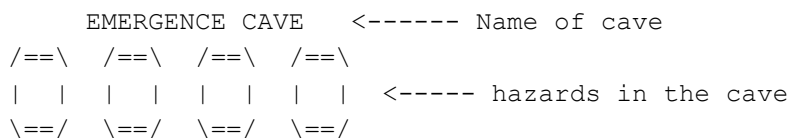
=====  
~~~~~ 11. All about caves ~~~~~  
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This section is very important, so bear with me! I will tell you every ounce about caves so you don't get confused while playing.

First, let's talk about what caves are. Caves are holes above ground that lead to underground areas. Underground areas are darker than the above ground area (better known as "surface"), so keep a good eye out! There is an item that lights dark areas so you can see better, but we won't get that for a long time! Finally, caves hold enemies that are different than the ones on the surface, so read my strategies on how to kill certain enemies!

Next, let me tell you how to enter and find a cave. The first step is to find the cave. Look around on the surface for a rock with a hole on the top. It also has some mist around it, so keep an eye out. Once you found your cave, walk up to it and once Olimar is touching the rock, press A. A menu should pop up, showing the status and asking if you would like to enter. Accept to dive on down and begin the cave.

Now, you want to know about the cave you are about to enter, right? Well, look at this diagram and the descriptions about every one:



Enter this hole with your  
Pikmin squad?

0 Yes 0 <--- Whether you want to enter or not  
No

```
Vv Treasures vv      vv Pikmin vv
  you have           Entering
/=====\           /=====\
| Treasures |       | Pikmin |
|   1/3   |         | 12/56 |
\=====/           \=====/
```

NAME OF CAVE: This is self-explanatory. It is the name of the cave you are entering! They vary, and are usually named by what Olimar finds/sees in the cave. Olimar called it the Emergence Cave because this is the first cave. Other than that, there is nothing more about the name of the cave.

HAZARDS IN THE CAVE: This is more important. Under the name, you will see 4 bubbles. If they have the hazard, there will be a picture in the bubble. If not, then it doesn't have the hazard. Here is where and about each hazard:

Far left Bubble: Fire (a picture of a small fire)  
2nd one from left: Water (a picture of a water drop)  
3rd one from left: Electricity (a picture of a lightning bolt)  
Far right: Poison (a picture of a big purple ball with many smaller ones by it)

WHETHER YOU WANT TO ENTER OR NOT: Under the hazard bubbles is a text reading "Enter this hole with your pikmin squad?", and under that is the options yes and no. The one that is selected is glowing. Press A to confirm the selected choice. "Yes" makes you enter the cave, while "No" makes you back away from the cave.

TREASURES YOU HAVE: Under the "yes" and "no" to the left is a bubble showing "Treasures" with an x/x under it. The left "x" is the amount of treasures you got, while the other "x" is the amount total in the cave. The number gets added once you exit safely.

PIKMIN ENTERING: Isn't this obvious? The left number under the text is how much are with your captain, while the right number is the number of pikmin on the field. This part is important: the pikmin entering are only the pikmin with the captain. Once entering, they come together, but the idle captain drops the pikmin. In example form, let's say Olimar had 14 pikmin, while Louie on the other side of the level has 17 pikmin. If you were Olimar and dived on down as Olimar, Louie would jump in with Olimar, but the 17 pikmin he had would be left behind. Also, left behind pikmin automatically go back to the onion/ship, so don't worry about dead pikmin!

Since we got all of that out of the way, I bet you are wondering what to do if you are at the menu, but can't exit it. Well, just select "no", or simply just press the "B" button. You can still go back and enter any time, though.

Well, we finished talking about the surface version of caves, so throw you and your pikmin inside the cave to begin! Before entering, I got one last explanation. The second you enter the cave, you get out at the exact same time. So if you jumped in at 5 PM, and you finished/escaped the cave, you would jump out at 5 PM.

This time, it is time to learn about the time and treasures in the cave! First of all, there is unlimited time in a cave, so you can take all of the time in the world. Anyway, time for talking about treasures! This is V\_E\_R\_Y important, for this has to do with my guide. The treasures are ALWAYS changed at a different location, so if I told you to go somewhere to get a treasure and it wasn't there, then it is possible your thing was different. The way I say it was the way I found them, but you should notice I do this less often the further we get in the guide...

This is already the final paragraph, and it is also very important. The hole in the cave can also be at a different location, so best bet is to look around for it. The final fact about the cave is the enemies. The type of enemy is never random, but the amount of enemies is random. Sometimes, you might find 6 Male Sheargrubs, but if you entered another time you might find 7 Male Sheargrubs. Finally (for REAL), the landscape can even be different. However, it is VERY rare and it never happened to me, so there is a good chance we won't have to worry about it. After all, I'm typing my guide on the landscape...

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~~~~~ 12. Walkthrough ~~~~~  
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=====  
~~~ 12.1 Run In Valley Of Repose (Valley Of Repose) ~~~  
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~~~~~  
=== DAY 1 =====  
~~~~~

As you begin, you will see a nice glimpse of the area. It seems like this is a level with snow, so this should be fun! Before you land, the ship hits a branch and Louie flies off of the ship. You then land yet a rough landing and fly out of the ship. As you get up, you will see 5 carrot-like things killing a ladybug thing. The red carrots are Red Pikmin, and the ladybug is a Dwarf Red Bulborb. It seems they are getting killed! You must save them! Don't panic; since this is the first day, you NEVER LOSE ANY PIKMIN!!!! Anyway, whistle (remember, you must hold B) them to you to meet the Red Pikmin! They seem to remember you!

With your 5 pikmin, kill the Dwarf Red Bulborb (remember, you never lose pikmin!) to finish the first battle of the game! With that out of the way, walk up to the ship and a cutscene will begin. The ship will congratulate you. Then, it will suddenly say it is in contact with Louie! Switch to Louie (Y) and another cutscene will commence. Louie's helmet will grow, and then the ship will tell him that they are up ahead. After the ship stops talking about how it is relieved, you get to take control! As soon as you begin, walk north, up the steep hill, and into an open area. In the middle, walk up to the bright red onion thing with sticks and it will spit out a seed. After it grows into a sprout, the ship will blabber some more. This time, it says you can pull sprouts out of the ground with the "A" button. Walk up to the sprout and press "A" by it and Louie will pull it. Out comes another red pikmin. After the red pikmin shakes, the ship will tell you to use the C Stick and "X" to control your pikmin some more. After the rest of the funny cutscene as the pikmin is following Louie, you once again take control. Now, here's your chance to practice the controls!

After practicing a bit, time to build up the population! North of the onion, you will find 3 flower things with a red pellet in each. One pellet is worth 2 reds. Kill all 3 flowers (2 are on a ledge, so throw piks to reach it), grab the pellets it drops, and pluck them for 7 piks in your party. With a larger group, walk a bit east and west of the onion to find another 2 flowers. These flowers are pellet posies, but I like to say flowers, okay? :) Anyway, kill them off for a final population of 11 red pikmin. To continue the story, walk southwest of the onion and follow the new path. (These directions are based on if you never rotated the camera, so it can be confusing if you did) On your way, you might notice a battery halfway in some snow! This is your first treasure, but it is too heavy to lift right now. Walk along the path past it into a small area with 2 paths blocked with cardboard bags (for now on, I won't post the direction, since it is fun to rotate the camera).

Hit the one NOT in front of you. I mean, one is facing you once you come out, and another one isn't. Anyway, throw all 11 piks on that bag for a fraction showing "11/15". We don't have enough! Never fear! Switch to Olimar and walk up to the other side of the bag (behind the ship if you have no idea where it is) and throw 5 piks to make the bag come down. You reunited the leaders! After the ship talks some more, time to get to work!

To finish this day, walk to where you killed the Dwarf Red Bulborb. Grab its body for 4 more pikmin. You got 20 pikmin! Now we can get the darn battery! Return to the battery, lift it up with all 20, and take the battery (Courage Reactor, 20 Weight, 280 Poko) to the ship. The ship will tell you that he will think of "cool names" for treasures, and then explains that they will talk to the president high up in the atmosphere. Watch as the ship takes off. Look at the charts, read the mail, and save. Time for Day 2!

DAY 1 ENDS

Max. Red Pikmin: 20

Poko: 280/10000

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=== DAY 2 =====

~~~~~

At the stage select screen, only Valley of Repose is available. Before you go, press R or L to view the Piklopedia/Treasure Hoard! Look at the new enemy/treasure, and when you are ready, dive on down to the valley.

As soon as you land, the ship will tell you the pikmin are still in the onions. After complaining on how lazy they are, Olimar will walk under the light. Immediately press "A" to bring up the Pikmin menu. Take out all 20 pikmin, and while they are running out, look at the north part of the screen. You will see the Day Meter. I already explained about this in the Time section.

Now, crack on your cap and get ready for tough work! Since this is not Day 1, enemies hurt you! Be on your toes. Anyway, take pikmin and explore the whole area you explored yesterday. You should find 3 small pellets, and 2 big pellets worth 5 reds! After the hunt, you should have 42 pikmin.

TIME CHECK: The "sun circle" should at least be at the center of the dot before the big middle dot. You might have less, as I had.

Now, return to the "2 cardboard bag area". Hit the bag you didn't hit before, and it is easy to see why. It weighs 35 pikmin! Destroy it to the ground, and walk into the open area. Kill the Dwarf Red Bulborb by carefully but quickly tilting the C-Stick around it to make them surround it alot quicker. After it dies, DON'T take the body just yet. Walk more towards the center to find a bigger version of a Dwarf Red Bulborb. This is a powerful Red Bulborb! Since I don't want you to lose any pikmin, I will tell you how to murder it. Get behind it, and then move the target "inside" its body. Then PRESS A AS FAST AS YOU CAN!!!! Even when it gets up, keep mashing it! It is better to have a little bit sore fingers than 15 dead pikmin. After it at last dies, take the Dwarf and the adult bodies back to the onion for 16 pikmin!!! There might be pellets, but it is random, so I won't add that to the total.

After gathering all of your 59 pikmin (remember, you might have more), attack the 5 Pellet Flower on the ledge by the Red Onion for 64 piks! Now, head back to the area where you fought. BTW, make sure to have Louie with you if you forgot.

TIME CHECK: You should be returning to the area where you fought the RB by the



time the sun circle is 1 dot ahead of the big middle dot.

To prevent confusion, I will call this place the "lid area", because of the huge sewer lid in the middle. Anyway, head into the far corner to see a crushed soda can. Take the crushed soda can (Utter Scrap, Weight 35, 170 Poko) back to the ship. Return to the lid area for the last time for this day and approach the gate on the far wall. Can't miss it! Spend a little bit destroying it, and once it goes down, another cutscene begins!

The pod (part of the ship) tells you about the hole thing. If you walk up to it and press A, you will enter. Do so to begin your first cave area, the Emergence Cave!

#### EMERGENCE CAVE

Sublevels/Treasure: 2 / 3

#### Enemies:

Snowy Bulborb (it is actually a Dwarf)

Boss: None

Difficulty: \*

SUBLEVEL 1: Welcome to the first cave! Before we work, let me point out some basics! First, you will notice the Sun Meter is gone! You have unlimited time, so don't go running around, killing your pikmin. Next, to dive on down/return to the surface, press A by the object. The same way you got here! Finally, you do NOT get pikmin in caves! Just pokos, so don't be alarmed if you get no pikmin! To begin, walk through the short, narrow path. Grab half an orange (Citrus Lump, 15 Weight, 180 Poko) and return to the end of the short narrow path. If you look ahead, you will see some Snowy Bulborbs! The positive thing about them is that if you throw a pikmin directly on the back, they die in 1 hit!! Easier done than said, actually! Kill all 4 Snowy Bulborbs. Each is 2 a pop. You should come out with 638 pokos total! While doing this, the ship will say the bodies are worth almost treasure. Believe it on this, but it will still help us reach our goal! :) To finish this, grab the bottle cap (Quenching Emblem, 4 Weight, 100 pokos) (in the area with all of the Snowy Bulborbs) and dive on down the same way you did before: by pressing A (if you forgot, the ship tells you how to in a cutscene when you approach it.)

SUBLEVEL 2 \*FINAL FLOOR\*: Wow! What a short cave, eh? Anyway, there are no bosses, so chill. Walk along the narrow path, killing 7 Snowy Bulborbs and taking the bodies back for 14 Pokos. On your way, you will see the northern half of a globe. The ship will say it is so heavy, not even 100 pikmin can carry it! And it is true! Try to grab it and it will show 101 Weight! WTF?! But only 100 Pikmin can be on the field!! Looks like we will need a new type... Return to the end of the narrow path. If you forgot, right in front of the rusty things making a semi-tunnel. Go through to watch ANOTHER cutscene!! This will show the camera viewing the whole area, showing 2 Purple cooking flower things called Candypop Buds! The ship will explain that the pikmin look as if they really want to get thrown into the flower. Do so (each flower generates up to 5 piks) and you will get introduced to Purple Pikmin! Here is information:

-----> PURPLE PIKMIN <-----

The other new pikmin is the purple. Take note that they are weak to ALL ELEMENTS, so they are a bad choice for destroying hazards or walking through water. However, they are 10x stronger and heavier than a red pikmin!! If you throw one by a dwarf enemy, they will be stunned. Throw one on top of a dwarf to kill it instantly. If you are fighting a big enemy, throwing a pikmin on top will only stun it. Plus, they can pick up heavy treasure (like if a treasure

weighs 100, you only need 10 purples to carry it). There is one treasure that weighs 1000 (need 100 purple), so be sure to never let the purples die. That is about it about purples. I forgot; purples are extremely slow creatures.

Now that you know how they are, grab all of the purples and return to the half globe thing. Now that you got 10 purples, you can lift it! Carry it (Spherical Atlas, 101 Weight, 200 Poko) for the ship to announce a new area now will open up!! Now, return to the room with the flowers and walk to the end of it to find a geyser. Climb the dirt and enter for your first CAVE COMPLETE!!

#### VALLEY OF REPOSE

Before you can start exploring, the ship says you are tired and ends the day! Awww!! Look at the pretty charts, read mail, and save to begin the next day!

#### DAY 2 ENDS

Max. Red Pikmin: 54

Max. Purple Pikmin: 10

Poko: 952/10000

\*\*\*\*\*NOTE!! Starting now, I will not post pikmin numbers. It is random, so it is unfair. Instead, I will post recommended pikmin. This is how much pikmin you should need.\*\*\*\*\*

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~~ 12.2 Time to Explore the Forest (Awakening Wood) ~~~  
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~~~~~  
=== DAY 3 =====  
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At the selection screen, you will watch as a northeast area glows and makes a dot. Time for a new area! First, look at the Piklopedia about everything we encountered yesterday. Anyway, enter the new area, the Awakening Wood.

As you enter, you get to watch as the ship flies over the area. Look at it closely, as this will be a quick view of the area, as you land, the ship tells you that the Purples are stored in the ship. To begin this bright day, grab all of your reds and purples. It should be around 60 total. Anyway, you will see some random things thrown out in this small area. Spend time exploring the area, grabbing Pellets and AVOIDING the enemies. There are only 3, so don't fret. Anyway, you will notice some slug-like creatures. These are Female Sheargrubs (FShear.), and they are harmless. As evil as this sounds, kill them and take the bodies for the piks.

TIME CHECK: After the "great hunt", you should be at the 3rd dot from the left.

Now that this area is clean except for the "ladybugs" and FShear. They are in front of the hill. Gather your piks and all of the sprouts. Go to the part with the "ladybugs", and kill the Dwarf Red Bulborbs with the ol' classic swarm attack. Finally, time to battle another Red Bulborb! Remember these tough critters? Well, they are EASY with Purples! First, use X to dismiss, grab only the purples, and then walk into the battle. First, aim the circle like last time, and start throwing. The purples should stun the monster, AND take them out at the speed of light! It should die before it even wakes up! After it is dead, take the 3 bodies back for 20 pikmin, and return to the base. From there, we got one last thing in this area. Walk to the ship, and on one side of it, you will see unnaturally tall grass. Approach it and let 5 pikmin start pulling the grass. Once they are done, out will come 3 wads of nectar! First, surround one wad and tilt AS MUCH PIKMIN AS POSSIBLE into the wad. They will suck, and many pikmin will become flower pikmin. These types are faster and stronger a

bit than leaf pikmin! Repeat 2 more times for hopefully half an army of flower pikmin, and then walk along the ledge you are along side, toward the "enemy area". While walking, you should see a strawberry on top! Use pikmin to grab the treasure, and take the strawberry (Sunseed Berry, 5 Weight, 170 Poko). If you've been following my guide...

10% OF THE DEBT CLEARED!!!!

Awesome! Now, return to that area. Walk along the ledge away from the strawberry's location and walk through the bush. You should see butterflies flying around! Kill them and take the wads of nectar left behind. Take the bodies back for some pikmin. You will watch a cutscene! The ship will tell you about the classic you-can-nly-have-100-pikmin-on-the-field story. But, there are only 95 pikmin!! WTF?! It will say there might be wild pikmin. That makes the amount of piks on the field go down. :( Anyway, from the base, walk behind the red onion to find a path going up. Kill the FShear. For some more pikmin in the onion, and then walk beyond the place they were guarding to be in a new area.

This area has 2 tall plants with red berries. These are used to make a new potion! You need 10, and that is how much they have! Assign half the army to climb with the C-Stick, and then the other half with the other. Take the berries back to the ship once they fall for an Ultra Spicy Spray! Gather them up and use one. Smash the black gate with your "super pikmin", and while they are working, do anything you want. Once it is down, quickly head along the path, killing the Cloaking Burrow-Nit on the other side. Continue until you see a split. Take the left one, avoid the flowers, because they are a strong enemy (you can kill it IF you are still on the spray effect) and enter the cave in the small area. You are now in the second cave!

Before I post the walkthrough, let me tell you what the difficulties mean:

\*= Disturbingly easy. No pikmin should die here, unless you are a really, and I mean really, bad player.

\* \*= Easy. This actually requires a brain, but you shouldn't lose any pikmin...Okay, maybe one or two.

\* \* \*= So-so. You might need good control, and there is a good chance you will lose at least four pikmin.

\* \* \* \*= This is common in a few caves. This means it is hard. You will lose a good amount of pikmin in the hole, and your captains will lose SOME health.

\* \* \* \* \*= One cave has this rating \*coughdreamdencough\*, and this means VERY hard. You will lose at least 30 pikmin, and you will lose at least one captain. Losing no pikmin would be some sort of a miracle. I tell you, I never made it out without losing at least one pikmin.

HOLE OF BEASTS

Sublevels/Treasure: 5 / 6

Enemies: Female Sheargrub,  
Male Sheargrub,  
Red Bulborb,  
Mitite

Boss: Empress Bulbax

\*NEW\* Hazards: Fire

Difficulty: \*

SUBLEVEL 1: Even though this cave is bigger, has more enemies, and has a boss, it is still very easy. To begin, realize that this area is in the shape of 2 adjacent "pluses". One end connects the 2 pluses together. To end the description, there are 2 "paths" connecting the sides of the pluses. Kind of looks like a rectangle with 2 points sticking out. You start out in the plus that doesn't contain the hole. Anyway, just walk forward, killing the lone Female and male Shear grub along the skinny path. Once you emerge in this wider area, kill the 5 Female and 3 Male Shear grubs. To conclude this area, grab the GC Control pad (Stone of Glory, 5 Weight, 100 Poko) either in a dead end or in the open area and take it back. Enter the hole at one of the dead ends (after taking the bodies back if you haven't already). You should currently have 1236 pokos.

SUBLEVEL 2: This is another one of those "2 plus's" areas. This time, it is actually only 2 pluses! Anyway, to the walkthrough! This is a rest level, not a treasure-hunting level. Anyway, go forward to the next wide area. Use 10 reds for 10 more purples at the buds, and then spend time looking at the other 5 dead ends for eggs. Break them for nectar! Useful for your new purples! Some might even contain sprays!! Anyway, once you want to stop, head into the only left over unexplored dead end to find the hole. Dive on in.

SUBLEVEL 3: Like always, time to tell you what the area looks like! It looks like 1/4 of a plus. Anyway, there are no enemies (surprise!)...again! See, this is why I rated this cave a one out of five. Anyway, dismiss (X) your piks and grab all of the reds. You will see why in a little test. Once they are gathered, go to the Fire Geysers and run through them (through the small gaps, not the actual geyser). Your pikmin don't get hurt! They are immune to fire! I bet you knew that from the "Pikmin Types" section, though. :P After you are through the geyser, swarm them to shut them off. We aren't using purples in this sublevel, so put that in the back of your head. Just run around the small area you are in now, shutting off geysers. Once it is all clear, walk to the "rock shelter" in the corner. Disable the fire geyser if you haven't already, and then grab the domino (Strife Monolith, 12 Weight, 150 Poko) behind the fire geyser that was formally running. Now that this area is clean, walk along the path closest to the "rock shelter". Kill the 3 fire geysers at the end and enter the final area. Destroy the final fire geyser, and then grab the floppy disk game chip (Cosmic Archive, 15 Weight, 220 Poko). DO NOT go back to get the pikmin! Jump down the hole by the disk's former location (the piks left behind are automatically teleported to the hole and everyone jumps on down. :))

SUBLEVEL 4: The second-to-last floor. This sublevel is shaped like a . . . thing. Can't describe it. Anyway, you will find a Red Bulborb and that's it! Use Purples (dismiss) to take the laydown on it, and then it will drop some portable game system. Before grabbing the body and treasure, destroy all of the fire geysers in the area with reds. Finally, head back to the pod. Take the path that "is different", and walk around the curve to find a Purple Candy Pop Bud AND an Ace card from a deck (Luck Wafer, 1 Weight (!), 140 pokos). Take the card first, and return to the bud once it is back to base. Toss 5 reds for 5 purples (recommending leaf reds, but if not, then flowers or bud pikmin) to add to your count. Look in all of the dead-ends, smashing eggs for nectar. BTW, when looking in the dead-ends, you might find bugs named Mitites. They are harmless, but they scare your piks, meaning you have to blow to save them. Also, use Purples to kill them all at once. They will drop TONS of nectar and their bodies, so do so. Once everything is in order, grab the Red Bulborb body (7 pokos) and the game system (Dream Architect, 20 Weight, 280 Poko). Go to one of the dead-ends. One has the cave to go on down.

SUBLEVEL 5 \*FINAL FLOOR\*: Finally, it is time to take down the boss! Dismiss your pikmin, and grab the purples, because we will need alot of piks! Look around the small circle you start in to find the path to a bigger circle. Go there to find a MASSIVE, overweight Red Bulborb (Empress Bulbax).

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BOSS #1

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NAME: Empress Bulbax

RECOMMENDED PIKMIN COLOR: Purple

DIFFICULTY: \* (Very easy)

POKO: 15

WEIGHT: 20

STRATEGY:

Ready to fight your first real boss? As you start, throw a pikmin on the fat. It starts getting hurt and it wakes up! Call of your pikmin and walk to the head when it unfolds. We could attack the fat, but its attack could easily kill all of our pikmin. Anyway, continuously throw purples onto the head and it should start wailing. After 3-5 whails, it will start to shake. Quickly call your pikmin off, or they will be squashed! Now, run away from the head without running from the battle. If you don't get it, here is where to run:

=====You=====Boss=====

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In English, run the other direction of its head. Once it stops rolling, repeat 2-4 more times until at last it dies.

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After it dies, take the body back for 15 poko, then return to the area and grab the Gameboy-shaped electronic thing (Prototype Detector, 35 Weight, 200 Poko \*\*\*POWER-UP\*\*\*) on the ground. You just got a new power-up! The ship tells you its new name ("Treasure Gauge") and will explain that you can now track treasure easier! After the talk, a new radar thing appears in the bottom right corner. The stick moves from the left to the right when you start to approach treasure. You will now here the powering down music, and the radar will turn grey. That means you got all of the treasures at this sublevel. This is EXTREMELY useful if you don't want to backtrack to caves. Anyway, walk forward, through the arena, and to the geyser at the other side of the arena. Press A by it to finally get a "Cave Complete". :)

AWAKENING WOOD

As soon as you land...

20% OF THE DEBT HAS BEEN RECOVERED!

Wow! We are already 1/5 of the way done! Anyway, you will see that some of the pellets have been recovered and the berries have been remade. Smash/collect them, but STOP when 3/4 of the day is over because we are still going to work! Once you are ready, start heading towards the Hole of Beasts. Kill the Creeping Crystuminum (that was the "flower enemy"). You got 15 more purples, so it is much easier. Take its body back for piks, and then gather everyone up. You should have 1 more dot or so left of the day, so we better start wrapping it up. Go back to the split, and this time, take the path with a cardboard bag blocking it. It requires 200 pikmin (!), but we got purples! Smash it down, and surprisingly, that is all we will do today. If you still have time, gather some berries. Who hates powerful sprays? :) Day complete! Look at the charts, read the new mail, and save.

DAY 3 ENDS

Recommended Red Pikmin: 60-75  
Recommended Purple Pikmin: 20-25  
Poko: 2268/10000

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=== DAY 4 =====  
~~~~~

Once again, we emerge at the STAGE SELECT screen. Look at the \*\*\*\*load of new entries in the journal. Once you are ready, dive on down into the Awakening Wood.

To begin, take out 25 Purples and the other 70 Reds. Once you got all 95 or so pikmin (if not, don't worry too much, for we will raise it soon!), return back to that cardboard bag we found and destroyed yesterday. Walk across it and murder the Cloaking Burrow-nit on the other side. Take its body back for some more pikmin, and then return to where you fought the enemy. Head along the path, and you should see a white gate with poison spewing from the bottom. We can't smash it yet, so ignore it and enter the cave right next to it.

TIME CHECK: You should've entered the cave AT LEAST 1/4 through the day.

WHITE FLOWER GARDEN  
Sublevels/Treasure: 5 / 6

Enemies:  
Female Sheargrub,  
Male Sheargrub,  
Fiery Blowhog

Boss: Burrowing Snagret

Hazards: Fire, Poison

Difficulty: \* \*

SUBLEVEL 1: You start this sublevel in a "rusty"-like area. It is shaped like a plus with a giant circle at one end (your starting point). Start out by piling some dead bodies by killing all of the M&F Sheargrubs as you go along the path to the "main area". Kill the large amount of M&F Sheargrubs, take all of the bodies back, and then return to the main area. 1 dead end holds the exit, one holds the only treasure in this sublevel, and the final dead end holds nothing. It is random on which is which, so I won't tell you that. Look in the dead end with the treasure and grab the shoe polish lid (Alien Billboard, 15 Weight, 80 Poko) and leave through the hole at another dead end. One important note: if you throw a pikmin over the ledge, they will fall and die. Be wary!

SUBLEVEL 2: Another "rusty" theme. This area is easy to describe its shape. It is a donut with 3 dead ends sticking out. Simple. As soon as you begin, dismiss your piks and grab the purples. Then, walk along the donut, killing the 2 Fiery Blowhogs you see with the purples, while also avoiding throwing purples off of the ledge. To defeat a Blowhog, line up the cursor and avoid its attack when it shoots fire. Now, stun it by throwing purples on it, and then finish it off. Once the Fiery Blowhogs are extinct, go back to the reds and add them to your group. Now, take back both Fiery Blowhog bodies back for a total of 8 pokos. Once the area is wiped dry of enemies, look along the internal ledge. This is "the edge of the donut closest to the hole in the middle". You should see a rusty ramp platform thing going down and then becoming a platform. There are 4 (1 for each cardinal direction) total and one of them holds one of your 2 treasures: a red diamond. Grab the red diamond (Petrified Heart, 5 Weight, 100 Poko) from one of the rust things, and then grab the Dr. Pepper bottle cap

(Drought Ender, 4 Weight, 100 Poko) from one of the 3 dead ends. Enter one of the other 2 dead ends and dive on down through the hole.

SUBLEVEL 3: This is a half rusty, half dirt theme sublevel, but pikmin can't be thrown off the ledge. :) Anyway, this looks like 1/4 of a plus with very curvy dead ends. You start out in one of the 2 dead ends. Walk through the opening and down the ramp, turning when needed. Once at the bottom, you will see 3 White Candy Pop Buds (Ivory Candy Pop Bud is the real name). Throw 5 reds in each to lose 15 reds, but gain 15 new pikmin: whites!

-----> WHITE PIKMIN <-----

Your first new type of pikmin! These guys have many abilities, and that is 4!! These can only be born underground, so they don't have an onion. Their creepy red beady eyes makes them unique. The first ability is they are extremely fast, making them useful for running challenges. Another is the power to survive poison (that means they won't run around all crazy when they touch poison.) Ability #3 is if they get eaten, the enemy will choke on them, and will maybe even die! It is a little effective on bosses that eat. #4 and the last one is since their eyes are so red, they can see buried treasures. These guys are pretty useful!

Once you got all 15 leaf white pikmin, look in the corners in this half circle, half square area. You will find Honeywisps, creatures with an egg on its bottom. Hit it with a pikmin and it will drop the egg and disappear. Use the nectar from the egg to upgrade your 15 whites to flowers. Now, head to the entrance of the path that makes the second dead end we haven't reached. If you are confused, it is the entrance with a metal bar above it. Use the C Stick around this area and you will see the whites start digging. The ship will tell you about ability #4 they have (look 1 paragraph up). Once they unearth the white duct tape (Superstick Textile, 30 Weight, 80 Poko), go back to that entrance again. This time, go along the path and enter the hole at the end.

SUBLEVEL 4: Don't ask why, but it looks like a moose with no legs. O\_o Anyway, this has a lot of gas pipes. Those are those orange things that are shooting out purple gas. I want to type the boss, so don't be surprised that I'm less detailed in this sublevel. Go around the place, destroying gas pipes with whites because those are the only ones immune to those gases. Once they are all down, go into one of the many dead ends to find lipstick (Survival Ointment, 6 Weight, 90 Poko). Take it back and then look around for a shell thing with the other treasure. Throw pikmin on the lower part, and then use the C Stick to lure them to the mushroom (Toxic Toadstool, 5 Weight, 30 Poko) and take it. Look around for the hole and go through (the treasures might swap positions, but still get them the same way).

SUBLEVEL 5 \*FINAL FLOOR\*: Finally, the moment I've been waiting for! Gather up all of your purples, and then walk along the path to the large, open area.

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BOSS #2

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NAME: Burrowing Snagret

RECOMMENDED PIKMIN COLOR: Purple

DIFFICULTY: \* (Very easy IF USING PURPLES)

POKO: 10

WEIGHT: 5

STRATEGY:

There are 3 ways on how to kill this half bird, half snake: the stupid way, the original way, or the easy way. I will explain all 3 ways in detail.

The stupid way is to grab whites and let the bird eat them, poisoning it. Yeah,

lose all of your whites to kill one boss. This is NOT recommended if you want to survive later on. Trust me, I know! :P

The original way is to grab a kind of pikmin, and rush in and once it emerges, throw pikmin at his head and repeat, losing quite a bit of pikmin. This is better than the above way, but I still it isn't the best.

The best and easiest way is to begin the battle, and then notice: it comes out of the ground 2 ways: one by quickly coming out, and the other by slowly coming out (getting its head stuck). It mostly comes out quickly, but it sometimes comes out slowly. That is what you want. When it does, throw all of your purples on the head to make them quickly hurt it. Repeat. If it doesn't come out slowly, it will peck. Here is at least how far you should be away once it pecks so it can also reburrow:

```
====Olimar====Snagret===  
=====V=====V=====  
=====X - - - - X=====  
===== ^DISTANCE^=====
```

Repeat until it dies.

<><><><><><><>

Take the head back, and then the glove (5-man Napsack, 15 Weight, 100 Poko \*\*\*POWER-UP\*\*\*) it left behind. You can now hold X and the pikmin will lift up Olimar (takes 1 pikmin) and carry him back to base! This is useful if you get lost and need to return to base. That is all that power gives, actually. Smash eggs in the arena for nectar if your pikmin lost their flower. To finish this cave, go through the geyser in the lone dead end to get your third CAVE COMPLETE! :)

AWAKENING WOOD: We are almost done with this level (for now)! Dismiss your pikmin and take the whites. Go along the ledge behind the ship (towards the area with the former location of the Red Bulborb) until you find 2 pots. You should then walk along the pots and then to the ramp. Walk along the ramp to be level with the pots. Walk onto the pot with the big red flowers. From there, look at the pot that is in front of you, but higher. Throw whites onto it and they will dig up a green, spiky seed (Pilgrim Bulb, 10 Weight, 55 Poko). Take it to the ship, and then reunite all of the pikmin. Return all the way back to the entrance of the Hole Of Beasts. Right by it you will see a gate like the one by the Flower Garden. This time, it is time to use teamwork! Dismiss and WITH JUST OLIMAR, take all of the whites and smash the gate down. Switch back to Louie, and take the rest of the pikmin. Walk back to the entrance area and grab 10 berries for an Ultra-Spicy Spray. Now, grab pellets if you have time, and then return to Olimar. Once you hear the accomplished sound effect that means they are done. Reunite the pikmin and leaders, and then dismiss (AWAY from the gate) and take the purples. Kill the Creeping Crystuminum in the middle of the path, and then approach the other half of the globe (remember, Emergence Cave)! Before grabbing it will ALL of your pikmin, gather all of your pikmin and head to the pile of logs in the area. Make pikmin start hitting it and they will start making a bridge. Once it is done, you have made a major shortcut! NOW, grab the Creeping Crystuminum's body and the southern half of the globe (Geographic Projection, 101 Weight, and 200 Poko).

30% OF DEBT RECOVERED!!!

This will unlock the next stage: Perplexing Pool! To finish this day, grab pellets/berries for pikmin/sprays. The day will end soon. As per usual, look at charts, read mail, and save.



DAY 4 ENDS

Recommended Red Pikmin: 70

Recommended Purple Pikmin: 25

Recommended White Pikmin: 15

Poko: 3134/10000

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~~~~~ 12.3 It's Swimming Time At The Perplexing Pool! (Perplexing Pool) ~~~~  
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~~~~~  
=== DAY 5 =====  
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As soon as you begin, you will see the newest stage opening up: Perplexing Pool. Before diving on down, look at your Piklopedia (6 new entries) and the Treasure Hoard (9 new entries). NOW, dive on down.

As per usual with a new level, you get an overview. Is it just me, or is this level strikingly similar to the Distant Spring? This place is easily seen as the place with the most water, and you have no blues. . .

Once you land, the ship will tell you that the whites are also in the ship with the purples. Finally, you get to play! Take out 30 reds and all 15 of your whites WITH JUST OLIMAR!!! Once they are all ready to go, take out 15 Purples with just Louie. Switch back to Olimar, and walk away from the ship and the base all together and into the main part of the level.

You will see 5 wild yellow pikmin on a very high branch. How did they get up there? I thought they needed a leader to throw them up there. Who knew they could throw themselves? O\_o Anyway, we're going to want to gather those pikmin and build an army to take over- I mean, help gather treasures. Anyway, walk at the split on the path away from the huge lake (it means "left" if you never rotated the camera). On the path, you will see a Yellow Wollywog. Ignore it since we will use Louie's squad to kill it. Follow the path, and keep the pikmin along the wall so they don't drown in the water that oddly only covers 1/2 of their body. Once the narrow path gets wider, walk along the path to find 2 square-shaped stone blocks. One is on the ground, and another is in the air. Go to the one on the ground and look at the ledge. Throw all but one red pikmin onto the ledge. Throw the red pikmin onto the stone in the air to move up. Grab all of your pikmin and walk onto the much wider area (remember to grab the poor pikmin).

Once up here, ignore the bug things (Swooping Snitchbugs), because we will use Yellows to kill it. Anyway, walk towards the stone thing with that Flaming Bulborb (Fiery Bulbax). This is tough since we don't have an Ultra-bitter Spray, so instead use an Ultra-Spicy Spray. Once your pikmin are supercharged, dismiss your pikmin and take the reds. Throw them rapidly at the beast. You might lose a few pikmin (I did), but this isn't a no-death walkthrough! :) Even so, you might not lose any pikmin at all! Anyway, once it dies, grab the whites this time and send them onto the poison-covered gate. Finally, switch back to Louie.

As Louie, return to the "left path" and kill the Yellow Wollywog we saw earlier. Just throw purples to stun it, and then kill it. Not too hard actually! If you lose pikmin, you are screwed. Grab the body and take back the body and possibly some pellets. There, you got back all of the pikmin you lost. NOW RELAX!! Once the body and pellets are back, pull all of the red pikmin seeds, send them into the onion, and then put away all of your purples. Switch back to Olimar.

Dismiss your pikmin as Olimar and grab only the whites. Kill all of the pellet posies, but DO NOT grab the pellets. Now, go up to the high branch to get your first 5 yellow pikmin!

-----> YELLOW PIKMIN <-----

In the order of my walkthrough, Yellow Pikmin is the 4th pikmin you encounter. They are extremely light, so they can be thrown very high. Plus, they run pretty fast; they just lack actual strength. Their unique feat is the extremely big ears. There is yet another new difference. Finally, since they like to be on high things, they get struck by lightning, letting the yellows become immune to electricity. On the down side, they lost the ability to pick up bomb-rocks. These guys were also found in the original.

Grab all of the pellets, using whites to speed things up. Once you got all of the pellet posies, grab the Fiery Bulbax's body and possibly pellets left behind. You should have at least 36 yellow pikmin. Now, go into the wide area and kill the 2 Swooping Snitchbug. One is near the blocks, and the other is by the berry plants up ahead. Since you are there, grab your reds and kill the Fiery Blowhog. Take all 3 bodies back for at least 50 yellows. You should have BARELY any time, so quickly put yellows away until you have 30. Now, quickly return to base, grabbing the lone red pikmin at the blocks. Quickly make sure you have 30 Reds, 30 Yellows, 15 Whites, and 25 Purples. Take pikmin out if you don't. Finally, quickly go back (after grabbing Louie) onto the left path to find a cave in this rocky thing. Quickly enter. You really can't miss it.

CITADEL OF SPIDERS

Sublevels/Treasure: 5 / 6

Enemies:

Skitter Leaf,  
Shearwig,  
Yellow Wollywog,  
Fiery Dweevil,  
Swooping Snitchbug,  
Anode Beetle,  
Water Dimple,  
Hermit Crawmad,  
Irresistant Flint Beetle

Boss: Beady Long Legs

\*NEW\* Hazards: Fire, Electricity

Difficulty: \* \* 1/4 (tougher than 2, but not as tough as 3)

SUBLEVEL 1: Since it is so maze-like, I can't really give you a walkthrough. Just look around the area. Kill all of the Skitter Leaves (because of needed pokos) with Olimar and Louie's fists (you knew they could kill enemies by punching them, right?) until they are all killed. Finally, you might spot green Sheargrubs with wings. Kill them with pikmin. However, once they lose 1/2 of their HP, they hop into the air. Simply throw a pikmin at it to kill it. Kill everything and explore for the only treasure: a tomato (Love Nugget, 20 Weight, 40 Poko). Finally, look around for the hole and exit.

SUBLEVEL 2: This area is hard to describe. It is 2 adjacent big areas attached with dead ends everywhere, I dunno. :P To begin, dismiss your pikmin and grab only 20 reds. You heard me; you really need only 20 reds. As soon as you got all of them together, go around the area, attacking fire geysers so you turn them off. Watch out for the Yellow Wollywogs; avoid them because we need purples. Once all of the fire geysers are inactive, go back to the pod and take

all of your purples. Go back into the area, this time killing the 2 Yellow Wollywogs. While doing so, avoid the red spiders (Fiery Dweevil). Once the frogs are dead, one of them will drop a treasure. Before grabbing it, go back to base and switch out purples for ALL reds. Kill all of the Fiery Dweevils, and then gather all of your pikmin. Take the bodies, the bottle cap (Creative Inspiration, 4 Weight, 100 Poko) one of the 2 frogs dropped, and the lipstick (Lip Service, 4 Weight, 50 Poko) that can be found either in the open or behind a gate. Finally, look around for a duck head sticking out of the dirt a bit. Dig it up and then grab the duck head (Paradoxical Enigma, 4 Weight, and 80 Poko). Finally, look for the hole and leave.

SUBLEVEL 3: Whoa! Electricity unites! If you read the description on yellow pikmin, you should know that yellow pikmin are the only type (excluding Bulbmin) that can withstand electricity. Sooo, dismiss your pikmin and grab all of your yellows, posthaste! Before we begin, let me describe the area. This looks like 3 connecting squares with many dead ends. Anyway, grab all of your yellows and walk around all 3 squares, killing the flying bugs (Swooping Snitchbugs). Once those annoying insects are extinct, go into the only "square" that holds the armor beetle things. They send electricity to communicate (WHY do they have to communicate every 5 seconds?), and that electricity can instantly kill all non-yellow pikmin. Kill them all for finally to make this sublevel wiped dry of enemies. Before we grab the bodies, switch out your yellows for whites. Using the treasure radar, find the buried treasure, and then dig up the shell (Memorial Shell, 10 Weight, and 100 Poko) and take it back. Finally, look around for an unopened can of nuts (Patience Tester 20 Weight, 130 Poko) to collect the final treasure in this sublevel. Collect the bodies, look around for the hole, and dive on down.

SUBLEVEL 4: The appearance is hard to describe. It looks like 3 squares with alot of walls in the internal parts of the square. Anyway, this sublevel is kind o' a quickie. Anyway, this area has 2 new enemies! One is a Water Dumple. These are like Dwarf \_\_\_ Bulborbs, but stronger. You should swarm em' with your pikmin to kill them. The other enemy is a Hermit Crawmad (a crab in a green hole). Wait for it to dive, dodge the dive, and swarm it to kill it. Its weak point is the back, not the head. Once you begin, possibly kill any Water Duples in your small area. You can find no Water Duples in your camp sometimes, so good for you. If so, kill it and take it back for some pokos. Now, go around the area, killing hermit Crawmads (look above) and Water Duples. Once everything is dead, use Reds to destroy all of the fire geysers. You should finish by grabbing the bodies, a piece of chocolate (King of Sweets, 5 Weight, 15 Poko), a time closing thing (Time Capsule, 7 Weight, 70 Poko), and an almost-empty matchbox (Flame of Tomorrow, 10 Weight, 10 Poko). Leave via the hole you must look for.

SUBLEVEL 5 \*FINAL FLOOR\*: Yay! Everyone's favorite because it means a boss battle. At the beginning, dismiss your pikmin and grab the yellow pikmin. Now, look at your map. See that large circle? Make your way there to begin the battle.

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BOSS #3

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NAME: Beady Long Legs

RECOMMENDED PIKMIN COLOR: Yellow

DIFFICULTY: \* \* (easy)

POKO: none, it self-destructs

WEIGHT: none, it self-destructs

STRATEGY:

As you walk into the middle of the area, it suddenly drops down, scaring the \*\*\*\* out of people. It scared me, so it should've scared you at least!! Anyway,

this is easy and not very easy because of its big feet that could squish you. Anyway, use an Ultra Spicy Spray on your yellows and then rapidly throw yellows as fast as you can at the orb in the center. You can do it anytime, unlike red, purple, or white pikmin. Once it stops moving and starts to twist its body, blow your pikmin off, or it will shake them off, risking loss of flower pikmin and only leaf pikmin. It will then start stomping. Avoid its big feet so you lose no yellows, and repeat the tactic you have been doing before. After 3-4 times, it will at last die. Since it is so cool, I will describe how it dies. First, very small red explosions quickly soar through the body, then it gets stiff, and then it opens the orb and turns into graffiti, disappearing.

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Once it is gone, it will drop a key. Grab the key (The key, 1 Weight (!), 100 Poko \*\*\*POWER-UP\*\*\*) and take it to the pod. The pod will tell you that it detects a message, and it reads, "Challenge Mode can now be accessed from the title screen." Now ... what happens? You can now play Challenge Mode!! That is all it does. Once you take control again, return to the area before the big circle (the area with all of the raised ledges). Use your radar to find the right ledge, and then throw whites to dig up a diamond (classic) (Regal Diamond, 5 Weight, 100 Poko). Also, you will find a green beetle nearby (Irresistant Flint Beetle). Hit its back for nectar for more flower pikmin. Anyway, take the diamond back, look for the exit, and get a Cave Complete! :)

PERPLEXING POOL:

And . . .

40% OF THE DEBT HAS BEEN REPAYED!!!

Cool! We are almost done! Finish this day by putting your pikmin back and waiting for about 8 seconds. Look at the pretty charts, read mail, and save. Time to blast back to Awakening Wood!

DAY 5 ENDS

Recommended Red Pikmin: 75  
Recommended Purple Pikmin: 25  
Recommended White Pikmin: 15  
Recommended Yellow Pikmin: 50  
Poko: 4006/10000

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~~~~~ 12.4 The Pikmin Rainbow Is Finished (Awakening Wood) ~~~~~  
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~~~~~  
=== DAY 6 =====  
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As per usual, look at your new entries (there are 12 new entries in the Piklopedia; 11 in the Treasure Hoard). Once you are finished looking, dive on down back to Awakening Wood.

To begin your return here, take out 50 yellow pikmin, and if you have more, then take them all out, but don't go past 55! Once you have all of your yellows, make sure you are playing as OLIMAR ONLY, and not poor ol' Louie. Anyway, since we haven't been here in a while, I will tell you how to get back to places. Anyway, walk up the slope between the Yellow and Red Pikmin Onions and kill the F. Sheargrubs if you want, but DO NOT take the bodies back to the onion. Continue along the path, through the gap that used to hold the Black Gate, and kill the Cloaking Burrow-nit on the other side. Once it is killed,

avoid the body so you don't take it back to the onion, and then continue until you come to a split. There are 2 paths: the one that was formally blocked by a paper bag, and the route through the Creeping Crystuminum. This time, we will be going through neither path right now. Keep on walking until you hit the wall. By the wall, you should see a ledge. Throw all of your yellows ON THE EDGE of the ledge, or they will die from the Cloaking Burrow-nit.

After you got your pikmin on the ledge, walk with Olimar to the path that had the paper bag over it. Kill the Cloaking Burrow-nit with punches, ignore the body as usual, and rotate your camera. You should see a slope with water in front of it. Walk through the water and climb the slope. The second you touch the top of the slope, you will see a cutscene showing the blues attacking a Wogpole. After the ship talks a bit, you take control. By the Electric Gate in front of you, you should see a Cloaking Burrow-Nit. Get rid of 1/4 of its health, go to the edge of the ledge, grab the yellow pikmin from the edge of the ledge, and kill the Cloaking Burrow-Nit. Yet again, DO NOT take its body. Approach the Electric gate, and use the C-Stick to make all of your yellows start tearing down the gate. Don't touch it, however, or you will have a nice shock. Once the pikmin have started to tear the gate down, switch back to Louie.

TIME CHECK: You should be switching to Louie when the day is at least 1/4 over.

As Louie, take out all should-be 25 Purple Pikmin, and more if you have it. Kill all 2 Dwarf Bulborbs, F. Sheargrubs, and Pellet Posies. Use purples to take them back so the color is random. Once everything is taken (the pikmin should be long finished with the gate by now, but you should've ignored it) back, pluck the pikmin, and put all of the pikmin with Louie back into the onion/ship. You should then swap back to Olimar. The day should at least be half over, but earlier is always better.

As Olimar, take all of the yellows and use the C-Stick to guide them off the ledge, but make sure Olimar also doesn't fall off! Once they are all off, press X to dismiss them and make them still and out of the way. Walk into the water the Electric gate was blocking and blow your whistle at the blues to add them to your pikmin rainbow.

-----> BLUE PIKMIN <-----

The 3rd on the scale, blue pikmin have a very unique mouth, making them rare. They are fast, don't get thrown very high, and are pretty weak. Actually, blues suck, but they have 2 special things. One is the ability to stay in water. No matter how deep, blues can stay in any kind of water. The other ability is acting like a lifeguard. If a pikmin is drowning in a pool and is there is a nearby blue pikmin, it can throw the pikmin to land, saving their life. That's about it for blues.

Once you have your 5 blues, kill the (ignore the Wogpoles; they will waste time, and they are only worth one pikmin!) five 1 Pellet Posies for a total of 15 pikmin. Kill the 5-Pellet Posy in the water and take it back for 20 blues. Before grabbing the treasure behind the former 5-P P's location, exit the water area and onto the ledge on the other side of the former electric gate. Grab the Cloaking Burrow-Nit body on the ledge, go down the slope that you used to climb up here and grab the second Cloaking Burrow-Nit body for 8 pikmin each. Grab all 36 of your shiny blue pikmin and grab the blue paint tube art thing (Decorative Goo, 10 Weight, 80 Poko) with 20 of your 36 pikmin, and then take the other 16 down the slope, over the flat paper bag, and grab the Cloaking Burrow-Nit body with all of your 16 pikmin for another 8 pikmin. That is 44 blues so far (!) That is all we can get today, so don't freak out since we won't get 50 blues. Anyway, to finish this long day, gather all of your yellows and go to the formally placement of the Black Gate. Zoom out and look around

for a high stump with a can of something (Healing Cask, 6 Weight, 60 Poko). While it is getting transported, put away all of your yellows that you still have, and once the treasure is stored, put away the rest of the yellows. Grab the blues circling the beam by the ship (20) and look around the red onion for a White Gate with water in front of it. In that water you should see a slightly cracked rock. Go into that water and use your 20 blues to smash that rock. Once it is down, the water will drain in that spot. You should be at Sunset right now, so walk to the blue onion, put away all of the blues, and wait for the day to end...or, select "Go to Sunset" on the pause screen. DAY COMPLETE! Look at the charts and stuff. Also, here is what the E-mail said on my game file:

---->PRESIDENT<----

"I just took a call from my loan agent! He has the scariest voice I ever heard. While you two are dawdling around, my life hangs by a thread! Get to work, slackers!"

Save your game to end Day number 6.

DAY 6 ENDS

Recommended Red Pikmin: 80 (I have 175, so you better have at least 80!)

Recommended Purple Pikmin: 25

Recommended White Pikmin: 15

Recommended Yellow Pikmin: 55

Recommended Blue Pikmin: 44

Poko: 4146/10000

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~~~~~ 12.5 Snowy Fun (Valley Of Repose) ~~~~~  
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==== DAY 7 =====

To begin this new day, look at your shiny new Piklopedia (1 new) and Treasure Hoard (2 new) entries. Once you are ready, this time, dive on down back to an old place: the Valley of Repose.

To begin this old area, take out all 44 of your blues with just Olimar and attack the ONE pellet posy by the yellow onion, the ONE pellet posy by the red onion, and once you have the pikmin in the onion, approach the FIVE pellet posy by the ONE pellet posy by the red onion's former location. When it turns blue, throw a pikmin at the flower and it will die instantly, leaving behind a five blue pellet. Take it back to the onion for hopefully a total of 50 or more blues. If you don't, don't worry. Anyway, put back blues until you have just 50. Walk back over the paper bag and into that area that used to have 2 paper bags. Cross over the one that leads into the lid area to be in the lid area.

Remember this place? Kill the Dwarf Red Bulborb by swarmin' it at the entrance to have one enemy dead. Use 6 pikmin to take it back, but do not return to grab them. Continue along the lid area to the place where you tore down your first White Gate. If you forgot, it is on the far right part of the wall that makes the "back" of the area. Cross over its former location, past the Emergence Cave, and this time turn 90 degrees clockwise to see a small path leading into an area filled with water. Go along that path and into the water. Assuming you never rotated the camera, rotate it 90 degrees counter clockwise to see a white gate. If you can't see it, it is along the wall that makes up the back part of the small area with the Emergence Cave. Assign all 44 blues to smash the gate down. Switch back to Louie.

As Louie, pluck the 4 new sprouts and blow the whistle at the base of the blue

onion for 10 blues total. Now, return to the area with the 2 deflated paper bags to find two FIVE pellet posies. Throw them at the flower part once it turns blue and use all 10 to carry one back. Repeat with the other for possibly a total of 20 pikmin with Louie. Put all twenty blues back as Louie and switch back to Olimar.

Back at Olimar, the gate is long finished. Gather all 44 of your blues and go left, down the slope, and into the water. You should find 2 Water Dumps. Swarm 'em to kill them, but kill one at a time. Once they are both dead, walk to the right, and keep walking until you crash into the snowy wall. Walk along it south, over a bump of land and back into the water, and use blues to swarm the cracked rock. Once it is down, all of the water in the area will drain, making non-blues able to explore the area.

TIME CHECK: You should've drained the area when half of the day was over.

Walk north again, over the bump of land and back into the water. This time, dismiss all of your blues and walk left, past the bodies of the Water Dumps, and north up the slope to be in a new part. You will immediately spot a red segmented beetle (Decorated Cannon Beetle). The second you come up to it, it will charge and will spit a boulder that follows you! You see, it is a homing boulder, and you can use these against your enemy! First, run while the boulder follows you and run to the Fiery Blowhog by going left. As soon as the Blowhog charges fire, run swiftly behind it and the boulder will ram into the Blowhog, depleting 3/4 of its health. Repeat again to kill it, and then kill another one with 2 boulder attacks that is near the first one. Once the Fiery Blowhogs are long gone, use another boulder and head to the Cloaking Burrow-Nit by the dead Blowhogs. The boulder has to hit the face or no damage, but it kills them in one hit! After it dies, go north of the Decorated Cannon Beetle to find another one! Use this one to kill the Watery Blowhog (like a Fiery Blowhog, but spits out water) that is northeast from the beetle, and oddly enough, direct contact in the face will kill it in one hit! Anyway, use the 2nd Decorative Beetle to kill himself by circling it many times so it can't spit out another boulder to counter the other one (each boulder deals 1/2 damage in front, full damage in back). Return to the first one and rotate your camera 90 degrees counter clockwise so the ramp to get here is to the west. Run north of the DCB, and let it fire a rock. Run north, and then once you see some water to your east, go east to find 2 Water Dumps. Kill one with that boulder, and then go back and let it charge again to kill the other one. Make it fire another one, and then walk east even more, walking around the platforms, to find a final Water Dimple. Kill it (did I mention Water Dumps die in one hit) with the boulder to clear the area of enemies. Finally, kill the DCB with his own rocks and gather your pikmin.

Grab the 2 Fiery Blowhog bodies, the Cloaking Burrow-Nit body, the Watery Blowhog body, the 2 DCB bodies, and the 5 Water Dimple bodies (counting the ones in the water part where the blue pikmin are) with your blues for a total of AT LEAST 80 pikmin. You cannot grab all of the bodies, but I hope you at least got enough for a total of 80! Just spend the rest of the day putting away pikmin and watch the countdown.

Look at your charts, your pokos, and yet again, I will display the mail that appears.

---->OLIMAR'S SON<----

Hi, papa! Mama heard you got a promotion, so now she's very happy. You have lots of people under you now, right? Does that mean you are a Super Captain?"

Save your game to end the day at long last.

DAY 7 ENDS

Recommended Red Pikmin: 80 (I have 175, so you better have at least 80!)

Recommended Purple Pikmin: 25

Recommended White Pikmin: 15

Recommended Yellow Pikmin: 55

Recommended Blue Pikmin: 80

Poko: 4146/10000

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=== DAY 8 =====

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To begin this day, once again look at your new Piklopedia entries, for there are 2 new ones. However, there are 0 new ones for the Treasure Hoard, so just ignore that one. Anyway, dive on down back to the Valley of Repose.

As you land, take note that today will be nothing but collecting treasure and building a bit of pikmin. Collecting treasure sounds easy, but remember that we have 2 pieces and this area has 7, so we must grab 5 treasures.

Making sure you are playing as just Olimar; take out 10 whites, 30 reds, and 20 purples. We need whites for 2 treasures, purple for a treasure, and red for a treasure. The last two (white and purple both share a treasure where we need both) will need some yellows. Anyway, as soon as you got the 60 pikmin, switch to Louie and take out 40 yellows. Now, we got all of the types of pikmin we need. Let's start with the ones that need yellows, okay?:)

Start out by walking forward, through the gap between the yellow and blue onion, over the paper bag, and finally over the other paper bag by the one you just crossed. Back in the lid area; go to the center to find a Red Bulborb. Immediately switch back to Olimar, and lead Olimar to the Red Bulborb. Hold the A button to grab a pikmin. Use the left and right buttons on the D-Pad to select the purples. Once you have the purple, wait a bit so all of the purples are together, and then start hurling. Repeat and it should die.

After it is dead, walk back through the first white gate's former location (if you have no clue where this is, you might want to stop playing the game). Go up to the cave, and go in the direction the flag is pointing to be in the now-drained water part! Keep going in the direction the flag was pointing to be in a small patch of land against the wall (well, it USED to be a patch of land. Now, it is just snowy land)

Walk along the snowy patch of land as it curves around. Once it ends, look in the direction towards the Emergence Cave. You should see a steep slope going up. Walk to the foot of the slope, grab your yellows, use an Ultra Spicy Spray, and head up the slope to find a Burrowing Snagret!

Use the same tactic as last time, which should've been:

"The best and easiest way is to begin the battle, and then notice: it comes out of the ground 2 ways: one by quickly coming out, and the other by slowly coming out (getting its head stuck). It mostly comes out quickly, but it sometimes comes out slowly. That is what you want. When it does, throw all of your purples on the head to make them quickly hurt it. Repeat. If it doesn't come out slowly, it will peck. Here is at least how far you should be away once it pecks so it can also reburrow:

```
=====Olimar=====Snagret===
=====V=====V=====
=====X - - - - X=====
===== ^DISTANCE^=====
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Repeat until it dies."

Same thing, except you should wait for it to burrow slowly while it is on the slope, so it is harder. Also, it is the same, except use yellows under an Ultra Spicy Spray. If it runs out, fire another. If that also runs out, restart the day and refight the Snagret. After it does its screech that means it is dead, swap back to Olimar and head to the place were Louie is. Once you are BY, but not TOUCHING Louie, go up the slope and at the top, you should find flat land in the shape of a circle. Use the C-Stick and move the pikmin around the circle. The whites will start digging something up. Once it is fully emerged, DO NOT take it back to the ship. Instead, go back down the slope and along the snowy patch of land like many times before. Once you touch the wall (the end) of the patch of snowy land, use whites with the C-Stick to find the buried treasure. You might have to look around a bit. Once it is fully emerged, use all of your pikmin to take back the treasure your whites just dug up (a green seed thing) (Spiny Alien Treat, 4 Weight, 50 Poko) and the ring (Pink menace, 5 Weight, 100 poko) where the Snagret was. Once you got those 2 treasures, switch to Louie and go back to the onions. Trade your 40 yellows for 40 blues and head back to the former location of the second white gate (by the cracked rock, remember). Back in this place; walk back into the water and up the slope to the other side. Turn your camera so the ramp you just walked up is facing south. Walk east and then rotate your camera around until you see a stack of twigs. Assign your pikmin at it to build a bridge across the water gap and to the other side. Now, non-blues can come over! Go all the way back to the onions and swap out blues for yellows. Yet again, return to the bridge. Walk across it and continue in that direction: through the opening, and to the Withering Blowhog (that circle floating thing). Throw yellows quickly at it to kill it fairly quickly. After it dies, ignore the stack of twigs and walk back south again and then east to a steep snowy ramp. Activate an Ultra-Spicy Spray, and then walk up the slope. Out comes an Armored Cannon Beetle Larva! Avoid the boulders it spits (these do not home at all) and toss yellows at it once you reach the top rapidly to kill it. Turn towards the location of the Withering Blowhog's former location. You should see a large crown. Take the large crown (Unspeakable Wonder, 30 Weight, 120 Poko) on the top by throwing yellows at it. If they fall off, go down and get em'. Once they are carrying it, use the rest of your pikmin to help. All of the yellows should be carrying it. Follow them to the ship, and then go to Olimar. Reunite the leaders and use the remaining pikmin to carry the Snagret head and possibly any pellets. Finally, as they are walking, grab the 10 Pellet, but once they reach ground level, blow your whistle to make them drop it.

This day is nearly over, so we can't nab the final two treasures today. Finish this day by putting all 100 pikmin back and grabbing all of your blues. Grab everything around base for some more blues. We should at least have 90 blues by the end of the day! Great job!

As per usual, look at the charts. Here is the mail that is sent:

----> PRESIDENT <----

Louie, your aunt sent me some cookies. Now, I meant to taste only one, but ... then I ate them all. Sorry. To make up for it, I shall officially make you a Cookie Specialist.

Save your game to end the day.

DAY 8 ENDS

Recommended Red Pikmin: 80 (I have 175, so you better have at least 80!)

Recommended Purple Pikmin: 25

Recommended White Pikmin: 15

Recommended Yellow Pikmin: 55

Recommended Blue Pikmin: 90

Poko: 4416/10000

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=== DAY 9 =====

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Look at your Piklopedia (2 new entries) and your Treasure Hoard (3 new). Once you are finished having fun lookin', dive on down back to the Valley of Repose.

This is our final day in the valley! We will grab the last 2 treasures, complete 2 more caves, and perhaps raise more pikmin! You think you are ready for this long day? Then let's get to it!

To begin this fun day, with just Olimar, take out 40 yellow pikmin. Once you have all 40 yellows, walk straight, between the blue and yellow onions, and through the opening in the path. Look around for a deflated paper bag, and walk over it to be in the lid area. From there, just walk back to the bridge. If you forgot (if so, just pitiful), then:

Walk back through the first white gate's former location (if you have no clue where this is, you might want to stop playing the game). Go up to the cave, and go in the direction the flag is pointing to be in the now-drained water part!

Once there, look around for a gap through a wall that used to be a white gate and walk through. You will be at the bridge.

Once you are at the bridge, run across it with your 40 yellows and turn your camera 90 degrees counter clockwise. Walk through the gap shown in the wall to be in an area with water and some platforms to the east, and some more of the path ahead. Keep walking ahead, past the watery area, and you should see a wide slope going up with the Treasure Gauge going off. Keep walking up, and if you look even more ahead, you will see a flat path higher than you. Throw all 40 pikmin onto the path, and they should walk left and grab onto a bear carving. Keep throwing until you get 25 up there, and they will carry the bear carving (Fossilized Ursidae, 25 Weight, 160 Poko) off of the ledge and downward. Use 10 more yellows for max, and while they are carrying it, switch to Louie that is at base.

Back here, nab 50 reds from their onions, for this last treasure isn't easy to get. Return to the bridge (read above) and cross it. Like last time, face the gap that the DCB was by and walk through. To the east is a watery area. Make Louie face it and you should see a series of patches of land sticking out of the land. Here is where it gets risky. First, swap to Olimar and as Olimar, throw all of your 5 yellows into a group and head to Louie. Making sure to NOT reunite the leaders, swap to Louie. Throw 25 reds to Olimar, and then swap to Olimar and blow them to your side. There, each of you has 25 reds. First, as Olimar only, back up towards the wall so Louie doesn't distract you. Swap back to Louie and approach the water. Aim yourself and run through the water to the patch of land and quickly turn around and keep whistling at your pikmin to get them onto the patch of land with you. Now, face the large piece of land and repeat the strategy to be on land. Move away from the water, but DO NOT touch that Fiery Bulbax, and swap to Olimar.

Do the exact same steps as you did with Louie for both leaders and their pikmin to be safe. Reunite the leaders and fire up an Ultra Spicy Spray. To beat him, a copy and paste of the strategy in the PP:

This is tough since we don't have an Ultra-bitter Spray, so instead use an Ultra-Spicy Spray. Once your pikmin are supercharged, dismiss your pikmin and

take the reds. Throw them rapidly at the beast. You might lose a few pikmin (I did), but this isn't a no-death walkthrough! :) Even so, you might not lose any pikmin at all!

Like I said, don't worry if you lost a few pikmin, as it won't really matter. Just make sure you don't lose more than 10! Anyway, it will spit out a stopwatch. Before grabbing it, dismiss your leaders AWAY from the loot and make each leader have 25. Repeat what you did to get on the other side, and then walk along the path away from the bridge (while grabbing the 5 yellows) to be at a ledge. Drop down to be back at the lid area! Return to base, gather the other 35 yellows, and put every single pikmin back into their onions. Take out your at-least-90 blue pikmin. Return to the watery area and cross it through the water, since we have blues! Use all of your blues to grab the body and the stopwatch (Temporal Mechanism, 20 Weight, 110 Poko) and possibly any pellets. Once you have everything taken back, feel happy that you now have over 100 blues! Return to the base and put away every single blue pikmin (while pulling sprouts and putting them away) to make the field clean. You should barely have any time left, so quickly take out 15 purples, 10 whites, 30 reds, 20 blues, and 25 yellows. Yellows are important for airborne enemies, while red is good for fighting ground enemies, so that is why they are the highest. Once you got everything, head back to where you fought the Withering Blowhog. Use all 100 pikmin on the stack of twigs to make a bridge, and then enter quickly through the hole to begin the Frontier Cavern!

#### FRONTIER CAVERN

Sublevels/Treasure: 8 / 15

#### Enemies:

Snow Bulborb,  
Hairy Bulborb,  
Doodlebug,  
Decorated Cannon Beetle,  
Dwarf Bulbear,  
Spotty Bulbear,  
Bulbmin,  
Anode Beetle,  
Swooping Snitchbug,  
Bumbling Snitchbug,  
Unmarked Spectralids,  
Mamuta,  
Caustic Dweevil,  
Water Duple,  
Dwarf Orange Bulborb,  
Orange Bulborb,  
Bulborb Larva

Boss: Empress Bulbax #2

\*NEW\* Hazards: Fire, Electricity, Poison, Water

Difficulty: \* \* \* (you might lose a few pikmin)

SUBLEVEL 1: It is hard to describe the shape. It is pretty much a small circle and the rest of the place has some dead-ends and a few curves. Anyway, we will be fighting the adult version of a Snowy Bulborb: a Hairy Bulborb! To begin, start out by killing any Snow Bulborbs in the small circle you start out in. If you find a Hairy Bulborb in your circle, read these next 3 sentences. Dismiss your pikmin, take all of the purples, and move the cursor on the Bulborb's back, like a Red Bulborb. Now, start hurling purples at the back. They will stun it, making it long enough for it to die. Anyway, once the place is clean,

take the bodies back for some pokos, and then dismiss your pikmin. Take all of your purples only, and then swap to Louie and make him take all of the whites. Swap back to Olimar to begin! Rotate around the circle until you find an opening in the wall that makes the circle. Walk through it to be in a long area. Use purples to kill the other Hairy Bulborb, and use purples to kill the Snowy Bulborbs in one hit. Once everything is dead, look around for a beetle with your purples. If you can find it, throw pikmin at it once it stops for it to drop a spray. It will then fart out a gas, so purples will start choking. Blow your whistle at them to save them, and then start flipping over the farting beetle (real name is "Doodlebug") and after 2 more times, it will disappear. Sometimes you might not even find one here, sometimes you might. It is random. Anyway, take all of the bodies back for some more pokos to your pocket. Return to grab your pikmin, and grab your pikmin (duh)! This time, make Louie take all of the other 85 pikmin, so Olimar has 15 and Louie has 85. Now (as Olimar), rotate your camera so the pod is south. Walk forward, through the opening and into the large area. Walk west and then north to be in a new area. Use purples to kill possibly some Snowy Bulborbs by the entrance, and once they are dead (if you even had to fight any), swap to Louie and use his pikmin to take back the bodies. Return to that location (remember, this is the location with the dead-ends) and reunite the leaders for 100 pikmin. Now, use whites and run around the whole area, and sooner or later, they will start digging up 2 treasures: a red diamond cover thing (Essence of Rage, 8 Weight, 70 pokos) and a bead (Essential Furnishing, 5 Weight, 100 Pokos). Look for the hole and leave.

SUBLEVEL 2: Once again, hard to describe. It looks like to me, a duck with a path connecting the tail and the top of the head. Anyway, you will start out in a small circular area with a slope by you leading to the top of a high ledge. Kill any enemies in this area and take the bodies back for pokos. Now, leave your pikmin behind and as just Olimar, rotate until you see a path leading out of this area. In here, you might spot some enemies and possibly a Decorated Cannon Beetle. If so, use the DCB's rocks to kill all of the enemies, and then to kill itself. Sometimes, it might not even be here, but in the above area. Once everything is dead, rotate again until you find another opening. Follow it to be in a HUGE area. In this huge area, you should spot another DCB. Use it to kill all of the enemies, and finally themselves. Once everything is dead, use pikmin to take everything back for a large amount of pokos, and then grab the 2 treasures. They can be ANYWHERE, on high ledges, in the open, or underground! Just use the Treasure Radar to find the treasures. Once you have retrieved the Christmas Shoe Present (Icon of Progress, 15 Weight, 85 Pokos) and the Christmas present (Joy Recepticle, 15 Weight, 60 pokos), look for the hole and jump on down.

SUBLEVEL 3: This level looks like a maze, so it is impossible to explain the shape. To begin blow all of your pikmin to you and look for a large black ladybug (Spotty Bulbear). Once you find it, hold A and swap to purples and start throwing pikmin like this is the last day of your miserable life. If you find any Dwarf Spotty Bulbears along it, just focus on the large one, and then the Dwarfs. I lost no pikmin to the Bulbear, so you shouldn't either. If you do, then just restart the game and try again. Once it dies, take your appropriate pikmin and destroying the hazards in front of you and the pod. Now, quickly take the body back, as it should already have recovered half of its health. You see, it starts recovering health the instant it dies, but it never comes back until it is back to full health. Now, return to that spot and collect the mini bell (Danger Chime, 10 Weight, 120 Pokos) and the Dwarf bodies. Also, if you find a Bulborb with a pikmin top, then throw pikmin as fast as you can, period! If you lost pikmin before this sublevel, you will find Bulbmin running around. Blow your whistle at it to add them to your party.

-----> BULBMIN <-----

These guys are believe it or not, a type of pikmin. First, you have to kill the

giant leader, and then the Bulbmin will run around like crazy. Blow your whistle to add them to your army. Instead of attacking with a leaf/bud/flower, they use their mouths. Since they are 1/2 bulborb, they can survive in ALL ELEMENTS (water, fire, electricity, poison)!! Too bad they are very weak at fighting. Their speed is normal-low, and their throwing height is normal. The bad news is that they can only be found in the caves, and they never can leave the cave. (At least they still dive down sublevels) Though they attack with their mouths, they still have leaves, meaning they can bloom into flowers like pikmin.

Remember, you might not gain them. Anyway, take back the mother to the ship for some pokos, and then run around the stage, killing Dwarf Bulbears and disabling the hazards. Once the area is whipped dry, use your whites to find the ring (Gemstar Husband, 5 Weight, 100 Poko), which is buried. Finally, look around the whole area for a candle (Fleeting Art Form, 2 Weight, 75 Poko) and once you found it, look for the hole and dive on down to finish the sublevel. Also, you might find a geyser. Ignore it, for it will lead you out of the level.

SUBLEVEL 4: The second you begin, you will be in a square-shaped area. Dismiss your pikmin and take out some Anode Beetles, some Swooping Snitchbugs, or even a Bumbling Snitchbug, if there is any even there. Take the bodies back for some pokos, and then use yellows to take out any electric generators blocking some of the paths. Once everything is gone, you should notice 2 paths to go through. Take the path closest to the pod and follow it to a large area. Kill all of the enemies (usually some Anode beetles, a Swooping Snitchbug, and a Bumbling Snitchbug) in the area. If you are caught by a Bumbling Snitchbug, then rotate your control stick and press A as fast as you can to escape. If you don't, it will smash you into the ground, dealing a lot of damage. It is really hazardous if a Bumbling and a Swooping Snitchbug are by each other. Once everything is dead, return to the pod via a new path (look around for it), killing any enemies along the way. Take all of your pikmin and take everything back for a lot of pokos. Once everything is stored, dismiss your pikmin and take the yellows again, and return to the path you used to come here. This time, go in the opposite direction of the path to the large area and follow it, turning when needed. Kill all of the enemies and turn off any generators and then look around for the treasures, both wide out in the open. Look for a red marble (Omniscient Sphere, 1 Weight, 85 Poko) and a star ornament (Innocence Lost, 15 Weight, 100 Poko). Look for the hole and leave this sublevel for good.

SUBLEVEL 5: This sublevel is home to 2 new enemies, and a new power-up! To begin this rest-like level, take all of your pikmin and look for a dead-end (did I mention this area looks like 2 pluses) that isn't dead-end to be in another "plus". Kill the Unmarked Spectralids to get some nectar and bodies. Now, you should find Mamutas. Isn't that name fun to say? Mamuta! Anyway, swarm em' to kill them, but let him attack your leaf pikmin. Why? Because it pounds them into the ground, making them automatically Flower Pikmin! Not really bad enemies, are the Mamutas? Once one dies, kill another and then a Caustic Dweevil (the blue spider) with blues only, because when harmed, they spit out water. Once everything is dead, pull out your like 50 flower pikmin and take all of the bodies back. Once you do, IGNORE the nectar dropped by the Unmarked Spectralids, for we need it for some more purples. Before doing so, grab the Iron Fist (Brute Knuckles, 10 Weight, 100 pokos \*\*\*POWER-UP\*\*\*). Now, you can do a special combo with your fist! Just punch 3 times, and the third time will fire a strong punch! Once you have the upgrade, try it out if you want, and once you are ready, grab your reds only and look around the dead-ends for a purple Candypop bud. Throw 5 reds in for 5 purples, and then look for the hole and leave. Also, if you want more whites, throw some into the Ivory Candypop Buds, but make sure it is yellows this time.

SUBLEVEL 6: This level is hard to do if you have pikmin, so the second you

enter, grab all of your pikmin and walk to the wood. Dismiss your pikmin behind the wood so they are safe from DCB's rocks, and head out of the area. Now, I take back what I said; the landscape DOES change! Because of this discover, you will now find my sublevel walkthroughs MUCH shorter! Anyway, use the DCB's rocks to kill everything, even the Fire Geysers. Finish it off by making them kill themselves with the rocks. Now, use blues to take all the bodies back (don't forget to collect Bulbmin from the mom if you forgot) and then once you are ready, take the white chess piece (Worthless Statue, 10 Weight, 80 Poko) and the black chess piece (Priceless Statue, 10 Weight, 80 Poko). Look for the hole and jump down to finish this short sublevel.

SUBLEVEL 7: This is a really fun sublevel. First, run around every single inch of the sublevel with just Olimar and no pikmin and many rocks will fall. Just run around, avoiding rocks, until you explored every inch of the place, and rocks start falling. Also, try to make some land on an Orange Bulborb, for there are a lot of them here. Once they stop, wait for everything to go back to sleep, and then go back to camp and grab all 20 purples. Run around the area, killing every single thing you see move with purples. Also, use sneaky tactics to get behind the orange Bulborb so you won't lose any purples. Once the place is "clean", use all of your pikmin to take back the bodies, and once you here the sound of something dropping and the shadow, run away, for it is another rock you missed. Once everything is stored, look around for the 2 treasures. They can be underground, 1 above ground and the other underground, or both above ground. Once you have gotten the metal bead (Spouse alert, 10 weight, 120 Poko) and the yoyo (Flame Tiller, 20 weight, 120 Poko), use the White Candypop Bud here if you like, and then look for the hole, ignore the geyser, and jump on down to at last the final floor!

SUBLEVEL 8 (FINAL FLOOR): Finally, we come to the final floor! Anyway, this sublevel requires a lot of strategy, for the Bulbax has babies, and they eat a pikmin in less than a second, and there are LOTS of them! To begin, look around for a ledge and quickly throw all of your pikmin onto the ledge, for once again, the babies are deadly. Now, go out with both captains, and kill all of the Bulborb Larveas in your path. Once you reach the top, you will find a \*\*\*\*load of Bulborb Larvae. Kill them all and dismiss your captains. Swap to the leader with the most health, and go to the butt, killing any Larveas. Now, walk back a bit so you don't get hurt every second. Swap to Olimar and head along the path to the end to find your pikmin. Blow your whistle for all of your pikmin, then swap to Louie. As Louie, kill more Larveas and swap back to Olimar. Dismiss your pikmin and take the purples, then switch to Louie and kill more babies. After switching back to Olimar, go up to the head and swap to Louie. Kill and last-minute Larveas and swap to Olimar to begin the fight.

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BOSS #4

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NAME: Empress Bulbax #2

RECOMMENDED PIKMIN COLOR: Purple

DIFFICULTY: \* \* \* with the babies and all (intermediate)

POKO: 15

WEIGHT: 20

STRATEGY:

This fight is almost the same as the last one, but with a few changes. Like last time, start throwing purples at the face, and it will start wailing. After around 3, 4, or 5 whails, blow your whistle, though I recommend it after only 3 wails. Once it does, it will shake fast. This is your queue! Swap to Louie and kill any Larveas, and then when the mother rolls and hits the walls, immediately run to Olimar, as we have no more use for distractions. Attack some more with the same strategy, ignoring the Larveas, for once it rolls, any Larvae under it will be squashed and killed instantly. Kind of mean to kill

your own offspring, you know? Anyway, repeat until it is vaporized.

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After it is murdered, kill any other living larvae with just your captains to finally have this area clean. Also, there should be TONS of nectar from the Larvae, so drink up, and then grab the pink toddler shoe (Repugnant Appendage, 20 weight, 100 Poko \*\*\*POWER-UP\*\*\*) and the body back to the pod. Once you have taken back the shoe, you get a power-up! Now, you can run 1.5 times faster, making it easier to avoid attacks and such. And remember when you were pushed back by Withering Blowhog's wind? Well, this power-up makes you immune to the winds of the Withering Blowhog, and an enemy we will face soon, a Puffy Blowhog! Once it is dead, return to the place where your pikmin were on the ledge and look around there for a geyser in a short dead-end. Of all the 5 times I explored this place, it has always been there, so I'm starting to think that boss areas are always the same, no matter what. Anyway, you might've lost 2 or so pikmin, but don't feel bad if you did, 'cause I did too! Anyway, CAVE COMPLETE!! :)

VALLEY OF REPOSE: Well, the second you emerge, a big message will pop up saying...

60% OF THE DEBT HAS BEEN CLEARED!!!

Cool! Now, the day should already be low in the countdown, so read this poem, and by the time you are done, the day will be over!

My favorite pikmin is red,  
For they burn the bed,  
And with that said,  
You will make them head.

Yes, I suck at poetry. Anyway, watch the ship shoot into space as the Fiery Bulbax fails miserably to eat your ship. Look at the charts and then at the E-mail, which reads:

----> PRESIDENT <----

Olimar! You're my hero! You've erased half of our debt. Still, things have become a bit dangerous, so I'm going into hiding. Focus on work...and don't slack off!

Save to FINALLY end this long day.

DAY 9 ENDS

Recommended Red Pikmin: 80 (I have 175, so you better have at least 80!)

Recommended Purple Pikmin: 25-30

Recommended White Pikmin: 15

Recommended Yellow Pikmin: 55

Recommended Blue Pikmin: 100

Poko: 6304/10000

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=== DAY 10 =====

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To begin this wonderful day, look at the HUGE amount of new Piklopedia (14) and Treasure Hoard (17) entries. Once you are done having a fun time, dive on down back to guess what, the Awakening Wood! Yeah, you heard me! You see, we badly need a new kind of spray (the Ultra Bitter Spray), for it is brutal in the other cave in the Valley of Repose.

Well, the plans for today are very simple. We just sprout some more yellows and

blues, smash down a Gate, and make 3 doses of Ultra Bitter Spray. It actually will be a short day, if I say so myself.

To begin this exciting day, start out by bringing out 100 blues. Now, return to the area you smashed the rock to drain the small pool of water in front of the White gate. If you forgot, it was around the red onion. Once you find it, walk across the drained puddle and assign all 100 blues on the gate and it should be destroyed very quickly. Rotate your camera so you are facing the path the gate blocked, and once you are ready, run up the slope path to come to a split. Go right, pass the tree trunk, and once it comes to a ledge, rotate around the area to find a plant holding the berries. Dismiss your pikmin and captains and grab 70 blues as Olimar. Swap to Louie and grab the rest. Walk along the path, off of the ledge, and return to the blue onion. Put them all away and go to the ship. Take out 30 purples and switch back to Olimar. Swarm the stem of the plant and the blues should knock down the berries. Grab all 5 but DO NOT drop off of the ledge after them. Swap back to Louie and use your band of purples to kill the Female Sheargrubs and the Dwarf Red Bulborb. Kill the Red Bulborb the same way as always and once everything is killed, go back to the ship (as Louie) and put all 30 purples away. Take out 15 blues and 15 yellows, and take everything back, prom Pellet Posies to the bodies. Once everything is back, swap to Olimar.

Take some more berries from the plant for a total of 10 berries, which makes one dose of Ultra Bitter Spray! Now, swap to Louie and grab the 10 blues at the ship. Swap to Olimar and as Olimar; get 5 more berries to the ship. Now, swap to Louie and take the other 5 blues for 45 pikmin with Louie. Return to the area with the Ultra Spicy Spray to find instead a huge wad of wed. Swarm it and in a little bit the pikmin will finish. The plants will start to grow again, so switch to Olimar and Louie back and forth until a plant has berries. Use the captain closest to it to take the berries down and back to the ship. If Olimar takes his pikmin back, grab the pikmin and throw them onto the ledge. Then you should blow your whistle at them. Once Olimar has gone once, reunite the leaders by making Olimar go to the red berry plants and use more pikmin on them and the day should end right when you fit in another Ultra Spicy Spray.

If the day still isn't over, pause your game, press "R", and select "Go to Sunset". Also, you should have 2 Ultra Spicy Sprays and 2 Ultra Bitter Sprays. Nice deal! Once the days end, look at the useless charts and to the E-mail. It says:

----> PRESIDENT <----

Hello...I'm still on the lam from debt collectors. For the time being, I've decided to live under the bridge, but if they catch me, I don't know what they will do with me...

Save your game to end this rather short day.

DAY 10 ENDS

((YOU SHOULD HAVE 20 NEW PIKMIN))

Recommended Red Pikmin: 80-100

Recommended Purple Pikmin: 25-30

Recommended White Pikmin: 15

Recommended Yellow Pikmin: 55-75

Recommended Blue Pikmin: 100-120

Poko: 6304/10000

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=== DAY 11 =====

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There is nothing new in the Piklopedia or the Treasure Hoard, so dive on down



back to the Valley of Repose.

Today, we will clean the mob of enemies that regenerated from the area. To begin, take out all 30 purples and all of your whites. Walk between the yellow and red onions, over the paper bag, and over another paper bag to be back in the lid area. Use purples to kill the Dwarf Red Bulborb, but ignore the body (actually, ignore all of the bodies until I say to grab them) and go to the center. Murder the Red Bulborb and head back to the bridge. Dismiss your pikmin and kill all of the enemies with the 2 DCBs, and then themselves. Go back to the area by the Frontier Cavern and look around for a poison gate. Kill the Watery Blowhog with purples, and then use whites on the poison gate. Gather up your purples and swap to Louie.

As Louie, take out yellows until your counter hits "100", then go back to the lid area and take the Dwarf Bulborb and Red Bulborb bodies, along with any pellets. That alone should push you in the 70s. Go back to the onion and gather your pikmin, then return to the area where all of the dead enemies are. When you have crossed the bridge, you should here the sound that means the gate is down. When you see the White Pikmin carrying a Watery Blowhog body very fast, then reunite the leaders. Use purples and yellows to take back the bodies. Go back and forth until all of them have been taken. Also, go to the ledge where the pikmin drop down so much by the ship and destroy the 10 Pellet Posy for a ton of yellow pikmin!

You should now have WAY over 100 Yellows (I have 164), so enough with the sprouting, since we have a short amount of time left!! Since there are no needed blues, we will raise the reds, whites, and purples. This is how much you need: 20 purples, 10 whites, 35 reds, and 35 yellows. You should be very close to sunset, so run to where the poison gate was and run up the slope. After the cutscene, enter the cave!

#### SUBTERRAIN COMPLEX

Sublevels/Treasure: 9 / 16

#### Enemies:

Snow Bulborb,  
Hairy Bulborb,  
Bumbling Snitchbug,  
Swooping Snitchbug,  
Careening Dirigibug,  
Armored Cannon Beetle Larvae,  
Mitite,  
Volatile Dweevil,  
Anode Beetle,  
Fiery Dweevil,  
Munge Dweevil,  
Gatling Groink

Boss: Man-At-Legs

\*NEW\* Hazards: Fire, Electricity, Poison

Difficulty: \* \* \* 1/2 (you might lose 5-10 pikmin)

SUBLEVEL 1: Well, this was unexpected! Almost the same enemies as the Frontier Cavern! This place is home to Snowy Bulborbs, Hairy Bulborbs, and Bumbling Snitchbugs, so we will need whites, purples and yellows, in that order. First, gather all of your pikmin and dismiss them. Run around the stage with whites, avoiding enemy contact. If you find an enemy by a gas pipe, ignore the gas pipe for now. Once all the gas pipes are down, with just Olimar, return to the pod

and add purples to your army. Leave Louie there because we will just get caught by the Bumbling Snitchbug and will take major damage. Kill all of the enemies except the Bumbling Snitchbugs, and if an enemy is by a gas pipe, make the enemy move away from the pipe, kill it, then disable the pipe. The weird thing about the treasures is that they are often at the same style. Nevermind if you don't get it. I mean, grab the duct tape (Exhausted Superstick, 12 Weight, 50 Poko) by digging it out of the ground. It is almost all of the time half-buried. Now, the old fashioned telephone dialer (Nouveau Table, 25 Weight, 100 Poko) is almost all of the time buried. Use the Treasure Gauge to find it quickly. Finally, look for the hole and dive on down to finish this snowy sublevel.

SUBLEVEL 2: Yes, I think it is also odd how the snow suddenly vanished and was replaced with rusty walkways by Sublevel 2. O\_o Anyway, this place is another place where if you throw pikmin off the ledge, they die, so be careful. This level is home to Swooping Snitchbugs and Careening Dirigibugs. The things being supported by balloons are the Careening Dirigibugs. If you approach them, you will see they will make a bomb rock, and will throw it so it will implode, so be cautious! Anyway, dismiss your pikmin and Louie and as Olimar, run around the whole stage, ignoring the Careening Dirigibugs and the Swooping Snitchbugs. When you see a bomb rock, simply punch it to set it off. It has a large radius so run away and continue imploding bomb rocks until the stage is free of them... excluding the ones made by the Dirigibugs. Now, grab all of your yellow pikmin at base and head around, throwing yellow pikmin at the C. bugs and if done quickly enough, they can be shot out of the sky before they even make a bomb rock! If not, then it will drop the bomb rock, sending it a large distance away. Anyway, you should be able to deal half damage each time it gets knocked out of the sky, so do it again to kill it. Once they are all dead, kill the Swooping Snitchbugs for the area to be empty, except the bodies and treasure. Use all of your pikmin to bring back all of the bodies, and then it is time to hunt for the treasures! The odd thing is that the gear (Spirit Flogger, 20 Weight, 70 Poko) is always half buried and the computer generator network thing (Network Mainbrain, 10 Weight, 100 Poko) is always out in the open. Grab the 2 easy-o-get treasures, and then look for the hole and leave. To make sure you don't throw any pikmin down the hole, press X so no pikmin are with you, then enter the hole. Remember, they magically teleport by you when you dive on down.

SUBLEVEL 3: This is another rusty theme, so pikmin can fall off of the ledge. Anyway, dismiss your pikmin and go around the stage, trying to make the Armored Cannon beetle Larveas come out. Once you do, try to make them hit the fire geysers by running behind the geysers so they turn it off. You of course can't get them all, but try your best. One ACBL is usually on foot, and the other 2 ACBLs is in what looks like to me a plate with a slope on the side area. Once you get them out and have most geysers destroyed, go back to camp and grab your purples. Return to the one on foot and kill it. Do the same with the two on the plate things, but I recommend getting inside the plate. Once you have all of this completed, look in another plate thing for an Ivory Candypop Bud. Use reds in the bud for 5 more pikmin. Now, the large spring (Coiled Launcher, 15 Weight, 70 Poko) is for me sometimes in a dead-end, but that was just me. The bolt (Superstrong Stabilizer, 10 Weight, 60 Poko) is found inside an ACBL's body, usually one of the two on the plate. Finally, the "filled" gear (Omega Flywheel, 20 Weight, 60 Poko) is practically anywhere, sometimes half-buried, sometimes not. Grab it, look for the hole, dismiss your pikmin, and jump down. Look above to see why we dismiss pikmin first.

SUBLEVEL 4: Ah yes, a rest level, everyone's favorite. In rest levels, it is calm, nectar-filled, and very unchallenging. You might find treasure, but this rest level doesn't have any. Anyway, you will find 3 Ivory Candypop buds, but I only recommend using one, and use yellows. We need to save pikmin for the purple Candypop buds! After you get everything, hold A and press up to find a

certain type of pikmin, then throw. Try to throw all of the leaf pikmin you have out of the flower pikmin squad and once you have them, dismiss and make Louie take all of the pikmin except the leaf ones. Swap to Olimar and take the leaf ones, then break eggs for nectar, so you should have nothing but flower pikmin in no time! If you find some Mitites, then throw pikmin in the middle and if you hit, you kill it, making it leave behind nectar. If not, don't worry, there's only about 10,000 other eggs. Also, you might get red or purple nectar. If you drink this as Olimar or Louie, you get an extra Ultra Spicy/Bitter Spray!! After you are done, as Olimar, dismiss your pikmin and head to the hole. There is a geyser, but let's ignore it, since we must continue!

SUBLEVEL 5: Yet another rusty level, so throw pikmin off ledge, bye-bye pikmin. Anyway, this level is real curvy, and FILLED with bomb rocks and a new enemy, Volatile Dweevils! This enemy is basically a bomb rock. The second it sees you, it sets itself off and follows you. Once down to 1/4 of its health, it will stop, and then it will implode. That is why we have to keep moving in this fun stage! To begin, run along EVERY SINGLE PATH so all of the bomb rocks and Volatile Dweevils fall and blow up. Once you are sure the place is enemy-free, go back to the pod and grab all of your 20 flower white pikmin. Look around the area for the circle part of a clock (Mystic Disk, 7 Weight, 75 Poko) and a nut (Adamantine Girdle, 12 Weight, 70 Poko). When the pikmin are taking the treasures back, make sure they do it one at a time, and follow them to camp. More bomb rocks will fall, but they will miss because of the high speed. Also, once your pikmin lift up the treasure, a Volatile Dweevil will fall from the sky. Drop the treasure, run, wait for it to blow up, and then continue carrying the treasure. If you find a Volatile Dweevil on the way to the treasure, then drop, run, and come back. Repeat with the other treasure, and then leave all of your whites with the ship. Look for the geyser and jump down so you complete this scary yet fun sublevel.

SUBLEVEL 6: This level is home to countless problems. First, all the enemies are close to each other, and second, here are all of the enemies: Careening Dirigibug, Anode Beetles, and some Fiery and Munge Dweevils. The strategy with this level is to take it step by step. When you begin, back away from any enemies in your area, then dismiss your pikmin and take Olimar. Run around the level, punching Dweevils to kill them. Just keep punching the Dweevils, and run away when they fire their attack. Once all of the Dweevils are extinct, return to the ship and take all of your whites. Run around the stage, disabling gas pipes and avoiding electricity/bomb rocks. In no time, the area will be free from gas pipes and Dweevils. After the area has no more gas pipes, get your yellows and leave behind your whites for some quick reflexes. First, you want to kill enemies that are "by themselves", Anode Beetle or not. Once they are gone, it is time to invade the main group! To do this, kill the Careening Dirigibugs first because it will make it harder to kill Anode Beetles. Plus, yellows are immune to electricity, so that is why you should avoid the Anode Beetles first. Once they all are dead, kill the Anode Beetles last, and BE SURE NOT TO THROW AND PIKMIN OFF OF THE LEDGE!!! If so, all of your hard work is over. Well, if you managed to not lose 1 pikmin, then pat yourself on the back, for that was quite some accomplishment. Well, all the treasures are above ground, so grab the bodies, the screw (Repair Juggernaut, 20 Weight, 85 Poko), the timer (Space Wave Receiver, 10 weight, 80 Poko), and finally the computer generator network thing with a new thing I inside (Vacuum Processor, 10 Weight, 100 Poko). Look for the hole, ignore the geyser, and dive on down to the seventh sublevel (while dismissing your pikmin before diving down the hole).

SUBLEVEL 7: You ready to meet the most evil, hard-to-kill enemy in this cave, and prehaps the game? Well, meet the Gatling Groink! It is half machine, half robot, equipped with a snout. You see, if you approach the snout, it will spit out 5 explosives and will explode on contact with the ground. It doesn't kill

pikmin, but it makes them fall back, a little stunned. If it is a direct contact, the pikmin dies. So they basically stun the pikmin and then shoot to kill the pikmin. Kind of evil, ey? Luckily, there is only 2 in this level, and one of them is stuck on a place. The other one runs around the place, looking for you so you will die. So here's the plan: we wait for the Gatling Groink to come to us, we kill it with purples, and take it back. Also, Gatling Groinks regenerate their health like Spotty Bulbears do, so we got to kill them quickly. To begin, dismiss your pikmin and take a moment to think. The leader with the least health gets all of the pikmin, while the leader with the most health gets to be the decoy! Alright, let's say the captain with the least health is Olimar, and the one with the most is Louie, for the sake of the guide. As Olimar, just rest and do nothing. As Louie, go look for the Gatling Groink and make it follow you. If it is too far away, don't bother making it follow you. Just get to where he is at with Olimar and Louie, and then make it follow you to Olimar. Lead it to the beginning area, and then stand away from Olimar. Swap to Olimar and make sure the Groink's back is to you. A windshield is on its face, blocking pikmin attacks. As Louie is avoiding the blasts on his own (hopefully), hold A and select purples. Once done, throw rapidly onto its back and it should die quickly. Take it back to the ship for it to be gone forever. Grab all of your purples and find the Gatling Groink on the high tower. Do the same strategy for it to die, and then take the body back first. Now, take another one of those computer network things (Indomitable CPU, 10 Weight, 100 Poko). Once everything is gotten, reunite the leaders then grab all of your pikmin. The red duct tape (Furious Adhesive, 10 Weight, 60 Poko) and the can lid (Thirst Activator, 20 Weight, 300 Poko(!) ) can be either in a dead-end or out in the open. If in a dead-end, once you lift it, a Volatile Dweevil will fall, so you know the drill. Once the treasures are back, find the hole and leave (I would be surprised if you survived without losing a pikmin).

SUBLEVEL 8: Thank the stars, this is a rest level! After this, we go to the Final Floor! Start out by throwing 1 red into one of the buds with dots when the dots are red. It will spit out up to 9 more reds! This only works if you got less than 100 pikmin. If you are still short in numbers, then throw another on into the other flower for another 9 reds. Once you have 100 pikmin, throw nothing but reds into the purple Candypop buds. Once you pull the seeds, you should have a total of around 45 purples, counting the ones in the ship back on the surface! After you get everything, hold A and press up to find a certain type of pikmin, then throw. Try to throw all of the leaf pikmin you have out of the flower pikmin squad and once you have them, dismiss and make Louie take all of the pikmin except the leaf ones. Swap to Olimar and take the leaf ones, then break eggs for nectar, so you should have nothing but flower pikmin in no time! If you find some Mitites, then throw pikmin in the middle and if you hit, you kill it, making it leave behind nectar. If not, don't worry, there's only about 10,000 other eggs. Also, you might get red or purple nectar. If you drink this as Olimar or Louie, you get an extra Ultra Spicy/Bitter Spray!! After you are done, as Olimar, dismiss your pikmin and head to the hole. There is a geyser, but let's ignore it, since we must complete the Final Floor!

SUBLEVEL 9 (FINAL FLOOR): Ohhh yeah, the moment we have been waiting for! To begin, dismiss your pikmin and take the purples. Swap to Louie and gather the rest of the pikmin. Swap back to Olimar to begin a hike. Before we fight the boss, we must first take note of some "shields". Start walking counter-clockwise around the circle area and you should see a large hump with a handle on it. This is your first hiding place. Now, continue walking around the area until you come to a large "W". This is a very useful hiding place, for we will be using it a lot. Continue walking a little bit to find a handle. Face the metal orb and go behind the handle. If it shoots you in this angle, then you will be safe. Continue walking to find another small hump. This is useful, for you can walk over it and to the place. Continue walking to find another handle, this time rotated 90 degrees, so you will have to be facing the other way to

stay safe. Continue walking to be back at the pod. Now, go to the large "W" as Olimar, then go there as Louie. Make Louie throw all of the yellows behind it, then find another hiding spot on the other side of the arena. As Olimar, stay near the "W" since we will use it very shortly. Now, it is time to fight the boss.

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BOSS #5

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NAME: Man-At-Legs

RECOMMENDED PIKMIN COLOR: Purple at beginning, Yellow at the rest

DIFFICULTY: \* \* (it is easy to avoid, but you might be unlucky and lose a pik.)

POKO: None, it self-destructs

WEIGHT: None, it self-destructs

STRATEGY:

This is by far the most fun and exciting boss fight in the game, so I hope you are ready to have fun...and kill it! First, make sure the purples are with you, and then go to the middle. Walk up the slope to be right in front of the orb. Start chucking purples at the orb and it should steam soon. When it does, throw all of your pikmin on it again until it has fully risen. This should already get rid of 30-60% of its health! The second it twists, blow your whistle and take all of your pikmin and run to the "W"! It will pull out a very low range machine gun and start shooting at your pikmin! Ohhh god! Once behind the "W", take your yellows and dismiss your purples and read this: After some bullets are shot, it will pause for about 1 second, and then start shooting again. Wait for 3-4 of these pauses and it will stop and will start to move across the stage. Wow, that is one fast spider! Follow it and once it bends down, throw pikmin onto the orb. Also take note that once it has the machine gun out, it can't be hurt, so blow when it twists. Also, sometimes it will pull out its machine gun before you even get the chance to throw pikmin at it! Anyway, once its machine gun is out, run behind the nearest shelter, and if you can't find one, try the small shelter where the orb slept. Just repeat this strategy until you find it very weak, and then finish it off with a few more pikmin throws. Since this is the best ending of how a boss dies, I will most definitely describe it. First, small red explosions surround it. Then, it will become stiff and steam will shoot out of the orb. After a few seconds, it will EXPLODE, sending parts flying everywhere!!

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After the really fun boss has been destroyed, it will drop a power-up treasure! It still puzzles me how the treasure could survive the explosion AND hitting the ground! Anyway, the power-up is a light bulb (Stellar Orb, 5 Weight, 100 Poko \*\*\*POWER-UP\*\*\*) Once you take the part back, the ship will say he made the "Solar System", which makes really dark areas light up! So now, every single sublevel is lit up! After the talk, you can see I'm not lying. It is a lot brighter here! Anyway, look for the geyser, dismiss pikmin as usual, and jump inside for your hardest Cave Complete yet!! :)

VALLEY OF REPOSE:

70% OF THE DEBT HAS BEEN RECOVERED!! Actually, that better be 70.9%, if I say so myself. :)

Well, we won't be returning here for days, so put all of your pikmin away except Reds and grab all of the pellets in the camp area to make up for the ones we used for the Purple Candypop Buds. After you are done, the day should be over. If not, then put away all of your reds and run around the area, getting final looks at the area.

Watch the sunset scene as in my game; the Fiery Bulbax is still asleep! :) Look

at the charts, then the E-mail, which says:

----> PRESIDENT <----

Some wild animals are nesting under the bridge now. They think I'm their pal or something. My stylish suits are covered in hair. I'm pitiful...but at least they're warm...

Save your game to end this hard, long day.

DAY 11 ENDS

Recommended Red Pikmin: 70-130  
Recommended Purple Pikmin: 40-45  
Recommended White Pikmin: 15  
Recommended Yellow Pikmin: 100  
Recommended Blue Pikmin: 100-120  
Poko: 7900/10000

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~~~~~ 12.6 Cruel, Wet Caves (Perplexing Pool) ~~~~~  
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=== DAY 12 =====  
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Take a look at the Piklopedia, for there are 8 new entries. The Treasure Hoard also has a lot of new entries, 16 to be exact. Once you are done looking at entries, dive on down back to the Perplexing Pool, as it says in the name of the section.

Today is a very simple plan: we kill everything we see so we won't have to worry 'bout them for the rest of the level. With that said, we will be getting a lot of pikmin!

To begin this killing day, as Olimar only, take out 10 purples from the ship. Stand in the middle of the area and stand. Now, switch to Louie. As the stupid one (well, Louie is), take out 30 reds, 30 yellows, and you guessed it, 30 blues! Now you should have reds, yellows, and blues. With this large amount of pikmin with you, switch back to Olimar. Once you are Olimar, rotate the camera so the ship is right behind you. With this angle, walk forward, and once you are down the slope, go left and use purples to murder the 3 Shearwigs that emerge on the path. If you look left, you will see a Yellow Wollywog, walk left and kill some more Shearwigs by the edge, and once they are dead, walk as close to the edge as you can get to the Yellow Wollywog. In fact, get Olimar in the water, but NOT your purples. If close enough, the YW will jump, so run away a bit. Now, wait for it to hop again to you, more on the land. Once it drops, use purples to knock it out fairly quick. Once it is down, go east back on the path and follow it, killing 2 Dwarf Bulbears. Once they die, swap to Louie. As this guy, use him to take back all of the bodies of the creatures you just killed, and then return to the ship as Olimar and Louie and with all of your pikmin, excluding the ones carrying the loot, and put them all away. Once all of the loot is at camp, take all of the pikmin with you and put them away. Take out 100 blues and return to where you killed the second squad of 3 Shearwigs. Walk in the water, and over to the other side, which is home to a stack of twigs. Use all 100 of your blues for them to start making the bridge. They should finish fairly quickly.

TIME CHECK: The blues should be down with the bridge before 11 AM.

Once the bridge is finally built, go back across it and to the log land. Look around for a creature floating with an egg. Throw a blue at it and it will drop

the egg. Use the nectar once it comes out, and then you should return to the onion. Back at the onion, put away all 100 blues and replace it with 50 yellows. Return to the bridge you built, cross it, and once on the log land, walk to the far back, where the short wall is. Throw all of your yellows on the other side of the wall, and then blow your whistle so they can follow you. Walk around the log and to the Electric Gate; use the C-Stick to make all of the yellows attack the gate. While they are smashing it, swap back to Louie, who should still be at camp.

As this dude, take out 50 blues and make the camera face the right way. Now, this time, take a right turn to come to a LARGE lake. First, kill the 3 Shearwigs in front of the lake, but don't take the bodies. Go inside the lake, and kill the 2 Yellow Wollywogs in here, making sure that they won't get squashed. Once they both are dead, swap to Olimar and gather all of your yellows. Walk back to the wall and throw all of your yellows on the other side. Go to the other side to meet them. Blow your whistle to finally end the business with Olimar. Sap back to Louie. Take back the bodies as Louie and once the bodies are back, go to where your pikmin just smashed down the gate. Kill the Yellow Wollywog by the gate in the water and take the body out of the water and once the treasure reaches near the Citadel of Spiders, blow your whistle to stop them. Swap to Olimar and use his yellows to take it back to camp. Hey, he never got to take bodies back! Once the body is back, the countdown has pretty much started. Grab all of your pikmin and put them away, then watch the nice countdown.

As the ship is blasting into space, look at the enemies trying to hurt your ship! Anyway, you will blast off and such. Look at the pretty charts, and hopefully, you have 100+ pikmin numbers. Hey, all of mine were over 175 (excluding purples and whites)! The mail this time is:

----> PRESIDENT <----

Well, the animals that adopted me are actually rather cute once you get used to them. Once we get the debt paid off, I might build a refuge for them. What do you think?

DAY 12 ENDS

Recommended Red Pikmin: 100+  
Recommended Purple Pikmin: 40-45  
Recommended White Pikmin: 15  
Recommended Yellow Pikmin: 100+  
Recommended Blue Pikmin: 100+  
Poko: 7900/10000

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=== DAY 13 =====  
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Don't worry about the Piklopedia and Treasure Hoard, for we have no new entries in each one. After all, we only fought enemies we killed before and we collected no treasure. Land back in the Perplexing Pool to continue our 4-day journey in the Perplexing Pool.

As per usual, I will tell you our plans for the day. Today, we will get all of the treasures/kill enemies on the "lower" part of the level (the part that does not have the Swooping Snitchbugs and such). Basically, we will collect treasures in the area we explored yesterday.

To begin this happy, treasure-collecting day, take out 85 blues as Olimar. Once you got all of your blues, return to the electric gate you tore down yesterday. Walk through the path the gate was guarding to find a treasure. We could've taken it back with yellows, but there was water in the middle of the path. Pick

up the lid (Optical Illustration, 15 Weight, 140 Poko), and as they are carrying the lid, with your other 65 pikmin, follow the stream in the opposite direction to come to 3 Water Dumps. Kill them and take their bodies back for some pikmin, and then assign the other pikmin on the black gate near the place. With Olimar, walk back up to the camp and grab the other blues and pluck sprouts. Put away blues until you have 85 in the field, and then switch to Louie. As the slacker, take out 15 whites for a total of 100 pikmin. This time, look behind the ship for a path going down. Follow it to come to a dead-end, but if you rotate the camera, you will see some land on the other side. Throw pikmin onto the ledge, and then switch to Olimar. Back as Olimar, wait for the lid to be carried, and then...

80% OF THE DEBT HAS BEEN REPAYED!!!

Wow! Just one more cave and we could complete our goal! Anyhow, gather the pikmin from the treasure and go back to the black gate. Assign all of your blues onto the gate to help the pikmin already working. Now, just run around as Louie and play around a bit, and once you hear the Gate Destroyed sound, go back to the gate and gather your pikmin. Once it is down, you will see a Yellow Wollywog almost instantly. Kill it by any means necessary, and then walk past it, ignoring the body, and kill some Water Dumps at the edge. Finally, kill a Skitter Leaf on the land, and speaking of which, dismiss your blues away from the bodies and walk to the end of the land, toward the wall, where you will see the whites. Blow your whistle at them and make them dig at the other end of the land. The second you hear the pop sound, blow your whistle at the whites and return to the ledge. Throw them onto the ledge, and swap to Louie. As Louie, grab the whites and swap to Olimar.

Gather all of your blues and take all of the bodies and the onion (Onion Replica, 20 Weight, 30 Poko) and follow them and into the large lake. Once everything is back at camp, thanks to fast blues, gather all of your blues again and go back into the lake. You should find a jellyfish thing with a fruit as its tail (Toady Bloyster). Go to it, and go behind it. Throw blues at the fruit, for that is its weak spot. Repeat until it is dead, then take the body, any pellets, and the cork that you use in fishing (Aquatic Mine, 3 Weight, 80 Poko) all back to the onion/ship. Once they are, gather all 85 of your pikmin and return to the edge of the lake. You should see a path going into the lake. Follow it to be at a stack of twigs. Assign all 85 blues at the twigs to make a bridge, and once the bridge is done, drop into the lake with your pikmin and go back to the camp. Swap to Louie and put all 15 whites away. Reunite the 2 leaders, and take out 15 more blues.

By now, the sundown message should pop up, so run down the slope, and follow the path until you can see a black gate way at the end of the stream. Start assigning pikmin on the gate and the countdown clock should appear. Once the number reaches "1", blow your whistle at all of your pikmin. We maybe never finished it, but at least we did some nice damage to it!

Watch as Olimar makes all 100 blues go to their onions, and then watch the sunset movie. Look at the poko chart, the pikmin chart, and finally, the mail, which is:

----> PRESIDENT <----

Olimar! You'll be promoted to manager! Only a small bit of debt remains. You've done great... as have I! No one dodges debt collectors like I do! I'm a pro!

DAY 13 ENDS

Recommended Red Pikmin: 100+

Recommended Purple Pikmin: 40-45

Recommended White Pikmin: 15



Recommended Yellow Pikmin: 100+  
Recommended Blue Pikmin: 100+  
Poko: 8150/10000

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=== DAY 14 =====  
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Look at your new entry in your Piklopedia, and your 3 new entries in the Treasure Hoard. Slam back down into the Perplexing Pool!

Today's objective is to collect the remaining treasures in this area, which means collecting 4 more treasures! Good luck, for you will need a lot of speed to get this done quickly!

To begin this bright day, take out 100 blues and return to the black gate we never finished yesterday. Destroy it for real in a few seconds to see the other side.

This side is home to many enemies, but no problem, right? Kill the 2 Hermit Crawmads, the Withering Blowhog, and 2 Water Duples. Don't take anything back, yet. Once everything is dead, tilt your camera so the 4 seesaw blocks are into view. Get ready for a puzzle! You see they are laid out like:

```
|=|  
_____  
|4||3||2||1|  
-- -- -- --
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If you push "1" down, the 3 goes up. Push the 3 down, the 1 goes up. Push the 4 down, the 2 goes up, and push the 2 down, the 4 goes up. They work in every other pair.

- 1) First, go to the edge of the 4th one and throw 20 'mins onto the ledge.
- 2) To begin, dismiss your pikmin and make Louie take a single pikmin. Swap to Olimar, and with no pikmin, walk on top of the "1" Block. Swap to Louie, and go to the "3" block.
- 3) Throw the pikmin Louie has onto the "3" Block. Switch to Olimar and stand on the block as it rises.
- 4) Drop down as Olimar onto the lowered "2" Block. Switch to Louie and grab the pikmin and throw it at the "4" Block.
- 5) Once Olimar's block has risen, drop down onto the "3" Block. Switching to Louie, grab the pikmin and throw it onto the "1" Block. As the "3" block rises on where Olimar is standing, switch to Olimar.
- 6) Drop down onto the "4" Block, and then switch to Louie and throw the pikmin onto the "2" Block. Olimar's block will rise, completing the puzzle.

Once the puzzle is over, grab the 20 blue pikmin and walk to the edge of the ledge (the side away from the blocks). Throw your pikmin at the bolt (Massage Girdle, 20 Weight, 100 Poko) and they should carry it. Drop down and gather your pikmin. Once the bolt and the pikmin are off of the ledge. Blow your whistle at them. Assign the pikmin at the Hermit Crawmad bodies and let them carry it. Grab the other bodies and the treasure and follow it, up a large slope, and drop down to be in the area with the Swooping Snitchbugs. As they are carrying the loot, try to kill the Swooping Snitchbug and add that to the body carrying.

Once everything is stored, put away all 100 blues and take out 100 yellows. Now, return to the large lake and to the path, and on the side, is a ledge surrounded by walls. With that in mind, throw all 100 pikmin on the ledge and

blow your whistle. You see, you must use the C-Stick to go to the other side. The walls on the ledge are there to prevent your yellows from falling. Anyway, there is water by the ledge, so be careful! To begin, just run across the path, holding the C-Stick in the direction Olimar is running. Once you reach the end, you will find that one of the walls is gone, so the yellows will start to drop. Since the drop a lot, I'd recommend dismissing your yellows and taking the one on the ground first (usually in chunks of 30-40) and then crossing the bridge, and attacking the electric gate. Repeat until all of your yellows are smashing the gate. It will go down very quickly. Once it is down, return to the end of the ledge and throw all 100 back onto it. Do the same trick, except in reverse, to be back at the end. You can't get the yellows down, so wait until sunset appears.

Watch as Olimar blasts off, taking all of the 100 yellows with him. Look at the charts and your favorite, the mail!

----> PRESIDENT <----

Today, I tried building a small room at the top of a tree. It reminded me of my younger days, when I lived in a little shed. Those memories help make this bearable.

Save to end this treasure-getting day.

DAY 14 ENDS

Recommended Red Pikmin: 100+

Recommended Purple Pikmin: 40-45

Recommended White Pikmin: 15

Recommended Yellow Pikmin: 100+

Recommended Blue Pikmin: 100+

Poko: 8250/10000

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=== DAY 15 =====

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Look at your Treasure Hoard since it has some new entries, but the Piklopedia doesn't. When you are ready to finish the Perplexing Pool, dive on down to the watery area.

Luckily, today is the last day in Perplexing Pool, but NOT the last day in the section! Surprise, surprise! Today's main purpose is to spend 3/4 of the day getting treasures (just 3 left!), and the other 1/4 of the day completing the evil Submerged Castle cave. Good luck!

To begin, let's get the treasures that require the yellows first, okay? :) Also, today should be a day where you ignore enemies, so do so. Start out by taking out 50 yellows, and once you have them out, go down the slope, to the left, and follow the path, killing 3 Shearwigs and 2 Dwarf Bulbears, all the way to the end to find the seesaw blocks. Throw 49 'mins on the above ledge and the other on the other seesaw block to rise. Grab your 49 pikmin and walk along the area. Kill the Swooping Snitchbug, then continue walking, ignoring the body. Once you are near another Swooping Snitchbug and a Fiery Blowhog, kill the Snitchbug, and then the Fiery Blowhog by swarming and blowing once it gets ready to shake. After it is gone, look around the place for a stack of twigs, and hit them with your 49 yellows to make a bridge. Zoom out and look around the bridge for a high stump with a spatula thing. Take the spatula thing (Impediment Scourge, 10 weight, 50 Poko) back to the ship, and while they are carrying it, kill the 6 Shearwigs, and it is guaranteed you will lose pikmin, so take their bodies back to make up for it.

Return to the place where you killed the Fiery Blowhog to find a series of

ledges. Dismiss your piks and take 30 with you. To begin, get to the foot of the summit and move the C-Stick in the opposite direction of the path. Once you do, walk up the path and use the C-Stick against the wall so no piks die. Follow the path, using the C-Stick to help, as it is nearly impossible to get without losing a single pik. Once you reach the end, stand back a bit and throw pikmin up onto the high ledge. Use the "cut" in the wall to make sure no pikmin drop. Once 15 pikmin have gield on to it, they will take the lid (Gherkin Gate, 15 Weight, 100 Poko) back to the ship. Follow them back to the ship and put all of the pikmin away. Don't forget the one back at the seesaw blocks. Now, take out 85 blues and 15 whites. Dismiss your pikmin once you have walked to the lake and take your blues. Walk through the lake and to the patch of land. Go through the path the electric gate blocked and turn when needed to be in a tile ditch with a slightly cracked rock inside. Use your blues to smash it, draining the large lake AND the tile ditch you are in! Go back to the edge of the lake and dismiss your blues. Grab your whites and use them near the back of the lake and the treasure gauge to find a buried treasure. Use whites and some blues to take back the shell (Fortified Delicacy, 20 Weight, 60 Poko). There! All treasures gotten! The sunset message should pop up, so put all of your whites away and take out more blues for 100 blues. Gather all of your 100 blues and go to the 4 seesaw blocks, ignoring enemies on the way. Look near it for a cave, and enter the cave with your 100 blues. Welcome to the most nightmarish (not hardest; just nightmarish) cave in the game, the Submerged Castle!

#### SUBMERGED CASTLE

Sublevels/Treasure: 5 / 13

#### Enemies:

Fiery Blowhog,  
Fiery Bulbax,  
Careening Dirigibug,  
Fiery Dweevil,  
Bulbmin,  
Dwarf Orange Bulborb,  
Anode Beetle,  
Withering Blowhog,  
Anode Dweevil,  
Wollywog,  
Volatile Dweevil,  
Irresistant Glint Beetle

Boss: Waterwraith

\*NEW\* Hazards: Fire, Water, Electricity, Poison

Difficulty: \* \* \* \* (you will lose a lot of pikmin)

Ha! I remember from the message boards! I need help with the place with the "like rolling frog thing". Lol! Anyway, this place is home to the very scary and frog-like Waterwraith. The thing why it is the "scariest and most nightmarish cave in the game" is because it always drops down, and I mean ALWAYS drops down. You see, it even drops during the regular sublevels! For this reason, you better be QUICKLY solving these caves! I even recommend ignoring enemies. It always drops down within 1-5 minutes of being in the cave, and don't worry, for the ship will warn you if it will fall...the first time. You just got to hear 2 loud stones dropping, then a roar, then the sound of stones smacking the floor.

Also, it may puzzle you how all 4 hazards are in a cave that can only let blue pikmin in. Well, we will use the helping of Bulbmin, though you might not need them at first, thanks to entering with 100 pikmin!

SUBLEVEL 1: You think you are ready to test out this nightmare hideout? Well, to say a few words before we begin, this area is filled with fire hazards, so have your whistle ready! To kill the Fire Blowhog, swarm it and once it shakes, blow whistle, swarm again to kill it. Also, don't throw pikmin at the Blowhog, for it will only waste time, so SWARM it!! Now, for killing the Fiery Bulbax. We are about to try a new strategy, so first you should find the Bulbax, and once you do, throw a pikmin onto its body. Blow your whistle once the pikmin touches the flaming body so it doesn't burn and the Bulbax will wake up. Lead it into a nearby pool of water, and the second it stops flaming, use an Ultra Bitter Spray and go through the talk that the ship gives you about it. I hate that because it wastes 1/2 of the time, so you only got 4 seconds to swarm and kill it! If you fail, then fire another, but then you will be out, and that ISN'T good. Once it dies, it will spit out the fish snack (Bug Bait, 5 Weight, 15 Poko). Look for the other 2 treasures, a strawberry chocolate (Diet Doomer, 5 Weight, 25 Poko) is usually in the open, as is the frosted donut (Pastry Wheel, 10 weight, 35 Poko). Look for the hole and LEAVE AS QUICK AS YOU CAN!!!!

SUBLEVEL 2: So you got past the sublevel perfectly unharmed? Well, great job! This area is home to Careening Dirigibugs, Fiery Dweevils, and Bulbmin! To ensure safety, kill the Careening Dirigibug by throwing at it rapidly. There are walls in here unlike the Subterranean Complex, so you are safe. For the Fiery Dweevils, ignore them unless they grab a treasure you are carrying, and then kill it, blowing your whistle once it casts flames around it. The Fiery Dweevils are usually in an open, rusty pipe that is near the exit of a long pipe. You see, look around for an entrance of a pipe. Walk inside of it to be in the pipe (PS, this is a great place to hide in from the evil Waterwraith). Follow the pipe to a slide-like part, where you will go down quickly and will shoot out of the pipe, landing you near the chocolate donut (Chocolate Cushion, 10 Weight, 40 Poko). Once we have finished that part of the level, the other part of the level is the part with the Bulbmin. The mother can be killed by getting close, and then throwing pikmin onto its back. If you would to have...let's see...swarm it, the Mother Bulbmin would get a few bites of pikmin. Once they it is dead, the babies will run around. Blow your whistle at them to get the Bulbmin. Also, something I forgot to mention: if you start out the cave with 100 pikmin and lose pikmin to the mother, you still don't get more Bulbmin. You see, the game decides the amount of Bulbmin at the beginning of the sublevel, so keep that important note in mind. A checkered chocolate cookie (Comfort Cookie, 4 Weight, 10 Poko) will come out of the mother once it is dead, so take the body and the tasty cookie. Finally, the Dwarf orange Bulborbs can be killed by just swarming them the old fashioned way. Ignore the bodies, though. The final treasure, a plain donut (Confection Hoop, 20 Weight, 60 Poko), can be found on a ledge guarded by some DOB. To get there, walk to the opposite ledge and throw pikmin over the gap and to the treasure. Throw more pikmin over, since it is surrounded by DOB. You will lose a few pikmin, but ignore it for the time being. Finally, the exit is sealed, so you will have to use pikmin to smash the rock and open the exit. Leave INSTANTLY!! If you are lucky (like me), you could've avoided the Waterwraith from falling!

SUBLEVEL 3: This place is home to the ELECTRICITY element, so you better be careful! For the electric generators, swarm them the SECOND THEY TURN OFF. Otherwise, you could find 50 dead blues in a flash. To destroy the Anode Beetles, make sure the one you are attacking isn't sparking, and throw pikmin at the top, and then the flesh. The Withering Blowhog dies the same way as always: throw pikmin on it, and so is the Bulbmin. The Withering Blowhog holds the lid (Activity Arouser, 15 Weight, 100 Poko), but the Bulbmin holds nothing. For Anode Dweevils, just throw Bulbmin on them. For the Wollywog, same way as the Yellow Wollywog. To end this short sublevel, take note that the last 2 treasures, the large chocolate checkered cookie (Succulent Mattress, 8 Weight, 50 Poko) and the swirl cookie (Compelling Cookie, 4 Weight, 10 Poko) are

anywhere in the open, but usually behind a gate. There is a good chance the Waterwraith is down by now, so try to ignore it and break the exit, which is yet again covered in rocks. Dive on down before the Waterwraith makes this a bad day (this is a bad day, I already lost 19 pikmin in this cave)!

SUBLEVEL 4: Finally, one of the last floors! If you lost over 10 pikmin, don't take it too seriously, for this is a TOUGH cave! Anyway, this floor is a nightmare, thanks to the 50,000 bomb rocks and 5,000 Volatile Dweevils. Seriously, this place is swarming with explosive things, from bomb rocks to the Dweevils to the C. Dirigibugs! Take careful steps in this sublevel, and hunt for the ham container thing (Drone Supplies, 15 Weight, 130 Poko) and the Triple A Battery (Proton AA, 6 Weight, 90 Poko). Finally, there is an Irresistant Glint Beetle running around the place. Throw a pikmin at it for it to drop the white chocolate (Pale Passion, 5 Weight, 25 Poko). Finish by breaking the hole, and then diving on down to the Final Floor!

SUBLEVEL 5 (FINAL FLOOR): This must feel like heaven, ey? Luckily, the Waterwraith never drops until you go into the arena, so stall all you want! The good news: the boss is easy, and the bad news: you probably are down to 60-Blue Pikmin, as am I. I'm not including the Bulbmin. Finally, Bulbmin don't exit with you, so we should have PLENTY of Bulbmin with us. Start out by smashing the 3 gates in the starting area. Ignoring the eggs, throw Bulbmin into the 2 Purples Candypop buds for 10 purples. Now, smash the 3 eggs and do this: hold A and press up to find a certain type of pikmin, then throw. Try to throw all of the leaf pikmin you have out of the flower pikmin squad and once you have them, dismiss and make Louie take all of the pikmin except the leaf ones. Swap to Olimar and take the leaf ones, then break eggs for nectar, so you should have nothing but flower pikmin in no time! To end this, smash the final black gate, blocking the boss arena, and throw all of your Bulbmin back, for they are useless. Hold the A button and swap to purples, and then walk to the egg in the middle of the arena to make the boss fall.

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BOSS #6

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NAME: Waterwraith

RECOMMENDED PIKMIN COLOR (more like "required" pikmin color): Purple

DIFFICULTY: \* \* (it is easy to avoid, but you might be unlucky and lose a pik.)

POKO: None, it melts away

WEIGHT: None, it melts away

STRATEGY:

This boss is fun, and it is time to get our revenge on this monster! First take note that you NEED purples to harm it. That was why I never commanded you to throw pikmin at it in the earlier sublevels. The Purple Pikmin have some sort of chemical on them so they can harm it. Anyhow, this boss will start out by falling and lifting its rock thing. Get to the side of it as it lifts it and once I drops it and after it is wiggling its head, throw a purple at it and it will turn purple. Throw pikmin rapidly at its purple body, doing nothing else. It will several times roar and turn purple again, sending pikmin flying. If this happens and pikmin don't reach it quickly enough, then it will make a new roar, so gather your pikmin as it smashes its rocks and starts to roll around. Be sure not to get squished with the rock rollers, or those rocks could crush your pikmin's internal organs. After repeating several times, you will see the rocks burst, beginning stage 2. Now, it runs like a coward away from you! There is no way you can get hurt by it, so you better start freaking out and start laughing. Follow it and after running a lot, it bends down and starts panting. Throw purples at it for more purple madness. It will shake a lot still, but continue to hurt it. If you wait too long again, it will start running some more. After it dies, there is a cool ending! First, it looks like it was shot, for it tilts its body and bubbles start popping out. After it does that, it

will shatter into many bubbles, being fully vaporized.

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After it is badly murdered, it will drop the head of a microphone (Professional Noisemaker, 15 Weight, 100 Poko \*\*\*POWER-UP\*\*\*). This cool device is called the "Pluckaphone", and it can make pikmin com out of the ground simply by whistling! This is USEFUL when you have 100 sprouts, or when you get a lot of sprouts from a Mamuta. Finish this evil cave by going up the geyser. CAVE COMPLETE!! :)

PERPLEXING POOL: Well, I got good news...

90% OF THE DEBT HAS BEEN REPAYED!!

Wow! Just 10% more and we win the game! By the time you emerge, the timer will already be pretty much over. Though with all of the deaths of blues, we should still have way over 100 blues, so no worries. Put away your blues and your shiny 10 purples.

The day is over! Well, we never completely finished the perplexing Pool, but I PROMISE we will tomorrow! For now, just sit back and watch the sunset. As the charts pass by, look at your blue pikmin and see how you did. By now, you should have less than 100 deaths, but you might be close. To finish this day, read this mail piece:

----> PRESIDENT <----

Only a bit of debt remains! If you two dolts can gather treasures with such ease, I figure I can find boatloads down there. I'll have to think about this...

Save to finish the most evil day yet!

DAY 15 ENDS

Recommended Red Pikmin: 100+  
Recommended Purple Pikmin: 40-45  
Recommended White Pikmin: 15  
Recommended Yellow Pikmin: 100+  
Recommended Blue Pikmin: 100+  
Poko: 9153/10000

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=== DAY 16 =====

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Look at your huge amount of new entries in the Piklopedia (4) and in the Treasure Hoard (16). Dive on down back to the Perplexing Pool.

The final day in the Perplexing Pool, almost! Today we will finish a cave, and maybe even will raise some more pikmin. The cave we are doing is the harder one. You see, I would LOVE to do the other cave, but by the time we win the harder cave, the game will realize we have 10,000 pokos and the day will end. Tarter sauce!

This day is, to everyone's dismay, a very tough day, mainly due to our next cave. To begin, take out these pikmin numbers: 25 Reds, 25 Yellows, 20 Blues, 20 Purples, and 10 Whites. With this large army of pikmin, go back to where you broke down the electric gate, near the tiled ditch. Go inside the tiled ditch, and you will see that the drain was in fact covering a cave! Go inside to begin a tough cave: the Shower Room.

SHOWER ROOM

Enemies:

Watery Blowhog,  
Wollywog,  
Wogpole,  
Dwarf Orange Bulborb,  
Orange Bulborb,  
Lesser Spotted Jellyfloat,  
Greater Spotted Jellyfloat,  
Water Dimple,  
Hermit Crawmad,  
Unmarked Spectralids,  
Withering Blowhog,  
Fiery Blowhog,  
Bumbling Snitchbug,  
Anode Dweevil,  
Munge Dweevil,  
Volatile Dweevil,  
Doodlebug

Boss: RANGING BLOYSTER

\*NEW\* Hazards: Fire, Water, Electricity, Poison

Difficulty: \* \* 1/2 (you will lose 1-5 pikmin)

SUBLEVEL 1: Welcome to the shower room, which is, like the name implies, a place that is shaped like a shower (well, it has tiles. <\_<) a little bit and has some aquatic creatures. To begin this sublevel, take note that some boulders fall at some places, so walk with caution as you kill the enemies. For the Watery Blowhogs, just throw purples at it repeatedly. Use this same strategy to kill the Wollywogs. The Wogpoles should be killed, though take note that they are harmless. To begin this level, take all of your yellows (after dismissing your piks) and run around the level, shutting down electric generators, while also avoiding enemy contact. A Wollywog will drop somewhere sometimes, so be careful! Once all of the boulders have fallen and the generators are down, use purples to kill all of the enemies, and then take back the bodies. Break open eggs for nectar and/or sprays, and once that is finished, get ready for treasure hunting! The only treasure, a metal hat thing (Merciless Extractor, 20 Weight, 90 Poko) can be found anywhere above ground, in the open or in a dead-end. Once you have stored the treasure, look around for the hole and once you find it, enter it to complete the sublevel!

SUBLEVEL 2: This level is home to some DOBs and an Orange Bulborb. There is also a Lesser Spotted Jellyfloat here, which is obviously a new enemy. Before we begin, time for the walkthrough! The Orange Bulborb is in a ditch, so try to throw pikmin from above on it for extra damage. The Dwarf Orange Bulborbs are killed by swarming it. Finally, for the Lesser Spotted Jellyfloat, it will suck up pikmin if you get pikmin close to it. Once they are sucked up, nothing happens at first, but 30 seconds later, they die. Also, don't worry about touching the stingers on the bottom, for they are harmless. Just hurl pikmin at it and it will fall, like a Withering Blowhog. Just repeat until it dies, and it will release any sucked pikmin. Well, that is all of the enemy walkthrough! It is time for the area walkthrough! Start out by running around with whites, avoiding DOBs, and smashing the gas pipes down. Also, avoid some more falling boulders, okay? Once you have finished with killing the gas pipes, and then kill the Lesser Spotted Jellyfloat, and then the DOBs, and finally the Orange Bulborb. Take all of the bodies back and look for eggs and smash them. After all of this is done, look for the Double "A" Battery (Durable Energy Cell, 15

Weight, 160 Poko) and the bar of soap (Sud Generator, 20 Weight, 60 Poko). If they are in dead-ends, then a Dwarf Orange Bulborb will drop one you lift it. Kill it and grab the treasure. Once the treasures are gotten look for the hole and dive on down. Is it just me, or is it far too easy so far?

SUBLEVEL 3: This place is home to 4 kinds of creatures. For the Lesser Spotted Jellyfloats, do the same thing as last time. If you're fighting the Greater Spotted Jellyfloat, you will notice that they are the same as a Lesser Spotted Jellyfloat, except it is larger, has different colors, and has a new sound music. These can be killed the same way as a smaller version, but this time, this Jellyfloat can actually suck up your captains too, dealing a lot of damage once it spits you out. To make sure you are safe, rotate the control stick and press A as fast as you can and you will escape all right, and then Jellyfloat will fall to the ground while it spits you out. And finally, for the Water Dumbles, just swarm em' as always. And for the Hermit Crawmad, same strategies as always (avoid the strike it makes at the beginning and swarm it once it comes out of the hole at the back). Now that we got all of that finished, yet again time for the area walkthrough! The first thing to do is to find the Greater Spotted Jellyfloat. Once you kill it, it will drop the blush case (Mirrored Stage, 15 Weight, 140 Poko), but that is it, excluding pikmin it sucked up. Go around the area, killing all of the enemies by swarming them/throwing pikmin at them. Once everything is dead, get ready to hunt down the treasures! The can lid (Vorpal Platter, 12 Weight, 60 Poko) and the seashell (Scrumptious Shell, 15 Weight, 60 Poko) can be found anywhere above ground, usually behind a gate or in a dead-end. Also, if it is in a dead-end, there is a chance a Water Dumble will drop. Plus, there is also a chance a Wollywog will drop! I lost one pikmin to this monster from this cheap encounter! After everything is stored, look for the hole, usually in a dead-end.

SUBLEVEL 4: Finally, what I would like to call a rest level! There are Queen Candypop Buds, and I'd use them if you lost pikmin. In one room, you will find a swarm of Unmarked Spectralids. Throw pikmin rapidly at them for many dead bodies and some nectar! While exploring, you will notice an area with some water, but it won't harm your pikmin, since it is so low. To move around, look for low passages. This is a pipe complex, so relax, have fun, and see where the pipes lead! Once you have gotten it all figured out, you ready to hunt for the treasure? First, let me tell you: there is a hole and a geyser, and you might have to move through many pipes to get to each one. Anyway, the treasure is anywhere above ground, usually at the edge of a pipe, in a pipe, or in the wide open. Hunt down the spiky leaf (Aboreal Frippery, 1 Weight, 10 Poko) and once you have it (I recommend using a white pikmin to carry it), look for the hole through traveling by pipes (isn't "Mario" sounding familiar) and dive on down to the last 2 enemy sublevels.

SUBLEVEL 5: As per usual, the enemy log is first. There are 3 enemies, and they are all old enemies. For the Withering Blowhog, throw pikmin at it and swarm once it reaches the ground. Next up is the Dwarf Orange Bulborb, and they die by being swarmed. Finally, the Fiery Blowhog can be killed by hurling purples at it. Sometimes, you might even find a Wollywog. To kill this, just hurl purples at it, like the rest of the enemies. To begin this really fun and easy level, kill any enemies around camp to prevent losing pikmin while doing something else. Once the camp area is clean (take back the bodies), take only 10 reds, not the whole squad, by dismissing them and bumping into 10 reds. Once you have the fire dudes, shut down all of the fire geysers. If a fire geyser is close to a Dwarf Orange Bulborb, kill it first, and then the geyser. If a fire geyser is close to 2 or more Dwarf Orange Bulborbs, ignore it for now. After the area is fire geyser-less, take purples and reds and throw the purples at the Dwarf Orange Bulborbs around a fire geyser, and then finish it off by shutting down the geyser with your red pikmin. Once all of that is finally



finished, take out your purples only and murder the rest of the Dwarf Orange Bulborbs and the Fiery Blowhogs by throwing them at the enemies. Now, the only enemies left are the Withering Blowhogs. Use your purples only, since we can have less pikmin lose flower tops. Finally, once everything's dead, start looking for the treasures! This time, it is the fish food container (Endless Repository, 20 Weight, 130 Poko), a chocolate bottle cap (Pondering Emblem, 4 Weight, 100 Poko), and a small frying pan thing (Broken Food Master, 20 Weight, 90 Poko). Also, one treasure might be in a grate place, so you have to go up the slope and throw blues in there. Look for the hole once you find everything and dive on down to the final [enemy] sublevel.

SUBLEVEL 6: Yet again, I will post the enemy log so you know how to kill enemies the proper way. This sublevel is home to a variety of creatures, so get ready! The first one is the Bumbling Snitchbug. An easy way to kill it is to let it dive down at you, but move out of the way and as its low, hurl pikmin at it and once it falls, swarm it with pikmin to wipe out the darn bug. I recommend only using one captain to fight these bugs. The next enemy on our list is the Dwarf Orange Bulborbs, and they die by simply hurling purples near it or on it to kill it. Even if they are in a group, throw a few purples to instantly kill them. Next up is the Orange Bulborb, and these guys require purples. First, find a place behind it, and once you do, hold "A" to have the purple ready, and once you do, run up to it and release "A" once you are close to throw a purple on it, stunning it. Rapidly throw purples at it to actually finish it off. Next up is the Wollywog, and that is killed by throwing purples on its back as it jumps. Once it lands, start throwing purples on its back. Make sure you run way once it jumps, okay? The next 2 are the Anode and Munge Dweevils. We fought these before, but this time we will throw purples at it. Be very careful if you are fighting an Anode Dweevil. To finish the enemy log, we should find the Volatile Dweevil. Simply run around the stage as Olimar and lure them out, and run once Olimar sets them off! Now, for the actual walkthrough! Start out my murdering enemies in your camp area so they don't interfere with our work. Run around the area as Olimar only, killing Dweevils with your fists...except the Volatile Dweevils. Just run once they come close, away from your pikmin, and watch them blow up. After they are all dead, run around with purples, killing the Wollywog and DOBs and the Orange Bulborb. If it's in the water, make Louie chase it out, and while the monster is out trying to crunch Louie, throw purples at it. After all of this is dead, take out the Bumbling Snitchbugs with all of your pikmin, and once that's dead, take all of the dead bodies back. Now, look for the bottom part of a plastic jaw (Behemoth Jaw, 20 Weight, 100 Poko). It can be anywhere, but it is usually in the area with all of the small pipes that held most of the Dweevils. The next treasure on your list is a rubber duck (Rubber Ugly, 8 Weight, 90 Poko), and it is usually in the pipe that is in the water, though it can sometimes be somewhere else. Finally, you are hunting for a blue jar lid (Abstract Masterpiece, 6 Weight, 30 Poko), that usually is behind a gate, but is also somewhere else sometimes. If it is behind a gate, then a Munge Dweevil could drop, so kill it so it won't run off with your treasure. Also, behind a gate, you might find a Doodlebug. Just make sure you don't kill pikmin because of the gas! After you are finished, look for the hole and hope down to the Final Floor!

SUBLEVEL 7 (FINAL FLOOR): Finally, the Final Floor! Just think, after this, we will have the game finished, but we still can come back to get the remaining treasures for a cool ending! Anyway, to begin this battle, you will want to start by dismissing your pikmin. As Olimar, take the purples, and once you have all of the purples, swap to Louie. Take the reds and swap to Olimar. Walk to the split in the path. With Olimar, take one path and follow it to a black gate. If you look through it, you will see an oversized Toady Bloyster. Just keep smashing the gate down, and if it starts heading for you, swap to Louie. Follow the other path and smash this gate down to begin the actual battle.

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BOSS #7

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NAME: Ranging Bloyster

RECOMMENDED PIKMIN COLOR: Red one captain, purple the other captain

DIFFICULTY: \* \* \* (Intermediate. You can lose up to 15 pikmin.)

POKO: 15

WEIGHT: 3

STRATEGY:

This boss requires major leadership skills. Start out by running into the arena as Louie and get to the middle of the north or south wall. Once the Bloyster is in front of you, swap to Olimar and run to the other wall. Swap back to Louie and walk closer to the creature, and then swap to Olimar. As Olimar, notice that the Bloyster is paused for a bit, hurry and throw pikmin at the tail and once it makes the weird roar, call back your pikmin and switch to Louie. It will be confused, so throw more pikmin at the tail. When it makes the roar, call and swap to Olimar, and repeat this strategy. If Olimar gets too close to Louie or vice versa, get back into opposite positions again and continue. Also, if you stay as a certain captain too long, it will stick out its long tongues and will eat your pikmin, so be careful! Just keep switching between leaders, and get into position if you aren't in position. I just remembered this: when you are getting into position, swap back to the captain who is in position, wait for a bit, and then swap back to the captain. Stay too long as a certain captain and it will eat your pikmin. As per usual, I will describe how it dies. It will roar, and then it will expand, which will then make it shrink, making steam fly out.

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After it dies, it will leave behind the metal head of a metal microphone (Amplified Amplifier, 20 Weight, 100 Poko \*\*\*POWER-UP\*\*\*). Take back the tail and microphone head for a new power-up! After the ship names the new power-up the "Mega Tweeter", you get the power-up, which makes the range of your whistle 1.5 times farther! This is very useful if pikmin are stuck in a far area. Look for the geyser and jump up the geyser for CAVE COMPLETE...and GAME COMPLETE!! :)

PERPLEXING POOL: The second you land, a fat message pops up, saying...

"YOU HAVE REPAYED THE ENTIRE DEBT!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!"

Lucky you! Now, a really cool cutscene pops up, showing a really cool cutscene. First, a banner pops up, showing some pictures and writing floating around the ship. The ship will say that they will be debt-free til the end of time...maybe. You will then watch a planet, with president's head saying something in Hoctocatlese, and the ship will blast off. Olimar will then look back at the planet, which shows the pikmin's heads, and once they finish, Olimar turns around, and then looks behind him in wide shock! Louie is missing from the ship!!

You will then get to see the credits, which shows Louie walking around the planet, all in a cool clay form. After many screenshots, you get to see my favorite section, the data page! If you were good, you would've beaten these scores:

DAY'S SPENT

16

PIKMIN LOST

100-

PIKMIN LOST IN BATTLE

70-

PIKMIN LEFT BEHIND

10-

PIKMIN LOST TO FIRE

10-

PIKMIN LOST TO WATER

15-

PIKMIN LOST TO ELECTRICITY

25-

PIKMIN LOST TO EXPLOSIONS

25-

PIKMIN LOST TO POISON

10-

PIKMIN BORN

500+

RED PIKMIN BORN

150+

YELLOW PIKMIN BORN

125+

BLUE PIKMIN BORN

200+

WHITE PIKMIN BORN

25+

PURPLE PIKMIN BORN

50+

TOTAL PLAY TIME

Less than 50 hours

After that, you watch the debt repayment movie. To learn more, go to the CUTSCENES section. After the president joins you, the day ends.

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=== DAY 17 =====

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As the next day begins, watch as Wistful Wild opens up. We won't be going there for a while, so pretend that it wasn't there. Look at the load of new entries in both sets and dive on down back to the Perplexing Pool.

Well, today is our last day in this wet place! We will kill just the enemies on our path, for today's main mission is to finish the easiest cave in this area!

As you are landing, we will firstly kill the enemies in front of our path. To begin this killing day, take out 20 purples and follow the path back to the seesaw blocks, killing the enemies along the way. Once everything is dead, swap to President and take out 15 yellows, blues, and reds. Pick up all of the dead bodies Olimar just killed, and then pull up sprouts and grab all of your pikmin

once you finish. Put back all of the pikmin and swap back to Olimar. As Olimar, return to camp and put away all of your purples and reunite the leaders. Now, take out 100 yellows. Head back to the seesaw blocks, and throw 99 on the ledge, and 1 on the other ledge to be at the higher level. Blow your whistle at the 99 pikmin and head along the edge, going towards the Submerged Castle. You should find an edge with a white line. Drop down and hug the trunk, for we don't want the Yellow Wollywog to attack. Head to the electric gate and assign all of the pikmin on the electric gate. Once it is down, don't enter the stump the electric gate was blocking, but the stump by it. Walk to the back part, and face the ledge above, for this is the higher level. Now, go all the way back to this area, and this can be done by going back to the bridge by the large sunken lake, cross it, go past the cobweb, and look out into the distance to find them. Go get the yellows and return to camp. Also, get the one at the seesaw block and return that one to camp. For the cave, we need 40 yellows, 30 reds, 20 purples, and 10 whites. Notice a pattern? Return to the electric gate via the bridge and heading to the white painted edge. Drop down and go inside the stump the gate was blocking. Look around to find the cave, and enter the cave to begin the Glutton's Kitchen!

#### GLUTTON'S KITCHEN

Sublevels/Treasure: 6 / 14

#### Enemies:

Dwarf Bulbear,  
Cloaking Burrow-Nit,  
Male Sheargrub,  
Female Sheargrub,  
Breadbug,  
Anode Beetle,  
Puffy Blowhog,  
Spotty Bulbear,  
Armored Cannon Beetle Larvae

Boss: GIANT BREADBUG

\*NEW\* Hazards: Electricity

Difficulty: \* \* (you will lose a few pikmin maybe)

SUBLEVEL 1: This place is swarming with Dwarf Bulbears, so you will be forced to throw purples onto their back. Start out by running around the area, killing Dwarf Bulbears here and there with the purples you should have dismissed from the group. After all of the DBs are dead, look for a box. Inside it usually is a Dwarf Bulbear. Stand back and throw pikmin into the box to kill it. To get them out, use the ramp made out of blocks and the C-Stick to get them out. For ones hard to get out, walk to a new side and then use the C-Stick. This requires cunning to get them out, so plan well! After they are all out, throw one in to get the body, and then gather all of your piks. Take back the load of bodies, and then start looking for the red crayon (Master's Instrument, 4 Weight, 30 Poko) anywhere. It is mostly in the box, and if it is, use yellows to get it out. Don't worry about stuck yellows, for pikmin warp to you once you leave. Look for the hole out in the open, but never in the box, and dive on down to finish this easy sublevel.

SUBLEVEL 2: This place is home to some enemies, and a new one. For the Cloaking Burrow-Nit, just swarm it the second it has the pikmin so it won't shake. For the Male and Female Sheargrubs, they both die by just swarming them. And finally, the new enemy, the Breadbug, requires a Tug-of-war match. Wait for it to grab the dead body (it only grabs dead bodies) and use pikmin to carry that body. They need to be the maximum pikmin to win the war. So if the Breadbug is

carrying a body with the weight of 7, then you have to use 14/15 pikmin and they will start moving. Once the pikmin take the body back to the pod with the Breadbug on it, it will suck up the body, getting rid of 9/10 of its health. To finish it off, throw a purple at it while it is trying to recover for it to die. Also, if you lose the tug-of-war and it pulls you to its hole, then all of the pikmin carrying the treasure/body will die. You will need a purple pikmin for the Shear grub bodies. Now, to the walkthrough! There are 3 Breadbugs, so kill a lot of enemies and wait for the Breadbugs to come. Wait for them to take the bodies, and then use purples to win the war. The small bodies will only do 1/2 damage, so you need 2 to kill it. Once all of the Breadbugs are dead, take back all of the bodies. Now, one of the 3 nests (the green shrub things) will spit out a treasure. Take the Yoo-hoo Cola bottle cap (Massive Lid, 4 Weight, 100 Poko) from the nest that spit it out and then start looking for the second treasure. The large swirl cookie (Imperative Cookie, 5 Weight, 25 Poko) can be anywhere, but it is usually on a high ledge, so use yellows to bring it down. Look for the hole to leave this equally-easy sublevel.

SUBLEVEL 3: This area is filled with electric hazards, so the second you begin, dismiss your pikmin and take the yellows. Go around the area, turning off electric generators and ignoring the Anode Beetles. Also, you might find a Puffy Blowhog, which is a larger version of a Withering Blowhog, floating around. Kill it, but watch out for its powerful breath. Once all of the electric generators are off, kill one Anode Beetle, and wait for a Breadbug to grab it. Use max pikmin to take it back to the pod, and then kill another Anode Beetle. Take the 2nd Breadbug back to the pod with a body in its mouth for major damage. Kill 2 more and do the same thing again for both Breadbugs to die. Kill the rest of the Anode Beetles and take their bodies back, and then get ready for the treasure hunt! But first, look for the Yellow Candypop Bud and throw a yellow inside. Take the pikmin out and you have a new Piklopedia entry: the Yellow Candypop Bud! Use the eggs for nectar, and once you are ready, look for the treasures. The compass (Director of Destiny, 20 Weight, 100 Poko) and the wooden click-clop toy (harmonic Synthesizer, 10 Weight, 120 Poko) can be anywhere. They could be in the Breadbug's nests, or even in the open (the treasures were in the open somewhere, not in the nests)! Once you find the 2 treasures, look for the hole and leave.

SUBLEVEL 4: This place is home to a Spotty Bulbear. This is the reason why the difficulty is 2 instead of 1. If you have an Ultra Bitter Spray, fire it at the huge monster (after locating it first) and any of its minions. Beat them up, and they will shatter. If you have no Ultra Bitter Spray, then use an Ultra Spicy Spray and attack with purples. If you have no sprays whatsoever, then attack with purples, though expect to lose some piks. After they are dead, the daddy will drop the Squirt bottle cap (Happiness Emblem, 4 Weight, 100 Poko). Take it back and use purples to kill all of the Dwarf Bulbears. Ignore the Breadbugs, for they are nothing but annoying. Take back the bodies and once you are ready, get to hunting the treasures! The upside down coffee cup (Invigorator, 20 Weight, 130 Poko) and the large white drizzled chocolate (White Goodness, 8 Weight, 60 Poko) can be anywhere, but usually one is outside the small blocks called "walls" (out of bounds), and the other one is usually on a high ledge. Once you have the nice treasures, look for the hole and leave.

SUBLEVEL 5: Well, this place is home to only 3 Armored Cannon Beetle Larvae, and it lives in a large plate. Take your pikmin far away, killing enemies on the way, and dismiss them. Gather up your purples and head to the plate. Make the Armored Cannon Beetle Larvae come out of the plate. Avoid a rock and chuck purples at it from under the plate so rocks are harmless. Once it is dead after many blow-you-pikmin-to-you-to-avoid-the-rock things, throw pikmin at the body to take it back to the ship. Kill any Dwarf Bulbears near the plate, and then put your purples into a dead-end and start exploring. In one area you will find 3 rainbow-colored half plates. 2 of the 3 have Armored Cannon Beetle Larvae

inside. Use the rocks to kill all of the Dwarf Bulbears in the area, and finish by gathering your purples and killing them. Take back the load of bodies and then look for the Purple Candypop Bud. Throw 5 yellows inside for 5 more purples, and then look in all of the dead-ends. Several will drop nectar, and one even drops a Queen Candypop Bud! Use yellows in it if you can find it since we used yellows for the purples, and once you have, suck up the nectar for the dead-ends and prepare to look for the 2 treasures. The TV antenna (Sulking Antenna, 35 Weight, 150 Poko) and the Firework boom cone (Boom Cone, 10 Weight, 100 Poko) can be anywhere. After taking the treasures, look for the hole and dive on down to the Final Floor!

SUBLEVEL 6 (FINAL FLOOR): Yes, it is already the final floor! This place is home to 3 treasures, but it is swarming with treasures. Okay, there are 2 Breadbugs and a seriously overlarge Giant Breadbug.

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BOSS #7

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NAME: Giant Breadbug

RECOMMENDED PIKMIN COLOR: Any one of the 5 types!

DIFFICULTY: \* (You shouldn't lose any pikmin.)

POKO: 15

WEIGHT: 10

STRATEGY:

This is the easiest boss in the game, so don't be alarmed about this short walkthrough! Anyway, the 3 treasures should already have been taken away, so let's focus on hurting the creatures. First, dismiss your pikmin in a safe place close to the pod and take all of the yellows as Olimar. Swap to President and take the purples. Now, it is time to fight! Switch to Olimar and use his yellows to destroy all of the electric generators. After they are all down, kill one Anode Beetle. Wait for a Breadbug to take it and once they have it, take it to the ship to greatly hurt the Breadbug. Switch to President and throw a purple at it to kill the Breadbug. If it was the Giant Breadbug that took it, then good! It will lose half of its health, so let it continue. Just repeat until the Giant Breadbug dies (use Breadbug bodies to help). Kill the other Breadbugs and the fight is over.

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Finish off the Anode Beetles, and take pack the bodies. Ignore the treasure the Giant Breadbug dropped, and instead, take everything else. Take the strawberry-iced donut (Sweet Dreamer, 10 Weight, 45 Poko), the slice of ham (Meat of Champions, 10 Weight, 35 Poko), and the fried egg, yolk side up (Hideous Victual, 10 Weight, 100 Poko). Once those are stored in the ship, then take the half of an eraser (Dream Material, 10 Weight, 100 Poko \*\*\*POWER-UP\*\*\*), which will make the "Anti-electricifier", which makes both of your captains immune to electricity! Cool! Look for the geyser and hop in for your final CAVE COMPLETE in the Perplexing Pool! :)

PERPLEXING POOL: The second you land, the sunset message should be popping up soon, so spend the rest of the day to follow the left path (with 50 blues), and to the right, you should see a stump with 2 eggs inside. Smash them for their contents, and then wait for the day to end.

Well, this is out last treasure hunting sunset in Perplexing Pool! Look at it and say good-bye to treasure hunting there! As the charts pop up, look at your pikmin amounts. Make sure they are all nice and high. Press "A" to read the mail, which reads:

----> PRESIDENT'S WIFE <----

Hmmph! Some president you are! I just got back from vacation to find out you're

on a treasure hunt! Well, don't bother coming home until you got every item on your list!

Save to finally end this long day.

DAY 17 ENDS

Recommended Red Pikmin: 100+

Recommended Purple Pikmin: 50-60

Recommended White Pikmin: 15

Recommended Yellow Pikmin: 100+

Recommended Blue Pikmin: 100+

Poko: 11876

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~~~~~ 12.7 Finishing the Woods (Awakening Wood) ~~~~~  
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=== DAY 18 ===

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Toady, we will be going back to the Awakening Wood to finish that place, but first look at the new Piklopedia entries (4) and the new Treasure Hoard entries (14). When you are ready, dive on down back to the Awakening Wood.

Today's plan is mostly to killing a lot of enemies, but the other goal we got is to collect the 2 remaining treasures, which are very close to each other. Are you ready to begin?

To begin this fun day, take out 25 whites as Olimar only. Once you have the whites, look near the red onion for the dried up pool. Walk up the path, up the slope, and turn east once you get to the split. Follow it to the purple berry plant. Look on the ledge behind the berry plant to see a dice (Chance Totem, 15 Weight, 100 Poko). Follow the pikmin carrying it and once it is stored, go back up the path and to the berry plant, and attack the berries. Get 5 berries, and then drop down to rejoin the president. Put away our whites and replace them with 50 blues and all of our whites this time. Now, take out all of the purples that we can and head up the slope between the red and yellow onion. Follow it, past the Red Berry Plants, and to the Cloaking Burrow-Nit. Murder it in any fashion you want, and take the left path at the intersection. Kill the Creeping Crystuminum by throwing purples at it rapidly, and then follow the path, turning left when chosen, to come to see your bridge getting restacked by some Sheargrubs! Hey! Kill the Creeping Crystuminum in the middle of the area, and get to work on the bridge.

Once it is fully prepared, kill any Sheargrubs you see and dismiss your pikmin away from the bodies. Take the blues and get back on the path. Continue, following the small wiggling, to come to a folded bridge, some water, and a Yellow Wollywog. Kill the Yellow Wollywog, get into the water, and follow the water to another Yellow Wollywog. Kill it and get ready for a puzzle! First, go up the flat part of the island, kill the Sheargrubs, and use blues to make the bridge. Now, get ready for the puzzle!

Dismiss your pikmin, and take 20 blues for Olimar. Take the other 30 for President. As the President, throw one pikmin on the raised block to make it lower. Switch to Olimar and stand on the now-lowered block. Throw the pikmin back to President, then switch to him. As the President, go to the now-raised block and throw all 30 pikmin on it to raise the block Olimar is on. Throw all of the blues at the Air Ball (Air Brake, 15 Weight, 100 Poko), and watch them take it.

Don't forget to also take the bodies along with the treasures with the purples and whites! And while they are doing it, go over the bridge and kill the Dwarf Red Bulborbs and take their bodies, too. Once everything is back (a big load), the day will almost be over, so take 5 purple berries back from the purple berry plant for another Ultra Bitter Spray. Hunt around for more pellet posies in the landing area, and murder the Red Bulborb.

Well, another day is over! Look at the charts and such, and then the mail, which reads:

----> LOUIE'S MOM <----

Louie, we suddenly stopped hearing from you! Everything OK? If things get tough, you can always come home. I'll stock up on those Pikpik Carrots you love!

Save to end this day.

DAY 18 ENDS

((YOU SHOULD HAVE AT LEAST 30 MORE PIKMIN))

Recommended Red Pikmin: 100+

Recommended Purple Pikmin: 50-60

Recommended White Pikmin: 15-25

Recommended Yellow Pikmin: 100+

Recommended Blue Pikmin: 100+

Poko: 12076

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=== DAY 19 =====

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Well, look at your 2 new entries in the Treasure Hoard, for there are no new entries in the Piklopedia. Sorry! Once you are ready to finish the Awakening Wood in this last day, dive on down back to the Awakening Wood.

Today's plan is to kill some strong enemies, flower up some pikmin, and tear down 2 gates, so we can enter the remaining 2 caves and finish them.

To begin this quick day, take out all of your whites and purples, and return to the bridge the blues made yesterday near the Air Ball treasure. Walk across the bridge, onto the island, and assign all of your whites on the gate, and once they smash the first part, blow your whistle at the whites and make them disable the gas pipes. Now, use all of your pikmin to form the bridge, and once you are done, return to the island and dismiss your pikmin. Grab the purples and walk to the area the new bridge lead to. Look around for the Burrowing Snagret, and kill it the same way as always: wait for it to emerge slowly and hurl pikmin at its head. When it is murdered, don't take the body back yet. Go towards the swarm of flowers and look for the one with the eye. Kill the Creeping Crystuminum by hurling purples at it, and once you are ready, go get your whites and use purples and whites to take the bodies. Follow them but DO NOT touch the flowers by the ledge below, for it will foil our plans. Pluck the seeds that emerge and put all of your pikmin away.

Now, take out 30 blues, 30 yellows, 30 purples, and 10 whites. Weird combination, ey? Once you have the pikmin out, go to the grass near the ship and let your pikmin pull out nectar. Drink it and keep doing it until you get nothing but flower pikmin, and then head to the flowers I told you to avoid. Touch it for some Unmarked Spectralids to fly out. Kill them for more nectar, and once you are ready, throw all of your pikmin onto the nearby ledge and with only Olimar and President, return to the flock of flowers that was near the Burrowing Snagret and gather all of your pikmin. Go near the part near the bridge to find a gate. Smack it down and enter the cave behind it.



## SNAGRET HOLE

Sublevels/Treasure: 7 / 15

### Enemies:

Male Sheargrub,  
Orange Bulborb,  
Creeping Crystuminum,  
Shearwig,  
Cloaking Burrow-Nit,  
Burrowing Snagret,  
Swooping Snitchbug,  
Armored Cannon Beetle Larvae,  
Watery Blowhog,  
Dwarf Orange Bulborb,

Boss: PILEATED SNAGRET (pure evil)

\*NEW\* Hazards: Water, Electricity, Poison

Difficulty: \* \* \* (you will lose 4-10 pikmin maybe)

SUBLEVEL 1: This was personally my favorite, because of the large slope. This place, the 5 times I have visited it, all have had the same layout (but different enemy locations), so I will post it a lot easier now. To begin, dismiss your pikmin and grab all of the purples. Walk forward, up the small slope, and to a small open area. Go around this area, killing Male Sheargrubs by throwing purples at or by it, and once they are all dead (ignore the bodies), look for a path on the opposite of this large area. Either halfway up or at the end of the path is an Orange Bulborb. If it is halfway up the slope, hold a purple and run up the slope. The second you start running up the slope, release "A" to fire the purple at the Orange Bulborb, which will stun it. Throw more purples much faster at the large bulborb to kill it. Once it is dead, get all of your pikmin and take back all of the bodies, except the Orange Bulborb's body. Take back the Orange Bulborb body and the large yellow marble (Crystallized Telekinesis, 10 Weight, 120 Poko) back to camp, and grab one white. Go to the area that had all of the male Sheargrubs and look for a path with some stone in front of it. Run up the very steep and long slope to the top, which is made out of wood with some holes. Walk across the wood, look for the bird feather (Leviathan Feather, 1 Weight, 10 Poko) and use one white pikmin to get it to the pod very quickly. Now, jump down the hole (remember, captains and pikmin teleport when you dive on down a hole) to finish this fun sublevel.

SUBLEVEL 2: This sublevel has a nice outside feeling. To begin this sublevel, dismiss your pikmin and take all of the purples and go around the whole area, killing Shearwigs and Cloaking Burrow-Nits. If you find a yellow flower, check to see if it has the eye. If so, then get close to it then run to make the Creeping Crystuminum come up. Obviously, murder it. If it isn't a Creeping Crystuminum, then walk past it. Once you come to a small pond with some rocks and boards, carefully cross with your purples. If they fall in the water, then go to the nearest source of land and whistle. Once you are on the other side, continue the bloody hunt and once everything's dead, return to camp. Get all of your pikmin and take all of the bodies, ignoring the bodies on the other side of the pond. Once all of the bodies are gotten, dismiss your pikmin and take blues. Use blues to take the rest of the bodies on the other side of the pond, and then look around for the 2 treasures. If one or both of the treasures are on the side behind the pond (the side that doesn't have the pod), then use blues to get them. If they are on your side, use any type of pikmin to get it. Once you have the strawberry (Combustion Berry, 12 Weight, 190 Poko) and the

triangular sushi (well, it might be a veggie, I'm not sure) (Taste Sensation, 15 Weight, 40 Poko). Dismiss your pikmin and look for the hole alone and dive on down. Must I explain why?

SUBLEVEL 3: I have some good news and some bad news. The good news is that there are only 3 enemies in this sublevel. The bad news is that they are both Burrowing Snagrets and a Swooping Snitchbug. For this reason, I recommend purples. Look around for a Burrowing Snagret and murder it, using purples. Next, look for a second Burrowing Snagret. If they are both near each other, then reset your game, for it is nearly impossible that way. Once they both die, take back both heads, and once you do, look for the wiener (Meat Satchel, 5 Weight, 40 Poko), as one of the Burrowing Snagrets dropped it. Kill the Swooping Snitchbug to lessen leaf pikmin. Finally, break gates and look for a Purple and White Candypop Buds. Use blues for one, and yellows for the second one. Finally, look for some eggs so you can flowermatize your pikmin. Look for the hole and leave once you are finished.

SUBLEVEL 4: Finally, a "rusty" theme level, not like I wanted it or anything. :) As per usual, if you throw a pikmin over the ledge, they will die. This place is home to some Armored Cannon Beetle Larvae, Watery Blowhogs, and some Dwarf Orange Bulborbs. Use the Armored Cannon Beetle that is visible to kill any nearby targets (counting electric generators), and once they are all down, go around the area until another Armored Cannon Beetle Larvae falls from the sky. Go get your purples and kill the Dwarf Orange Bulborbs, Watery Blowhogs, and the Armored Cannon Beetle Larvae. Use yellows to shut off the electric generators, and once you are ready, take back all of the bodies with all of your pikmin. Once everything's back, go back to the place where the Armored Cannon Beetle that fell from the sky dropped to find a magnet (Heavy-duty Magnetizer, 10 Weight, 150 Poko). The final 2 treasures are anywhere, but usually prefer dead-ends. Once you get the cherry (Cupid's Grenade, 3 Weight, 20 Poko) and the large red marble (Crystallized Telepathy, 10 Weight, 120 Poko), look for the hole and leave this sublevel.

SUBLEVEL 5: This sublevel requires a good eye, thanks to falling Dwarf Orange Bulborb. Start the sublevel by running around the whole stage, trying to make Dwarf Orange Bulborbs fall. Once they all fall, use your fists to beat them up, and one will spit out a treasure, so remember that. Once you look around enough, you will see a beetle making a whistle thing like you. Also, you will see the treasure gauge freak out. Grab purples and kill the thing. Just make sure you don't get that close, for the whistle could make pikmin follow it until it jumps, which reminds me: if you are uncomfortably close, then it will jump, making pikmin fall back, and the bug will land somewhere near. For that reason is why you should have purples, so you can stun it. Once this creature is defeated, grab all of your pikmin, take the bodies, the large blue marble (Crystallized Clairvoyance, 10 Weight, 120 Poko), which was what one of the DOB dropped, and the whistle (Emperor Whistle, 15 Weight, 75 Poko), which was what the Antenna Beetle dropped. Look for eggs, smash them, and be careful of more falling DOBs! Look for the hole and leave this sublevel shortly after.

SUBLEVEL 6: This place is a nightmare! It is home to 2 Burrowing Snagrets and an Antenna Beetle, and if that wasn't bad enough, there are gas pipes and small puddles of water everywhere! To beat this, dismiss your pikmin and take your whites. Disable all of the gas pipes, avoiding enemies, and once you come to a gas pipe on the other side of a puddle of water, look near the wall to find a thin strip of land so use the C-Stick to get across. Once you are all done, go back to camp and take your purples. Kill the 2 Burrowing Snagret and Antenna Beetle, and once you do, look around for a lone Dwarf Orange Bulborb that falls from the sky. Kill it and take your blues. Take back the bodies, and then get ready to take the treasures! One of the 2 Snagrets had the sugar shish kabob (Triple Sugar Treat, 6 Weight, 60 Poko), so take that back. The Dwarf Orange

Bulborb spat out the telescope lens (Stupendous Lens, 10 Weight, 20 Poko). The last 2 treasures, the 4-leaf clover (Science Project, 1 Weight, 20 Poko) and the large blue jar lid (Salavatrix, 20 Weight, 30 Poko) can be anywhere; usually in a dead-end. Also, look for the Queen Candypop Bud and throw a blue inside. Use that leaf blue to throw in the Blue Candypop Bud for a new entry. Look for eggs to make your pikmin flowermatized. To finish this sublevel, locate the hole and dive on down to the Final Floor.

SUBLEVEL 7 (FINAL FLOOR): This is home to the very evil Pileated Snagret. If you want to win this, then take all of your pikmin and dismiss them in the far back of a dead-end. Take only your flower purple pikmin and use the treasure gauge to locate the Snagret.

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BOSS #8

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NAME: Pileated Snagret

RECOMMENDED PIKMIN COLOR: Flowered purples

DIFFICULTY: \* \* \* 1/2 (You will lose 6-20 pikmin probably)

POKO: 15

WEIGHT: 5

STRATEGY:

This is a fun, yet very tough fight. You see, this Snagret can hop on a foot! To win this, you must wait for it to emerge the slow way, like the Burrowing Snagret. This Snagret is smarter, and won't let purples kill it so easily, so expect many tries. I actually recommend an Ultra Spicy Spray for this fight! Once you are running, run as far as you can, for it will hop after you at an alarmingly fast rate. If you think you can live, then run away as far as you can, as it will hop after you if you are close, which to it is pretty far. Just run when needed and repeat and it should die quickly. It will die by screeching, then doing some back flip and imploding, leaving behind its head. Good luck, for this is one of the hardest battles in the game!

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After it dies, it will leave behind a blue metal robot (Justice Alley, 20 Weight, 100 Poko), and the ship will name this the "Metal Suit Z", which gives you the ability to have a 1.5 times stronger space suit, so you basically got a DEF UP! After you finish, tear down the endless gates and take the eggs, but not before using pikmin in the Queen Candypop Buds if you lost some pikmin. Once you are all finished with everything, look for the geyser to finish this tough cave, and get another CAVE COMPLETE! :)

AWAKENING WOOD: We are about to complete another cave, so I hope you are ready! Start out by grabbing 100 yellows, for we need to tear down an electric gate. Go back to the dried puddle like many times before (between the red and yellow onions) and climb the slope. The second you are at the top of the slope, look to the left to find an electric gate on a high ledge. Throw yellows at it and wait for it to go away. Go back to camp and put all of your yellows away. Take out: 30 reds, 35 yellows, 25 purples, and 10 whites. Once you do, return to the top of the slope and go to the trunk. Walk up the path, and don't worry if pikmin fall. Follow it to the ledge, and look for the cave. Dive on down, and remember, it doesn't matter if you lose some pikmin off of the ledge, for they automatically warp to you!

BULBAX KINGDOM

Sublevels/Treasure: 7 / 10

Enemies:

Dwarf Orange Bulborb,  
Orange Bulborb,

Fiery Dweevil,  
Withering Blowhog,  
Female Shear grub,  
Anode Beetle,  
Wollywog,  
Honeywisp,  
Irresistant Glint Beetle

Boss: EMPEROR BULBAX

\*NEW\* Hazards: Fire, Electricity

Difficulty: \* \* \* (you will lose 4-10 pikmin maybe)

SUBLEVEL 1: This place is home to a pair of Orange Bulborbs and tons of Dwarf Orange Bulborbs. No biggie. Kill the Dwarf Orange Bulborbs by swarming them, but if they are close to an adult, avoid it for now. Take back the bodies of the Dwarf friends, and then dismiss your pikmin and take purples. Pound the living \*\*\*\* out of the Orange Bulborbs, and do the same with nearby Dwarf Orange Bulborbs. Once you are ready, take back the dead bulborb and dwarf bulborb bodies, and then the green diamond gold cluster thing (Crystal Clover, 20 Weight, 150 Poko), which was dropped by one of the Orange Bulborbs. Ignore the Red Candypop Bud, for we already have the entry and it would be useless. Dive on down to the next sublevel once you are ready.

SUBLEVEL 2: This place is home to a lot of fire. First, dismiss our pikmin and go around as Olimar. Kill every single Fiery Dweevil in this level, and once you are ready, go back to camp. Take your reds and shut down all of the fire geysers. Once you are done with that, look for the treasure, the blue diamond (Tear Stone, 5 Weight, 150 Poko). It is usually on the top of the stone thing, so if it is, then go to the lowest part of the stone ledge. Throw all of your reds up there and run in the middle of the thing. Blow your whistle at your mins and they will hug the wall. Use the C-Stick to get the pikmin up the slope, and make them kill the fire geysers. Blow your whistle at them once they finish, and continue until your pikmin grab onto the treasure. Take the treasure back, along with bodies, and look for the hole and leave.

SUBLEVEL 3: This place is yet another place that is easy. This place is home to 3 Withering Blowhogs and a few Female Shear grubs. Start out by grabbing all of your pikmin and killing the Withering Blowhogs, avoiding their powerful wind blasts. After you are done, go around the area, killing all of the Female Shear grubs that pop out, and take their bodies back for some pokos. To end this simple sublevel, look for an Ivory Candypop Bud and chuck 5 yellows inside. Use the Pluckaphone to make the pikmin come out of the ground, and then hunt for eggs and smash them for nectar. To end this, the only treasure, the hermit crab shell (Olimarnite Shell, 15 Weight, 40 Poko), is found underground, so use the Treasure Radar to find it.

SUBLEVEL 4: This place has a lot of electricity involved, but we will need Olimar first. To begin this puzzle, dismiss your pikmin and as Olimar only run around the whole area, and keep doing it until a Wollywog drops. Now, take your yellows back at camp. This place is swarming with Anode Beetles, but we first must destroy all of the Electric Generators. Do so for all of the generators to be down, and once that is ready, kill the swarm of Anode Beetles that doesn't contain the Wollywog. Once you do, get your purples and lure the Wollywog away from the other swarm and kill it. Now, get your yellows again and kill the other swarm to be free from harmful enemies. Take back all of the bodies, and then locate the pair of Purple Candypop Buds. Throw 5 reds into one, and 5 yellows into the other one. After that is done, look for a Honeywisp and kill it for some nectar. Now, use the Treasure Radar to locate the Irresistant Glint

Beetle, and hit it for a treasure, but before grabbing it, try to kill the Beetle some more for some nectar. Anyway, gather all of your pikmin and take the Japanese Silver coin (Unknown Merit, 5 Weight, 100 Poko), which was what the Irresistant Glint Beetle dropped, and the crystal (Crystal King, 15 Weight, 110 Poko), which was what the Wollywog dropped. Look for the hole and jump down to finish this sublevel.

SUBLEVEL 5: This place has the same enemies as Sublevel 1, but with the bonus feature of bomb-rocks falling from the sky 3-4 times! For this reason, I recommend you first kill enemies in the smalls starting area, take the body(s) back, and then dismiss your pikmin. Run around the whole area, making bomb-rocks drop, and trying to make enemies hit the bomb-rocks when they explode. Once you are finished, kill all of the Dwarf Orange Bulborbs with purples that are away from their daddies. Take back the bodies with all of your pikmin and get ready for the finale of the enemies! Just kill the Orange Bulborb first, and then the babies. After everything's dead, take back the remaining bodies, and run around the place, making eggs drop. Suck up the nectars (either spray nectars or regular or Mitites) and once you do so, get ready for the treasure hunt! The lone treasure, a brown onion (Anxious Sprout, 15 Weight, 50 Poko) has its tip sticking out of the ground, so use that to find out where to dig. Also, once you are digging, a bomb-rock might drop, so call your pikmin, run, and watch it explode. Continue carrying the treasure, and once it is in the pod, look for the hole and go down inside.

SUBLEVEL 6: This place is home to some Fiery Dweevils, Dwarf Orange Bulborbs, and 2 Orange Bulborbs. Before we do anything, take out any enemies near camp with purples and store the bodies, and then dismiss your pikmin and run solo as Olimar. Kill all of the Fiery Dweevils first with Olimar only, and once this area is Fiery Dweevil-free, go back to camp and get your red pikmin. Using your red pikmin, shut down all of the fire geysers. After you shut down all of the fire geysers, take your purples and murder all of the Dwarf Bulborbs with the purples you have. Once they are dead, kill the Orange Bulborb and any babies with it. To finish this, take back all of the bodies. After you do so, look around for the treasure one of the 2 Orange Bulborbs spitted out, which is a diamond surrounded in gold thing (Eternal Emerald Eye, 20 Weight, 150 Poko), and once you do, grab the fossil skull (Colossal Fossil, 15 Weight, 140 Poko), which is buried, so use the Treasure Radar. Also, there is a chance a bomb-rock will drop once you pick up the skull, so be careful! Look for eggs and such, and then leave.

SUBLEVEL 7 (FINAL FLOOR): Yay, the Final Floor! Start out by dismissing your pikmin and shutting the 3 Fire Geysers in front of your path, and once you do, dismiss your reds and take your purples. Go to the medium-large arena to fight.

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BOSS #8

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NAME: Emperor Bulbax

RECOMMENDED PIKMIN COLOR: Purples

DIFFICULTY: \* (first phase) \* \* 1/2 (second phase)

POKO: 15

WEIGHT: 20

STRATEGY:

If you can time everything right, it will die in 5 seconds (this is called the "first phase"), but if you fail, then it becomes the "second phase", where it will be tougher. To defeat it on the first phase, start out by not walking that close, but so-so far, just not too close nor too far. 2 1/2 Olimar lengths should do. Anyway, go onto the side where Olimar is facing the part of the bulging eyes that is blinking. Hold "A" to grab a purple pikmin, aim the cursor between the eyes, and start throwing rapidly. It will emerge with a creepy

roar, and it will lick, but by the time it finishes the lick, it will already be dead! If you didn't get this right, then you have a tougher fight ahead. Don't throw purples at the shell on its back, for it can't be harmed that way. You must throw at its face, and a good time to do so is after it licks. That brings up another point: if there is drool dripping from its mouth, it will lick. When it does, run away and after the short pause, start hurling piks at it. Blow once it shakes, for pikmin will go under it and the Emperor will jump and slam into the ground, killing pikmin underneath it. When it dies, it will start swinging its tongue, sending some saliva flying everywhere. It will then shrink, and die.

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After it dies, it will drop the red "flame" robot (Forged Courage, 15 Weight, 100 Poko), which the ship will rename the "Flame Guard". Now, Olimar and President are immune to fire, so that is a good thing! Before leaving, look around until you find a large area with some water. Time to test out the new power! Start out by going along the east side, following the dirt, turning of fire geysers along the way, until you come to a ledge. Throw all of your reds up there and once the 2 fire geysers are down, press X to make them stay up there. Go to the beginning to find an island in the water. Walk over it to come to a slope COVERED in fire geysers. Don't bother to shut these down, and run through them unharmed. Once you reach the end, go east to find your reds. Get them and go to the end of the slope to find a wooden cactus thing carving (Gyroid Bust, 10 Weight, 250 Poko). Once you are ready, tear down gates for eggs, and find the geyser and jump up to get the final CAVE COMPLETE in the Awakening Wood! :)

AWAKENING WOOD: Good job! We no longer need to visit this place ever again (except for sprouting), so kiss this place's treasure hunting goodbye! To finish this day, take 33 of reds, yellows, and blues and then the last pikmin can be any color of choice. Finish the day by grabbing pellets all around the ship, and the whole area. Also, try to fit in one extra dosing of Ultra Spicy Spray with the berries, if you can. Just repeat these steps until the day ends, which takes a fairly short amount of time.

As per usual, watch the sunset movie, for this is the last movie in the Awakening Wood for...1 day. Watch it to come up to the charts, which you should look at. To finish this day, look at the mail, which is:

----> OLIMAR'S WIFE <----

Olimar, you've worked so hard! Your special bonus arrived today. This is a first, right? I bought the kids a few things they've been wanting. They were so happy! And so was I...

As per usual, save to end this long and harsh day.

DAY 19 ENDS

((YOU SHOULD HAVE AT LEAST 30 MORE PIKMIN))

Recommended Red Pikmin: 100+

Recommended Purple Pikmin: 60-70

Recommended White Pikmin: 20-30

Recommended Yellow Pikmin: 100+

Recommended Blue Pikmin: 100+

Poko: 14778

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~ 12.8 Final Preparations (Valley of Repose, Awakening Wood, Perplexing Pool)~~  
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=== DAY 20 =====

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Well, our journey is starting to come to an end. These will be the last times we ever see these first 3 areas again, EVER (excluding if you want to do a glitch)!! My goal is to get it done in 30 days, if you think you can. Anyway, look at the 5 new Piklopedia entries, and the 25 (!) new Treasure Hoard. Once you are ready, dive on down to the Valley of Repose.

We will be spending 2 days in this area. The first day is to kill everything and collect the pellets and bodies, while the second day is to kill the rest of the enemies and get a ton more purples. Today we will be doing the first day of this place. These 2 days will be very short in the walkthrough, mainly due to the lack of caves and treasure. I will still tell where to go and such!

Okay, are you ready to rock and roll?! To begin this snowy stage, take out all of your purples and whites, which should exceed 80 pikmin, hopefully. We are using purples and whites because the pikmin generated is random. Once you have the pikmin out, go back to the lid area, which if you forgot, then turn off the game and get some bed rest!

Once you are in the lid area, kill the Dwarf Red Bulborb and then the Red Bulborb with purples. Take the bodies back, and head back to base and recollect your piks, along with the new sprouts. Return to the dried lake, and go back to where you fought the Snagret.

Use purples on the Snagret, making sure to not lose any pikmin. Just avoid the pecks and throw once it does the slow emerging. If you really don't want to fight with purples, then go back to the base and put away all of your purples for yellows. Be sure to switch them back afterwards! After the Snagret dies, take back the head and possibly some pellets for a decent amount of pikmin.

Return to the bridge and dismiss your pikmin. Use the DCB to kill all of the enemies in this area (again), and follow the pikmin as they are taking back all of the bodies. Drop down the ledge and gather all of your pikmin. Grab all of the pellet posies around the starting area. Once you feel you've gotten everything, head back to the snowman where you got the Unspeakable Wonder and kill the Armored Cannon Beetle Larva.

After taking the body back, and if you still have a lot of time, I'm not sure what you should do, as we killed everything. You maybe could kill the Withering Blowhog for fun, and it might drop pellets. If you are tired of waiting for the day to end, then simply pause the game, press "R", and select Go to Sunset to end this short day.

Look at the sunset, the poko chart (which should be empty), and the pikmin growth chart. You should've gained at least 100 pikmin. This time, the mail reads:

----> OLIMAR'S SON <----

Oh yeah! Oh yeah! My allowance doubled! And it is all thanks to my papa! After all, he's a great captain! But when in the world will he be able to come home, huh?

Save your game and end this day.

DAY 20 ENDS

((YOU SHOULD HAVE AT LEAST 100 MORE PIKMIN))

Recommended Red Pikmin: 130+

Recommended Purple Pikmin: 60-75

Recommended White Pikmin: 20-40

Recommended Yellow Pikmin: 130+  
Recommended Blue Pikmin: 130+  
Poko: 14778

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=== DAY 21 =====  
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There is nothing new in neither the Piklopedia nor the Treasure Hoard, so instantly dive on down back to the Valley of Repose to finish this area forever.

We will be spending 2 days in this area. The first day is to kill everything and collect the pellets and bodies, while the second day is to kill the rest of the enemies and get a ton more purples. Today we will be doing the second day of this place. These 2 days will be very short in the walkthrough, mainly due to the lack of caves and treasure. I will still tell where to go and such!

This day will be mostly sprouting purples and killing all of the "aqua" creatures. Since we want to kill the enemies and take back the bodies first, take out 100 blues. Return to the bridge, but this time, go into the water by the bridge and kill the Water Dumpsles. Before taking back the bodies, go back up the slope and to the bridge. Cross the bridge and head to the water area with the Fiery Bulbax at the end.

Kill all of the Water Dumpsles here, and take back the bodies for a lot more blues. Gather your blues again and put all 100 blues away. This time, take out 100 purples and whites and kill all of the Pellet Posies in the main area and by the paper bags for loads of new pikmin. If you already have that done, then put away all of your purples and whites and pause your game.

At the pause screen, look at the left side, with all of the numbers. Look in the "Onion" section to find 3 colored numbers. Look at the largest number, then the color of the number. So if it was blue, it would mean blue pikmin. Let's just say the largest amount of pikmin was blue. Now, look at the one with the least amount of pikmin. To lessen confusion, let's just say it was red. Now, going by my example, take out 2 of the largest amount of pikmin (blue) and head to the Subterranean Complex. Jump into the cavern to begin this cave...again.

#### SUBTERRAIN COMPLEX

Sublevels/Treasure: 8 / ---none---

Enemies:

---None---

Boss: ---none---

\*NEW\* Hazards: Fire, Electricity, Poison

Difficulty: \* (you shouldn't even be fighting enemies!)

SUBLEVELS 1-3: Yes, the first 3 sublevels should be treated the same. Just run past enemies, ignore hazards, and find the hole without chat. Remember, you can dismiss your pikmin and find the hole without your pikmin, so you don't take risk. Remember that pikmin warp beside you as you dive on down.

SUBLEVEL 4: This is very simple. All you should do is smash eggs for sprays. Use nectar on your 2 pikmin if they aren't flowered. That is the only thing you should do. Dive on down to the 5th sublevel.



SUBLEVEL 5-7: Yes, the next 3 sublevels should be treated the same. Just run past enemies, ignore hazards, and find the hole without chat. Remember, you can dismiss your pikmin and find the hole without your pikmin, so you don't take risk. Remember that pikmin warp beside you as you dive on down.

SUBLEVEL 8: Here was the reason why we dived into this cave. Now, praying that you still have the knowledge of which type of pikmin you have the least of in your head, hold one pikmin and wait for the Queen Candypop Bud to change into the pikmin color you have the least amount of, and hurl it inside. After plucking your 9 pikmin, do the same with the other pikmin for a total of 18 pikmin. Throw 15 of your 18 new pikmin inside the 3 Purple Candypop Buds for 15 more purples. After all of this, break eggs for tons of nectar so you should have all flower pikmin. Look for the geyser and go back to the surface. We just made a great deal! +3 more pikmin for the type you had the least of AND 15 more purples!

VALLEY OF REPOSE: Put away all of your purples and the 3 new pikmin. Repeat this strategy until you have 115 purples or over. However, it is important that you switch every time you do this, so no pikmin number goes down. Basically, the second, fourth, sixth, etc. time should be the one where you grab the least amount of pikmin you have and throwing them into the Queen Bud once it turns to the color you have the most pikmin of. Basically the opposite. The third, fifth, seventh, etc. time should be the same as the one I just told you to do. Once you are done, just select "Go to Sunset", for we are finished with the Valley of Repose.

Look at the charts as usual, and to the mail, which this time is from no family members, but is SPAM!!

----> \*\*\*SPAM?\*\*\*<----

I am so lonely... I want a friend that'll listen to my troubles. I want to meet someone like you. Contact me at <http://www.pikmin.com>.

Save your game to end this purple-filled day.

DAY 21 ENDS

Recommended Red Pikmin: 130+  
Recommended Purple Pikmin: 110+  
Recommended White Pikmin: 20-40  
Recommended Yellow Pikmin: 130+  
Recommended Blue Pikmin: 130+  
Poko: 14778

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=== DAY 22 =====  
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Once again, there are no entries in the Piklopedia or the Treasure Hoard. This time, dive on down to the Awakening Wood.

We will actually be spending only one day here, because of how empty this place is of enemies. Today's plans are to kill some respawning enemies, and get more pellets and Sprays.

To begin this area, take out 100 purples. Using the purple pikmin, explore the area, killing the Dwarf Red Bulborbs and the Red Bulborb. Also, kill all of the Female Sheargrubs that pop out of the ground. Take back all of the bodies and pellets that you see to the onions. Once you finish, go back to the red berry plants (they are called Burgeoning Spiderworts) and follow the path. Kill the Cloaking Burrow-Nit, and then take the east path at the intersection. Kill the second Cloaking Burrow-Nit.

After the second Burrow-Nit is dead, take it and the first one back to the onions for some more pikmin. After this, go to the berry plants and kill the 2 Caterpillars and get 10 berries for another Ultra Spicy Spray. After all of this, all of the Pellet Posies should be bloomed, so kill them all and take the pellets. Gather your 100 purples and use the grass by the ship to make more purples flowered. We need nothing but flower purple pikmin, so use the nectar wisely! Now, head to the Purple Berry Plant and take down 5 berries! We almost have a complete Ultra Bitter Spray! Anyway, head back to the split in the path in front of the 2 red berry plants. Kill the Creeping Crystuminum in the direct middle of the path for it to drop the head.

Assign pikmin to carry it, but don't follow. Follow the left path to the end, where you should kill a second Creeping Crystuminum. Do so and then kill the Sheargrubs that are undoing our bridge! Rebuild the bridge and make your purples carry the bodies across the bridge.

Gather all of your purples and put them all away. Take out 20 yellows, 20 blues, and 20 reds. Go around the onions to find 3 large 10 Pellet Posies. They all stick to the same color, so assign 20 reds on the red one, 20 yellows on the yellow one, and 20 blues on the blue one. With all of this, blow your pikmin out of the ground, and go to the red berry plant. Get 10 more berries for your second Ultra Spicy Spray we got today, and head back to the purple berry plant.

Grab 5 more for a full dosing of Ultra Bitter Spray, and once you finish, it should be near sunset. If not, then run around this place, for we will leave it forever!! The day should end very shortly.

Look at the charts as usual (also, make sure you have at least 100 more pikmin), and go to the mail.

----> Louie's Mom<----

Louie! Are you eating well? When you were a boy, you were quite skinny, so I made you clean your plate. Be sure to cook suspicious foods before eating it!

Save your game to end this sprout-getting day.

DAY 22 ENDS

((YOU SHOULD HAVE AT LEAST 100 MORE PIKMIN))

Recommended Red Pikmin: 200+

Recommended Purple Pikmin: 110+

Recommended White Pikmin: 20-40

Recommended Yellow Pikmin: 200+

Recommended Blue Pikmin: 200+

Poko: 14778

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=== DAY 23 =====

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Like the other 3 or so times, ignore the Piklopedia and the Treasure Hoard, for it is empty. This time, shoot back down into the Perplexing Pool.

Today's main plan is to raise pikmin (I bet that was no surprise), and kill a lot of enemies on the lower level, which is pretty large. Today will be quite short actually, so don't expect it to be that hard!

Kick off this day by taking out 100 purple pikmin. Go to the dried up lake and kill the enemies there, including the Shearwigs by the bridge and lake. Take back the bodies for some sprouts, and once you have gathered your purples

again, go this time along the left path.

Kill the Shearwigs that appear, and once they die, ignore the bodies and head to the left to the foot of the bridge. Kill some more Shearwigs and stand on the bridge. Let the Yellow Wollywog jump onto the bridge, and then kill it on the bridge. Take back the bodies to the onions, and once you do, go back to the left path and kill the 2 Dwarf Bulbears. Take the bodies back and go back to camp. Gather your purples and put them all away.

This time, take out 100 blues and head left right into the stream. Kill the 3 Water Dummies here, and once they die, continue behind the now-gone black gate. Kill the enemies behind here (including the Skitter Leaf), and take everything back.

To end this day, hunt for tall grass and use the nectar to upgrade your blues and such. After all of this, the day should pretty much be over!

Look at the charts as usual (also, make sure you have at least 150 more pikmin), and go to the mail.

----> Olimar's Daughter <----

Papa! I'm going to prep school! Mama said that if I don't study hard, I can't become a proper lady. Did I write a nice proper mail? Do tell, Papa!

Save your game to end this sprout-getting day.

DAY 23 ENDS

((YOU SHOULD HAVE AT LEAST 150 MORE PIKMIN))

Recommended Red Pikmin: 225+

Recommended Purple Pikmin: 110+

Recommended White Pikmin: 20-40

Recommended Yellow Pikmin: 225+

Recommended Blue Pikmin: 225+

Poko: 14778

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=== DAY 24 =====

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Like the other 4 or so times, ignore the Piklopedia and the Treasure Hoard, for it is empty. This time, shoot back down into the Perplexing Pool.

We have a big goal today, for we have to kill a lot of enemies and get some berries. Today will be less lazy than yesterday, so time to get active! Just think: after today, we will begin the final area!

Start out this day by popping out 100 blues. Head back along the left path until you reach the end (where the 2 seesaw blocks are. Be sure to also kill the Yellow Wollywog first!), which you should then proceed in the water. Follow it north until you are in the watery area that had the Submerged Castle. In here, kill the 2 Hermit Crawmads, the Withering Blowhog, and the 2 Water Dummies.

Once they are all dead, pick up the Hermit Crawmad and any pellets that are closest to the entrance of this area. Don't forget to also take the Yellow Wollywog body! Anyway, take the other bodies for the pikmin to take the different path again. Make them pick up all of the bodies and pellets and follow them. Keep following to be at an area with the Fiery Blowhog and a Swooping Snitchbug. Kill the SS and add that to your army. Go back to camp once all of the bodies are stored and gather all of your pikmin. Go and kill the Fiery Blowhog and the other SS, and take the bodies back. Be sure to also kill

the Toady Bloyster again for some more sprouts and pellets!

After taking everything back, finish this day by making your first 100 blues, reds, yellows, and purples flowermatized, and make all of your whites flowermatized. After you do, the day should be almost over. If not, then select "Go to Sunset". Day completed!

Look at the charts as usual (also, make sure you have at least 100 more blues), and go to the mail.

----> Louie's Mom <----

At my age, reminiscing is wonderful. Louie, do you remember the hill behind our house? You hated to play outside, so I made you eat bugs and plants. Ah, memories...

Save your game to end this sprout-getting day.

DAY 24 ENDS

((YOU SHOULD HAVE AT LEAST 100 MORE BLUES))

Recommended Red Pikmin: 225+

Recommended Purple Pikmin: 110+

Recommended White Pikmin: 20-40

Recommended Yellow Pikmin: 225+

Recommended Blue Pikmin: 325+

Poko: 14778

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~~~~~ 12.9 The Nature Man (Wistful Wild) ~~~~~  
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=== DAY 25=====

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Yup, it is already Day 25! And we are about to explore a new area! This time, dive on down in the northeast level, the Wistful Wild.

Today, our plan is a very simple to do and understand plan: we will kill all enemies. So basically our goal today is to knock out all of the enemies here and turn them into sprouts.

As you enter this area, watch the overview, even though this is not a very huge level. Still, you would want to know what the level looks like! As soon as you land, you should start by pulling 15 purples out of the onion. Once you have them out, walk forward, through the opening, and to the pair of Dwarf Red Bulborbs. Show it no mercy by throwing pikmin on its back for it to scream and die. DO the same with the other one for a clean field.

If you press your ears to the television, you should hear a Gatling Groink walking around somewhere. Let's kill it! Head west (if you were facing the dead Red Bulborbs) to be in a wide area. Ignore the Swooping Snitchbug, but walk north into a wide area with a Decorated Cannon Beetle. Carefully do some damage with purples, blow your whistle in about 2 seconds of hurting it, make the rock hit the beetle, and continue pounding it. After it dies, go and kill the Swooping Snitchbug once it dives to take your pikmin.

Well, we completed the easy part! You should now head south and onto the small ledge. Up here, follow it left, making sure not to fall, and once you reach the top, walk left to find 3 Dwarf Red Bulborbs and possibly the Gatling Groink. Kill the Dwarf Red Bulborbs and follow the path to the end. Wait for the Gatling Groink to come and then head back to the onion and wait. If you can

hear its footsteps from here, then it is close, which is good. Kill it if so, but if it doesn't come, take out 50 blues, go to the lake, fire an Ultra Spicy Spray, and kill it while avoiding the Yellow Wollywog.

Once it is dead, take it back immediately with your purples/blues, and the second its back, make the sprouts come out of the ground and put them away. Put away your purples and take out 100 blues. Follow the path you did earlier, taking the 2 Dwarf Red Bulborb bodies, the Swooping Snitchbug's body, the Decorated Cannon Beetle's body, and finally the 3 Dwarf Red Bulborb bodies in front of the lake. Go back to camp and gather your blues, then return to the lake and kill the Yellow Wollywog. Also kill the Fiery Blowhog near the poison gate! Build a bridge with the stack of twigs, and then make your pikmin carry the bodies back to camp.

Back at camp, put away all 100 blues and take out 50 purples and all of your whites. Once they are all with you, return to the built bridge, cross it, and assign whites on the poison gate. With your 50 purples, head to the right of the bridge to come to an area with 3 Creeping Crystuminums and 2 Withering Blowhogs. Fire an Ultra Spicy Spray, and then kill the Withering Blowhogs without awakening the Creeping Crystuminums. After they die, kill the Creeping Crystuminums one at a time. After they all die, the Sunset message should've already popped up.

Don't even bother taking back the bodies without whites, okay? Return to the gate and gather our whites, then assign them to the Creeping Crystuminum bodies and pray that they can make it back in time. If not, then blow your whistle and wait for the day to end.

Watch the pretty sunset, and then go to the pikmin chart. You should've had at least +75 blue pikmin from today. Finally, let's read the mail, which says:

----> \*\*\*SPAM?\*\*\* <----

Do you love BARGAINS? Do you like DESIGNER ITEMS AT CUT-RATE PRICES? Then come save tons of Pokos at... <http://www.pikmin.com>.

Save to end this day.

DAY 25 ENDS

((YOU SHOULD HAVE AT LEAST 75 MORE BLUES))

Recommended Red Pikmin: 225+

Recommended Purple Pikmin: 110+

Recommended White Pikmin: 20-40

Recommended Yellow Pikmin: 225+

Recommended Blue Pikmin: 400+

Poko: 14778

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=== DAY 26 =====

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Nothing new today, so dive on down back to the Wistful Wild.

Today's plan is to get all of the treasures. Yay, a Treasure Hunt!!! We might have to get the rest tomorrow, along with the caves, so we probably can't get all of the treasures.

Well, let's get the treasure that takes the longest to get! Take out 100, yes 100, purple pikmin. Head back to where you fought the Dwarf Red Bulborbs, but go east this time. You should see a rusty weight (Doomsday Aparatus, 1000 Weight (!), 3000 Poko (!)) just lying there. The treasure weighs not 10, not 100, not 500, but 1000 pikmin, so that is a very heavy treasure!

While they are carrying it, I think e should get some business done, don't you think? Head north of the weight's former location and follow the pipe thing to a pool of water with a Hermit Crawmad. Kill the crab by punching its back, and once it dies, return to the camp.

Wait for the purples to take the treasure back to the ship, but since it is so heavy, it will take about 1/3 of a day! I am praying that you don't have all leaf purple pikmin, or this could take 2/3 of a day! Once they finally take it to the ship, look at the poko value, for this is the most valuable treasure game, resting at 3000 poko!!

Put away all 100 of your purples, and take out 50 yellows and 50 blues. Gather all 100 of your pikmin and head to where you fought the Hermit Crawmad. Ignoring the body, dismiss your pikmin and take your blues. Assign them on the gate in front of you and wait until they smash it down.

After it is destroyed, gather your blues and look in the water for a cracked rock. Smash it for all of the water to drain. Go back and get your yellows, and then with your 100 pikmin, walk near the far side of this place until you spot an electric gate. Kill the Shearwigs and the Watery Blowhog in front of it, then assign all 50 yellows on the gate.

While they are working, take your blues back to the onion and put them away. Take out 25 purples and whites, and then head back to where you fought the 3 Creeping Crystuminums. Back here, kill the third one and use 8 whites to carry the Acorn (Armored Nut, 4 Weight, 60 Poko) back to the base, and while they are carrying it, return to the area the poison gate was blocking. You will see 2 Orange Bulborbs and a Withering Blowhog. If they are too close, then use an Ultra Spicy Spray and an Ultra Bitter Spray. If not, then hurl purples at 1 Orange Bulborb, kill the Withering Blowhog, and then kill the other. One of the 2 Orange Bulborbs dropped the large nut (Seed of Greed, 10 Weight, 70 Poko). Take that back and then go down the slope at the back of the area and dig up and carry the fungi (Anti-hiccup Fungus, 5 Weight, 30 Poko). If you have remaining purples and whites, then carry the pellets and/or the Orange Bulborb's bodies. After everything is back to camp, return to camp and put away all of your whites.

Return to the now-destroyed electric gate and leave your yellows there. Follow the path it was blocking and kill the Armored Cannon Beetle Larva at the foot of the path. After it is destroyed, go back and get your yellows, and then assign the yellows and purples to take back the body and the pine cone (Conifer Spire, 7 Weight, 15 Poko) back, along with any other bodies. Your pikmin should carry the bodies back at the onion almost at the second the day is over.

Watch the pretty sunset, and then go to the pikmin chart. You should've had at least +40 pikmin from today. Finally, let's read the mail, which says:

----> Olimar's Son <----

Lately, I've been getting a ton of mail from a strange person selling designer items at cut-rate prices. It sounds like a deal. Should I send them your bonus check?

Save to end this day.

DAY 26 ENDS

((YOU SHOULD HAVE AT LEAST 40 MORE PIKMIN))

Recommended Red Pikmin: 225+

Recommended Purple Pikmin: 110+

Recommended White Pikmin: 20-40

Recommended Yellow Pikmin: 225+  
Recommended Blue Pikmin: 400+  
Poko: 17963

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=== DAY 27 =====  
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Look at the 5 new entries in the Treasure Hoard, for we got all of the treasures in the Wistful Wild! When you are ready, dive on down back to the Wistful Wild.

Luckily for you, today will be the day we do 2 of the 3 caves, for the 3rd cave is home to the final boss, so we should ignore it. After doing the caves, we will just "Go to Sunset".

The second you begin, get ready to do the hard "Cavern of Chaos"! To be ready, take out 30 reds, 20 yellows, 20 blues, 20 purples, and 10 whites. Once you have this large number, go to the rocks that were by the weight and make your pikmin smash them for nectar. Keep doing it until all of your pikmin are flowermatized, and once you are ready, go back down to where you fought the Decorated Cannon Beetle. Turn around to find a cave by a rusty wall. Jump inside to begin the tough Cavern of Chaos!

CAVERN OF CHAOS  
Sublevels/Treasure: 10 / 17

Enemies:

Fiery Blowhog,  
Watery Blowhog,  
Careening Dirigibug,  
Swooping Snitchbug,  
Fiery Bulbax,  
Creeping Chrysanthemum,  
Mamuta,  
Irresistant Flint Beetle,  
Water Dimple,  
Wollywog,  
Anode Beetle,  
Withering Blowhog,  
Puffy Blowhog,  
Cloaking Burrow-Nit,  
Dwarf Red Bulborb,  
Gatling Groink,  
Bumbling Snitchbug

Mini-boss: Emperor Bulbax x2

Boss: SEGMENTED CRAWBSTER

\*NEW\* Hazards: Fire, Water, Electricity, Poison

Difficulty: \* \* \* \* (you will lose quite a lot of pikmin)

SUBLEVEL 1: This place is explosive (pun intended) in every way! There are bomb-rocks, Fiery and Watery Blowhogs, and Careening Dirigibugs. To beat this, dismiss your pikmin and run around by yourself. Use the bomb-rocks to take out the Fiery and Watery Blowhogs. To do this, either push the bomb-rock close to the target, and punch it, but stand on the other side so it doesn't run. The bomb-rocks get rid of 1/2 of a Blowhog's life to each Blowhog, so you need to do it twice. You can also lure the Careening Dirigibugs to throw bomb-rocks by

the Blowhogs. Once they are down, set off the other bomb-rocks so they won't disturb your pikmin, then run back to camp and get your yellows. Shut down all of the electric generators, and once they are all down, get ready for the pain game! Locate the Careening 'Bugs and throw yellows at it to knock it out of the sky. If it throws the bomb-rock before you throw pikmin at it, run. If you throw pikmin at it while it is holding a bomb-rock, keep attacking. And of course, if it isn't holding anything, keep attacking. After everything's dead, use all of your pikmin to take back the bodies. After that, it is time to look for the treasures! Also, beware of falling bomb-rocks in dead-ends. They can be anywhere above ground, so look around. You are looking for a small blue marble (Mirth Sphere, 1 Weight, 85 Poko) and a chocolate cupcake (Enamel Buster, 8 Weight, 60 Poko). If one's in a dead-end, be careful, for a bomb-rock could drop and blow up all of your piks! Look for the hole and leave when you finish.

SUBLEVEL 2: This place is home to 6 enemies. 3 of them are Fiery Bulbaxes, and 3 are Swooping Snitchbugs. To begin, get all of your pikmin and kill the 3 Swooping Snitchbugs. If they are close to a Fiery Bulbax, lure it away so nothing bad happens. Once all 3 of the naughty bugs are gone, take back their bodies for some pokos. Now, for the Fiery Bulbaxes. If you have 3 or more Ultra Bitter Sprays, then you are alright. If not but you have over 3 Ultra Spicy Sprays, there is a chance you will lose some pikmin. If you have neither, then you are pretty much going to lose all of your reds. Dismiss your pikmin, take your reds, and go behind a Fiery Bulbax. Use an Ultra Bitter Spray to make it stoned, then here's your chance! Swarm it with your reds and it will die quickly. Usually, it drops a blob of purple nectar, so you can get your spray back kind of! Repeat with the other 2 Fiery Bulbaxes for everything to be killed. Luckily, each Bulbax drops a treasure. Collect the sapphire ring (Frost Bauble, 5 Weight, 100 Poko), the red-heart ring (Gemstar Wife, 5 Weight, 100 Poko), and finally the emerald (Essence of Despair, 6 Weight, 80 Poko). Look for the hole and jump down to finish this fun and easy sublevel.

SUBLEVEL 3: You know, this place would be considered a rest level if it wasn't for the swarm of the Creeping Chrysanthemums in this area. This place is home to 2 Mamutas, but it is home to a lot of Creeping Chrysanthemums. To win this, dismiss your pikmin and gather your purples. Avoiding the flowers, kill the 2 Mamutas but don't take the bodies back, for a Creeping Chrysanthemum could pop out and kill your purples. Once both Mamutas are dead, blow your whistle to get any purples stuck in the ground out of the ground, then carefully look at the flowers until you find a blinking one. Walk close to it, and then run for the Chrysanthemum to shoot out of the ground. Use purples to kill it fairly quickly. Be sure that it doesn't shake, or it could send your pikmin in the blackness beyond the walls, killing them. After it dies, do the same with the others, and once you are sure there are no more left, get all of your pikmin and take the swarm of bodies back. Also, watch out for falling rocks, so I'd recommend running around the stage to make all of the rocks fall. Finally, once you are ready to grab the treasures, take all of your pikmin and look for a green pepper (Infernal Vegetable, 12 Weight, 30 Poko), which is above ground, and a potato (Child of the Earth, 15 Weight, 40 Poko), which is buried. Use your Treasure Radar to locate the potato. Look for the hole and jump down once you are ready.

SUBLEVEL 4: This place is home to 2 Emperor Bulbaxes, but they are easy to kill. To begin the hunt, yet again, look for a pair of waving eyes. This time, the place is surrounded in bomb-rocks. If an Emperor Bulbax swallows it, they will lose 1/6 of their health, AND will be stunned. This is why we should use the bomb-rocks in this battle.

MINI-BOSS: Emperor Bulbax x2

To begin, take note of the location of the bulging eyes. If its on land, then do this strategy: To defeat it on the first phase, start out by not walking



that close, but so-so far, just not too close nor too far. 2 1/2 Olimar lengths should do. Anyway, go onto the side where Olimar is facing the part of the bulging eyes that is blinking. Hold "A" to grab a purple pikmin, aim the cursor between the eyes, and start throwing rapidly. It will emerge with a creepy roar, and it will lick, but by the time it finishes the lick, it will already be dead! If you didn't get this right, then you have a tougher fight ahead. Don't throw purples at the shell on its back, for it can't be harmed that way. You must throw at its face, and a good time to do so is after it licks. That brings up another point: if there is drool dripping from its mouth, it will lick. When it does, run away and after the short pause, start hurling piks at it. Blow once it shakes, for pikmin will go under it and the Emperor will jump and slam into the ground, killing pikmin underneath it. When it dies, it will start swinging its tongue, sending some saliva flying everywhere. It will then shrink, and die. If it isn't on land, do this strategy, but with blues and use a bomb-rock to stun it before you hurl pikmin at it.

After both die, use blues to collect the bodies, and once you are ready, look around for a crab's pincher (Mysterious Remains, 8 Weight, 150 Poko) and take it back. You might need to use reds on the fire geysers. The pincher was dropped by one of the Bulbaxes. The final treasure is mostly found behind a gate above ground. Grab the cream container (Milk Tub, 5 Weight, 60 Poko) and look for the hole. Dive on down to finish this sublevel.

SUBLEVEL 5: Ahhh yes, a nice, peaceful rest level. There is a White and Purple Candypop Bud, and a Queen Candypop Bud. Ignore the first 2, because you already have plenty of whites and purples. For the Queen Candypop Bud, throw a pikmin you have the most of into the flower when it turns to the color you have the least amount of. Also, eggs will fall at different points, so use the nectar on your new pikmin. There are a couple of Irresistant Flint Beetles, so hurt those for some nectar. When you are ready, look for the hole and jump down. There is a geyser, but who would want to use that?

SUBLEVEL 6: This place is home to 3 types of creatures. For this reason, kill anything near your area with purples, and then dismiss your pikmin. Go around the area, killing the Water Dumps by beating them up. If they are by a Wollywog, just keep attacking and avoiding the Wollywog's jump. After all of the Water Dumps are dead, go back to camp and use purples to kill the Wollywogs, making sure to avoid the electricity from the Anode Beetles. Go back to camp, dismiss your purples, and get your yellows. Kill all of the Anode Beetles, and once you finish, all of the enemies should be dead. Take back all of the bodies with all of your pikmin, and once you do, get ready for the treasure hunt! One of the Wollywogs spat out the small white Christmas ornament (Princess Pearl, 5 Weight, 100 Poko), so take that back. The final treasure, the mushroom (Growshroom, 5 Weight, 50 Poko), can be anywhere half-buried, usually in a puddle. Once you have both treasures back, look for the hole and leave.

SUBLEVEL 7: Well, this sublevel is home to a lot of gases. You will find some Withering Blowhogs, Puffy Blowhogs, some Cloaking Burrow-Nits, and of course some gas pipes. Kill any Blowhogs in your starting area, and then get ready for some work! Dismiss your pikmin away from the Blowhogs, and once you are, grab your whites. Run round the stage, disabling gas pipes, but avoiding Puffy and Withering Blowhogs on your way. After they are all off, use purples to kill the Blowhogs and the Cloaking Burrow-Nit. Did you know that purples can survive the wind attacks without getting blown backwards? 'Cuz of that, Puffy Blowhogs are harmless to them, but Withering Blowhogs still blow the flowers off of the pikmin. After killing everything, take back the bodies, and once you do, get ready to hunt for the treasures! After a Puffy Blowhog died, it spitted out a treasure. Look for that treasure, a chocolate swirl cookie (Impenetrable Cookie, 8 Weight, 25 Poko), and take it back. The second treasure, a "D"

battery (Fuel Reservoir, 8 Weight, 120 Poko), can be anywhere above ground, but likes to be behind gates. Once you finish, look for the hole and jump down.

SUBLEVEL 8: Ohhh god! Dwarf Red Bulborb unites! There has to be at least 50 of them here!! Yeah, you heard me! There are about 50 IN THIS SUBLEVEL!!!! To make this level even harder, there are 2 Gatling Groinks. To win this without any pikmin loss, just dismiss and take your purples. Make the Gatling Groink come to you, kill it and you have one down! Just make sure you lure one at a time. Take the body back, and then do the same to the second one. After this is finished, take this body back and you no longer have to worry about Gatling Groinks. To kill the 50 or so Dwarf Red Bulborbs, simply throw purples on their back. Take all of the bodies back, for you will get about 100 pokos for all of the bodies! After all of the hard work, break open eggs for a lot of nectar, so suck up! Once you are ready, hunt for the apple juice can (Fruit Guard, 15 Weight, 130 Poko), which is usually in a dead-end. Finally, look for the hole to leave this large sublevel.

SUBLEVEL 9: I remember this sublevel! Good news is that there are only 3 enemies. Bad news is that half of the area is covered in DEEP water, making it nearly impossible to save pikmin. To begin, make the Careening Dirigibugs throw bomb-rocks at the gas pipes as much as you can. Once they are down, check if an enemy is in the water. If so, then use blues to kill it. Take back the bodies in the water, then use yellows for the rest of the enemies, avoiding gas pipes and the water. After they are dead, use whites to disable the remaining gas pipes, then use whites to take back the bodies. After all of this, it will be time for the treasure hunt. Look for the baby bottle top (Maternal Sculpture, 15 Weight, 55 Poko) and the bobbling head (Wiggle Noggin, 15 Weight, 85 Poko) anywhere, sometimes even in the water! They are both above ground, though. After collecting the treasures, look for the hole and leave.

SUBLEVEL 10 (FINAL FLOOR): Ohhh yeah, my favorite type of floor! This means there will be a boss! If you are lucky, you will land in an area that is a small square. If there isn't a geyser here, then you are lucky. You get this whole area to play around in! Dismiss your pikmin and take your reds.

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BOSS #9

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NAME: Segmented Crawbster

RECOMMENDED PIKMIN COLOR: Reds

DIFFICULTY: \* \* \* \* (will lose quite a bit of pikmin)

POKO: 15

WEIGHT: 20

STRATEGY:

This is the reason why the cave's rating is a "\*\*\*\*" instead of a "\*\*\*1/2". This boss is the second most evil boss in Pikmin 2, and it is hard to not lose any pikmin in this battle. To win this battle, use an Ultra Spicy Spray on your purples and go to the middle of the arena for a crab thing with what looks like some blue thing as one of its arms. After it lands, I will use the blue thing to move, so don't get near the blue thing. If so, the crab swipes at your pikmin, dealing no damage but deflowering them. After running away a lot, it will eventually roll into a ball and will follow you. Just run back to the small square to come to a steep slope. Run up it and wait for the crab to hit the wall. After this, tons of rocks will fall from the sky and will try to squish you. Just run around to avoid this. While it is turned over, look at the thing flashing colors. Throw reds at it, for it's the only weakness. You might have to stand back for reds to reach, and if your reds can't reach, then try yellows. Time to describe the ending! First, it kind of bursts a bit, and does a short screech, and then it will dry up until it dies.

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After it is killed, take back the body back for a nice 15 pokos, and then you should take back the baby doll head (Silencer, 20 Weight, 670 Pokos). I don't know why, but the baby head scares me. Anyway, you get no power-up, but hey! Wouldn't the game be too easy? Look for the geyser, use eggs if you must, and leave the cave for good. CAVE COMPLETE!!! :)

WISTFUL WILD: After you land from the trip, put away all of your piks and take out: 30 reds, 20 yellows, 20 blues, 20 purples, and 10 whites. With this large tribe, smash the rocks again for some more nectar, and use it, okay? Now with that out of the way, return to the electric gate that you smashed down yesterday. Go up the slope to see where you got the pine cone. This time, keep walking to come to a large metal half-pipe. Follow it to the end, where you will find the Hole of Heroes. This cave is \*\*\*\* hard, so expect a hard journey! Before jumping down, smash the eggs around the place for some more nectar and possibly some sprays, and once you think you can be a hero (get the pun), jump down into the Hole of Heroes. This hole is SWARMING WITH ENEMIES. In fact, it practically has every type of enemy!!!!!!!!!!!!!!

#### HOLE OF HEROES

Sublevels/Treasure: 15 / 13

#### Enemies:

Creeping Chrysanthemum,  
Female Shear grub,  
Male Shear grub,  
Skitter Leaf,  
Dwarf Orange Bulborb,  
Anode Beetle,  
Careening Dirigibug,  
Swooping Snitchbug,  
Bumbling Snitchbug,  
Antenna Beetle,  
Fiery Blowhog,  
Watery Blowhog,  
Puffy Blowhog,  
Withering Blowhog,  
Burrowing Snagret,  
Unmarked Spectralid,  
Mamuta,  
Irresistant Glint Beetle,  
Water Dimple,  
Wogpole,  
Hermit Crawmad,  
Wollywog,  
Yellow Wollywog,  
Decorated Cannon Beetle,  
Armored Cannon Beetle Larva,  
Bulbmin,  
Doodlebug,  
Spotty Bulbear,  
Dwarf Bulbear,  
Orange Bulborb,  
Red Bulborb,  
Dwarf Red Bulborb,  
Snowy Bulborb,  
Hairy Bulborb,  
Fiery Bulbax,  
Mitite,  
Bulborb Larva,

Fiery Dweevil,  
Caustic Dweevil,  
Munge Dweevil,  
Anode Dweevil,  
Greater Spotted Jellyfloat,  
Lesser Spotted Jellyfloat

Mini-boss:

Pileated Snagret,  
Ranged Bloyster,  
Emperor Bulbax x2,  
Empress Bulbax #3,  
Man-At-Legs,  
Beady Long legs

Boss: RAGING LONG LEGS

\*NEW\* Hazards: Fire, Water, Electricity, Poison

Difficulty: \* \* \* \* 1/2 (almost guaranteed you will lose 1-70 pikmin)

SUBLEVEL 1: This sublevel starts out "outside", so don't worry about throwing pikmin out of bounds. You should first look at the flowers and kill the Creeping Chrysanthemums first, mainly due to the fact that they are the strongest enemies, with purples. After they are all dead, kill any Female Sheargrubs and Male Sheargrubs in your path by swarming them. To finish it, kill the Cloaking Burrow-Nits for this area by swarming it to be enemy-free. Kill the Skitter leaves by tossing purples at it for the area to really be enemy-free. After the place is enemy-free, look for the falling Dwarf Orange Bulborbs and kill them. They usually fall near dead-ends. After they are dead, use all of your pikmin to take back the large amount of bodies, and after you do so, look for eggs to flowermatize pikmin. Finally, look around for the large acorn (Corpulent Nut, 8 Weight, 80 Poko), and once you find it, take it back and look for the hole. Jump on down to finish this easy sublevel.

SUBLEVEL 2: This place is swarming with enemies! There are Anode Beetles, 2 Careening Dirigibugs, Swooping Snitchbugs, Bumbling Snitchbugs, and an Antenna Beetle! To win this, kill anything near your camp with purples, and once you are ready, dismiss your pikmin and take the yellows. Kill all of the Careening Dirigibugs so they are out of the way, and the Anode Beetles. With all of this done, there should only be a few enemies left. Kill the Swooping Snitchbugs and the Bumbling Snitchbugs with your yellows, and after all of this work, use all of your pikmin to take back the overload in bodies. Also, any dead-end you enter has a great chance of a bomb-rock falling, so make sure to have your whistle ready! Knock out the Antenna Beetle with purples, and then take that back to the ship. To finish this sublevel, look in all dead-ends with your Treasure Radar to locate a buried sapphire (Essence of True Love, 5 Weight, 60 Poko), smash eggs for nectar, look for the hole, and dive on down.

SUBLEVEL 3: Welcome to the "Blowhog Kingdom"! This place is home to every type of Blowhog, from Fiery to Watery to Puffy to Withering Blowhog!! To win this, just kill any Blowhog in your area with purples, being careful if it's a Withering of Puffy Blowhog. After that, dismiss and grab your purples. Start out by killing all of the Withering Blowhog. These are the ones that are hardest to block. Now, kill all of the Fiery Blowhogs because they have more health. The 3rd soon-to-be extinct Blowhog type should be Watery Blowhogs because they are stronger than Puffy ones. Finally, kill the Puffy Blowhogs, mainly since they are the weakest. There is a chance you might not even fight a Puffy Blowhog, so be thankful if so. After everything is dead, take back the Fiery/Watery Blowhog bodies, then smash eggs for nectar. Time for the yet again

single treasure, Treasure Hunt! The small yellow marble (Love Sphere, 1 Weight, 85 Poko) is anywhere above ground. Just hunt for it some place above ground. After you find it, look for the hole and leave.

SUBLEVEL 4: It's your lucky day, for this sublevel is home to a Pileated Snagret! If you look in the center of the arena, you will spot a sand pit. This sucks pikmin to the middle, making this battle tougher. You might also find a Burrowing Snagret, but it should be ignored. Look for a dead-end, dismiss your pikmin, and take your reds.

MINI-BOSS: Pileated Snagret

This battle is the same as last time, with the exception of the sand pit. This is what you did last time, and what you should do: This is a fun, yet very tough fight. You see, this Snagret can hop on a foot! To win this, you must wait for it to emerge the slow way, like the Burrowing Snagret. This Snagret is smarter, and won't let reds kill it so easily, so expect many tries. I actually recommend an Ultra Spicy Spray for this fight! Once you are running, run as far as you can, for it will hop after you at an alarmingly fast rate. If you think you can live, then run away as far as you can, as it will hop after you if you are close, which to it is pretty far. Just run when needed and repeat and it should die quickly. It will die by screeching, then doing some back flip and imploding, leaving behind its head. Good luck, for this is one of the hardest battles in the game!

After this thing is murdered, it will leave behind a treasure. Before getting it, locate the Burrowing Snagret and kill that, too. Take back both heads, and then the golden dollar coin (Lustrous Element, 10 Weight, 1000 Poko), which is very valuable. Hunt for eggs, and then go through the hole to the fifth sublevel.

SUBLEVEL 5: This is finally a moment we've been waiting for: a rest level! In this place, we have a lot of Unmarked Spectralids, 2 Mamutas, several Honeywisps, and 1 or 2 Irresistant Glint Beetles. To begin, just throw pikmin at the Mamutas and at the Unmarked Spectralids flying above. After all of this, look for the Queen Candypop Bud and use it if you lost pikmin in the last fight. Hit the Honeywisps for some nectar, sprays, or possibly Mitites. Break eggs, take the bodies back, and look for the hole to leave. You also might want to hit the Beetles if you want, but that is it.

SUBLEVEL 6: Well, this sublevel is filled with aqua-related enemies. For this reason, start the level by dismissing your pikmin and going solo. Kill all of the Water Duples with your fat fists, and once all of the Water Duples are dead, you get a choice. You can kill the Wogpoles if you want, but it is optional. I'd recommend it because of the pokos, but that is just me. Now, hunt around for the Hermit Crawmads, and give them a taste of your fists to kill them. Finally, go back to camp and take your blues. Kill the Yellow Wollywogs and regular Wollywogs. To end this enemy hunt, use blues only to take back the bodies. You will have to go back to the pod often to get your blues, but it is worth it. After everything is stored, hunt for the treasure, which is a peanut butter jar (Nutrient Silo, 15 Weight, 130 Poko). To finish this, use reds for any blues you lost in the blue Candypop buds, but stop once you have 20 blues. Look for the hole to find out its sealed. Use blues to unseal it, then dive on down to finish this wet sublevel.

SUBLEVEL 7:

MINI-BOSS: Ranged Bloyster

The second you land, you will be standing right in front of a Ranging Bloyster! Look for a dead-end to keep your piks safe, and then go into the arena. You will find 2 Decorated Cannon Beetles and 2 Armored Cannon Beetle Larveas. If you want to live, then listen up! Swap between Olimar and President to lure the

Bloyster away from your pikmin, and once you do, use the Decorated Cannon Beetles to kill the Armored Cannon Beetle Larvae. Now, make them kill themselves. Their rocks might hit the Bloyster, so make President be far away, lure the monster a far distance, and then make them shoot the rocks. With all of this ready, swap to the captain closest to the pikmin and nab 10 purples. Swap to the other captain and lure it away from the pikmin again. Swap to the captain that has the pikmin and hurl at the tail. When it targets you, blow your whistle and swap to the other captain once it faces you. Wait for the Bloyster to face the captain with no pikmin, and then swap to the other captain and hurl. Repeat until the Bloyster is decapitated.

After it is defeated, it will drop the treasure. Take the Beetle Larva bodies back, and then the tail of the evil Ranging Bloyster back. To finish this sublevel, go to where you killed the Ranging Bloyster and get the green heart ring (Joyless Jewel, 5 Weight, 100 Poko), look for the hole, and dive on down to the eighth sublevel.

SUBLEVEL 8: Luckily for you, this is a Rest Level! You will find Red Candy Pop Buds, Queen Candy Pop Buds, and Bulbmin! Kill the mother of the Bulbmin and take them to your side. Either use the Bulbmin on the Red or Queen Candy Pop Buds, though I'd recommend the Queen one. After you have your new pikmin, look for the Doodlebug and hit it for some nectar, avoiding the farting gas. To end this, locate the hole and jump down to finish this easy rest level.

SUBLEVEL 9: This place is home to every type of Bulborb, Bulbax (not Emperor), and Bulbear, along with Dwarven versions. This level will take a while, so get ready! Your first priority is to kill any enemies in your starting area. Use purples and if the Spotty Bulbear is running around your area, kill it by reading below. Wait for it to come to you, and then fire an Ultra Bitter Spray at it and any of its followers. You should then swarm it to kill it, and its offsprings. If it isn't in this area, then smash a gate and wait, but not now. Take the bodies back and such. After it dies, kill the Orange Bulborb with purples. After even that dies, kill all of the Dwarf enemies while avoiding the adults so you don't lose like 20 pikmin. After you've completed all of this, kill the Red Bulborb and the Hairy Bulborb with purples. To finish this place, dismiss your piks and take the reds. Fire an Ultra Bitter Spray at the Fiery Bulbax and murder it. Take back all of the bodies, smash eggs for nectar, then take back the can-opener (Dimensional Slicer, 8 Weight, 100 Poko), look for the hole, and leave this place for good.

SUBLEVEL 10: This place is home to 2 Emperor Bulbaxes. Before fighting, dismiss your pikmin and take your whites and run around the arena. Disable all of the gas pipes, then go back to camp, dismiss your whites, and take your purples and run around the arena. You should see Mitites pop out of the ground, so kill these. Repeat until all of the Mitites are dead, and then approach a Bulbax to begin the fight.

MINI-BOSS: Emperor Bulbax x2

If you can time everything right, it will die in 5 seconds (this is called the "first phase"), but if you fail, then it becomes the "second phase", where it will be tougher. To defeat it on the first phase, start out by not walking that close, but so-so far, just not too close nor too far. 2 1/2 Olimar lengths should do. Anyway, go onto the side where Olimar is facing the part of the bulging eyes that is blinking. Hold "A" to grab a purple pikmin, aim the cursor between the eyes, and start throwing rapidly. It will emerge with a creepy roar, and it will lick, but by the time it finishes the lick, it will already be dead! If you didn't get this right, then you have a tougher fight ahead. Don't throw purples at the shell on its back, for it can't be harmed that way. You must throw at its face, and a good time to do so is after it licks. That brings up another point: if there is drool dripping from its mouth, it will

lick. When it does, run away and after the short pause, start hurling piks at it. Blow once it shakes, for pikmin will go under it and the Emperor will jump and slam into the ground, killing pikmin underneath it. When it dies, it will start swinging its tongue, sending some saliva flying everywhere. It will then shrink, and die. Do the same with the second one.

After both are killed, take back the bodies, use the ton of blobs of nectar, and take back the Mitite bodies. Finally, collect the white Nintendo block (Treasured Gyro Block, 5 Weight, 80 Poko) from one of the 2 locations of the Bulbaxes, for one of them spat that out. Look for the hole and jump on down to leave this mini-boss sublevel.

SUBLEVEL 11: The second you begin, you will see the butt of the Empress Bulbax facing you, pooping out larva! Quickly dismiss your pikmin away from the Bulbax as far as you can, and then beat up all of the current Larveas. Run back to your pikmin as Olimar only and take all of the purples. Swap to President and kill any more Larva, then swap to Olimar and run to the butt part of the Bulbax.

MINI-BOSS: Empress Bulbax #3

This makes it A LOT easier!! Just start by swapping to Prez' and killing any larva. Now, throw all of your purples at the butt, and kill the larva as the purples are attacking. Immediately blow your whistle after killing the larva, but this time, you automatically avoid the rocks! The second it is back in place, throw all of your purples on the butt, kill the larva that pops out, and blow. Repeat until the boss is no more.

After this beast is killed, beat the living snot out of any remaining larva, then use the large load of nectar on your piks. Take back the Empress Bulbax head, the blue Nintendo block (Favorite Gyro Block, 5 Weight, 80 Poko), and head for the hole, which you should enter to continue your journey.

SUBLEVEL 12: Yay, the final rest level! This place is home to 1 Doodlebug, 1 Irresistant Flint Beetle, 1 Irresistant Glint Beetle, a Queen Candypop Bud, and some eggs. The Glint Beetle has the treasure, but you should first use the Queen Candypop Bud if you lost purples, which is almost a guarantee, and then hunting down the other 2 beetles and smacking them down for sprays and nectar. Smash eggs for some more junk, and then kill the Irresistant Glint Beetle for the treasure, which is a green Nintendo block (Lost Gyro Block, 5 Weight, 80 Poko). Ignore the geyser, for we must keep moving! Locate the hole and jump down.

SUBLEVEL 13: Guess whose favorite boss lives here? Pileated Snagret? Nope. Waterwraith? Nope. Man-At-legs? Yup! That's right metal spider fans; the Man-At-Legs is back!! This time, the area is filled with little water puddles. Before we fight this large spider, let's take a hike through the area. Here are the things that can be good cover: the short walls, the large red bumps, and the handle thing. Before fighting, dismiss your pikmin and swap to Olimar. As Olimar, run far away, and swap to the Prez'. Take the rest, and hide behind the short wall. Swap to Olimar and position yourself on the opposite side. Spice up your blues, then we begin.

MINI-BOSS: Man-At-Legs

This is by far the most fun and exciting boss fight in the game, so I hope you are ready to have fun...and kill it! First, make sure the blues are with you, and then go to the middle. Walk up the slope to be right in front of the orb. Start chucking blues at the orb and it should steam soon. When it does, throw all of your pikmin on it again until it has fully risen. This should already get rid of 30-60% of its health! The second it twists, blow your whistle and take all of your pikmin and run to any low wall! It will pull out a very low

range machine gun and start shooting at your pikmin! Ohhh god! Once behind the short wall, read this: After some bullets are shot, it will pause for about 1 second, and then start shooting again. Wait for 3-4 of these pauses and it will stop and will start to move across the stage. Wow, that is one fast spider! Follow it and once it bends down, throw pikmin onto the orb. Also take note that once it has the machine gun out, it can't be hurt, so blow when it twists. Also, sometimes it will pull out its machine gun before you even get the chance to throw pikmin at it! Anyway, once its machine gun is out, run behind the nearest shelter, and if you can't find one, try the small shelter where the orb slept. Just repeat this strategy until you find it very weak, and then finish it off with a few more pikmin throws. Since this is the best ending of how a boss dies, I will most definitely describe it. First, small red explosions surround it. Then, it will become stiff and steam will shoot out of the orb. After a few seconds, it will EXPLODE, sending parts flying everywhere!!

After the evil metal spider is down, it will drop the yellow Nintendo block (Memorial Gyro Block, 5 Weight, 80 Poko), so take it back to the pod with blues. Look for the hole and jump down to the second-to-last sublevel.

SUBLEVEL 14: This place is home to a huge amount of spiders. Dismiss your pikmin in a dead-end and kill all of the Fiery Dweevils, Caustic Dweevils, Munge Dweevils, and Anode Dweevils with your captain. The Beady Long Legs may fall early, but ignore it for now. Finally, once all of the spiders fall, run around with the Treasure Radar to try to make it fall.

MINI-BOSS: Beady Long Legs

This battle is simple. Get your blues, Spice 'em up, and approach the large arachnid. Throw blues rapidly at the orb once it stops stomping around and lowers, and make sure not to make pikmin attack the feet. Just avoid the feet and kill it.

After it is dead, use blues to get the bodies in the water, and the rest of the pikmin for the rest. Get the red Nintendo block (Fond Gyro Block, 5 Weight, 80 Poko), and after you do so, look for the hole and dive on down to the Final Floor!

SUBLEVEL 15 (FINAL FLOOR): Ahhh yes, the Final Floor! Blow your whistle and call all of your pikmin to you, and once you have, go around the area, killing the 2 lesser Spotted Jellyfloats and the 2 Greater Spotted Jellyfloats. Go back to the pod and dismiss your pikmin and take your purples. Go to the middle of the arena to begin the second-to-last final real boss battle.

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BOSS #10

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NAME: Raging Long Legs

RECOMMENDED PIKMIN COLOR: Purples

DIFFICULTY: \* if you run, \* \* \* if you stay in the middle

POKO: none, it crumbles into dust

WEIGHT: none, it crumbles into dust

STRATEGY:

This boss is very easy to hit, mainly due to the LARGE orb and how low it is. This is basically a much larger version of a Beady Long Legs. First, wait for it to fall, and then start hurling purples rapidly at the large black orb. Once it twists, blow your whistle and RUN AWAY!!! I bet you could tell it has a lot of health, ey? Watch as you see the Raging Long Legs stomp around the stage really quickly. With its speed and those large feet, you would lose purples in mere seconds! Count how many times it stomps, for once each foot stomped 2-3 times each (8 or 12 stomps total), run back in and hurt it by throwing purples at the orb. Just repeat until it dies, but it is alright if you use an Ultra



Spicy Spray, for this fight can take a while without it. The Raging Long Legs dies the same way as the Beady Long Legs, so no surprise here!

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Its death will make it drop the metal binoculars thing (Remembered Old Buddy, 30 Weight, 250 Poko). Take that back then break down gates. Smash eggs for loads of nectar, and once you feel you're satisfied, locate the geyser to get your final CAVE COMPLETE that doesn't involve the final boss!! :)

WISTFUL WILD: Well, we won't be doing anything else today, even though we got loads of time. Go to the pause menu and select "Go to Sunset". Hey, we had to end this long day early, right?

Watch the pretty sunset, and then go to the pikmin chart. You shouldn't have lost more than 50 pikmin today. Finally, let's read the mail, which says:

----> Louie's Mom <----

Louie, I sent you some of the preserved bug foods from home. You should share some with your company president. As a kid, bugs loved you so much. Always nibbling...

Save to end this day.

DAY 27 ENDS

((YOU SHOULDN'T HAVE LOST MORE THAN 50 PIKMIN))

Recommended Red Pikmin: 225-

Recommended Purple Pikmin: 110-

Recommended White Pikmin: 20/40-

Recommended Yellow Pikmin: 225-

Recommended Blue Pikmin: 400-

Poko: 22749

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~~~~~ 12.10 The Ultimate Evil Cave (Wistful Wild) ~~~~~  
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=== DAY 28 =====  
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Look at your Piklopedia (3 new entries), but you will be most interested at your Treasure Hoard, for you got a whomping 30 new entries!!! After you are done looking, dive on down back to the Wistful Wild.

Well, we just got 3 days before we beat the game: today, tomorrow, and Day 30! We are getting closer to our goal! Anyway, we will today do nothing but gather berries for sprays. This might take forever, but we might get like 5 new Ultra Spicy Sprays and such!

To begin this day, take out all of your whites, then yellows until the counter hits 100. We are choosing these types because they are by far the fastest. Once you have your whites and yellows, return to the place that had the Fiery and Watery Blowhog, but make sure to kill the 2 Dwarf Red Bulborbs first and the Swooping Snitchbug and take their bodies back (near the electric gate). Also, on your way here, here is a tip so you won't have to worry about the Crawmad. Start out by walking in the area that had the Decorated Cannon Beetle, and head to the northeast to a ledge by the area with the Crawmad. Throw all of your pikmin up there, run past the Crawmad, and once you are in the main area, head west then south to your pikmin.

Kill the Caterpillars so they won't be a distraction, and then take the bodies

back. I bet you know what to do now, right? If ya guessed on smacking the 3 berry plants for their berries, correct! Just keep doing that, and once you go lower than 50 pikmin with you, go back to the ship and take your pikmin, ignoring the Crawmad.

Repeat this until the day ends, which really isn't too long from now.

Watch the pretty sunset, and then go to the pikmin chart. You should have gained more than 5 pikmin today. Finally, let's read the mail, which says:

----> Louie's Mom <----

Louie, you've sent absolutely no replies. I'm worried about you. I'd like to come see you, but I'm so old... All I can do is send you preserved bug foods.

Save to end this day.

DAY 28 ENDS

((YOU SHOULD HAVE GAINED MORE THAN 5 PIKMIN))

Recommended Red Pikmin: 225+

Recommended Purple Pikmin: 110-

Recommended White Pikmin: 20-40-

Recommended Yellow Pikmin: 225+

Recommended Blue Pikmin: 400+

Poko: 22749

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=== DAY 29 =====

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To begin this day, just dive on down to the Wistful Wild. There is nothing new... unless you never fought a Ravenous Whiskerpillar (the caterpillars).

Well, this is the second last day of our journey. Today, many things respawn, so today's goal is to kill everything again. Good luck, and make sure you don't lose this!

Start out this day by taking out 50 purples. With your 50 purples, go forward and to the area with the Decorated Cannon Beetle. Kill it by throwing purples at it to stun it, then throwing more at that same spot to kill it.

After its defeat, assign pikmin onto the body and possibly any pellets. With the rest of your purples, climb up the steep slope right by the DCB's former location to meet some eggs. Smash them at will for a chance of a spray, and once you are ready, continue along the path to the 3 Dwarf Red Bulborbs. Throw purples on their backs to instantly kill it, and then ignoring the bodies, wait for the Gatling Groink to come to view. Run back to where you fought the DCB, and wait for the Gatling Groink to come down here. Kill it and assign pikmin on the body. If it won't come, then go get blues, activate an Ultra Spicy Spray, and kill it way in the water, while avoiding the aqua enemies. While they are carrying it, return to the base and get your purples after they've taken back the bodies. After blowing the sprouts out of the ground, put them back into their onions, then with your purples, go back to the 3 Dwarf Red Bulborb bodies and assign all of your purples on them and possibly any pellets.

After everything is stored, take the sprouts of the ground and put them in their own onions. Now, take out 50 blues. With all 100 pikmin, head to the place where you fought the 3 Dwarf Red Bulborbs. Dismiss your piks and take your blues. Go into the water, kill the Yellow Wollywog, Fiery Blowhog, and Cloaking Burrow-Nit, and then rebuild the bridge. After it is rebuilt, take back all of the bodies with blues. Take the remainder and dismiss them in the water. Take your purples, go through the area with the 2 Orange Bulborbs, and

kill an Orange Bulborb, kill the Withering Blowhog, then kill the other Orange Bulborb. Take back both bodies with purples, and then the pellets with the rest of your purples and blues (get the blues out of the water without getting purples in the water).

After gathering all of your pikmin, put away all of your blues and take out 25 whites. With 75 pikmin, head to the Hermit Crawmad and beat it up with your pikmin. After it is dead, take the body back, but don't go back for the pikmin. Proceed to the berry plant area and kill the Fiery Blowhog, the Watery Blowhog, and the Shearwigs in front of the electric gate. Go through the electric gate and kill the Armored Cannon Beetle Larva. NOW, take back the bodies and go back for your pikmin once they have the bodies in the onions.

Blow your whistle at the sprouts and pikmin to have a full "100 pikmin" army. To finish this day, sue the rocks to flowermatize your new sprouts. The day should end shortly after this.

Watch the pretty sunset, and then go to the pikmin chart. You should have gained more than 125 pikmin today. Finally, let's read the mail, which says:

----> Louie's Mom <----

Louie, you've sent absolutely no replies. I'm worried about you. I'd like to come see you, but I'm so old... All I can do is send you preserved bug foods.

Save to end this day.

DAY 29 ENDS

((YOU SHOULD HAVE GAINED MORE THAN 125 PIKMIN))

Recommended Red Pikmin: 250+

Recommended Purple Pikmin: 110-

Recommended White Pikmin: 20-40-

Recommended Yellow Pikmin: 250+

Recommended Blue Pikmin: 425+

Poko: 22749

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=== DAY 30 =====

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Well, it's the last day of our walkthrough! I know, you don't want to, but we must! Look at the file select screen, for this will be the last time you see it (excluding glitches you want to try)! Dive on down to the Wistful Wild for the last time.

To begin the ultimate cave of a lifetime, snatch out 30 reds, 20 yellows, 20 blues, 20 purples, and 10 whites. With these numbers out, head back to the bridge that we had to rebuild yesterday. Cross it and approach the area that held the 2 Orange Bulborbs. Follow it, kill the orange Bulborb, ignore the body, go down the slope, and then approach the cave. Smash the eggs on the side, for all of your pikmin have to be flowermatized. When you are ready for the ultimate challenge, jump down into the Dream Den...

DREAM DEN

Sublevels/Treasure: 14/ 21

Enemies:

Dwarf Orange Bulborb,

Hermit Crawmad,

Lesser Spotted Jellyfloat,

Gatling Groink,

Snow Bulborb,

Hairy Bulborb,  
Spotty Bulbear,  
Dwarf Bulbear,  
Careening Dirigibug,  
Armored Cannon Beetle Larva,  
Anode Beetle,  
Fiery Blowhog,  
Red Bulborb,  
Withering Blowhog,  
Fiery Bulbax,  
Greater Spotted Jellyfloat,  
Puffy Blowhog,  
Bumbling Snitchbug,  
Fiery Dweevil,  
Caustic Dweevil,  
Munge Dweevil,  
Anode Dweevil,  
Antenna Beetle,  
Water Dimple,  
Wollywog,  
Watery Blowhog,  
Cloaking Burrow-Nit,  
Breadbug,  
Orange Bulborb

Mini-boss: ---NONE---

Boss: TITAN DWEEVIL

\*NEW\* Hazards: Fire, Water, Electricity, Poison

Difficulty: \* \* \* \* \* (no matter how badly you try, you will lose pikmin. At least 1-90 of your pikmin will be killed, mainly due to the Titan Dweevil)

SUBLEVEL 1: Seesh! This is the first sublevel and this place is already swarming with enemies! Even so, it really isn't that hard to lose pikmin here. To begin, if you start out near a few Dwarf Orange Bulborbs, throw purples at it. If you start near a Hermit Crawmad, swarm it. If you start out near a Lesser Spotted Jellyfloat, throw pikmin at it. After your beginning area is enemy-free, go around the stage, killing the Hermit Crawmads with just Olimar. Who would risk losing pikmin? After they are all dead (ignore the Dwarf orange Bulborbs behind the blocks, aka, out-of-bounds, and the ones out in the open), take your whites and disable all of the gas pipes. Ignore all enemies, so you don't lose any pikmin. Now, gather your purples and kill all of the Dwarf orange Bulborbs that are out in the open, and the ones who are barely hanging over the out-of-bounds. Also, make sure to ignore the Lesser Spotted Jellyfloat(s). Finally, take all of your pikmin and kill the remaining Lesser Spotted Jellyfloat(s). To finish the enemy hunt, take back all of the bodies with all of your pikmin and get ready to hunt for the treasure! Look for the kiwi slice (Disguised Delicacy, 15 Weight, 40 Poko), which is anywhere above ground. To end this sublevel, unseal the sealed hole, and then jump on down to the second sublevel.

SUBLEVEL 2: The second you begin, you should hear a Gatling Groink. Luckily, it is on a tower and can't move. So we need to find a shelter! Look for a tall wall made out of blocks, make sure that it protects you, kill anything behind it with purples, then dismiss your piks and go by yourself. Make the Gatling Groink kill all of the enemies in this area, but first, to tell you how! Stand in the place where you want the charges to go. Now, make sure the place is RIGHT IN FRONT OF THE TARGET!! Now, wait for its footsteps to be quiet, so you

know its gonna fire the attack. Once you hear it flying in the air, try to make the target run in the place you were standing to take the hit. It doesn't have to be exact, but it must be close. Also, when you hear the "click" sound that means the Gatling Groink locked onto the place you were standing. Use this trick to kill the Snow and Hairy Bulborbs. You can kill the Snow Bulborbs with punches if they are too far away. Finally, once everything's dead, run back to the tall wall and grab your yellows as let's say, Olimar. Switch to President and go to the tower. Stand on the side of it that doesn't have the blocks, then swap to Olimar. Run to the tower, up the block slope, and activate an Ultra Spicy Spray if you have more than 10. If not, then don't even bother. Hurl yellows at the Gatling Groink from behind until it dies. Also, if it isn't distracted by Prez', then go back behind the tall wall and wait til he is. After it is dead, take back the bodies instantly so it won't regenerate, then gather all of your pikmin and take back all of the bodies. After all of this, go to the tower that had the Gatling Groink and throw yellows up to the treasure it spat out, the pencil sharpener (Manuel Honer, 10 Weight, 130 Poko), back to the pod. Finally, hunt for the pencil (Implement of Toil, 2 Weight, 55 Poko), which can be anywhere, but it is usually near the tall wall. Look for the hole and jump on down.

SUBLEVEL 3: Okay, this place is home to some enemies, but the most important one is the hidden Spotty Bulbear. It will just drop down on you, so you will have to hunt it down. Okay, before we even begin the hunt for the Spotty Bulbear, find a small ledge away from enemies and throw all of your pikmin up there except one white. With this one white, look at the Treasure Gauge and run around the arena. Avoid the electric generators and the falling bomb-rocks, and keep running around the arena. Once it starts to go off, look into the area you are in now. If you can spot some Dwarf Bulbears, see if they keep looking up and shouting over and over again. If so, then there's the chance that that is where the Spotty Bulbear is. Run up to it, and if it keeps doing that and the Gauge is beeping, then it is near that Dwarf Bulbear. Run around it until it drops from the sky. As it drops, run away and make it follow you. Now, this part is VERY tough to describe, but easy to do. Okay, you will want to make it fall off of the ledge. The reason how is this: it ALWAYS takes the most direct route towards you, so it almost always runs in a straight line towards you, even if it means walking off of the ledge. This is very important, so listen up! Run far ahead, and then suddenly turn to a dead-end over the edge and it will fall. Here is an ASCII to help explain:

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|==|           |==|
|O |<-----|S |
|  =====  |
|             |
|             |
|             |
|             |
|=====|
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S: Spotty Bulbear  
O: Olimar  
<---: Route

Well, good luck! After it falls, the treasure will suddenly appear in mid-air near the location where it fell and will drop. Go back to your pikmin and gather them. Shut off all of the electric generators with yellows, then dismiss and take whites. Shut down all of the gas pipes, then dismiss and kill the Dwarf Bulbears with purples. Now, use yellows to kill the Careening Dirigibug(s). Finally, run around the area and try to make the bomb-rocks all drop. Take back the bodies, run if a bomb-rock falls, and store the bodies. Finally, hunt for the treasure the Spotty Bulbear dropped, the Nintendo Gamecube Control Stick (Glee Spinner, 6 Weight, 140 Poko), and take it back to

the ship. With all of this done, you better look for the hole and leave!

SUBLEVEL 4: This place is home to a plethora of Armored Cannon Beetle Larveas! To win this, dismiss your piks and go alone. First, make sure you and the 2 Armored Cannon Beetle Larveas are far away. Now, get very close to the ACBL who will shoot. Position yourself to the second one, and once the ACBL sucks move out of the way and the rock should hit the ACBL. Do this also against the gas pipes. After you are done, go back to camp and grab your whites. Shut down the rest of the gas pipes, avoiding the ACBLs rocks, and return to camp once you finish. Get your purples and kill the remaining ACBLs. To finish this, go back to camp and get yellows. Kill the Anode Beetles, and then return to camp. Get all of your pikmin and take the large amount of bodies back. To finish this sublevel, hunt for the silver dollar coin (Mirrored Element, 10 Weight, 300 Poko), which can be anywhere above ground, and once you find it, make haste for the hole and leave this curvy sublevel.

SUBLEVEL 5: This level is home to a lot of fire, but we will be using purples for most of the killing, believe it or not. Start out by gathering and dismissing your piks. Take 10 reds and disable all of the Fire Geysers, avoiding enemy contact. After they are all down, go back to camp, throw all of your piks into the "red" pile, and collect your purples. Kill the Fiery Blowhogs around the arena. Once you do, kill the Red Bulborbs also. Finally, kill the Withering Blowhog. Once all of this is dead, go back to camp and dismiss your purples. Grab your reds and go to the Fiery Bulbax located somewhere. Now, you have a choice: you can run up, petrify it with the Ultra Bitter Spray, and pound it, or do the same trick you did with the Spotty Bulbear. If it was the latter one, then you would have to do this without any pikmin. Here was how to do it: Now, this part is VERY tough to describe, but easy to do. Okay, you will want to make it fall off of the ledge. The reason how is this: it ALWAYS takes the most direct route towards you, so it almost always runs in a straight line towards you, even if it means walking off of the ledge. This is very important, so listen up! Run far ahead, and then suddenly turn to a dead-end over the edge and it will fall. After it is down, it will drop a treasure. You should first gather all of your pikmin and take the bodies, and once the area is free from enemies, you should then approach the treasure it dropped, which is a large red apple (Insect Condo, 15 Weight, 40 Poko), and once you have it stored, look for the hole and leave.

SUBLEVEL 6: To begin this level, immediately find a dead-end that is away from the sand pit, for it is swarming with enemies! With just one captain, kill both of the Armored Cannon Beetle Larveas by beating them up with a lot of punches. With them dead, you should now take all of your piks and kill the nearest Jellyfloat, Greater or Lesser Spotted. After that, kill the second closest one, and finally the remaining one. To finish this enemy hunt, take back all of the ACBL bodies, and after this, smash gates for falling eggs, which means nectar! Grab the treasure which was dropped by the Greater Spotted Jellyfloat, the fortune teller orb (Future orb, 25 Weight, 200 Poko), and look for the hole to leave this dump.

SUBLEVEL 7: This sublevel is home to airborne enemies only, so we will only use yellows and purples. This area should begin by killing any enemies in your camp with purples. Once you are ready, dismiss your piks and take your purples. Go around the area and kill the Puffy Blowhogs. Kill the Careening Dirigibugs next, making sure to throw piks while it doesn't have a bomb-rock in its hands for maximum safety. If it's holding one while you hurl yellows then it is safe for the bomb-rock will be harmless. After this, go back to camp, dismiss your purples, and gather your yellows. Kill the Bumbling Snitchbugs, while avoiding its dives for Olimar. If you are caught, then rotate the control stick and press "A" as fast as you can to make it release you. If you were lucky to not get any piks killed, then good job! If you lost 1-3 piks, then it's alright.

Anything above that deserves a reset! Anyway, take back the bodies, then the purple gem (Essence of Desire, 8 Weight, 90 Poko), which was dropped by a Puffy Blowhog. After all of this, unseal the hole, and then jump on down to the 8th sublevel.

SUBLEVEL 8: Hey, this is one of my favorite sublevels! This place is FILLED with all the types of element Dweevils, and a lot of various hazards lye in this area! To begin, simply kill any Dweevils in your starting area with purples, and once you are ready, dismiss your piks and head along the bottom slope near the starting area to begin this long journey. Ignoring the Antenna Beetle, follow the path, killing Fiery Dweevils (you don't have to run), Caustic Dweevils (run, for the water can hurt you!), Munge Dweevils (they have a lot of health, but you don't have to run), and Anode Dweevils (they die quickly, and you don't even have to run when it attacks). After they are all dead, return to camp. Still ignoring the Antenna Beetle, take your yellows and run along the path, avoiding other hazards and shutting off electric generators. After this is done, return to camp and dismiss. Take your reds and disable the fire geyser. Continuing to ignore the beetle, go back to camp and dismiss. Take your whites and shut off all of the gas pipes. Finally, go back to camp and take your purples. Kill the Antenna Beetle, and then take the load of bodies back to the pod with all of your pikmin. The 2 treasures, the girly squeaky doll (Extreme Perpetrator, 15 Weight, 150 Poko), and the jack-o-lantern (Possessed Squash, 30 weight, 180 Poko), can be anywhere above ground, but usually prefer dead-ends. Look for the hole and leave this fun level after you are through.

SUBLEVEL 9: Ahhh yes, the only rest level in the cave! Enjoy it, and relax. You will find 1 Irresistant Flint and Glint Beetle, and 2 Doodlebugs. Use purples for tons of nectar and sprays, and once you are ready, dive on down in the hole. Ignore the geyser, since we just got floors 10, 11, 12, and 1 before the final floor!

SUBLEVEL 10: This level is very, very tricky to complete without losing a pikmin. I reseted and reseted countless times, but the best I could do was the loss of only 3 piks. This level is, unfortunately, home to a Gatling Groink. THAT'S WHY the sublevel is so tough! Once you begin, pray that there aren't any enemies on our starting platform. If so, reset until there isn't. Once you have that lucky set-up, dismiss your piks and go alone as Olimar AND President. Make the Gatling Groink kill a few enemies and actually, try to make it kill 70% of the enemies, then spend 3 minutes to kill it by punching and running when it shakes. Also, you won't ever know when it will shake, so be careful! After it is killed, immediately go back and get your blues. If between the pod and the Gatling Groink body has nothing but Fiery Blowhogs, then carry it. If it has a Water Duple or a Wollywog, kill that first, then immediately take it back. After its back, relax, for there is no hurry now. Kill the Lesser Spotted Jellyfloats remaining, then the Water Duples remaining, the Wollywogs remaining, and finally the Fiery Blowhogs. Take many trips to take the body back by keep going back and forth between the bodies and the pod, getting your blues. After everything is stored, hunt for the treasure, which this time is a treasure dropped by one of the 2 Lesser Spotted Jellyfloats, a deck of cards box (Talisman of Life, 15 Weight, 90 Poko), which should be taken back to the pod. For this reason, it would be bad if you lost more than 5 blues. Look for the hole and leave.

SUBLEVEL 11: This place is swarming with hazards, so we must first tear 'em down! Start out by dismissing your piks and taking the whites. Disable all of the gas pipes while avoiding the enemies until they are all down. Start out by taking purples and killing the nearest enemy, and wait. Once the Breadbug gets it, swarm it and win the war. As it falls, throw a purple at it and it will die. Take back the body, then dismiss and get your purples. Kill the Dwarf

Bulbears, Cloaking Burrow-Nits, Fiery Blowhogs, and Watery Blowhogs that are around the arena. After they are dead, do not collect any bodies and go back to camp. Dismiss and take yellows, then kill the Bumbling Snitchbug and any electric generators. After all of this, get all of your piks and carry all of the bodies back. To finish this sublevel, hunt down both treasures, which are both above ground somewhere. If one is on a high stump, you must throw piks from the lower stump. After getting the yellow lid (Yellow Taste Tyrant, 15 Weight, 100 Poko) and the Japanese stone (Boss Stone, 8 Weight, 110 Poko), look for the sealed hole, un-seal it, and jump on down to the twelfth sublevel!

SUBLEVEL 12: Well, we are almost done with the game! Watch out for falling rocks in this sublevel! To do this correctly, gather pikmin, dismiss, and take whites. Disable gas pipes around the stage, ignoring Orange Bulborbs, Wollywogs, and the Antenna Beetle. If an enemy is too close to a gas pipe, then ignore the pipe for now. Once all (or most) of the gas pipes are down, go back to camp, dismiss your whites, and take your purples. Kill the Wollywogs, Orange Bulborbs, and the Antenna Beetle. After doing so, get whites again and disable the remaining gas pipes. Take back the bundle of bodies with all of your pikmin and once everything's been stored, it is time to start looking for the treasures! The baking powder container (Stringent Container, 10 Weight, 130 Poko) was dropped from one of the Orange Bulborbs. Take that back, then use the Treasure Radar to locate the buried blue square gem ring (Universal Com, 5 Weight, 100 Poko), which you should take to the pod. Look for the hole and jump on down. ALMOST DONE!!!

SUBLEVEL 13: This place is swarming with adult Bulborbs in such a cramped place! There are 5 Bulborbs, and they are: 2 Orange Bulborbs, 2 Red Bulborbs, and 1 Hairy Bulborb. Start out by dismissing and taking your purples. Now, I hope you have at least 2 Ultra Biter Sprays. First, check if there is any Bulborbs by the Orange. If so, then fire an Ultra Bitter Spray and swarm them both to kill both in a few seconds. If not, then just kill it regularly with purples. After they are dead, take back the huge bodies, then drink nectar left behind from the stoned Bulborbs. To finish this quick sublevel, grab the A&W Root beer bottle cap (Hypnotic Platter, 4 Weight, 100 Poko) and approach the hole. Now, take a deep breath, and once you feel confident, jump on down to the Final Floor!

SUBLEVEL 14 (FINAL FLOOR): Well, welcome to the final boss! We've been waiting a while for this, and we are actually gonna fight it! Take note of the upper level of the arena, for this is the safe point from 3 of the Titan Dweevil's 4 attacks. Anyway, locate the geyser to find a dead-end. Dismiss your piks, and as Olimar, take the yellows. Swap to President and make him take the rest, and then make him squeeze into the corner. Swap to Olimar and with your yellows, drop down to the middle and approach the pile of junk with... Louie on top! Walk up to it for a cutscene, then the Titan Dweevil will come out, all armed with its weapons!!

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THE FINAL BOSS: Titan Dweevil (\*\*\*\*\*)

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This ultimately evil Dweevil is equipped with 4 weapons, each shoots out an element, so it's VERY POWERFUL!!! The Titan Dweevil will take 15-45 minutes, depending on your skill level. Actually, it is possible to beat it faster, but we won't, okay? Enough chat! I will tell you about each weapon below. Absorb this into your brain, for this is very important for the battle! I will list them in the order you remove them.

WEAPON #1: Faucet (Monster Pump)  
ELEMENT: Water  
LOCATION: Without rotating camera, on the west side of the Titan Dweevil



STRATEGY: This weapon is very powerful, and must be dealt with first, mainly due to the fact it goes anywhere in the entire field! It starts by firing a lot of balls of water. When the balls hit the pikmin, pikmin run around like crazy. Blow your whistle to save them. To stay alive, keep switching between captains every 5 seconds to make sure no pikmin have gone under the spell. Once it starts smoking, the weapon will fire more water balls at a much faster rate, too. Just make sure you keep switching, or else pikmin will die and you will go like, "Huh?"

WEAPON #2: Large Electric Generator (Shock Therapist)

ELEMENT: Electricity

LOCATION: Without rotating the camera, on the front part of the Titan Dweevil

STRATEGY: Due to the fact of instant death to anyone other than yellows, this should be detached second. It isn't first because the electricity NEVER goes to the upper part of the arena. You see, it attacks by sending spike balls flying around the arena. Like 20 Anode Beetles all connecting at once, electricity will connect through every ball. To avoid this, think of it as "connect the dots", and that the "line" that is made is the line you should avoid. After it starts to smoke, when the Dweevil is spitting out the balls, they will connect in mid-air, then will do a bounce off the ground. It might also move a little, too. For this, look at the lines while the outline is in mid-air. Since you should be using yellows only, this weapon should be completely harmless! Just make sure that it is down for sure before continuing to attack the Dweevil...

WEAPON 3: Part of a Flame Thrower (Flare Cannon)

ELEMENT: Fire

LOCATION: Without rotating camera, on the east side of the Titan Dweevil

STRATEGY: Luckily for you, this isn't that hard to avoid. This involves the fire cannon firing (get the pun?) out the fire in a flame thrower fashion. The way to avoid this is very simple: when the Titan Dweevil is about to fire it, immediately run up one of the slopes and wait on the upper part to avoid it. If you are caught down there with the weapon, then just keep running in the same direction and get out of the range. It makes a 180 degree semi-circle, so stay on the other side. Once it is smoked, it will make the fire longer so it is unavoidable if you just stand and let it pass you. It will also move a bit faster, and it will rotate in the direction you are running, so it never stops at a 180 degree point. This is third since it is the stronger one of the last 2.

WEAPON 4: a poison case with a skull with crossbones (Comedy Bomb)

ELEMENT: Poison

LOCATION: Without rotating the camera, on the back side of the Titan Dweevil

STRATEGY: This weapon has the power of poison on its side. Don't get fooled by the name. It may sound like laughing gas, but is pikmin choking what you'd call laughing? I think not! This weapon may have 3 long lines of poison, but they are slower and skinnier than the Flare Cannon's fire line. To avoid this, once the Titan Dweevil prepares for the attack, run up the slope to the safe upper area, but if you are caught in the middle of it, stay between a poison line and follow it. Once this bad body gets smoking, it will fire 4 instead of 3 poison lines, making less space between each one. It also might reverse directions when you least expect it, so be on your toes!

Before we fight, I forgot to tell you: the Titan Dweevil's feet are harmless, as they are so skinny. Also, the weapon attacks stun you, but never hurt your captain. This is bad, because what if you keep getting stunned over and over but can't get up to save your piks from the fires?

Also, the Titan Dweevil will change color on what weapon it will use. Match the color with the element, and boo-yah! So if it turned purple, it would about to fire the Comedy Bomb! Red is Flare Cannon. Yellow is Shock Therapist. And blue

is Monster Pump.

Finally, when a weapon is smoking, it will have a greater chance of use. If more than one is smoking, then those smoking will have a better chance than the rest. To finish this, weapons smoke when they lose half of their health.

My final note is when you are attacking a weapon as the Titan Dweevil holds it up to indicate its going to use it, the piks keep attacking it, but once the Titan Dweevil brings it in to attack, once it just starts to move to the Dweevil, the attacking piks will instantly fall off.

Now, for the actual guide! Start out by hurling yellows at the faucet as it is rising. Almost instantly, it will fire an attack. If it's the Water attack, then avoid the bubbles for 5 seconds, switch to President, and blow your whistle at any drowning pikmin. Swap back to Olimar and repeat til it stops. If it fires the Fire or Poison attack, go up to the upper level ASAP to avoid the attack. If it fires the electricity attack, ignore it and keep attacking the faucet. After it attacks, go back to the faucet and continue it until it suddenly lifts an attack. Run, swap, or keep attacking, depending on the element attack. Also, if left still, it will start walking. Even though it makes a small rumble each time it stops, ignore it, for it is still harmless. Just repeat this until it bubbles. Repeat, but expect more Water attacks! Just keep doing this until the weapon falls off of the Dweevil. Also, use Ultra Spicy Sprays if you want.

After the weapon falls off, ignore it. We don't want to risk the Dweevil attacking the piks as they carry the treasure. Just make sure that you don't accidentally throw pikmin at it as you throw piks at the treasures. With that out of the way, let's proceed on killing the Dweevil, okay?

With the most deadly weapon gone, let's turn to the second most deadly weapon, the Shock Therapist, and tear it down, okay? First, take note that it is okay to use an Ultra Spicy Spray, so don't fret! In fact, activate one and attack the yellow light bulb thing. Keep attacking until it uses a weapon. If it's the actual Electric attack, then toss pikmin at it as it is using it to deal damage. If it's the other 2 attacks, then run away up the slopes to avoid them. Luckily, you won't have to worry about the Water attack, so relax! Just keep attacking it until it snaps off. That means that we are halfway done!

Once the evil electric weapon is no more, be sure to ignore it, as we still have a chance of losing piks! Well, the yellow's job is all done. You could keep attacking with yellows, but who'd want to risk that chance! :P Anyway, return to the President, make him dismiss his pikmin, dismiss your yellows, and take the reds. Swap to Prez' and make him take the rest. Now, switch to Olimar and go back into the battlefield.

Well, the bad news is that with reds, you have to wait for it to lower. There are also 2 techniques I just thought of: when the Titan Dweevil is about to use the Flare Cannon (when it holds the weapon up), wait for a second and throw piks as it brings it down. They will attach to it and keep attacking until it is over! The second thing is that when the Dweevil is using the Flare Cannon, get on the opposite side of the arc and get under the weapon. You can throw pikmin at it from under it! Okay, now once the Dweevil uses the Comedy Bomb, run away! Don't forget it is alright to use an Ultra Spicy Spray. Also, the second technique can't be used once the Fire weapon is smoking.

Once the weapon drops, IGNORE IT, mainly due to the fact that the Dweevil will keep using the Poison attack, and that is a bad thing. Instead, head back to Prez', make him dismiss, dismiss your reds, and take your whites. Make Prez' take everything else, then switch to Olimar and go back into the arena to

continue the fight.

With whites, you must feel very relieved to know that no matter what happens, you won't lose any whites! The battle is pretty much over now. Also, you can do my first trick that I said above, but not the second, thanks to the gas at the base of the weapon. Anyway, the TD has to bend down even lower for you to attack the weapon. I'd recommend luring it to a slope and throwing whites from the slope onto the Dweevil. You can use an Ultra Bitter Spray, too. The spray freezes the Dweevil but not the weapon, so use this when the TD bends down very low. Well, just keep attacking, avoid the poison lines, for Olimar stills gets stunned, and repeat until the weapon is off.

The second the fourth and final weapon gets peeled off, the armor suddenly falls off of the Dweevil. Wait, how did that happen? How did the armor slip off? Maybe the weapons acted as nails of something. Anyway, you will get to see the juicy and tender-looking actual body. To me, it looks a lot more hideous than it did before! Anyway, I bet you thought now that it is angry that it will attack with all elements! It will send electricity all over the stage!!!111! shiftl!!! Well, you thought right. J/k Now, behold the awesome power of... nothing!!

With this Dweevil like this, go back to the President, reunite the leaders, and prepare to attack! The way to kill it now is to run up to it, aim a pikmin, and START HURLING PIKS AT IT LIKE MAD!!! Guess what its ultimate attack is? Well, the cool grabby thing it does with its... arm things is... shake off your pikmin! Yeah, you heard me! This useless Dweevil only attacks by shaking off pikmin! Pelt it down with piks, and when it shakes, keep throwing piks at it and its health meter (did I mention it actually has a health meter?) will soon empty.

After it is dead, you will see my favorite boss death thing of all time! First, the Dweevil gets covered in blue bubbles. It goes over its whole body, and once it does, there is a gooey sound and the bubbles start to ooze. After this, it pops, sending goo everywhere (well, you can't see it)!

After it is dead, take back the poison container with crossbones (Comedy Bomb, 30 Weight, 1000 Poko), the large electric generator (Shock Therapist, 30 Weight, 1000 Poko), the part of a flame thrower (the inside) (Flare Cannon, 30 Weight, 1000 Poko), the faucet (Monster Pump, 30 Weight, 1000 Poko), and finally, Louie (King of Bugs, 1 Weight, 10 Poko). After all of this, locate the geyser and jump through to complete the game!!

WISTFUL WILD: The second you land, a fat message pops up saying, "You have collected every treasure!!!!!!!" Great job! The game is now finished! You did great!! Watch by far my favorite cutscene.

Well, the game was over! Pikmin 2 was a very fun game to play. In fact, want to play it again, or better yet, do you want to play the now-unlocked Challenge Mode?

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~~~~~ 13. ENEMIES ~~~~~

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Well, this section is home to the enemies you encounter! Here is my preview of what it will look like:

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===== #999 =====

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NAME: Snagret Dude [the name of the creature]  
WEIGHT: 999 [how much pikmin are needed to lift it]

POKO: 999 [its poko value. Underground only]

DESCRIPTION: A fat Snagret. [what it looks like. Will judge by real life appearances]

OLIMAR'S NOTES:

Snagret Dude [the reg. name]  
Snarrowing sparrow [the scientific name]  
Snarrow Family [what group it is classified in]  
Well, this thing farts a lot. [Basic description]

LOUIE'S NOTES: Its fart tastes good!

MY STRATEGY: This will die in one punch from Olimar or Louie/Prez.

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Now, for the controls:

"A": Throw Pikpik Carrot

"X": Olimar's Notes

"Y": Louie's notes

"Z": use Ultra Bitter spray on current creature

"L/R": Alternate between Treasure Hoard and Piklopedia

"C-Stick": Rotate camera in direction the creature is moving

"D-Pad Up": Zoom in

"D-Pad Down": Zoom out

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And finally...

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===== #001 =====  
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NAME: Red Bulborb  
WEIGHT: 10  
POKO: 7

DESCRIPTION: This is basically a red ladybug, but it never flies and it has bulgy eyes and bird-like feet. The Skin is red with white spots, the bird legs are mixtures of yellow and orange, and the skin for the eyes and front part of it are tan. The eyes are white with the pupils being dark purple. It has a large mouth.

OLIMAR'S NOTES:

Red 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-dog, the creature's cranium comprises half of its total length and girth. Showing a scarlet abdomen with white spots, this creature is primarily nocturnal, choosing the prey upon smaller creatures returning to their nests. Originally classified as the Spotty Bulborb, further research has reclassified this species as the Red Bulborb. Subspecies of varied color have recently been

discovered, but academics are divided into two rival camps over how to handle their classification.

LOUIE'S NOTES: Plump specimens are best split-roasted whole, stuffed with a lime and a slab of bacon. Baste frequently to ensure a magnificently moist haunch.

MY STRATEGY: To defeat this monster, you must throw at least 5 purples at it and wait for the purples to kill the monster. It can be from behind, but if you can't get behind it, then just throw purples at the face and pray it stuns him. You should NEVER swarm the monster, or you will lose tons of pikmin! Also, you can wake it up, run and wait for it to go back to sleep. Once it is back to sleep, it could've changed locations!

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===== #002 =====  
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NAME: Hairy Bulborb  
WEIGHT: 10  
POKO: 7

DESCRIPTION: This is basically a white ladybug, but it never flies and it has bulgy eyes and bird-like feet. The Skin is white with light blue spots, the bird legs is a mixture of brown, and the skin for the eyes and front part of it are white. The eyes are white with the pupils being black. The hair is white. It also has a brown/black nose. The mouth is wide, too.

OLIMAR'S NOTES:

Hairy Bulborb  
Oculus kageyamii folliculus  
Grub-dog Family

This subspecies of grub-dog has a thick coat of soft, white fur that obscures its abdominal markings. The fur also warms its vital organs, making this species well adapted to colder climates. However, its hair follicles are surprisingly frail, which can result in immediate hair loss if the creature is surprised.

LOUIE'S NOTES: Remove all of the bulborb's hair, wrap the beast in foil along with a halved lemon, and place it directly on the grill. The foil should protect the carcass from scorching, and the lemon will give the meat an elegant hint of citrus.

MY STRATEGY: Also, if you get rid of 1/2 of its HP, it will suddenly lose all of its fur! To defeat this monster, you must throw at least 5 purples at it and wait for the purples to kill the monster. It can be from behind, but if you can't get behind it, then just throw purples at the face and pray it stuns him. You should NEVER swarm the monster, or you will lose tons of pikmin! Also, you can wake it up, run and wait for it to go back to sleep. Once it is back to sleep, it could've changed locations!

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===== #003 =====  
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NAME: Orange Bulborb  
WEIGHT: 10  
POKO: 7

DESCRIPTION: This is basically an orange ladybug, but it never flies and it has bulgy eyes and bird-like feet. The Skin is orange with black spots, the bird legs are mixtures of black, and the skin for the eyes and front part of it are

black. The eyes are yellow with black pupils. The eyes look a little droopy.

OLIMAR'S NOTES:

Orange Bulborb  
Oculus kageyamii orangium  
Grub-dog Family

This bulborb species boasts a garish color pattern, with a deep orange body and black spots. The orange bulborb's yellow, bloodshot eyes make it clear that this grub-dog is excessively edgy and high-strung, making it much easier to wake from a deep sleep than other species in the bulborb family.

LOUIE'S NOTES: This bulborb's meaty flanks make for salaciously savory steaks that shouldn't be missed.

MY STRATEGY: To defeat this monster, you must throw at least 15 purples at it and wait for the purples to kill the monster. They have to be thrown from a distance, for the Orange Bulborb can wake up! You should make sure that you do this, or it will suddenly wake up and start snacking on your piks! It can be from behind, but if you can't get behind it, then just throw purples at the face and pray it stuns him. You should NEVER swarm the monster, or you will lose tons of pikmin! Also, you can wake it up, run and wait for it to go back to sleep. Once it is back to sleep, it could've changed locations!

=====  
===== #004 =====  
=====

NAME: Dwarf Red Bulborb  
WEIGHT: 3  
POKO: 2

DESCRIPTION: This is basically a smaller version of a Red Bulborb. Its legs are more like sticks though.

OLIMAR'S NOTES:

Dwarf Red Bulborb  
Pansarus pseudocolii russus  
Breadbug Family

Although initially identified as a juvenile red 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 red 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.

LOUIE'S NOTES: For a blissful bisque mince the entire beast finely and stir in with heavy cream, artichoke hearts, and a pinch of black pepper. Heat slowly until piping hot. Mmmmm... Rich and creamy!

MY STRATEGY: Unlike the adult version, you don't have to attack it in a certain spot. To kill it, swarm it with a large group of pikmin, or throw a pikmin on its head. If you throw a pikmin on its head, it has to land square flat on its head. It will die instantly if done correctly. To ensure it is done correctly, use a purple.

=====  
===== #005 =====  
=====

NAME: Snow Bulborb  
WEIGHT: 3  
POKO: 2

DESCRIPTION: This is basically a smaller version of the Hairy Bulborb, but with no hair. Its legs are also "stick-like".

OLIMAR'S NOTES:

Snow Bulborb

Pansarus pseudocolii frosticus

Breadbug Family

Like the Dwarf Red Bulborb, the Snow Bulborb is a member of the breadbug family that seeks to survive by intimidating the appearance and behavior of a bulborb. Its pale coloration and blue spots make for easy identification. In particular, this organism mimics the Hairy Bulborb, but is of course unable to grow the hair that gives the Hairy Bulborb its name. However, as the Hairy Bulborb has been known to lose its hair in certain circumstances, the Snow Bulborb is an effective mimic that is often mistaken for a member of the same species.

LOUIE'S NOTES: Best grilled and served hot over a bed of fresh spinach and crumbled blue cheese.

MY STRATEGY: Unlike the adult version, you don't have to attack it in a certain spot. To kill it, swarm it with a large group of pikmin, or throw a pikmin on its head. If you throw a pikmin on its head, it has to land square flat on its head. It will die instantly if done correctly. To ensure it is done correctly, use a purple. Oddly enough, this is the weakest of the Dwarf ones. I wonder...

=====  
===== #006 =====  
=====

NAME: Dwarf Orange Bulborb

WEIGHT: 3

POKO: 2

DESCRIPTION: This is basically a smaller version of an Orange Bulborb, but the legs are more stick-like. The eyes are also not droopy.

OLIMAR'S NOTES:

Dwarf Orange Bulborb

Pansarus pseudocolii orangium

Breadbug Family

Just as Dwarf Red Bulborbs mimic the appearance of the Red Bulborbs, it was theorized that an Orange Bulborb-variant must also exist. Recent fieldwork has confirmed this theory.

LOUIE'S NOTES: Although difficult to prepare, this exquisite creature is more than worth the effort. Great in fajitas!

MY STRATEGY: Unlike the adult version, you don't have to attack it in a certain spot. To kill it, swarm it with a large group of pikmin, or throw a pikmin on its head. If you throw a pikmin on its head, it has to land square flat on its head. It will die instantly if done correctly. To ensure it is done correctly, use a purple. This one can detect you the best, so throw purples from a distance.

=====  
===== #007 =====  
=====

NAME: Spotty Bulbear

WEIGHT: 10

POKO: 10

DESCRIPTION: This is basically a black ladybug, but it never flies and it has bulgy eyes and bird-like feet. The skin is black with red spots, the bird legs are mixtures of tan, and the legs look very worm-like. The bottom of the feet is black, making me think they're slippers, and the skin for the eyes and front part of it are tan. The eyes are white with the pupils being black. The mouth is kind of "wrinkly".

OLIMAR'S NOTES:

Spotty Bulbear

Oculus teribilis dotticum

Grub-dog Family

A midsize subspecies within the grub-dog family, the Spotty Bulbear's unique feeding habits set it apart from other grub-dogs. The Spotty Bulbear patrols a set path searching for prey, instead of passively feeding on creatures that wander into a limited territorial range. When entering Bulbear habitat, it is wise to proceed with extreme caution until the Bulbear's patrol path can be clearly identified.

LOUIE'S NOTES: For an unrivaled green curry, peel away the Spotty Bulbear's skin, pulverize the juicy innards, and stew until curiously fragrant.

MY STRATEGY: To defeat this monster, you must throw at least 15 purples at it and wait for the purples to kill the monster. It can be from behind, but if you can't get behind it, then just throw purples at the face and pray it stuns him. You should NEVER swarm the monster, or you will lose tons of pikmin! An easier way to kill it would be to freeze it with an Ultra Bitter Spray and swarm it to kill it. You could also lure it off of the sublevel, if the sublevel has ledges. Finally, the Spotty Bulbear usually has men behind him, so be careful!

=====  
===== #008 =====  
=====

NAME: Dwarf Bulbear

WEIGHT: 3

POKO: 2

DESCRIPTION: This is basically a smaller version of a Spotty Bulbear. The only difference is the black legs, but they are FULLY black!

OLIMAR'S NOTES:

Dwarf Bulbear

Oculus teribills

Grub-dog Family

A grub-dog larva into its third stage of development, this creature's body structure is near maturation. However, unlike mature bulbears, it has yet to claim its own patrol route, and thus is dependant upon its parent for guarding direction.

LOUIE'S NOTES: Remove innards, stuff with sage and finely aged prosciutto, and broil until golden brown. The ultimate crowd pleaser!

MY STRATEGY: Unlike the adult version, you don't have to attack it in a certain spot. To kill it, swarm it with a LARGE group of pikmin, or throw a pikmin on its head. If you throw a pikmin on its head, it has to land square flat on its head. It will die instantly if done correctly. To ensure it is done correctly, use a purple. This one has by far the most health of the 4, so it is harder to kill.

=====  
===== #009 =====



=====  
NAME: Bulborb Larva  
((IT AUTOMATICALLY DISAPPEARS WHEN KILLED))  
WEIGHT: 0  
POKO: 0

DESCRIPTION: This one is very tough to describe. I guess it looks like a blob of white goo with a small red tail. It has small white bulging eyes, and its mouth is red when it eats. The face is a tanish color.

OLIMAR'S NOTES:

Dwarf Bulbear  
Oculus bambinii  
Grub-dog Family

As the name implies, this is a bulborb in an early stage of development. Its distinct bulborb coloration is yet to appear, but it already exhibits other uniquely bulborbs. It is capable of hunting nourishment independently without the help of its parents.

LOUIE'S NOTES: The meager creature offers little meat, but its eyeballs are a local delicacy. Try them with okra and a dollop of sour cream!

MY STRATEGY: These guys are nightmares! They instantly kill pikmin just by swallowing it; no chewing!! Don't even think about swarming them, for they will eat a pikmin before dying. To win this, punch them once with your captains. They die in one punch, but they won't go away until the mother Empress Bulbax goes away.

=====  
===== #010 =====  
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NAME: Fiery Bulbax  
WEIGHT: 10  
POKO: 10

DESCRIPTION: I like to think of this as a Bulborb, but the skin is mixtures of red and dark red, and its mouth is kind of in a smile. The mouth part is tan, the bulgy eyes are tan, and its back is on fire. The fire looks like... fire. To top this all up, its face is kind of melted and it drippy.

OLIMAR'S NOTES:

Fiery Bulbax  
Oculus vulcanus  
Grub-dog Family

Bodily excretions of a highly flammable waxy substance interact with the cell structure of this grub-dog's skin, causing a chemical reaction that produces extremely high temperatures. The skin benefits from a spongy cell structure that diffuses the surface heat, protecting the creature's inner organs. Due to the astonishing amount of heat produced by this beast, it should be observed with great caution.

LOUIE'S NOTES: No stove? No problem! This sizzling beast practically cooks itself. Remember to thoroughly extinguish the steaks prior to eating.

MY STRATEGY: There are 4 ways of killing this beast. The first way can only work if the Fiery Bulbax is near some water. Throw a blue at the Bulbax, blow your whistle to save your blue, and lure the Bulbax into some water. It will get extinguished and will look around for a bit. Quickly use an Ultra Bitter Spray and swarm it to kill it. The second way would be to Grab reds and fire an Ultra Bitter Spray at it at any time. Then you should swarm it with reds. The

third way will be to fire an Ultra Spicy Spray and throw reds rapidly at it. There is a good chance of pikmin loss if you do this, though. The final way would be to make him fall off of the stage is you can.

=====  
===== #011 =====  
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NAME: Water Durple  
WEIGHT: 5  
POKO: 3

DESCRIPTION: This is hard to describe, so bear with me! It looks like a blue fish, but it only has a silver/clear-colored tail fin, so no other fins! Its lips are pink, and the mouth is red.

OLIMAR'S NOTES:

Water Durple  
Ichthyosa 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 migrated to an aquatic habitat.

LOUIE'S NOTES: Deep-fry Water Dumplings for all the flavor with half the fat!

MY STRATEGY: To kill this Aquatic beast, simply swarm it with a lot of pikmin (30 or more). If facing more than one, then try to lure it, and then swarm it. Or if you think you can really do it, swarm more than one with 100 pikmin! Finally, you can throw pikmin at it, but it won't die in one hit, so be careful! This creature can eat 2 pikmin at a time.

=====  
===== #012 =====  
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NAME: Bulbmin  
WEIGHT: 7  
POKO: 3

DESCRIPTION: Let's start from top to bottom, okay? The leaf is sticking out of the back, and it is dangling in the air. The rest of the body is shaped exactly like a Red Bulborb, but a bit smaller.

OLIMAR'S NOTES:

Bulbmin  
Paraciticus pikminicus  
Pikmin Family

This loathsome creature is in fact a parasitic form of Pikmin that has infected a bulborb. Unlike pikmin that nest in onions, this parasitic relative spends its life inside the body of a host, usually a bulborb. Juveniles fall in line and mimic the actions of their parent until maturing to full independence. By burrowing its rootlike limbs into the nervous system of the host bulborb and infusing it with natural hormonal excretions, the Bulbmin is able to control virtually all of the host's body functions. However, the host's voracious appetite seems impossible to suppress.

LOUIE'S NOTES: Grind the meat and season with allspice, salt, and ground white pepper. Press the seasoned meat into satchels, then panfry them with onions. Prior to serving, smother the brats in dijun mustard and sauerkraut. Buns are

optional.

MY STRATEGY: To begin, make it come to you, hold "A" and select purples, a hurl purples at the monster to kill it. Also, never swarm it for nothing like that. Finally, if you have no purples, toss pikmin on its back. Another good way to kill it would be to pound it with your fists. When it dies, if you had less than 100 by the start of the sublevel, Bulbmin will be there. Blow your whistle to make them join the group. If you lose pikmin in the sublevel but you had 100 pikmin at the beginning, no Bulbmin for you!

=====  
===== #013 =====  
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NAME: Fiery Blowhog  
WEIGHT: 7  
POKO: 4

DESCRIPTION: This is a very hard shape to describe! It has short, gray legs that are "tough" like an elephant's. It has a grey egg-shaped body, and the 2 blue eyes are near the front. One eye is on the left side near the front, and the other on the right side near the front. The front has a long tusk, which is gray with a red thing on the end.

OLIMAR'S NOTES:

Fiery Blowhog  
Sus draconus  
Blowhog Family

This creature expels a volatile phosphorus compound from its snout that combusts upon contact with the 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 prehaps to avoid 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 functions have ceased.

LOUIE'S NOTES: Roast this flavorful meat for several hours, letting it stew in its own succulent juices. Don't worry about overcooking this beast... it's scorch-proof!

MY STRATEGY: There are 3 ways to kill this beast. The first way is to swarm it with any type of pikmin, blow your whistle once it spits flames at your piks so they don't burn, and avoid the shake attack. The second way is to dismiss reds by the Fiery Blowhog and let them kill the monster by themselves. Just make sure that the Fiery Blowhog isn't facing water, because the blowhog always flings pikmin in the current direction it's facing! The final way to kill it is to simply throw purples at it and let them finish the job.

=====  
===== #014 =====  
=====

NAME: Watery Blowhog  
WEIGHT: 7  
POKO: 4

DESCRIPTION: This is a very hard shape to describe! It has short, gray legs that are "tough" like an elephant's. It has a grey egg-shaped body, and the 2 blue eyes are near the front. One eye is on the left side near the front, and the other on the right side near the front. The front has a long tusk, which is gray with a blue thing on the end.

OLIMAR'S NOTES:

Fiery Blowhog  
Sus loogiens  
Blowhog Family

A variant subspecies of the Fiery Blowhog, the Watery Blowhog lacks several of the dominant genes necessary for the production of fire-producing catalysts, and thus expels jets of non-flammable liquid. This subspecies appears to have only recently evolved. However, the hereditary traits of this variant are dominant and highly robust, so it's population is rapidly increasing.

LOUIE'S NOTES: This beast's unrivaled moistness gives it a melt-in-the-mouth quality that is incomparable.

MY STRATEGY: There are 3 ways to kill this beast. The first way is to swarm it with any type of pikmin, blow your whistle once it spits water at your piks so they don't drown, and avoid the shake attack. The second way is to dismiss blues by the Watery Blowhog and let them kill the monster by themselves. Just make sure that the Watery Blowhog isn't facing any bad element, because the blowhog always flings pikmin in the current direction it's facing! The final way to kill it is to simply throw purples at it and let them finish the job. The Watery Blowhog has less health than a Fiery Blowhog.

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===== #015 =====  
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NAME: Armored Cannon Beetle larva  
WEIGHT: 7  
POKO: 4

DESCRIPTION: It is kind of hard to describe the shape. It is made of 4 greenish segments, and the back segment is the tail. The first segment on the bottom has 4 orangish-colored legs. Finally, the front of the first segment has the face, which is a turquoise sucky thing. Finally, the blue eyes are on the first segment on the sides.

OLIMAR'S NOTES:

Armored Cannon Beetle Larva  
Granitus chukkulinae  
Lithopod Family

This specimen is a lithopod larva. This expedition was unable to confirm the existence of any mature lithopods, leading to the concern that this species was extinct on this planet, but the discovery of creatures in larval form eased such concerns. Lithopods, like flint beetles, use internal metabacteria to aid in chemical digestion. These metabacteria can only survive in certain environments, such as within the body of certain insects, so lithopods do not contain any metabacteria immediately after hatching. Larvae feed on partially digested ore regurgitated by mature lithopods, ensuring the larvae obtain metabacteria they would not have normally obtained.

LOUIE'S NOTES: Carefully remove every grain of sand, peel back the exoskeleton, and slurp heartily!

MY STRATEGY: This evil guy has 4 ways of being killed. The first way is to swarm it. Try to swarm it right after it fires the rock, right when you hear an "Eee" sound, blow your whistle to save your piks. To avoid the rock, just run past it. The second way to harm it is to hurl purples at the skin until it is dead. I also recommend doing this the second after it fires the rock. The third way is to make them hurt each other. Line up 2 ACBLs and get close to one of them. While the other is paying no attention, wait for the one you are by to

"suck", then run out of the way and watch the rock go and hit the enemy. Depending where it hits, it can kill or damage enemies. You can also use the rocks to shut off hazards or other enemies! The final way is to beat it up. Run once it kicks and keep on attacking. Actually, it keeps shooting rocks in one direction.

=====  
===== #016 =====  
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NAME: Decorated Cannon Beetle  
WEIGHT: 7  
POKO: 4

DESCRIPTION: It is kind of hard to describe the shape. It is made of 4 reddish segments, and the back segment is the tail. The first segment on the bottom has 4 orangish-colored legs. Finally, the front of the first segment has the face, which is a turquoise sucky thing. Finally, the red eyes are on the first segment on the sides.

OLIMAR'S NOTES:

Decorated Cannon Beetle  
Granitus decorum  
Lithopod Family

This creature is a larval form of a cannon beetle variant known for a diet consisting entirely of eating rocks. The Decorated Cannon Beetle stones with high iron content, which contributes to its red torso. The stones creatures launch are wrapped in a powerful magnetic field which causes the stones to stray from their launch trajectory when other objects with high metal content, such as space suits, are nearby. Extreme caution is recommended for explorers wearing steel-plated armor in close proximity to this fearsome creature.

LOUIE'S NOTES: Slice the meat into tender and vigorously apply a lime and pepper rub. Panfry until lightly crusted. Accompany with watercress and drizzle with freshly prepared tamarind sauce.

MY STRATEGY: This evil guy has 4 ways of being killed. The first way is to swarm it. Try to swarm it right after it fires the rock, right when you head an "Eee" sound, blow your whistle to save your piks. To avoid the rock, just dismiss your piks, run away, and make the rock follow you. Make it ram into a wall or itself. The second way to harm it is to hurl purples at the skin until it is dead. I also recommend doing this the second after the rock is gone. The third way is to make them hurt each other. Just make it blow and run around, while it is following you, and make it hit stuff with ease. Depending where it hits, it can kill or damage enemies. You can also use the rocks to shut off hazards or other enemies! The final way is to beat it up. Run once it kicks and keep on attacking. Actually, it keeps shooting rocks in one direction.

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===== #017 =====  
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NAME: Puffy Blowhog  
WEIGHT: 0  
POKO: 0

DESCRIPTION: This creature is very interesting! Its skin is blue and purple, and so is its fins and snout. This thing floats in the air, and the eyes are yellow. Finally, there are "spikes" on the back part of the body, and they are there. Bigger than a Withering Blowhog.

OLIMAR'S NOTES:

Puffy Blowhog

Granitus decorum

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 the surface of its body, making it a particularly beautiful blowhog species. Precisely how it was able to internally stabilize its highly explosive hydrogen 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 flotation bladder for a rapid escape from predators.

LOUIE'S NOTES: Slice this creature's feather-light skin into triangles, deep-fry until crispy, and salt generously. Makes the perfect sooping chip to accompany fresh mango salsa!

MY STRATEGY: You will need at least 60 pikmin to win. You see, start out by locating it. Once you do, let it suck up air, then run under it to avoid the gust. As it is blowing, throw pikmin rapidly at the bottom. It will soon crash to earth. When it is this, weak, stop throwing and start swarming it with piks. Once it shakes, gather your pikmin and throw pikmin as it gets up. Here's a cool trick: blow your whistle before it shakes to save pikmin, and then throw piks right after it shakes, and by the time it reaches the sky, it will fall again! There is also the trick of using purple pikmin. No matter how hard it blows, purples never lose their flowers AND never get stunned! When using purples, just throw anywhere you want at it, and once it is on the ground, this time, throw piks instead of swarming it. Finally, Puffy and Withering Blowhogs never harm pikmin; just make them lose their flowers.

=====  
===== #018 =====  
=====

NAME: Withering Blowhog

WEIGHT: 0

POKO: 0

DESCRIPTION: This is a smaller Puffy Blowhog. Its body is mixtures of red, orange, and yellow, but the eyes are just black pupils. The fins are smaller, and it has no spikes. The body is more sphere-like.

OLIMAR'S NOTES:

Withering Blowhog

Granitus decorum

Blowhog Family

The Withering Blowhog is a close relative of the Puffy Blowhog, but its breath is significantly weaker. However, its breath does contain a petal-withering plant hormone that causes flowers to instantly lose their petals. Although its breath has not been studied in detail, analysis of the chemical compounds involved hold promise for the biotechnology sector.

LOUIE'S NOTES: Hang this creature on a rack and sun-dry on a hot afternoon. When suitably crisp, grind the sun-dried beast into powder. Makes a great substitute for cayenne or curry powder!

MY STRATEGY: You will need at least 60 pikmin to win. You see, start out by locating it. Once you do, let it suck up air, then run under it to avoid the gust. As it is blowing, throw pikmin rapidly at the bottom. It will soon crash to earth. When it is this, weak, stop throwing and start swarming it with piks.

Once it shakes, gather your pikmin and throw pikmin as it gets up. Here's a cool trick: blow your whistle before it shakes to save pikmin, and then throw piks right after it shakes, and by the time it reaches the sky, it will fall again! There is also the trick of using purple pikmin. No matter how hard it blows, purples never get stunned! Still, they lose their flowers... When using purples, just throw anywhere you want at it, and once it is on the ground, this time, throw piks instead of swarming it. Finally, Puffy and Withering Blowhogs never harm pikmin; just make them lose their flowers.

=====  
===== #019 =====  
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NAME: Gatling Groink  
WEIGHT: 10  
POKO: 7

DESCRIPTION: This is a circular, small fish that is orange and white. The legs are also orange and white, and it has a blue tail fin. The front of it is a windshield. From halfway to the top is the windshield (looks like your everyday windshield), and below that is tar-colored skin. Part of the snout is orange, and the end is a white pipe thing. Now, the middle of the top of the body has 2 things sticking up, both of them orange with a white thing on top. The things also release puffs of smoke.

OLIMAR'S NOTES:

Gatling Groink  
Megaplod calibersi  
Unknown Family

This beastly predator's aggressive ejection of high-speed projectiles makes it one of the most fearsome creatures in the ecosystem. Its body seems to comprise of both biological and mechanical components, and represents one of the most evolutionary advanced specimens ever observed. The chamber within its torso gives it rapid-fire bio-pellet launch capabilities. What appears to be a tail fin is in fact the base of its counter-weight and ammunition cylinder, so immobilizing this appendage will prevent the groink from attacking... at least in theory. Confirmation of this suspicion remains elusive, as nobody has volunteered to test it.

LOUIE'S NOTES: Remove the cannon and stockpile, and then vigorously tenderize the meat with a heavy mallet. Spoon over a steaming bowl of fluffy white rice and douse with chili sauce.

MY STRATEGY: Gatling Groinks are pure EVIL!! To defeat these monsters, all you must do is distracting it somehow. To do so, go behind something safe and dismiss your piks. Take your purples with one captain (let's say you are Olimar), and with the other captain, go to the monster. As it is trying to hit him, swap to the other one (Olimar) and go to the monster. While it is distracted, throw purples rapidly at the side or back. The windshield blocks front attacks, so it must be the back. You could also spend a few minutes to beat it up, if it is on foot. If on a high tower, make sure the decoy is on the opposite side you will be throwing the pikmin. Grab your yellows, use an Ultra Spicy Spray if you have one, and start throwing on the ledge to kill it. When these guys are down, they will slowly regenerate health. Once they have full health, they will come back with full health, so take them back to the pod very quickly!

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===== #020 =====  
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NAME: Irresistant Flint Beetle

WEIGHT: 0

POKO: 0

DESCRIPTION: This is a very simple shape. It is a beetle with a green, hard shell, 4 red legs, and 2 antennas that each has a yellow thing on the top.

OLIMAR'S NOTES:

Irresistant 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 that gives the exoskeleton of the flint beetle its beautiful sheen.

LOUIE'S NOTES: An essential flavor-adding ingredient in gumbo and jambalaya. Also delicious in soups, broths, and marinades.

MY STRATEGY: Its shell is hard, so if you swarm it, pikmin will attack the shell and deal no damage. To harm it, you must throw a pikmin on the back once it stops moving. I'd recommend purples to flip them, mainly due to their powerful bodies. In underground areas, when you flip it over for the first time, you usually get 3 blobs of nectar. The second time is usually a spray, but can be nectar, and the final time is also a spray or nectar, though it recommends sprays more. Finally, if they reburrow, the 3-hit thing restarts. Ohhh, and if you hit one 3 times in a row, they will disappear for that sublevel. I never saw an Irresistant Flint Beetle above ground, so tell me what it does once you find one.

Also, can anyone tell me what happens if you flip a beetle off of the ledge? Does it come back? Will the 3 hits start over? Will they continue? Will it die now that it fell off?

=====  
===== #021 =====  
=====

NAME: Irresistant Glint Beetle

WEIGHT: 0

POKO: 0

DESCRIPTION: This is a very simple shape. It is a beetle with a golden, hard shell, 4 gold legs, and 2 antennas that each has a red thing on the top. It's gleaming because of the gold.

OLIMAR'S NOTES:

Irresistant Glint Beetle

Pilli aricus

Glint Beetle Family

The variety of beetle consumes subterranean minerals. Due to the fact that it rarely emerges above ground, sighting of this particular species are extremely rare. While minerals are this beetle's primary source of food, the beetle itself does not have the ability to digest these minerals. Instead, metabacteria living inside the beetle's stomach chemically break down the minerals. The resulting purified metal is discharged, but rare metals such as gold and platinum crystallize onto the Irresistant Glint Beetle's shell,



resulting in the beautiful laminated shimmer.

LOUIE'S NOTES: This precious treat is exceptionally rare. I could sell it back home for a fortune! Then, I could use the cash to upgrade my kitchen, buy galactic-class ingredients, and even star in my own cooking show... the insect gourmet!

MY STRATEGY: Its shell is hard, so if you swarm it, pikmin will attack the shell and deal no damage. To harm it, you must throw a pikmin on the back once it stops moving. I'd recommend purples to flip them, mainly due to their powerful bodies. In underground areas, when you flip it over for the first time, you usually get 3 blobs of nectar. The second time is usually a spray, but can be nectar, and the final time is also a spray or nectar, though it recommends sprays more. Finally, if they reburrow, the 3-hit thing restarts. Ohhh, and if you hit one 3 times in a row, they will disappear for that sublevel. I never saw an Irresistant Glint Beetle above ground, so tell me what it does once you find one. IGBs usually have treasures at the first hit.

Also, can anyone tell me what happens if you flip a beetle off of the ledge? Does it come back? Will the 3 hits start over? Will they continue? Will it die now that it fell off?

=====  
===== #022 =====  
=====

NAME: Doodlebug  
WEIGHT: 0  
POKO: 0

DESCRIPTION: This is a very simple shape. It is a beetle with green and throw up-colored, hard shell, 4 throw up-colored gold legs, and 2 antennas that each has a green thing on the top. There are flies surrounding it.

OLIMAR'S NOTES:

Doodlebug

Pilli flatularum

Flint Beetle Family

While life-forms that excrete foul musks to warn of danger are not rare, the Doodlebug is the only species known to release flatulence when active above ground. Interestingly enough, since it is merely releasing the gas creating by decay of the contents of the creature's intestines, it does not have a special musk-producing organ. This means the creature is in fact merely flatulating. Spectral analysis of the rank gas indicates that it contains not only methane, but hydrogen sulfide, making the flatulence a Grade XIII biohazard.

LOUIE'S NOTES: Looking for a flavor that will surprise and delight your guests? This beast's aroma may surprise your guests, but it won't be delightful!

MY STRATEGY: Its shell is hard, so if you swarm it, pikmin will attack the shell and deal no damage. To harm it, you must throw a pikmin on the back once it stops moving. I'd recommend purples to flip them, mainly due to their powerful bodies. In underground areas, when you flip it over for the first time, you usually get 3 blobs of nectar. The second time is usually a spray, but can be nectar, and the final time is also a spray or nectar, though it recommends sprays more. Finally, if they reburrow, the 3-hit thing restarts. Ohhh, and if you hit one 3 times in a row, they will disappear for that sublevel. I never saw an Irresistant Glint Beetle above ground, so tell me what it does once you find one. This bug has poisonous gas, so be careful with non-white pikmin!

Also, can anyone tell me what happens if you flip a beetle off of the ledge? Does it come back? Will the 3 hits start over? Will they continue? Will it die now that it fell off?

=====  
===== #023 =====  
=====

NAME: Female Sheargrub  
WEIGHT: 1  
POKO: 1

DESCRIPTION: This is the easiest enemy to describe in the game! It is a white thing with 2 black eyes.

OLIMAR'S NOTES:

Sheargrub (Female)  
Himleagea mandibulosa  
Mandiblard Family

The males of this species are purple and black creatures with tapered mouths, while the females are lighter in color and lack an armored exoskeleton. As with most Mandiblarids, these creatures have regressed to the point where they have lost both legs and wings. They can be seen crawling around on the ground and are believed to feed on the vegetable extracts from the congealed fluids of expired pikmin.

LOUIE'S NOTES: For an unforgettable quiche, slice this creature up and mix with four eggs, two vine-ripened tomatoes, dried zucchini, and generous handfuls of feta and swiss. Bake until crusty and golden. This beast is most flavorful if caught and cooked just after laying its eggs.

MY STRATEGY: These guys are the most harmless enemies in the game! Even Mitites are stronger, mainly due to the "scared" effect. Anyway, this monster can be killed by simply swarming it with 1-100 pikmin, so basically any amount works. You can also kill it with your captains, or you could land a purple on one or a full group to instantly kill them. Take note that they barely give out poko and pikmin seeds. To make up for its weakness, it makes bridges back into the stack of twigs, so you will have to rebuild the bridge!

=====  
===== #024 =====  
=====

NAME: Male Sheargrub  
WEIGHT: 1  
POKO: 1

DESCRIPTION: This is harder to describe than the Female, but easy nevertheless! It is a purple thing with purple pinchers to eat. The middle of the body is white, by the way.

OLIMAR'S NOTES:

Sheargrub (Male)  
Himleagea mandibulosa  
Mandiblard Family

This specimen is a Male Sheargrub. Having lost both its legs and wings, the male burrows into the soil and waits to ambush small creatures that pass by. This beast's mandibles can be dangerous, making creatures such as pikmin easy prey.

LOUIE'S NOTES: Spread several specimens in the bottom of a casserole dish and layer with sliced avocado. Bake until the meat is choice and the cheese is

lusciously browned.

MY STRATEGY: This monster can be killed by simply swarming it with 10-100 pikmin, so basically you need a lot of piks! Since last time, they've gotten soft, due to the fact they eat piks quicker and since you couldn't harm it as it is eating from the first Pikmin! You can also kill it with your captains, or you could land a purple on one or a full group to instantly kill them. Take note that they barely give out pokos and pikmin seeds. Also, ignore piks stuck in the mouth, for if you kill it fast enough, it will simply hop out. As a really cool special bonus to its status, it makes bridges back into the stack of twigs, so you will have to rebuild the bridge!

=====  
===== #025 =====  
=====

NAME: Shearwig  
WEIGHT: 1  
POKO: 1

DESCRIPTION: This is harder to describe than the other Sheargrubs, but I will try. The Shearwig has a green body, and a large green nose. The wings are white, and the eyes are orange.

OLIMAR'S NOTES:

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

LOUIE'S NOTES: Grate this beast into a zest and whisk with sugar, cream, and chopped dark chocolate for a lusciously indulgent mousse that's a true culinary coup de grace!

MY STRATEGY: This monster can be killed by simply swarming it with 10-100 pikmin, so basically you need a lot of piks! Since last time, they've gotten soft, due to the fact they eat piks quicker and since you couldn't harm it as it is eating from the first Pikmin! You can also kill it with your captains, or you could land a purple on one or a full group to instantly kill them. For future reference, you should notice that when it loses 1/2 of its health, it hops into the air and flies. Throw a pikmin at it to instantly kill it, no matter how much health it has recovered. Once it has recovered full health in the air, it will come back down. Take note that they barely give out pokos and pikmin seeds. Also, ignore piks stuck in the mouth, for if you kill it fast enough, it will simply hop out. As a really cool special bonus to its status, it makes bridges back into the stack of twigs, so you will have to rebuild the bridge!

=====  
===== #026 =====  
=====

NAME: Cloaking Burrow-Nit  
WEIGHT: 8  
POKO: 3

DESCRIPTION: A very interesting shape. The shell is blue with the pattern of snake eyes on the shell. The snake eyes are red, by the way. Now, the face is white, and so are the legs. The tongue is also white, while the eyes are red.

OLIMAR'S NOTES:

Cloaking Burrow-Nit  
Trilobitins reclusiva  
Burrow-Nit Family

The snake pattern in this beast's shell is one of the most distinctive features of the Burrow-Nit family. The red pattern of the Cloaking Burrow-Nit and the spikes around its mantle make it easily identifiable while still making it a representable specimen of the Burrow-Nit family. The shell on the Cloaking Burrow-Nit's back also provides a frame that fixes its muscular structure in place, and appears to give the creature its powerful needle-launching attack.

LOUIE'S NOTES: Boil in the shell with a pinch of salt until bright red, and serving piping hot with tarter sauce.

MY STRATEGY: This is basically a large Shear grub. To kill this beast, either swarm with 20 or more pikmin, or something else. When swarming it, just keep doing it even when it shoots its needle-like tongue to eat the piks. The creature is surprisingly weaker when it has a pikmin in the tongue. If you can kill it before the tongue goes back to the mouth, then that pikmin is safe. A second way is to throw purples at it, but make sure it is at the front, because that shell is as hard as rock! The face is always the weak point. A third way is to just beat it up with your captains. Do so and it will die soon. The final way is to let it die to a Decorated Cannon Beetle/Armored Cannon Beetle Larva's rocks. To do this, make the creature spit the rock, go to the burrow-nit, make it face you, avoid the needle, and let the rock hit the monster in the face. It dies in one rock attack if in the face.

=====  
===== #027 =====  
=====

NAME: Ravenous Whiskerpillar  
WEIGHT: 1  
POKO: 1

DESCRIPTION: if you know what a caterpillar is, very easy to describe. It is an orange and yellow caterpillar with dark red whiskers.

OLIMAR'S NOTES:

Ravenous Whiskerpillar  
Lepidoptera pluckieous  
Whiskerpillar Family

As this species of insect has only recently been discovered, fully mature specimens have yet to be collected. No molting or metamorphosis has been observed during the observation period, making it unlikely that mature Whiskerpillars will be encountered anytime soon. Based on active predation by pikmin, it is believed that the whiskerpillar's place in the food chain has not changed over time.

LOUIE'S NOTES: Delicious skillet-seared or sauteed with scallions and a red Genovese sauce.

MY STRATEGY: This is a monster when it comes to berry-hunting. To kill this annoying worm, wait at the berry plants for the berries to pop on, then you will see some whiskerpillars crawl out of the ground. Swarm them with 20-100 pikmin so it dies quickly. If it reaches the plant, assign the pikmin on the plant and make them knock them off. Now, as they are running away, grab some piks and swarm it some more/punch it until it is dead. If you let it stay on the plant, it will eat the berries! Also, does anyone notice that the monster squirms while piks are carrying it to the onions?

=====  
===== #028 =====  
=====

NAME: Anode Beetle  
WEIGHT: 5  
POKO: 3

DESCRIPTION: This is easy to describe. This is a beetle with a black shell with yellow spots. The rest of their body is a mixture of orange and tan. The creature has 4 legs with 2 black antennas.

OLIMAR'S NOTES:

Anode Beetle  
Scarabum electrodea  
Scarab Family

This specimen is representative of an insect hybrid that uses electricity in addition to glycogen for its energy. Although difficult to confirm due to their microscopic size, tiny hairs on the creature's legs cause the friction that generates the electrical charge. The electrical charge is processed by the creature's internal machina battery structure, and then stored as a dues electrical field. As this field reaches critical levels, surplus electricity is emitted, resulting in a low voltage current that is transmitted between specimens. It can shock other creatures in the immediate vicinity. Considering this process, it can be surmised that the largest impetus to pack behavior is not so for synergetic effect of producing as a pack as it is to take advantage of this most effective means of group perseveration.

LOUIE'S NOTES: Drain the electrical charge before boiling. Although it is possible to eat an Anode Beetle while it is charged, doing so may result in an unpleasant tingling sensation.

MY STRATEGY: This beetle is pure evil! First, to tell about the attack so you won't be confused. If 2 Anode Beetles are close to each other, then this attack will work. Okay, once one of the Anode Beetles spark, then call back your piks! After the thing sparks for one second or so, the second one will also spark. One second later they will send a direct line of electricity to each other and after 5 seconds, it will fade away. Any piks touching the electricity or any of the beetles when they are doing this will instantly die if they are non-yellows. However, they are still when sending electricity, so you can hurt it. Take yellows and toss pikmin at the shell to flip it over, and then swarm it. If an Anode Beetle is alone, then throw a purple by the shell to flip it over, then swarm to kill it. It is immune to all elements and explosions when it isn't flipped over, so flip it over so bomb-rocks can kill it!

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===== #029 =====  
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NAME: Mitite  
WEIGHT: 1  
POKO: 1

DESCRIPTION: These are rare enemies, but easy to describe. It is a white and pink blob that has 6 white legs on its face to move. The face is pink, and eyes are black pupils.

OLIMAR'S NOTES:

Mitite  
Mitivius infiltratus

## Unknown Family

These parasitic enemies feed on eggs. Upon reaching maturity, they excrete a special pheromone that attracts females of a certain species, enticing these females to swallow the Mitites whole. (Pikmin, however, seem to dislike the scent.) After entering the female's body, the Mitites lay their own eggs inside the host's eggs just prior to the host spawning.

LOUIE'S NOTES: Fresh-dry with garlic and red chilies in a hot pan, then sprinkle with gorgonzola. Some dinner guests might find the legs unappealing, so it's best to remove them before serving.

MY STRATEGY: First, take note Mitites only appear in caves, and are 90 percent of the time found in eggs. If you find a sublevel with these creatures, get ready to fight them! If in an egg, approach the egg, hold a purple to make purples go to the front, then start hurling purples at the egg. Once it bursts open, if you don't find them, and then try another egg. If you do, you will notice that pikmin freak out once they get close. Throw purples at the groups for tons of kills. If you wait too long, they will dig into the ground and leave. Though their bodies are almost worthless, each dead Mitite drops a glob of nectar!

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===== #030 =====  
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NAME: Hermit Crawmad  
WEIGHT: 5  
POKO: 3

DESCRIPTION: This is easy if you recognize a hermit Crab. The backside is a mixture of tan and white, while the actual shell is a red/orange color. There are small spikes on the back of the shell, and the eyes are blue. They have these weird leg things to move and such on their face. Same color as shell.

### OLIMAR'S NOTES:

Hermit Crawmad  
Camabarus rustica  
Crawmad Family

Looking at the eyes and the sickle-shaped legs characteristic of squillas, one would think this is a squilla relative. In fact, this is a relative of the hermit crab. This species, however, has migrated from seaside life in a shell and instead inhabits burrows in the ground. While its legs appear sickle-like, they are pincers that have evolved into a fin shape. This beast feeds on small creatures that pass by its lair, dragging them inside to eat them.

LOUIE'S NOTES: Shuck from the shell, bake on high heat until crispy, then dip in a pot of melted milk chocolate. Lip-smacking sweet!

MY STRATEGY: This is an easy creature. I don't know why, but it looks like there is Hermit Crawmads bigger than others. Anyway, all are based on the same strategy. To win this battle, start out by getting all of your piks, but be careful if it is 100! Anyway, go the hole, which is a green plant circle thing. Stand there until you see the Hermit Crawmad pop it head out of the hole. Stand back a bit and wait for the "E-eeeeee" sound and quickly use the C-Stick and move to the left or right with your piks. So if you move the c-stick to the left, walk to the left also. Anyway, after you dodge the dive, run to the creature. As it is moving slowly back to the hole, assign your pikmin on the tender backside. This is the only weakness. If your pik is caught, take note that only one dies, so it's no bid deal. Also, the monster eats them, so whites will harm it. Finally, it will eat the pikmin that it is holding once it touches the green hole. You can't attack it while it is climbing in the hole,

so be careful!

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===== #031 =====  
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NAME: Swooping Snitchbug  
WEIGHT: 3  
POKO: 4

DESCRIPTION: This is kind of hard to describe. It is a brown body with white swirl things at the bottom. It has brown drooping arms, a white face with flame-colored eyes, and white antennas on its face.

OLIMAR'S NOTES:

Swooping Snitchbug  
Scarpanica kesperens  
Scarpanid Family

The scarpanids originally lived on the ground, sporting poorly developed vestigial wings. This species has developed enlarged antennae that can be used as makeshift wings. Scarpanids are attracted to the sight of large groups of pikmin in cavalry formation and will swoop down to seize them. However, scarpanids don't eat pikmin, and they will drop any seized pikmin after a short time. The reason for this behavior is unknown, but I look forward to future research in this area.

LOUIE'S NOTES: Remove the wings, marinate in a well-marbled steak for several hours in a chipotle marinade, then charbroil to perfection.

MY STRATEGY: This bug is very simple to kill! Just grab yellows, and when it is running its "hands" together, hurl yellows at it to knock it out of the sky and harm it. Once it is down, swarm it with more yellows and the rest of your piks. Also, if you fail to do this, it can dive down and snatch up to 2 pikmin. Knock it down ASAP and it will release the piks. If you let the evil Snitchbug hold the pikmin for too long, it will throw them into the ground so they are sprouts with leaves again.

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===== #032 =====  
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NAME: Bumbling Snitchbug  
WEIGHT: 3  
POKO: 4

DESCRIPTION: This is kind of hard to describe. Half of the body is white, while the second is blue. The arms are blue, and the antennas are red. It has red eyes, and that's about it.

OLIMAR'S NOTES:

Bumbling Snitchbug  
Scarpanica doofenia  
Scarpanid Family

This is a variety of snitchbug. It's most interesting characteristic is that it likes to snitch leaders. Yet barring wanton carelessness or incompetence, leaders are not easily captured. Any leader caught by this creature is clearly an idiot, which is why this creature is also known as the exposing snitchbug. There are several known varieties of snitchbug, but research has stagnated despite being such an interesting species.

LOUIE'S NOTES: Remove the wings and discard the remainder of the beast. Enjoy the luxurious, wafer-thin wings with fine water-dumple caviar.

MY STRATEGY: This bug is very simple to kill! Just grab yellows, and when it is running its "hands" together, hurl yellows at it to knock it out of the sky and harm it. Once it is down, swarm it with more yellows and the rest of your piks. Also, if you fail to do this, it can dive down and snatch up to both of your leaders. Once both are captured, rotate the control stick and press "A" as fast as you can until you drop. Now, quickly swap to the other leader and do the same to prevent damage. If you wait too long, it can thrush one or both leaders down to the ground, dealing some nice damage.

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===== #033 =====  
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NAME: Careening Dirigibug  
WEIGHT: 3  
POKO: 4

DESCRIPTION: This is a very interesting creature. The balloons are green, orange, yellow, red, and purple. Each balloon is one color, and that is all about the balloons. The skin is a shiny dark green color, and it has pointy yellow antennas at the top of its head. It has green hands, a tan mouth, and white, bobbly eyes.

OLIMAR'S NOTES:

Careening Dirigibug  
Flotillum circusmaximus  
Dirigibug Family

This creature floats effortlessly through the air using gas-filled balloons. Both its appearance and its nature are antagonistic. And it is the only variant of its species in the ecosystem. It may be best to consider the possibility that it somehow wandered into the ecosystem from an entirely alien one. Positive proof does not exist at this point, but that is how the creature is currently classified.

LOUIE'S NOTES: Pull off the balloon-like air sacs, mince the meaty abdomen, and shape it into small cakes. Pan-sear the cakes until crusted, but be careful not to overcook the delicate meat. When ready to serve, garnish the plate with the vibrant air sacs. Even the most disconcerting dinner guest will be dazzled by the colorful presentation!

MY STRATEGY: This is a simple guy to kill. To kill this evil beast, start out by getting reds, purples, or yellows, depending on the arena. Anyway, go to the creature, and while it doesn't have a bomb-rock, hurl piks rapidly at it to knock it out of the sky. Swarm it with the rest until it shakes. As it is just getting up, throw to knock it back down to earth. If you fight it with a bomb-rock in its hands, it will drop a great distance away, so keep attacking. If you attack right after it dropped the bomb-rock, gather your piks and run away. Repeat until it dies.

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===== #034 =====  
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NAME: Antenna Beetle  
WEIGHT: 3  
POKO: 5

DESCRIPTION: A weird creature. The Antenna Beetle's body is blackish, and is kind of circular. The antennas are stick-colored, and are very curvy. Its long legs are stick-colored, and the eyes are red, and its mask-like mouth is stick and black-colored.



OLIMAR'S NOTES:

Antenna Beetle  
Mesmeri raiocontra  
Kettlebug Family

This creature is able to control the pikmin by way of the peculiar frequency of its roar, but its only objective seems to be defensive in nature, as it stops pikmin from attacking and forces them to run away. This beast prefers humid, dimly-lit environments, and has been known to inhabit empty and discarded containers. For this reason, it's wise to thoroughly ventilate any specimens that are recovered. Lifting off with one of these creatures in the hold can lead to a rupturing of the specimen during compression, resulting in an explosive mess.

LOUIE'S NOTES: Extract meat from the exoskeleton and sear on all sides in a hot wok to seal in the flavor. Top the dish with a splash of spicy peanut sauce.

MY STRATEGY: To begin, dismiss and grab all of your purples. Go to the place where it is whistling, wait for it to whistle, avoid the cursor, and go close to it for it to jump. Wait in the area you are standing in now for the Antenna Beetle to land. Once it lands, throw piks at it and let them kill the beetle. Other pikmin can be used, but they don't stun the beetle, making it harder and longer. Also, if it blows its whistle at pikmin, they will join to the Beetle's side, but won't attack you. They will just follow it until it jumps, then you should whistle at them to gather them again. Finally, when it's alive, it makes your treasure radar freak out. If you are close to the beetle, it will REALLY freak out!

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===== #035 =====  
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NAME: Lesser Spotted Jellyfloat  
WEIGHT: 0  
POKO: 0

DESCRIPTION: The jellyfish-like squishy body is a kind of clear color, so you can almost see right through it! Its tentacles are also clear, and the antennas are also clear. There are yellow lights on top of the antenna.

OLIMAR'S NOTES:

Lesser Spotted Jellyfloat  
Cephalus dottalium  
Jellyfloat Family

This native jellyfloat is indigenous to the region. Unfortunately, it is currently endangered, as its habitat is being overwhelmed by immigrant species.

LOUIE'S NOTES: Similar in taste and texture to gelatin, this jiggling mass of jelly can be sculpted into all kinds of creative shapes. As a bonus, it also doubles as a professional-grade hair gel. It's the perfect cool summer treat!

MY STRATEGY: These guys are easy to kill! First, locate it and hurl pikmin at it rapidly until it falls. Don't swarm it, and let pikmin continue. Once it shakes, let the pikmin fly back, and start hurling pikmin rapidly as it is arising and let it fall again. The pikmin that were stunned will join in the battle to help. Repeat until it is dead. Also, if your pikmin are inside the body for more than 30 or so seconds, they will die, so be careful of the suck attack! This thing will also come to your piks once you are kind of close to it, so it isn't easy to sneak past it if you have leaf purples.

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===== #036 =====

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NAME: Greater Spotted Jellyfloat

WEIGHT: 0

POKO: 0

DESCRIPTION: The jellyfish-like squishy body is a kind of clear color, so you can almost see right through it! It's more of a purplish color, though. Its tentacles are also clear, and the antennas are also clear. There are red lights on top of the antenna. It is larger than a LSJF.

OLIMAR'S NOTES:

Greater Spotted Jellyfloat

Cephalus vortexia

Jellyfloat Family

Vivid pink coloration is the most notable characteristic of this floating life-form. This immigrant species is not native to the region, having appeared to have recently arrived on wind currents. The luminescent organ in its head attracts prey, which it then sucks up and consumes with its lower orifice. Unlike jellyfish, the jellyfloat's tentacles do not have nematocysts, so there is no harm in touching them.

LOUIE'S NOTES: Like a fine cheese, the aroma of this fluid floater can be oppressive, but its flavor must be experienced to believe. Also makes an unforgettable nondairy spread.

MY STRATEGY: These guys are easy to kill! First, locate it and hurl pikmin at it rapidly until it falls. Don't swarm it, and let pikmin continue. Once it shakes, let the pikmin fly back, and start hurling pikmin rapidly as it is arising and let it fall again. The pikmin that were stunned will join in the battle to help. Repeat until it is dead. Also, if your pikmin are inside the body for more than 30 or so seconds, they will die, so be careful of the suck attack! To make sure you are even more careful, if you are too close as a captain, it will suck up your captain(s) and spit them out after it falls to the ground, dealing minor damage. To escape this, rotate the control stick and press "A" repeatedly to get free. This thing will also come to your piks once you are kind of close to it, so it isn't easy to sneak past it if you have leaf purples.

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===== #037 =====

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NAME: Fiery Dweevil

WEIGHT: 3

POKO: 2

DESCRIPTION: This is a red spider. It has 4 legs, it has 2 arm things, and it has around 6 eyes.

OLIMAR'S NOTES:

Fiery Dweevil

Mandarachnia napalmens

Dweevil Family

Members of the dweevil family are known for carrying of astonishing size on their backs, then mimicking them. The Fiery Dweevil is one species in this family. Generally, this is a very gentle insect that feeds on grass nectars, but when faced with danger the Fiery Dweevil ignited flammable internal gases, juts out its jaw, and spews scorching flames. As this clearly makes it a rather dangerous insect, it is best not to linger directly in front of it.

LOUIE'S NOTES: The search for a high-protein, salad-topping alternative to bacon bits is over! Grind this spicy dweevil into tasty micro-chunks and toss them generously over your salad to add instant flair AND flavor!

MY STRATEGY: Dweevils are very annoying creatures and this one is no different. To win, simply go under it and throw reds rapidly at the face until it dies. Why reds? They are resistant to the flames it spits after it is hurt for a while! If piks hit the feet, nothing happens, so take this note, okay? You could also throw purples at it, which are really effective, or do my favorite way: beat it up with your fists. These dweevils have the second lowest amount of health.

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===== #038 =====  
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NAME: Anode Dweevil  
WEIGHT: 3  
POKO: 2

DESCRIPTION: This is a yellow spider. It has 4 legs, it has 2 arm things, and it has around 6 eyes.

OLIMAR'S NOTES:

Anode Dweevil  
Mandarachnia volticula  
Dweevil Family

Members of the dweevil family are known for carrying of astonishing size on their backs and mimicking them. The Anode Dweevil is one species in this family. They seem to have no particular preference for which objects they carry on their backs, as they will carry anything they can lift. They boast an internal organ that generates electrical charges, which the Anode Dweevil releases when it senses danger.

LOUIE'S NOTES: Raw Anode Dweevil makes for an unforgettable sushi treat, but if it is not prepared by an expert hand with exact precision, consumption could result in a jolting electrical explosion of apocalyptic proportion.

MY STRATEGY: Dweevils are very annoying creatures and this one is no different. To win, simply go under it and throw yellows rapidly at the face until it dies. Why yellows? They are resistant to the electricity it spits after it is hurt for a while! If piks hit the feet, nothing happens, so take this note, okay? You could also throw purples at it, which are really effective, or do my favorite way: beat it up with your fists. These dweevils have the lowest amount of health. Be careful when using purples!

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===== #039 =====  
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NAME: Caustic Dweevil  
WEIGHT: 3  
POKO: 2

DESCRIPTION: This is a blue spider. It has 4 legs, it has 2 arm things, and it has around 6 eyes.

OLIMAR'S NOTES:

Caustic Dweevil  
Mandarachnia sulfurnid  
Dweevil Family

The Caustic Dweevil is one member of an insect family known for mimicking

objects by carrying them on their backs. Several points of differentiation with other members of the species have been confirmed, such as body color and behavioral patterns, but none of these suggest major deviations in the creature's genetic structure. This makes it clear that it is a relative of the family. When attacked by enemies, the Caustic Dweevil spits out bodily fluids in response. Space suits corrode and oxidize when they come into contact with this highly acidic liquid.

LOUIE'S NOTES: Inedible. Effects of consumption include uncontrollable arm flailing and enthusiastic dishwashing.

MY STRATEGY: Dweevils are very annoying creatures and this one is no different. To win, simply go under it and throw blues rapidly at the face until it dies. Why blue? They are resistant to the water it spits after it is hurt for a while! If piks hit the feet, nothing happens, so take this note, okay? You could also throw purples at it, which are really effective, or do my favorite way: beat it up with your fists. These dweevils has the second highest amount of health. Be careful when punching it, for this is the only kind of dweevil that can harm your leaders, no matter what power-up you get!

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===== #040 =====  
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NAME: Munge Dweevil  
WEIGHT: 3  
POKO: 2

DESCRIPTION: This is a purple spider. It has 4 legs, it has 2 arm things, and it has around 6 eyes.

OLIMAR'S NOTES:

Munge Dweevil  
Mandarachnia pungetis  
Dweevil Family

The Munge Dweevil is one member of an insect family known for mimicking objects by carrying them on their backs. These insects often carry the carcasses of other life-forms on their backs, but apparently this is not for the purpose of transporting them as food, but instead is another example of their mimic behavior. The Munge Dweevil produces two different chemical compounds within its body, which form poisonous gas when mixed and expelled. This gas is only used for self-defense.

LOUIE'S NOTES: Exposure to even extreme heat doesn't seem to rid this creature of deposits of potent gas. It's probably best for everyone if you avoid eating this hazardous fare.

MY STRATEGY: Dweevils are very annoying creatures and this one is no different. To win, simply go under it and throw blues rapidly at the face until it dies. Why blue? They are resistant to the water it spits after it is hurt for a while! If piks hit the feet, nothing happens, so take this note, okay? You could also throw purples at it, which are really effective, or do my favorite way: beat it up with your fists. These dweevils have the highest amount of health.

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===== #041 =====  
=====

NAME: Volatile Dweevil  
WEIGHT: 0  
POKO: 0

DESCRIPTION: This is a bomb-rock with (everything is a mixture of orange and tan) 4 legs, 2 arm things, and it has 2 eyes.

OLIMAR'S NOTES:

Volatile Dweevil  
Mandarachnia explodus  
Dweevil Family

The Volatile Dweevil is one member of an insect family known for mimicking objects by carrying them on their backs. The dweevil family exhibits a most unusual characteristic whereby the creature's behavioral patterns actually changed based upon the object the creature carries on its back. The Volatile Dweevil has one of the most potent of all the species within the dweevil family, due to the habit of carrying explosive devices. Approach with caution and/or body armor!

LOUIE'S NOTES: The scorching species combusts upon contact with the tongue. Only edible by the adventurous and asbestos-tongued.

MY STRATEGY: Unlike the other 4 dweevils, you don't want to fight this. When it drops, gather all of your piks near you and RUN!!!! It will chase you, but after it loses 3/4 of its health, it will stop and bend down. A few seconds later, KABOOM!!!! Any piks near the explosion instantly die, so be careful. Most commonly found in dead-ends, be careful!! This is basically a walking bomb-rock.

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===== #042 =====  
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NAME: Toady Bloyster  
WEIGHT: 3  
POKO: 10

DESCRIPTION: This is a mixture of pink and white as the body, which is unusually like a blob. It has brown, bulgy eyes, and on its back is a green steam which holds some sort of orangish fruit.

OLIMAR'S NOTES:

Toady Bloyster  
Molluscid minionicus  
Bloyster Family

This species of creature has yet to fully evolve from shelled mollusk to the more advanced bloyster. Compared to the bloyster, this creature is significantly smaller. The fact that its mandibles do not protrude as significantly as the Ranging Bloyster is due in part due to the fact that like most mollusks, its vital organs are located deep within the creature's carapaces.

LOUIE'S NOTES: Pan-sear the herbs and oil until lightly crusted on the outside and rosy on the inside. Compliment the savory flavors with a light and buttery creme sauce.

MY STRATEGY: This battle can be easy if done right. The trick is to stay away from the front. If you are in the front and head some kind of roar, then run away, for it will swipe around the front with its 5 tongues. Instead, you should go behind it to the fruit thing. Hurl piks at the fruit, and once it shakes, gather your piks and get behind it again and throw piks at the fruit until it dies in a display of bubbles.

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===== #043 =====

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NAME: Yellow Wollywog

WEIGHT: 7

POKO: 5

DESCRIPTION: This is a frog that's skin is yellow with some orange and green here and there. It has some orange bulgy eyes with black pupils. The legs are small, and are a mixture of white and orange. The back is pretty high up.

OLIMAR'S NOTES:

Yellow Wollywog

Amphicaris frodendum

Amphituber Family

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

LOUIE'S NOTES: Beer-batter and deep-fry for a down-home flavor you won't soon forget!

MY STRATEGY: If you are facing a Yellow Wollywog on water, then grab all of your blues, which should exceed 10. Go to the evil amphibian and hurl piks at it, making sure not to exceed 10 pikmin, until the monster faces you. Dodge the jump attack and gather your piks. Now, throw only 5 blues, let it hop, avoid, and call your piks. Repeat until it is down. Be sure to avoid the hop, for it can deal serious damage to your captains and it kills any piks right under it. For the land version, just get some purples and hurl it at the frog until it dies very quickly.

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===== #044 =====

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NAME: Wollywog

WEIGHT: 7

POKO: 7

DESCRIPTION: This is a frog that's skin is white with some very light gray here and there. It has some white bulgy eyes with red pupils. The legs are small, and are a reddish color with a bit of white at the top. Its back is normal, whatever I mean by that theory!

OLIMAR'S NOTES:

Wollywog

Amphicaris 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 result from generations of cave dwelling and lack of sunlight. Comparative differences between the size and shape of this Wollywog and other species are thought to be the results of natural selection at work, choosing traits better suited to life in a subterranean environment.

LOUIE'S NOTES: Wollywogs are best ground up, shaped into a patty, and flame-broiled on a grill. Slap on tomato slices, lettuce, onions, ketchup, and slide the patty between a sesame-seed bun for the ultimate beast-burger experience.

MY STRATEGY: If you are facing a Wollywog on water, then grab all of your blues, which should exceed 10. Go to the evil amphibian and hurl piks at it, making sure not to exceed 10 pikmin, until the monster faces you. Dodge the jump attack and gather your piks. Now, throw only 5 blues, let it hop, avoid, and call your piks. Repeat until it is down. Be sure to avoid the hop, for it can deal serious damage to your captains and it kills any piks right under it. For the land version, just get some purples and hurl it at the frog until it dies very quickly.

=====  
===== #045 =====  
=====

NAME: Wogpole  
WEIGHT: 1  
POKO: 1

DESCRIPTION: This is a VERY simple shape. A blue ball with a clear-colored tail and one back pupil that is very tiny and heard to see. It's basically a blue tadpole!

OLIMAR'S NOTES:

Wogpole  
Amphicaris 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. Suck unorthodox amphibious behavior is a defense mechanism, protecting the eggs from predation by blue pikmin and Water Dumpsles. The Wollywog's wild hopping nearly the shoreline in early spring is thought to be a method of driving predators away from Wogpole eggs.

LOUIE'S NOTES: Wogpoles can be eaten raw, but they're much more flavorful when steamed or grilled. Also heavenly in risotto! Feel free to experiment with this lush ingredient.

MY STRATEGY: If these baby frogs are in the water, then throw blues near one and they will start attacking. You can also kill it with your captains, but it will take longer. If it is on land, swarm it with pikmin or beat it up with your captains. On land they will always try to get back in the water, so be quick! You can lure it onto land, too. These guys should be ignored unless they are underground, for they consume time above ground.

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===== #052 =====  
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Yeah, we skipped some, mainly due to the fact the ones we skipped WERE PLANTS!!

NAME: Creeping Chrysanthemum  
WEIGHT: 10  
POKO: 7

DESCRIPTION: Before it is emerged, it looks like a Margaret (see PLANTS section) with a more scaly and slimy stems. Ohhh and it is blinking. When the haunted flower is emerged, it looks COMPLETELY different! Starting at the top, it has a red, orange, and yellow bulb mouth thing. You will notice it is opened all of the time. There is a slimy green stem connecting the bulb thing to the main body, which is a large green slimy thing. Its arms are slimy green and white and red, while there are blinking flowers on each side of the stem.

OLIMAR'S NOTES:

Creeping Chrysanthemum

Taraxacum rovinia

Chrysanthemum Family

Like pikmin, the Creeping Chrysanthemum is a member of a group of creatures with ambulatory root structures. This creature is known as a "mimic", but because it is actually a form of plant, this label is not entirely accurate. For unknown reasons, the Creeping Chrysanthemum's mimicry does not fool pikmin, perhaps because they share a similar heritage. It relies on preying upon other creatures to provide sustenance, so it has no need of leaves for photosynthesis. Generally speaking, the role of plants in an ecosystem is as a producer species, and thus plants are generally found at the bottom of the food pyramid. However, on this strange planet the line between producer plants and consumer plants is blurred.

LOUIE'S NOTES: When thinly sliced, this predator's sizable bulb makes a scrumptious pizza topping.

MY STRATEGY: First, to lure it out without deflowering the piks. First, locate the flower that is blinking. Now for the tricky part! Run towards the flower, and once you are a bit close, turn around to make some of your piks touch the flower and RUN!!! It will then emerge from the ground. There are 2 ways to kill this menace. The first way is to swarm it with 50+ pikmin. Also, once it makes its body skinny, it will 2 seconds later suddenly shoot out, sending piks flying. Also, if you make it miss the bite, it will smack itself in the body, knocking it over for 1 or so second. The second way to kill this menace is simply to throw purples at it once it is out of the ground and watch it die fairly quickly.

=====  
===== #053 =====  
=====

NAME: Skitter Leaf

WEIGHT: 1

POKO: 1

DESCRIPTION: It can't be easier to describe. A green leaf with red eyes. It has 4 smaller leaves for feet.

OLIMAR'S NOTES:

Skitter Leaf

Rus pseudoarbicans

Skitterling Family

The Skitter Leaf is a relative of the pond skater that sheds its wings and adapted to life on the ground. With no residual traits of its airborne past, the Skitter Leaf can neither fly nor skit across the surface of the water. The wings have since evolved into the leaf-like structure on its back, which serves to hide the Skitter Leaf through mimicry. It appears quite effective, as few predators can see through this clever disguise.

LOUIE'S NOTES: This superb amalgamation of juicy meat and leafy greens ensures that the Skitter Leaf will be the new spinach!

MY STRATEGY: Take note that these should be ignored above ground, but killed underground, for like the Wogpole, this wastes precious time above ground. There are many ways to kill it, and one way is to swarm it. Take note that it will shake a lot, so expect to lose some flower pikmin. The second way is to throw purples onto it to kill it in one hit. Just make sure the purple hits the leaf part! The final way is to beat it up with your captains. When it screeches, run back, for it will shake. On the field, this looks like an ordinary leaf, so it is hard to tell if it is dead or not, for when it dies, it



is an ordinary leaf!

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===== #054 =====

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NAME: Unmarked Spectralids

WEIGHT: 1

POKO: 1

DESCRIPTION: It can't be easier to describe. It is a yellow, blue, or red butterfly.

OLIMAR'S NOTES:

Unmarked Spectralids

Fenestari prismatus

Flitterbie Family

When strolling through the forests of this planet, clouds of these creatures are seen dancing overhead. Like flower petals drifting in the breeze, the sight of flitterbies dancing in the lush green undergrowth is unforgettable.

Flitterbie collectors drool over specimen sample boxes lined up in order, highlighting the slight color graduation changes from blue to red to yellow.

Such items tend to fetch particularly high prices at auctions.

LOUIE'S NOTES: Spectralids don't provide a lot of meat, but the exquisitely elegant wings are surprisingly tasty, particularly when expertly prepared with a sweet candied glaze.

MY STRATEGY: These you DO NOT want to ignore! First, you will either find them in flowers and such (usually above ground) or out in the open (usually underground). Once you spot them, run up to the swarm and rapidly throw piks at the butterflies and don't stop for any reason. Especially aim for the red and blue ones, for they can provide sprays! The red is Ultra Spicy Spray, while blue is Ultra Bitter Spray! The yellows drop nectar and such. Repeat until the remaining ones (if any) will fly away. Also, they might NOT drop nectar/sprays, so don't even bother. Enjoy your load of bodies and kinds of nectar!

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===== #055 =====

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NAME: Honeywisp

WEIGHT: 0

POKO: 0

DESCRIPTION: It can't be easier to describe. It is the same color as an angel, and it looks like a glob thing. It has an egg attached to the bottom of it.

OLIMAR'S NOTES:

Honeywisp

Nectara fatuus

Honeywisp Family

The floating life-form drifts effortlessly on the winds. Upon death, its physical structure instantly collapses, and as this 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...

LOUIE'S NOTES: Although the eggs are small, the yolk has a distinctly bold and tangy flavor. Try tossing a few in a pan along with your choice of meat and fresh vegetables and cook up a country scramble!

MY STRATEGY: These are usually found in unexpected locations. Once you find one, hurl yellows at the creature to make it howl and drop the egg. After the egg is gone, the Honeywisp will be gone for the sublevel/day. These eggs can have everything in it! It can have one blob of nectar (very common), 2 blobs of nectar (common), Ultra Spicy/Bitter Spray (commonly rare), or Mitites (rare). I bet you'd like the Mitites because of all of the nectar, ey?

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===== #056 =====  
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NAME: Mamuta  
WEIGHT: 7  
POKO: 3

DESCRIPTION: This is a very awkward creature. It has white skin with 2 long arms and short legs. There is a brown tattoo thing one ach arm, and it has a hump in its forehead. It has blackish kind of eyes.

OLIMAR'S NOTES:

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.

LOUIE'S NOTES: Inedible. Tastes like chicken.

MY STRATEGY: Winning the award for the most fun name to say, the Mamuta is actually kind of a good kind of enemy. To get the best deal, throw all of your leaf piks in a group and dismiss. With one captain, take the flowers, and with the other leaves/buds. Go to the Mamuta with the captain that ahs the leaves and dismiss them by the Mamuta and run. The Mamuta should pound them into sprouts. I bet you said that was the wrong thing to do, but now the piks are flowers in the ground! Take your flowers with the other captain and kill the Mamuta by throwing purples at it. Either pluck or blow your piks out of the ground for a dead enemies AND all flower piks!

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===== #056 =====  
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Ahhh yes, the final enemy! I can't wait to finish this one!

NAME: Breadbug  
WEIGHT: 3  
POKO: 3

DESCRIPTION: This is a very... er... interesting creature. It ahs shiny brown skin, it's made out of 4 segments, and that is it about the skin! It has a tan, koopa-shaped mouth and 2 legs.

OLIMAR'S NOTES:

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 and reduced to food.

LOUIE'S NOTES: Breadbugs are hearty and nutritious but also bland and unimaginative. They may be palatable in a pinch, but they hold no true culinary promise.

MY STRATEGY: To begin, make sure all of the hazards are off around the stage. Now, kill the nearest enemy to the pod and wait for the Breadbug to grab it. If it is anything that is 1 Weight, then use a purple. If not, then use the maximum amount of pikmin to carry it back to the pod. Any pikmin still attached to the treasure when the Breadbug goes into the hole dies. When it is hit, either throw purples at it again to kill it, or repeat the above. Any treasures that were carried into its den will get spat out, and you can use the dead Breadbug body as a lure for another Breadbug!

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~~~~~ 14. BOSSES ~~~~~  
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Well, this section is home to the bosses you encounter! Here is my preview of what it will look like:

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===== #999 =====  
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NAME: King Kill K. [the name of the creature]  
WEIGHT: 999 [how much pikmin are needed to lift it]  
POKO: 999 [its poko value. Underground only]

DESCRIPTION: A king donut. [what it looks like. Will judge by real life appearances]

OLIMAR'S NOTES:  
King Kill K. [the reg. name]  
Killing King P.D. [the scientific name]  
Killing Family [what group it is classified in]  
Well, this thing kills alot. [Basic description]

LOUIE'S NOTES: It's a very tasty donut!

MY STRATEGY: This will die if you throw purples at its butt.

\*\*\*\*\*

Now, for the controls:

"A": Throw Pikpik Carrot

"X": Olimar's Notes

"Y": Louie's notes

"Z": use Ultra Bitter spray on current creature

"L/R": Alternate between Treasure Hoard and Piklopedia

"C-Stick": Rotate camera in direction the creature is moving

"D-Pad Up": Zoom in

"D-Pad Down": Zoom out

\*\*\*\*\*

And finally...

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===== #070 =====
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NAME: Empress Bulbax  
WEIGHT: 20  
POKO: 15

DESCRIPTION: This is a very, very long Red Bulborb. Its slimier, and its head is the same while it has a HUGE stomach. The butt is in fact a white hole.

OLIMAR'S NOTES:

Empress Bulbax  
Oculus matriarcha  
Grub-dog Family

Initial observation places doubt on the capability of the grub-dog family to support a strong ant- or beelike social structure, but recent studies show the family is capable of such complexity. The egg sac of the largest female grub-dog within a given range swells to dramatic proportions in response to environmental changes, such as the sudden depletion of prey species. These females temporarily take on the role of pack matriarch. Also, in pack formation it has been observed that nearly all mates not involved in species reproduction undergo natural sex changes. The characteristics of such specimens are quite intriguing indeed.

LOUIE'S NOTES: For a sophisticated delicacy, make a pate de foie gras from this massively obese creature's liver and spread it over a sesame cracker.

MY STRATEGY:

----> HOLE OF BEASTS <----

Finally, it is time to take down the boss! Dismiss your pikmin, and grab the purples, because we will need a lot of piks! Look around the small circle you start in to find the path to a bigger circle. Go there to find a MASSIVE, overweight Red Bulborb (Empress Bulbax).

Ready to fight your first real boss? As you start, throw a pikmin on the fat. It starts getting hurt and it wakes up! Call off your pikmin and walk to the head when it unfolds. We could attack the fat, but its attack could easily kill all of our pikmin. Anyway, continuously throw purples onto the head and it should start wailing. After 3-5 whails, it will start to shake. Quickly call your pikmin off, or they will be squashed! Now, run away from the head without running from the battle. If you don't get it, here is where to run:

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In English, run the other direction of its head. Once it stops rolling, repeat 2-4 more times until at last it dies.

----> FRONTIER CAVERN <----

Finally, we come to the final floor! Anyway, this sublevel requires a lot of strategy, for the Bulbax has babies, and they eat a pikmin in less than a second, and there are LOTS of them! To begin, look around for a ledge and quickly throw all of your pikmin onto the ledge, for once again, the babies are deadly. Now, go out with both captains, and kill all of the Bulborb Larveas in your path. Once you reach the top, you will find a \*\*\*\*load of Bulborb Larvae. Kill them all and dismiss your captains. Swap to the leader with the most health, and go to the butt, killing any Larveas. Now, walk back a bit so you

don't get hurt every second. Swap to Olimar and head along the path to the end to find your pikmin. Blow your whistle for all of your pikmin, then swap to Louie. As Louie, kill more Larveas and swap back to Olimar. Dismiss your pikmin and take the purples, then switch to Louie and kill more babies. After switching back to Olimar, go up to the head and swap to Louie. Kill and last-minute Larveas and swap to Olimar to begin the fight.

This fight is almost the same as the last one, but with a few changes. Like last time, start throwing purples at the face, and it will start wailing. After around 3, 4, or 5 whails, blow your whistle, though I recommend it after only 3 wails. Once it does, it will shake fast. This is your queue! Swap to Louie and kill any Larveas, and then when the mother rolls and hits the walls, immediately run to Olimar, as we have no more use for distractions. Attack some more with the same strategy, ignoring the Larveas, for once it rolls, any Larvae under it will be squashed and killed instantly. Kind of mean to kill your own offspring, you know? Anyway, repeat until it is vaporized.

----> HOLE OF HEROES <----

The second you begin, you will see the butt of the Empress Bulbax facing you, pooping out larva! Quickly dismiss your pikmin away from the Bulbax as far as you can, and then beat up all of the current Larveas. Run back to your pikmin as Olimar only and take all of the purples. Swap to President and kill any more Larva, then swap to Olimar and run to the butt part of the Bulbax.

This makes it A LOT easier!! Just start by swapping to Prez' and killing any larva. Now, throw all of your purples at the butt, and kill the larva as the purples are attacking. Immediately blow your whistle after killing the larva, but this time, you automatically avoid the rocks! The second it is back in place, throw all of your purples on the butt, kill the larva that pops out, and blow. Repeat until the boss is no more.

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===== #071 =====  
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NAME: Burrowing Snagret  
WEIGHT: 5  
POKO: 10

DESCRIPTION: This is an easy to describe boss. It has the body of a blue, skinny and smooth snake while it has a bird's head. Feathers are white, while the beak is yellow.

OLIMAR'S NOTES:

Burrowing Snagret  
Shiropedes anacondii  
Snavian Family

The majority of Snagret species lies 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 beside the bulborb. Visually resembling the Burrowing Snagret is the 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 absences of tail and wing markings.

LOUIE'S NOTES: Slice the serpentine torso into thin medallions, skewer on a metal rod with Hocotate onions, and barbeque over an open flame.

MY STRATEGY: It is the same every time, and you might need to swap purples for yellows. Here is the way how to kill it:

There are 3 ways on how to kill this half bird, half snake: the stupid way, the original way, or the easy way. I will explain all 3 ways in detail.

The stupid way is to grab whites and let the bird eat them, poisoning it. Yeah, lose all of your whites to kill one boss. This is NOT recommended if you want to survive later on. Trust me, I know! :P

The original way is to grab a kind of pikmin, and rush in and once it emerges, throw pikmin at his head and repeat, losing quite a bit of pikmin. This is better than the above way, but I still it isn't the best.

The best and easiest way is to begin the battle, and then notice: it comes out of the ground 2 ways: one by quickly coming out, and the other by slowly coming out (getting its head stuck). It mostly comes out quickly, but it sometimes comes out slowly. That is what you want. When it does, throw all of your purples on the head to make them quickly hurt it. Repeat. If it doesn't come out slowly, it will peck. You should run a GREAT distance to avoid it.

Repeat until it dies.

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===== #072 =====
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NAME: Beady Long Legs  
WEIGHT: 0  
POKO: 0

DESCRIPTION: This is an easy to describe boss. It is a brown spider with a large orb in the middle and 4 legs supporting it.

OLIMAR'S NOTES:

Beady Long Legs

Pseudoarachnia armoralis

Arachnorb Family

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

LOUIE'S NOTES: Poisonous. Consumption results in prolonged writhing and uncontrollable mirth.

MY STRATEGY: You should always lead it down, and then take yellows (on the first one; the second fight you need blues) to fight it.

----> CITADEL OF SPIDERS <----

As you walk into the middle of the area, it suddenly drops down, scaring the \*\*\*\* out of people. It scared me, so it should've scared you at least!! Anyway, this is easy and not very easy because of its big feet that could squish you. Anyway, use an Ultra Spicy Spray on your yellows and then rapidly throw yellows as fast as you can at the orb in the center. You can do it anytime, unlike red, purple, or white pikmin. Once it stops moving and starts to twists its body, blow your pikmin off, or it will shake them off, risking loss of flower pikmin and only leaf pikmin. It will then start stomping. Avoid its big feet so you lose no yellows, and repeat the tactic you have been doing before. After 3-4 times, it will at last die. Since it is so cool, I will describe how it dies.

First, very small red explosions quickly soar through the body, then it gets stiff, and then it opens the orb and turns into graffiti, disappearing.

----> HOLE OF HEROES <----

This battle is simple. Get your blues, Spice 'em up, and approach the large arachnid. Throw blues rapidly at the orb once it stops stomping around and lowers, and make sure not to make pikmin attack the feet. Just avoid the feet and kill it.

=====  
===== #073 =====  
=====

NAME: Emperor Bulbax

WEIGHT: 20

POKO: 15

DESCRIPTION: First, its tongue is purple. Okay, its back shell is green with some bubble things on it, and the mouth is tan and it looks "elderly". It has bulging eyes.

OLIMAR'S NOTES:

Emperor Bulbax

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.

LOUIE'S NOTES: To prep the tongue for cooking, marinate in olive oil and chop into cubes. Stir in a pot with carrots, potatoes, and chives, cover, and simmer over low heat for several hours. Accompany this mouthwatering, rustic stew with a hearty roll.

MY STRATEGY:

----> BULBAX KINGDOM <----

If you can time everything right, it will die in 5 seconds (this is called the "first phase"), but if you fail, then it becomes the "second phase", where it will be tougher. To defeat it on the first phase, start out by not walking that close, but so-so far, just not too close nor too far. 2 1/2 Olimar lengths should do. Anyway, go onto the side where Olimar is facing the part of the bulging eyes that is blinking. Hold "A" to grab a purple pikmin, aim the cursor between the eyes, and start throwing rapidly. It will emerge with a creepy roar, and it will lick, but by the time it finishes the lick, it will already be dead! If you didn't get this right, then you have a tougher fight ahead. Don't throw purples at the shell on its back, for it can't be harmed that way. You must throw at its face, and a good time to do so is after it licks. That brings up another point: if there is drool dripping from its mouth, it will lick. When it does, run away and after the short pause, start hurling piks at it. Blow once it shakes, for pikmin will go under it and the Emperor will jump and slam into the ground, killing pikmin underneath it. When it dies, it will start swinging its tongue, sending some saliva flying everywhere. It will then shrink, and die.

----> CAVERN OF CHAOS <----

This place is home to 2 Emperor Bulbaxes, but they are easy to kill. To begin the hunt, yet again, look for a pair of waving eyes. This time, the place is

surrounded in bomb-rocks. If an Emperor Bulbax swallows it, they will lose 1/6 of their health, AND will be stunned. This is why we should use the bomb-rocks in this battle.

To begin, take note of the location of the bulging eyes. If its on land, then do this strategy: To defeat it on the first phase, start out by not walking that close, but so-so far, just not too close nor too far. 2 1/2 Olimar lengths should do. Anyway, go onto the side where Olimar is facing the part of the bulging eyes that is blinking. Hold "A" to grab a purple pikmin, aim the cursor between the eyes, and start throwing rapidly. It will emerge with a creepy roar, and it will lick, but by the time it finishes the lick, it will already be dead! If you didn't get this right, then you have a tougher fight ahead. Don't throw purples at the shell on its back, for it can't be harmed that way. You must throw at its face, and a good time to do so is after it licks. That brings up another point: if there is drool dripping from its mouth, it will lick. When it does, run away and after the short pause, start hurling piks at it. Blow once it shakes, for pikmin will go under it and the Emperor will jump and slam into the ground, killing pikmin underneath it. When it dies, it will start swinging its tongue, sending some saliva flying everywhere. It will then shrink, and die. If it isn't on land, do this strategy, but with blues and use a bomb-rock to stun it before you hurl pikmin at it.

----> HOLE OF HEROES <----

This place is home to 2 Emperor Bulbaxes. Before fighting, dismiss your pikmin and take your whites and run around the arena. Disable all of the gas pipes, then go back to camp, dismiss your whites, and take your purples and run around the arena. You should see Mitites pop out of the ground, so kill these. Repeat until all of the Mitites are dead, and then approach a Bulbax to begin the fight.

If you can time everything right, it will die in 5 seconds (this is called the "first phase"), but if you fail, then it becomes the "second phase", where it will be tougher. To defeat it on the first phase, start out by not walking that close, but so-so far, just not too close nor too far. 2 1/2 Olimar lengths should do. Anyway, go onto the side where Olimar is facing the part of the bulging eyes that is blinking. Hold "A" to grab a purple pikmin, aim the cursor between the eyes, and start throwing rapidly. It will emerge with a creepy roar, and it will lick, but by the time it finishes the lick, it will already be dead! If you didn't get this right, then you have a tougher fight ahead. Don't throw purples at the shell on its back, for it can't be harmed that way. You must throw at its face, and a good time to do so is after it licks. That brings up another point: if there is drool dripping from its mouth, it will lick. When it does, run away and after the short pause, start hurling piks at it. Blow once it shakes, for pikmin will go under it and the Emperor will jump and slam into the ground, killing pikmin underneath it. When it dies, it will start swinging its tongue, sending some saliva flying everywhere. It will then shrink, and die. Do the same with the second one.

=====  
===== #074 =====  
=====

NAME: Giant Breadbug  
WEIGHT: 10  
POKO: 10

DESCRIPTION: This is a very... er... interesting creature. It has shiny brown skin, it's made out of 2 segments, and that is it about the skin! It has a tan, koopa-shaped mouth and 2 legs. Bigger than a regular Breadbug it is.



OLIMAR'S NOTES:

Giant Breadbug  
Pansarus gigantus  
Breadbug Family

This gargantuan species of the greater breadbug family has a torso so perfectly square that it almost seems like it was formed in a mold. For a brief period after birth, the Giant Breadbug competes for food with smaller breadbugs, but upon reaching maturity it seeks out much larger prey. This is the primary reason that two species with similar feeding habits can coexist in the same habitat. Hordes of pikmin appear to pose the only plausible threat to this massive creature's life.

LOUIE'S NOTES: Although cooking this colossal meat yields a mountain of meat, every ounce of it is flavorless. Only suitable for intergalactic all-you-can-eat buffets.

MY STRATEGY: You only fight this beast once in the Glutton's Kitchen.

Yes, it is already the final floor! This place is home to 3 treasures, but it is swarming with treasures. Okay, there are 2 Breadbugs and a seriously overlarge Giant Breadbug.

This is the easiest boss in the game, so don't be alarmed about this short walkthrough! Anyway, the 3 treasures should already have been taken away, so let's focus on hurting the creatures. First, dismiss your pikmin in a safe place close to the pod and take all of the yellows as Olimar. Swap to President and take the purples. Now, it is time to fight! Switch to Olimar and use his yellows to destroy all of the electric generators. After they are all down, kill one Anode Beetle. Wait for a Breadbug to take it and once they have it, take it to the ship to greatly hurt the Breadbug. Switch to President and throw a purple at it to kill the Breadbug. If it was the Giant Breadbug that took it, then good! It will lose half of its health, so let it continue. Just repeat until the Giant Breadbug dies (use Breadbug bodies to help). Kill the other Breadbugs and the fight is over.

=====  
===== #075 =====  
=====

NAME: Pileated Snagret  
WEIGHT: 5  
POKO: 15

DESCRIPTION: This is similar to the Snagret. The foot is the same colors/shape as the Red Bulborb's feet, and its long slimy body is green, while its feathers are red and orange. The beak is the same colors, but a bit longer, and overall, it is taller.

OLIMAR'S NOTES:

Pileated Snagret  
Shiropedes ambulatria  
Snavian Family

This variety of snagret has both the ability to burrow underground and walk above it. Its earthy red coloration and distinct yellow eye and ear markings make it immediately recognizable. Despite featuring a chimera-like merging of serpent and avian features, the Pileated Snagret has poor eyesight for a bird, perhaps due to the extended periods spent underground. To compensate for this, its nose features a thermal-sensing organ common to many snakes, making it a dangerously effective hunter.

LOUIE'S NOTES: You haven't lived until you've tried a mint-braised snagret shrank! Or if you're feeling especially saucy, stuff a bird with your favorite can of savory nectar, throw it on the barbeque, and let the juices mingle to make a mean beverage-canister snagret!

MY STRATEGY:

----> SNAGRET HOLE <----

This is home to the very evil Pileated Snagret. If you want to win this, then take all of your pikmin and dismiss them in the far back of a dead-end. Take only your flower purple pikmin and use the treasure gauge to locate the Snagret.

This is a fun, yet very tough fight. You see, this Snagret can hop on a foot! To win this, you must wait for it to emerge the slow way, like the Burrowing Snagret. This Snagret is smarter, and won't let purples kill it so easily, so expect many tries. I actually recommend an Ultra Spicy Spray for this fight! Once you are running, run as far as you can, for it will hop after you at an alarmingly fast rate. If you think you can live, then run away as far as you can, as it will hop after you if you are close, which to it is pretty far. Just run when needed and repeat and it should die quickly. It will die by screeching, then doing some back flip and imploding, leaving behind its head. Good luck, for this is one of the hardest battles in the game!

----> HOLE OF HEROES <----

It's your lucky day, for this sublevel is home to a Pileated Snagret! If you look in the center of the arena, you will spot a sand pit. This sucks pikmin to the middle, making this battle tougher. You might also find a Burrowing Snagret, but it should be ignored. Look for a dead-end, dismiss your pikmin, and take your reds.

This battle is the same as last time, with the exception of the sand pit. This is what you did last time, and what you should do: This is a fun, yet very tough fight. You see, this Snagret can hop on a foot! To win this, you must wait for it to emerge the slow way, like the Burrowing Snagret. This Snagret is smarter, and won't let reds kill it so easily, so expect many tries. I actually recommend an Ultra Spicy Spray for this fight! Once you are running, run as far as you can, for it will hop after you at an alarmingly fast rate. If you think you can live, then run away as far as you can, as it will hop after you if you are close, which to it is pretty far. Just run when needed and repeat and it should die quickly. It will die by screeching, then doing some back flip and imploding, leaving behind its head. Good luck, for this is one of the hardest battles in the game!

=====  
===== #076 =====  
=====

NAME: Man-At-Legs  
WEIGHT: 0  
POKO: 0

DESCRIPTION: This is my fav boss! It is a metal Beady Long Legs, except its legs are smaller, and it has a gun. Just picture a metal Beady Long Legs and there you go!

OLIMAR'S NOTES:  
Man-At-Legs  
Pseudoarachnia navaronia  
Arachnorb Family

This species of the arachnorb family fuses with machinery at a crucial point in the maturation process, giving it the ability to fire energy burst from the launcher beneath its orbular torso. However, the Man-At-Legs itself is not in control of this weapon. Instead, the mechanical portions of its structure appear to automatically acquire and attack targets. The Man-At-Legs has a gentle disposition, and as a member of the arachnorb family, it has no natural enemies. It is particularly difficult to understand why this species would develop such awesome offensive capabilities, leading to rumors in the scientific community that it was the machinery that approached the arachnorb and proposed the symbiotic relationship.

LOUIE'S NOTES: Although the meat is a bit on the metallic side, the oil makes a mouthwatering gravy or lubricative vinaigrette.

MY STRATEGY:

----> SUBTERRAIN COMPLEX <----

Ohhh yeah, the moment we have been waiting for! To begin, dismiss your pikmin and take the purples. Swap to Louie and gather the rest of the pikmin. Swap back to Olimar to begin a hike. Before we fight the boss, we must first take note of some "shields". Start walking counter-clockwise around the circle area and you should see a large hump with a handle on it. This is your first hiding place. Now, continue walking around the area until you come to a large "W". This is a very useful hiding place, for we will be using it a lot. Continue walking a little bit to find a handle. Face the metal orb and go behind the handle. If it shoots you in this angle, then you will be safe. Continue walking to find another small hump. This is useful, for you can walk over it and to the place. Continue walking to find another handle, this time rotated 90 degrees, so you will have to be facing the other way to stay safe. Continue walking to be back at the pod. Now, go to the large "W" as Olimar, then go there as Louie. Make Louie throw all of the yellows behind it, then find another hiding spot on the other side of the arena. As Olimar, stay near the "W" since we will use it very shortly. Now, it is time to fight the boss.

This is by far the most fun and exciting boss fight in the game, so I hope you are ready to have fun...and kill it! First, make sure the purples are with you, and then go to the middle. Walk up the slope to be right in front of the orb. Start chucking purples at the orb and it should steam soon. When it does, throw all of your pikmin on it again until it has fully risen. This should already get rid of 30-60% of its health! The second it twists, blow your whistle and take all of your pikmin and run to the "W"! It will pull out a very low range machine gun and start shooting at your pikmin! Ohhh god! Once behind the "W", take your yellows and dismiss your purples and read this: After some bullets are shot, it will pause for about 1 second, and then start shooting again. Wait for 3-4 of these pauses and it will stop and will start to move across the stage. Wow, that is one fast spider! Follow it and once it bends down, throw pikmin onto the orb. Also take note that once it has the machine gun out, it can't be hurt, so blow when it twists. Also, sometimes it will pull out its machine gun before you even get the chance to throw pikmin at it! Anyway, once its machine gun is out, run behind the nearest shelter, and if you can't find one, try the small shelter where the orb slept. Just repeat this strategy until you find it very weak, and then finish it off with a few more pikmin throws. Since this is the best ending of how a boss dies, I will most definitely describe it. First, small red explosions surround it. Then, it will become stiff and steam will shoot out of the orb. After a few seconds, it will EXPLODE, sending parts flying everywhere!!

----> HOLE OF HEROES <----

Guess whose favorite boss lives here? Pileated Snagret? Nope. Waterwraith? Nope. Man-At-legs? Yup! That's right metal spider fans; the Man-At-Legs is back!! This time, the area is filled with little water puddles. Before we fight

this large spider, let's take a hike through the area. Here are the things that can be good cover: the short walls, the large red bumps, and the handle thing. Before fighting, dismiss your pikmin and swap to Olimar. As Olimar, run far away, and swap to the Prez'. Take the rest, and hide behind the short wall. Swap to Olimar and position yourself on the opposite side. Spice up your blues, and then we begin.

This is by far the most fun and exciting boss fight in the game, so I hope you are ready to have fun...and kill it! First, make sure the blues are with you, and then go to the middle. Walk up the slope to be right in front of the orb. Start chucking blues at the orb and it should steam soon. When it does, throw all of your pikmin on it again until it has fully risen. This should already get rid of 30-60% of its health! The second it twists, blow your whistle and take all of your pikmin and run to any low wall! It will pull out a very low range machine gun and start shooting at your pikmin! Ohhh god! Once behind the short wall, read this: After some bullets are shot, it will pause for about 1 second, and then start shooting again. Wait for 3-4 of these pauses and it will stop and will start to move across the stage. Wow, that is one fast spider! Follow it and once it bends down, throw pikmin onto the orb. Also take note that once it has the machine gun out, it can't be hurt, so blow when it twists. Also, sometimes it will pull out its machine gun before you even get the chance to throw pikmin at it! Anyway, once its machine gun is out, run behind the nearest shelter, and if you can't find one, try the small shelter where the orb slept. Just repeat this strategy until you find it very weak, and then finish it off with a few more pikmin throws. Since this is the best ending of how a boss dies, I will most definitely describe it. First, small red explosions surround it. Then, it will become stiff and steam will shoot out of the orb. After a few seconds, it will EXPLODE, sending parts flying everywhere!!

=====  
===== #077 =====  
=====

NAME: Ranging Bloyster  
WEIGHT: 3  
POKO: 15

DESCRIPTION: This is the same skin color as a Toady Bloyster, but it also has large waving blue or red eyes, depending on the current captain.

#### OLIMAR'S NOTES:

Ranging Bloyster  
Molluscid predatoria  
Mollusking Family

This species of mollusk has shed its shell through the process of evolution. What appears as a flower-shaped protrusion on its back actually functions as its gills. The Ranging Bloyster ensnares small animals with its sticky tentacles, reels them in, and consumes them. Observers have noted that this creature exhibits a keen interest in flashing objects. It often tries to capture and ingest these objects. Researchers and explorers equipped with flashing identification beacons should be wary when in close proximity to this dangerous predator.

LOUIE'S NOTES: The gills are best prepared deep-fried in an herb and bread-crumbs batter. Also tasty poached and drenched with fish soy sauce.

#### MY STRATEGY:

----> SHOWER ROOM <----

Finally, the Final Floor! Just think, after this, we will have the game finished, but we still can come back to get the remaining treasures for a cool

ending! Anyway, to begin this battle, you will want to start by dismissing your pikmin. As Olimar, take the purples, and once you have all of the purples, swap to Louie. Take the reds and swap to Olimar. Walk to the split in the path. With Olimar, take one path and follow it to a black gate. If you look through it, you will see an oversized Toady Bloyster. Just keep smashing the gate down, and if it starts heading for you, swap to Louie. Follow the other path and smash this gate down to begin the actual battle.

This boss requires major leadership skills. Start out by running into the arena as Louie and get to the middle of the north or south wall. Once the Bloyster is in front of you, swap to Olimar and run to the other wall. Swap back to Louie and walk closer to the creature, and then swap to Olimar. As Olimar, notice that the Bloyster is paused for a bit, hurry and throw pikmin at the tail and once it makes the weird roar, call back your pikmin and switch to Louie. It will be confused, so throw more pikmin at the tail. When it makes the roar, call and swap to Olimar, and repeat this strategy. If Olimar gets too close to Louie or vice versa, get back into opposite positions again and continue. Also, if you stay as a certain captain too long, it will stick out its long tongues and will eat your pikmin, so be careful! Just keep switching between leaders, and get into position if you aren't in position. I just remembered this: when you are getting into position, swap back to the captain who is in position, wait for a bit, and then swap back to the captain. Stay too long as a certain captain and it will eat your pikmin. As per usual, I will describe how it dies. It will roar, and then it will expand, which will then make it shrink, making steam fly out.

----> HOLE OF HEROES (again?!) <----

The second you land, you will be standing right in front of a Ranging Bloyster! Look for a dead-end to keep your piks safe, and then go into the arena. You will find 2 Decorated Cannon Beetles and 2 Armored Cannon Beetle Larveas. If you want to live, then listen up! Swap between Olimar and President to lure the Bloyster away from your pikmin, and once you do, use the Decorated Cannon Beetles to kill the Armored Cannon Beetle Larveas. Now, make them kill themselves. Their rocks might hit the Bloyster, so make President be far away, lure the monster a far distance, and then make them shoot the rocks. With all of this ready, swap to the captain closest to the pikmin and nab 10 purples. Swap to the other captain and lure it away from the pikmin again. Swap to the captain that has the pikmin and hurl at the tail. When it targets you, blow your whistle and swap to the other captain once it faces you. Wait for the Bloyster to face the captain with no pikmin, and then swap to the other captain and hurl. Repeat until the Bloyster is decapitated.

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===== #078 =====  
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NAME: Waterwraith  
WEIGHT: 0  
POKO: 0

DESCRIPTION: This is a clear-colored liquid frog on what appears to be stone rollers.

OLIMAR'S NOTES:

Waterwraith

Amphibio sapiens

Unknown Family

All that is known about this creature stems from a few sightings deep underground. All reported sightings feature the same core sets of details: a giant, vicious form with a clear, hazy sheen not unlike hard candy. One theory

holds that it may be the ectoplasmic incarnation of a kind of physic phenomenon, but as is usually the case with such theories, it is very difficult to prove. All witnesses report being suddenly overcome with fear upon sighting the creature, approaching a state of panic and near insanity. In fact, every report an inordinate amount of extremely vague details, which has led to suspicion that exhaustion and fear have caused some simple natural phenomenon to be viewed as a living creature.

LOUIE'S NOTES: Inedible. Known to cause mass hysteria, followed by leg spasms and internal thunderings.

MY STRATEGY: He is immune if he falls on the first 4 sublevels, so try to ignore it. The Final Floor is where you can harm it.

----> SUBMERGED CASTLE <----

This must feel like heaven, ey? Luckily, the Waterwraith never drops until you go into the arena, so stall all you want! The good news: the boss is easy, and the bad news: you probably are down to 60- Blue Pikmin, as am I. I'm not including the Bulbmin. Finally, Bulbmin don't exit with you, so we should have PLENTY of Bulbmin with us. Start out by smashing the 3 gates in the starting area. Ignoring the eggs, throw Bulbmin into the 2 Purples Candypop buds for 10 purples. Now, smash the 3 eggs and do this: hold A and press up to find a certain type of pikmin, then throw. Try to throw all of the leaf pikmin you have out of the flower pikmin squad and once you have them, dismiss and make Louie take all of the pikmin except the leaf ones. Swap to Olimar and take the leaf ones, then break eggs for nectar, so you should have nothing but flower pikmin in no time! To end this, smash the final black gate, blocking the boss arena, and throw all of your Bulbmin back, for they are useless. Hold the A button and swap to purples, and then walk to the egg in the middle of the arena to make the boss fall.

This boss is fun, and it is time to get our revenge on this monster! First take note that you NEED purples to harm it. That was why I never commanded you to throw pikmin at it in the earlier sublevels. The Purple Pikmin have some sort of chemical on them so they can harm it. Anyhow, this boss will start out by falling and lifting its rock thing. Get to the side of it as it lifts it and once I drops it and after it is wiggling its head, throw a purple at it and it will turn purple. Throw pikmin rapidly at its purple body, doing nothing else. It will several times roar and turn purple again, sending pikmin flying. If this happens and pikmin don't reach it quickly enough, then it will make a new roar, so gather your pikmin as it smashes its rocks and starts to roll around. Be sure not to get squished with the rock rollers, or those rocks could crush your pikmin's internal organs. After repeating several times, you will see the rocks burst, beginning stage 2. Now, it runs like a coward away from you! There is no way you can get hurt by it, so you better start freaking out and start laughing. Follow it and after running a lot, it bends down and starts panting. Throw purples at it for more purple madness. It will shake a lot still, but continue to hurt it. If you wait too long again, it will start running some more. After it dies, there is a cool ending! First, it looks like it was shot, for it tilts its body and bubbles start popping out. After it does that, it will shatter into many bubbles, being fully vaporized.

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===== #079 =====  
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NAME: Segmented Crawbster  
WEIGHT: 20  
POKO: 15

DESCRIPTION: This is a large creature! It has a large blue shell, a red face with dark red lips, and a dark blue arm thing. The underside is flashing in different colors. The shell is more like a tail, and the head is at the top of under the shell.

OLIMAR'S NOTES:

Segmented Crawbster  
Parastacodia reptania  
Creep-crab Family

This gigantic beast is wrapped in a hard shell. In an atypical evolution, the right front leg of this creature is hypertrophic, taking on the function of an arm, rather than a leg. Its asymmetric physical development is unique in the natural world. One unlucky explorer's incorrect conclusion that this creature adheres to a pattern of peaceful, quiet behavior led to an unfortunate incident. In fact, this beast exhibits intensely hostile, aggressive tendencies, aiming at prey and ramming them at full speed.

LOUIE'S NOTES: Dessert meats are all the rage on Hocotate. When the planet's finest chefs hear about the kind of sorbets, pies, and parfaits you can make with the claw meat on this sweet beast, they'll clamor for every morsel we bring home!

MY STRATEGY:

----> CAVERN OF CHAOS <----

Ohhh yeah, my favorite type of floor! This means there will be a boss! If you are lucky, you will land in an area that is a small square. If there isn't a geyser here, then you are lucky. You get this whole area to play around in! Dismiss your pikmin and take your reds.

This is the reason why the cave's rating is a "\*\*\*\*" instead of a "\*\*\*1/2". This boss is the second most evil boss in Pikmin 2, and it is hard to not lose any pikmin in this battle. To win this battle, use an Ultra Spicy Spray on your purples and go to the middle of the arena for a crab thing with what looks like some blue thing as one of its arms. After it lands, I will use the blue thing to move, so don't get near the blue thing. If so, the crab swipes at your pikmin, dealing no damage but deflowering them. After running away a lot, it will eventually roll into a ball and will follow you. Just run back to the small square to come to a steep slope. Run up it and wait for the crab to hit the wall. After this, tons of rocks will fall from the sky and will try to squish you. Just run around to avoid this. While it is turned over, look at the thing flashing colors. Throw reds at it, for it's the only weakness. You might have to stand back for reds to reach, and if your reds can't reach, then try yellows. Time to describe the ending! First, it kind of bursts a bit, and does a short screech, and then it will dry up until it dies.

=====  
===== #080 =====  
=====

NAME: Raging Long Legs  
WEIGHT: 0  
POKO: 0

DESCRIPTION: This is the biggest spider enemy ever!! It is a black spider with LARGE feet and black hair on it. There is a HUGE orb in the middle that is black with red lines.

OLIMAR'S NOTES:

Raging Long Legs  
Pseudoarachnia furiendis

## Arachnorb Family

Arachnorbs boast a wondrous biological composition, with a silicon-based exoskeleton and innards coated with malleable heavy metals. However, much about these creatures remains a mystery, as specimens regularly explode when they are dissected. These explosions produce scorching flames that completely melt all internal organs, leaving us with a disappointing lack of information on the inner working of this species. We must await the development of new dissection processes and more specialized research before we can better understand this enigmatic creature. However, the following observation notes have been recorded: appears to be leveling around for unknown purpose... Location of eyes and ears not readily apparent... Freezing a specimen may yield new research opportunities.

LOUIE'S NOTES: Neither boiling nor baking can diminish this creature's overpowering musky scent. Only suitable for serving to unpleasant in-laws.

## MY STRATEGY:

----> HOLE OF HEROES <----

Ahhh yes, the Final Floor! Blow your whistle and call all of your pikmin to you, and once you have, go around the area, killing the 2 lesser Spotted Jellyfloats and the 2 Greater Spotted Jellyfloats. Go back to the pod and dismiss your pikmin and take your purples. Go to the middle of the arena to begin the second-to-last final real boss battle.

This boss is very easy to hit, mainly due to the LARGE orb and how low it is. This is basically a much larger version of a Beady Long Legs. First, wait for it to fall, and then start hurling purples rapidly at the large black orb. Once it twists, blow your whistle and RUN AWAY!!! I bet you could tell it has a lot of health, ey? Watch as you see the Raging Long Legs stomp around the stage really quickly. With its speed and those large feet, you would lose purples in mere seconds! Count how many times it stomps, for once each foot stomped 2-3 times each (8 or 12 stomps total), run back in and hurt it by throwing purples at the orb. Just repeat until it dies, but it is alright if you use an Ultra Spicy Spray, for this fight can take a while without it. The Raging Long Legs dies the same way as the Beady Long Legs, so no surprise here!

=====  
===== #081 =====  
=====

NAME: Titan Dweevil

WEIGHT: 0

POKO: 0

DESCRIPTION: This is a large spider! It looks black with the weapons on its face when it has the "armor", and it is raw meat-looking when the armor falls off. It looks like a large Dweevil with a new color.

## OLIMAR'S NOTES:

Titan Dweevil

Mandarachnia gargantuim

Dweevil Family

The largest member of the dweevil family, this fearsome predator carries protective components that often exhibit offensive capabilities, an evolution that may be attributed to mere chance. Another evolutionary theory is that the chemical contents of the containers carried by the Titan Dweevil contribute to possible gene splicing. While other dweevils do not seem to choose what objects they carry, the Titan Dweevil appears to prefer shiny objects above all others.



LOUIE'S NOTES: Eaten raw, this predator's luxurious legs are bold and full flavored. What a satisfying crunch!

#### MY STRATEGY:

----> DREAM DEN <----

This ultimately evil Dweevil is equipped with 4 weapons, each shoots out an element, so it's VERY POWERFUL!!! The Titan Dweevil will take 15-45 minutes, depending on your skill level. Actually, it is possible to beat it faster, but we won't, okay? Enough chat! I will tell you about each weapon below. Absorb this into your brain, for this is very important for the battle! I will list them in the order you remove them.

#### WEAPON #1: Faucet (Monster Pump)

ELEMENT: Water

LOCATION: Without rotating camera, on the west side of the Titan Dweevil

STRATEGY: This weapon is very powerful, and must be dealt with first, mainly due to the fact it goes anywhere in the entire field! It starts by firing a lot of balls of water. When the balls hit the pikmin, pikmin run around like crazy. Blow your whistle to save them. To stay alive, keep switching between captains every 5 seconds to make sure no pikmin have gone under the spell. Once it starts smoking, the weapon will fire more water balls at a much faster rate, too. Just make sure you keep switching, or else pikmin will die and you will go like, "Huh?"

#### WEAPON #2: Large Electric Generator (Shock Therapist)

ELEMENT: Electricity

LOCATION: Without rotating the camera, on the front part of the Titan Dweevil

STRATEGY: Due to the fact of instant death to anyone other than yellows, this should be detached second. It isn't first because the electricity NEVER goes to the upper part of the arena. You see, it attacks by sending spike balls flying around the arena. Like 20 Anode Beetles all connecting at once, electricity will connect through every ball. To avoid this, think of it as "connect the dots", and that the "line" that is made is the line you should avoid. After it starts to smoke, when the Dweevil is spitting out the balls, they will connect in mid-air, then will do a bounce of the ground. It might also move a little, too. For this, look at the lines while the outline is in mid-air. Since you should be using yellows only, this weapon should be completely harmless! Just make sure that it is down for sure before continuing to attack the Dweevil...

#### WEAPON 3: Part of a Flame Thrower (Flare Cannon)

ELEMENT: Fire

LOCATION: Without rotating camera, on the east side of the Titan Dweevil

STRATEGY: Luckily for you, this isn't that hard to avoid. This involves the fire cannon firing (get the pun?) out the fire in a flame thrower fashion. The way to avoid this is very simple: when the Titan Dweevil is about to fire it, immediately run up one of the slopes and wait on the upper part to avoid it. If you are caught down there with the weapon, then just keep running in the same direction and get out of the range. It makes a 180 degree semi-circle, so stay on the other side. Once it is smoked, it will make the fire longer so it is unavoidable if you just stand and let it pass you. It will also move a bit faster, and it will rotate in the direction you are running, so it never stops at a 180 degree point. This is third since it is the stronger one of the last 2.

#### WEAPON 4: a poison case with a skull with crossbones (Comedy Bomb)

ELEMENT: Poison

LOCATION: Without rotating the camera, on the back side of the Titan Dweevil

STRATEGY: This weapon has the power of poison on its side. Don't get fooled by the name. It may sound like laughing gas, but is pikmin chocking what you'd

call laughing? I think not! This weapon may have 3 long lines of poison, but they are slower and skinnier than the Flair Cannon's fire line. To avoid this, once the Titan Dweevil prepares for the attack, run up the slope to the safe upper area, but if you are caught in the middle of it, stay between a poison line and follow it. Once this bad body gets smoking, it will fire 4 instead of 3 poison lines, making less space between each one. It also might reverse directions when you least expect it, so be on your toes!

Before we fight, I forgot to tell you: the Titan Dweevil's feet are harmless, as they are so skinny. Also, the weapon attacks stun you, but never hurt your captain. This is bad, because what if you keep getting stunned over and over but can't get up to save your piks from the fires?

Also, the Titan Dweevil will change color on what weapon it will use. Match the color with the element, and boo-yah! So if it turned purple, it would about to fire the Comedy Bomb! Red is Flare Cannon. Yellow is Shock Therapist. And blue is Monster Pump.

Finally, when a weapon is smoking, it will have a greater chance of use. If more than one is smoking, then those smoking will have a better chance than the rest. To finish this, weapons smoke when they lose half of their health.

My final note is when you are attacking a weapon as the Titan Dweevil holds it up to indicate its going to use it, the piks keep attacking it, but once the Titan Dweevil brings it in to attack, once it just starts to move to the Dweevil, the attacking piks will instantly fall off.

Now, for the actual guide! Start out by hurling yellows at the faucet as it is rising. Almost instantly, it will fire an attack. If it's the Water attack, then avoid the bubbles for 5 seconds, switch to President, and blow your whistle at any drowning pikmin. Swap back to Olimar and repeat til it stops. If it fires the Fire or Poison attack, go up to the upper level ASAP to avoid the attack. If it fires the electricity attack, ignore it and keep attacking the faucet. After it attacks, go back to the faucet and continue it until it suddenly lifts an attack. Run, swap, or keep attacking, depending on the element attack. Also, if left still, it will start walking. Even though it makes a small rumble each time it stops, ignore it, for it is still harmless. Just repeat this until it bubbles. Repeat, but expect more Water attacks! Just keep doing this until the weapon falls off of the Dweevil. Also, use Ultra Spicy Sprays if you want.

After the weapon falls off, ignore it. We don't want to risk the Dweevil attacking the piks as they carry the treasure. Just make sure that you don't accidentally throw pikmin at it as you throw piks at the treasures. With that out of the way, let's proceed on killing the Dweevil, okay?

With the most deadly weapon gone, let's turn to the second most deadly weapon, the Shock Therapist, and tear it down, okay? First, take note that it is okay to use an Ultra Spicy Spray, so don't fret! In fact, activate one and attack the yellow light bulb thing. Keep attacking until it uses a weapon. If it's the actual Electric attack, then toss pikmin at it as it is using it to deal damage. If it's the other 2 attacks, then run away up the slopes to avoid them. Luckily, you won't have to worry about the Water attack, so relax! Just keep attacking it until it snaps off. That means that we are halfway done!

Once the evil electric weapon is no more, be sure to ignore it, as we still have a chance of losing piks! Well, the yellow's job is all done. You could keep attacking with yellows, but who'd want to risk that chance! :P Anyway, return to the President, make him dismiss his pikmin, dismiss your yellows, and take the reds. Swap to Prez' and make him take the rest. Now, switch to Olimar

and go back into the battlefield.

Well, the bad news is that with reds, you have to wait for it to lower. There are also 2 techniques I just thought of: when the Titan Dweevil is about to use the Flare Cannon (when it holds the weapon up), wait for a second and throw piks as it brings it down. They will attach to it and keep attacking until it is over! The second thing is that when the Dweevil is using the Flare Cannon, get on the opposite side of the arc and get under the weapon. You can throw pikmin at it from under it! Okay, now once the Dweevil uses the Comedy Bomb, run away! Don't forget it is alright to use an Ultra Spicy Spray. Also, the second technique can't be used once the Fire weapon is smoking.

Once the weapon drops, IGNORE IT, mainly due to the fact that the Dweevil will keep using the Poison attack, and that is a bad thing. Instead, head back to Prez', make him dismiss, dismiss your reds, and take your whites. Make Prez' take everything else, then switch to Olimar and go back into the arena to continue the fight.

With whites, you must feel very relieved to know that no matter what happens, you won't lose any whites! The battle is pretty much over now. Also, you can do my first trick that I said above, but not the second, thanks to the gas at the base of the weapon. Anyway, the TD has to bend down even lower for you to attack the weapon. I'd recommend luring it to a slope and throwing whites from the slope onto the Dweevil. You can use an Ultra Bitter Spray, too. The spray freezes the Dweevil but not the weapon, so use this when the TD bends down very low. Well, just keep attacking, avoid the poison lines, for Olimar stills gets stunned, and repeat until the weapon is off.

The second the fourth and final weapon gets peeled off, the armor suddenly falls off of the Dweevil. Wait, how did that happen? How did the armor slip off? Maybe the weapons acted as nails of something. Anyway, you will get to see the juicy and tender-looking actual body. To me, it looks a lot more hideous than it did before! Anyway, I bet you thought now that it is angry that it will attack with all elements! It will send electricity all over the stage!!!111! shiftl!!! Well, you thought right. J/k Now, behold the awesome power of... nothing!!

With this Dweevil like this, go back to the President, reunite the leaders, and prepare to attack! The way to kill it now is to run up to it, aim a pikmin, and START HURLING PIKS AT IT LIKE MAD!!! Guess what its ultimate attack is? Well, the cool grabby thing it does with its... arm things is... shake off your pikmin! Yeah, you heard me! This useless Dweevil only attacks by shaking off pikmin! Pelt it down with piks, and when it shakes, keep throwing piks at it and its health meter (did I mention it actually has a health meter?) will soon empty.

After it is dead, you will see my favorite boss death thing of all time! First, the Dweevil gets covered in blue bubbles. It goes over its whole body, and once it does, there is a gooey sound and the bubbles start to ooze. After this, it pops, sending goo everywhere (well, you can't see it)!

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~~~~~ 15. PLANTS ~~~~~

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Well, this section is home to the plants you encounter! Here is my preview of what it will look like:

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===== #999 =====

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NAME: Farting Tulip [the name of the plant]

DESCRIPTION: A brown dandelion. [What it looks like. Will judge by real life appearances]

OLIMAR'S NOTES:

Farting Tulip [the reg. name]  
Gasesses Plantophic [the scientific name]  
Tulip Family [what group it is classified in]  
Well, this thing farts a lot. [Basic description]

LOUIE'S NOTES: It's a very tasty, especially the fart!

MY WORDS ON THE PLANT: Yeah, it really DOES fart! Does anyone notice the brown gas going in the air?

\*\*\*\*\*

Now, for the controls:

"A": Throw Pikpik Carrot

"X": Olimar's Notes

"Y": Louie's notes

"Z": use Ultra Bitter spray on current creature

"L/R": Alternate between Treasure Hoard and Piklopedia

"C-Stick": Rotate camera in direction the creature is moving

"D-Pad Up": Zoom in

"D-Pad Down": Zoom out

\*\*\*\*\*

And finally...

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===== #046 =====  
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What, we have to get the ones we skipped!!

NAME: Lapis Lazuli Candypop Bud (blue)

DESCRIPTION: This is a flower with large, blue petals. No stem, as it is on the ground.

OLIMAR'S NOTES:

Lapis Lazuli Candypop Bud  
Flora Cobaltium  
Candypop Family  
No matter what color pikmin is tossed into the bosom of this flower, it spits out the same number of blue pikmin. This family of plant boasts soft, fleshy leaves, the sinewy tendrils of which allow the flower open and close repeatedly over the course of a day.

LOUIE'S NOTES: This flower's tough texture makes it unsuitable for salads, but its bright blue hue makes for a grandiose garnish.

MY WORDS ON THE PLANT: First, locate the Bud. Once you've found it, think: do

you need blue pikmin? If so, then hurl 5 of the type of pikmin you have the most of in your group (so if you have 25 reds, 5 yellows, 5 blues, 10 purples, and 10 whites, you'd throw 5 reds into the flower). Take note that you should never use white or purple pikmin, but you can throw Bulbmin inside. Also, if you throw a blue pikmin in, it won't count to the 5 things, but the blue will be a sprout.

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===== #047 =====  
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NAME: Crimson Candypop Bud (red)

DESCRIPTION: This is a flower with large, red petals. No stem, as it is on the ground.

OLIMAR'S NOTES:

Crimson Candypop Bud  
Flora refusia  
Candypop Family

No matter what color pikmin is tossed into the bosom of 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 xenobotanical sciences, and thus have not yet been appropriately studied and classified.

LOUIE'S NOTES: This spicy flower combusts upon contact with the tongue. Keep fire-retardant condiments within arm's reach!

MY WORDS ON THE PLANT: First, locate the Bud. Once you've found it, think: do you need red pikmin? If so, then hurl 5 of the type of pikmin you have the most of in your group (so if you have 5 reds, 5 yellows, 55 blues, 10 purples, and 10 whites, you'd throw 5 blues into the flower). Take note that you should never use white or purple pikmin, but you can throw Bulbmin inside. Also, if you throw a red pikmin in, it won't count to the 5 things, but the red will be a sprout.

=====  
===== #048 =====  
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NAME: Golden Candypop Bud (yellow)

DESCRIPTION: This is a flower with large, yellow petals. No stem, as it is on the ground.

OLIMAR'S NOTES:

Golden Candypop Bud  
Flora aurumia  
Candypop Family

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

LOUIE'S NOTES: This tart flower's acidic juices can burn a hole through a frying pan. Eating it would be unwise.

MY WORDS ON THE PLANT: First, locate the Bud. Once you've found it, think: do you need yellow pikmin? If so, then hurl 5 of the type of pikmin you have the most of in your group (so if you have 5 reds, 5 yellows, 55 blues, 10 purples, and 10 whites, you'd throw 5 blues into the flower). Take note that you should

never use white or purple pikmin, but you can throw Bulbmin inside. Also, if you throw a yellow pikmin in, it won't count to the 5 things, but the yellow will be a sprout.

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===== #049 =====  
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NAME: Violet Candypop Bud (purple)

DESCRIPTION: This is a flower with large, purple petals. No stem, as it is on the ground.

OLIMAR'S NOTES:

Violet Candypop Bud

Flora puniceus

Candypop Family

Research from our most recent expedition has confirmed the presence of candypop buds in subterranean regions. Considering the micro-ecologies this plant has been found in, one could surmise that IT COULD BE FOUND IN ANY CAVERN, REGARDLESS OF THE GEOGRAPHIC REGION. Tossing pikmin into this flower results in the release of purple pikmin seeds, regardless of the color of pikmin tossed in. This variety of candypop contains robustly odoriferous oils. If candypop flowers could be cultivated, there is no doubt that the plants would offer multifaceted benefits to the cosmetic, medical, and tourist industries.

LOUIE'S NOTES: The convenient purple flower secretes a dark, flavor oil that eliminates the need for salad dressing!

MY WORDS ON THE PLANT: First, locate the Bud. Once you've found it, think: do you need purple pikmin? If so (which should be an obvious "yes"), then hurl 5 of the type of pikmin you have the most of in your group (so if you have 10 reds, 50 yellows, 10 blues, 10 purples, and 10 whites, you'd throw 5 yellows into the flower). Take note that you should never use white pikmin (mainly because of how rare these piks are), but you can throw Bulbmin inside. Also, if you throw a purple pikmin in, it won't count to the 5 things, but the purple will be a sprout.

=====  
===== #050 =====  
=====

NAME: Ivory Candypop Bud (white)

DESCRIPTION: This is a flower with large, white petals. No stem, as it is on the ground.

OLIMAR'S NOTES:

Ivory Candypop Bud

Flora niveus

Candypop Family

Research from our most recent expedition has confirmed the presence of candypop buds in subterranean regions. Considering the micro-ecologies this plant has been found in, one could surmise that IT COULD BE FOUND IN ANY CAVERN, REGARDLESS OF THE GEOGRAPHIC REGION. Tossing pikmin into this flower results in the release of white pikmin seeds, regardless of the color of pikmin tossed in. In many cases, plants with small leaves typically have limited photosynthetic capabilities, and thus must find alternate means of obtaining nutrients, with parasitic and predatory behavior being most common. The candypop should be considered one such example.

LOUIE'S NOTES: This elusive flower spoils within seconds of picking, making it

unsuitable for cooking.

MY WORDS ON THE PLANT: First, locate the Bud. Once you've found it, think: do you need white pikmin? If so (which should be an obvious "yes"), then hurl 5 of the type of pikmin you have the most of in your group (so if you have 10 reds, 50 yellows, 10 blues, 10 purples, and 10 whites, you'd throw 5 yellows into the flower). Take note that you should never use purple pikmin (mainly because of how rare these piks are), but you can throw Bulbmin inside. Also, if you throw a white pikmin in, it won't count to the 5 things, but the white will be a sprout.

=====  
===== #051 =====  
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NAME: Queen Candypop Bud

DESCRIPTION: This is a flower with large, white petals. No stem, as it is on the ground. It has color-changing polka dots.

OLIMAR'S NOTES:

Queen Candypop Bud  
Flora regina  
Candypop Family

This specimen constantly changes colors. When pikmin are thrown into it, it shoots out seeds that match the flower's coloration at the moment the pikmin landed inside of it. The number of seeds shot out is always greater than the number of pikmin thrown in. It can be said that this was a completely baffling plant, and many mysteries remain over precisely what sort of relationship it has with the pikmin. It could appear that the pikmin would gain all of the benefit from this relationship... Perhaps it is simply a different variety of pikmin to begin with?

LOUIE'S NOTES: Eating this flower leads to spectacular, breathtaking indigestion.

MY WORDS ON THE PLANT: Your first priority is to see if you have 100 piks by the time you reach it. If so, then ignore it. If not so, then let's use it! First, what color piks have you lost? To find out, look at the numbers I recommended for the cave and dismiss. So if I said 10 of each, dismiss. Now, look for one that has less than the requirement (so if all the others had 10, but yellows had 8, then this would be the one), and if multiple are choose the one that lost the most. If it is a purple or white, then anyone will do. Now, hold the color pikmin that is lacking, and throw it into the flower once the polka dots match the color of the color you are holding right now. Throw it for the Bud to spit up to 9 seeds out at once. Cool! The bad news is that one go and it is gone. Even if you only get one pik from the bud (99 pikmin), it will fade, so use it near the end of a sublevel!

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===== #058 =====  
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We finally skip to #58!

NAME: Pellet Posy

DESCRIPTION: This is a flower with a pellet in the middle of it. Depending on the size of the pellet, the size of the flower could change.

OLIMAR'S NOTES:

Queen Candypop Bud

Amplus nutrio

Pellet Weed Family

In the stem of the Pellet Posy, one can observe the muscle fiber unique to the half-plant, half-animal species such as 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 nutrients in the soil explains why the pikmin and so many of the other indigenous species are so reliant on these pellets for substance.

LOUIE'S NOTES: On a quest for the perfect hors d'oeuvre? Slow cook this plant in a wood-fire oven, but be careful to serve only the tender pellet.

MY WORDS ON THE PLANT: These are the most common plants in the game! There were the plants with the red "1"s on them and such! They can come with 1, 5, 10, or even 20-Pellet combinations. The 2 ways to kill it are both effective. The first is to swarm it, while the second is to throw a pik at the flower/pellet part of the plant. I'd recommend the second way if it is flashing colors. Throw a pik the second the color you want pops up to have the large/small pellet.

=====  
===== #059 =====  
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NAME: Common Glowcap

DESCRIPTION: This is a blue stem with a mushroom on top. The mushroom is glowing a bluish color.

OLIMAR'S NOTES:

Common Glowcap

Fungi lumenarium

Glowcap Family

The light emitted from this rare mushroom is neither a reflection, nor a release of stored light. It grows not only on decomposing trees, but on rocks and soil. This mushroom's fungal filaments are capable of stabilizing and concentrating pure Hocotatium 111. It is none other than the Hocotatium 111 approaching the point critical mass that causes the glowcap's blue luminescence.

LOUIE'S NOTES: Rapturous fresh or sauteed, this illuminating fungus will be hot in the galaxy's trendiest restaurants.

MY WORDS ON THE PLANT: The blue color is very neat and pretty. Who agrees with me? The light can light up dark areas, but this is before you get the "Solar System".

=====  
===== #060 =====  
=====

NAME: Clover

DESCRIPTION: This is a clover. If you have no clue what that is, then go and leave. If you really want to know, a stem with 3 leaves on it. There are also the extremely rare clovers that have 4 leaves.

OLIMAR'S NOTES:

Clover

Quattrius infectum

Clover Family



This is a naturalized species. These plants are extremely persistent, and with the assistance of a symbiotic fungus that grows on its roots, the species is able to survive even in drought conditions. Typically, its leaves come in groups of three, but intense impact upon the leafing system early in the development cycle can result in an extremely rare four-leaf cluster.

LOUIE'S NOTES: Mildly poisonous. May result in nausea, headaches, fever, fatigue, chest pains, paralysis, loss of bone density, moodiness, feral rage, sauciness, dilly-dallying, strokes of brilliance, and untimely doom.

MY WORDS ON THE PLANT: Wow, I didn't know that if you ate a clover, this much bad things could happen! Anyway, I never saw a four-leaf clover except the treasure clover, but maybe I missed one!

=====  
===== #061 =====  
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NAME: Figwort

DESCRIPTION: This is a group of beautiful red flowers (not roses).

OLIMAR'S NOTES:

Figwort

Srcophularia xenomium

Figwort Family

This plant offers an excellent example of a non-native species introduced into the ecosystem by some unknown method. Upon introduction, it quickly established a foothold and adapted to the new habitat. This plant's distinct flowers usually exhibit a stunning blue in early spring, but recent fieldwork has recorded specimens displaying a deep red hue. Although this may represent a sudden deviation in genetics of this species, the red coloring is much more likely an anomaly. Additional readings suggest no significant atmospheric or solar radiation changes have occurred in the ecosystem, leaving open the possibility that soil composition and mineral deposits may have effected petal coloration.

LOUIE'S NOTES: This titillating ingredient tastes impossibly fresh, but you must cook it immediately after picking. If you don't, it will go bad in minutes!

MY WORDS ON THE PLANT: Well, these are very common plants in the Awakening Wood. It also has very pretty flowers, so that means it might also grow a bit in the caves of the Awakening Woods, too.

=====  
===== #062 =====  
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NAME: Dandelion

DESCRIPTION: This is a yellow flower with a weed kind of thing around the long stem.

OLIMAR'S NOTES:

Dandelion

Taraxacum officinale

Dandelion Family

This perennial grows best in locations with full sun exposure. Its flowers boast countless tiny yellow pellets packed together in a head. This species seems to have as many weed-like variants as petals, so more detailed research on these plants would best be left to a botanical research specialist.

LOUIE'S NOTES: Young leaves are only suitable in garden salads. Use the flower to add color to your dishes.

MY WORDS ON THE PLANT: Wow, this is a good-looking plant! Does anyone notice on the plant the "fuzz"? Well, this was the "petals" that Olimar said in his notes! Cool, ey?

=====  
===== #063 =====  
=====

NAME: Seeding Dandelion

DESCRIPTION: This is a white flower with a weed kind of thing around the long stem. There is "fuzz" on the plant.

OLIMAR'S NOTES:

Seeding Dandelion

Taraxacum ventulus

Dandelion Family

It is believed that this plant produces tufted seeds with a parachute-like arm, which allows it to gently ride the wind. This increases the distribution range of the plant considerably.

LOUIE'S NOTES: Dried, roasted, and finally ground, the root of this plant makes a passable coffee substance.

MY WORDS ON THE PLANT: Do you know those white plants that when you blow at it, the white stuff goes in the air? Well, this is this exact plant! Just brush it with either your piks or your leaders and the white stuff will go in the air! Woo!!! So awesome!!!!

=====  
===== #064 =====  
=====

NAME: Horsetail

DESCRIPTION: This is a plant with a LONG brown stem with brown fuzz at the top. This is similar to the Foxtail.

OLIMAR'S NOTES:

Horsetail

Equestris vindico

Horsetail Family

This variety of horsetail is prevalent in regions with low nutrient content in the soil. Unlike most other plants, this species propagates itself through the release of spores.

LOUIE'S NOTES: Remove and discard the primitive, scaly leaves, then blanch the tender stock in a buttery broth.

MY WORDS ON THE PLANT: You know I really don't see the difference that much between this and the Foxtail. Weird... anyway, this plant is very brown and tall. Yeah, that's it.

=====  
===== #065 =====  
=====

NAME: Foxtail

DESCRIPTION: This is a plant with a LONG yellow stem with brown fuzz at the top. This is A LOT taller than the Horsetail.

OLIMAR'S NOTES:

Foxtail

Vulpes cauda

Foxtail Family

This plant remains erect after withering and losing its color, so we can only hypothesize about the true color of the plant's plumage. However, local soil analysis indicates trace amounts of dormant seeds, making it not hard to imagine that the area was thick with these plants in the summer.

LOUIE'S NOTES: Inedible. Plagues victims with potent, debilitating cramps.

MY WORDS ON THE PLANT: You know I really don't see the difference that much between this and the Horsetail. Weird... anyway, this plant is yet another one that has the first part of the word named after an animal. I don't know anything more about this weird plant.

=====  
===== #066 =====  
=====

NAME: Glowstem

DESCRIPTION: I don't know why, but it looks like a red glowing Christmas light with part of the cord.

OLIMAR'S NOTES:

Glowstem

Nocturnica illuminati

Glowcap Family

Although they are obviously unrelated, the Glowstem bears a striking resemblance to the street lights on Hocotate. It is highly possible that Glowstems could be a relic of some unknown civilization beyond the scope of our imagination.

LOUIE'S NOTES: Inedible. Known effects include uncontrollable episodes of impromptu break dancing.

MY WORDS ON THE PLANT: Well, this is another Glowcap wannabe. It is very red when it glows, and it also helps in darkened areas... unless you have the "Solar System"!!

=====  
===== #067 =====  
=====

NAME: Margaret

DESCRIPTION: This is a bundle of short yellow flowers.

OLIMAR'S NOTES:

Margaret

Luminosus croceus

Chrysanthemum Family

This plant's delicate yellow flowers often inspire waves of nostalgia, giving a bittersweet to anyone who gazes upon them.

LOUIE'S NOTES: Can be eaten fresh out of the soil, but it's much more flavorful when incorporated into a heavenly veggie lasagna.

MY WORDS ON THE PLANT: This plant wins the award for "Olimar's shortest notes on this thing"! If you think about it, do you recognize this [look at family type] plant? ;)

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===== #068 =====  
=====

NAME: Fiddlehead

DESCRIPTION: A green stem.

OLIMAR'S NOTES:

Fiddlehead

Violinae orchestrus

Fern Family

At first glance, this plant resembles the spring used in the ship's sub-light engine. Many of its most primitive characteristics remain intact, including the habit of spreading through the dispersal of spores.

LOUIE'S NOTES: Sun-dry the leaves for several days, and grind them with a mortar and pestle. The resulting herb grants aromatic, earthy flavor to mutton and poultry dishes.

MY WORDS ON THE PLANT: You know, how can a stem be a plant? Could this be a tall flower that lost its flower part? Could this just be how the plant looks? We will never know...

=====  
===== #069 =====  
=====

NAME: Shoot

DESCRIPTION: A green stem with a lot of green leaves following the stem all the way to the top.

OLIMAR'S NOTES:

Shoot

Unknown

Unknown Family

This is a young shoot of some kind, but what kind of tree species does it belong to? What shape will it take when it matures and grows to full height? Unfortunately, we are only able to obtain information from our portable scanners on a select few of the countless number of species we've encountered. But even if our expedition yields only brief observations on the life we encounter, it will still provide a better understanding of this bizarre planet.

LOUIE'S NOTES: Inedible. Yet strangely delicious.

MY WORDS ON THE PLANT: This is the last plant we encounter! This plant is very tall, and it looks really good if you get a nice view of this plant. Hopefully, I too will understand more about this plant.

=====  
~~~~~ 16. Treasure! ~~~~~  
=====

Ahhh yes, the actual treasures! First we must do a list of the poko/weight/the name/ what it looks like in real life. First of course are the controls:

\*\*\*\*\*

"A": Zoom

"X": Olimar's Notes

"Y": Sales Pitch

"L/R": Alternate between Treasure Hoard and Piklopedia

"C-Stick": Rotate camera

"D-Pad Up": Zoom in

"D-Pad Down": Zoom out

\*\*\*\*\*

Now for the actual chart (in the order I always have it in):

| ###  | REAL LIFE APPEARANCE       | NAME                | WEIGHT | POKO |
|------|----------------------------|---------------------|--------|------|
| #001 | A small red cherry         | Cupid's Grenade     | 3      | 20   |
| #002 | A small strawberry         | Sunseed Berry       | 5      | 170  |
| #003 | A large strawberry         | Combustion Berry    | 12     | 190  |
| #004 | A chestnut                 | Seed of Greed       | 10     | 70   |
| #005 | Half a kiwi slice          | Disguised Delicacy  | 15     | 40   |
| #006 | A large apple              | Insect Condo        | 15     | 40   |
| #007 | Half an orange             | Citrus Lamp         | 15     | 180  |
| #008 | Artichoke                  | Spiny Alien Treat   | 4      | 50   |
| #009 | Dead asparagus head        | Anxious Sprout      | 15     | 50   |
| #010 | Small potato               | Child of the Earth  | 15     | 40   |
| #011 | Tomato                     | Love Nugget         | 20     | 40   |
| #012 | Small green chili pepper   | Infernal Vegetable  | 15     | 40   |
| #013 | Common Wild Mushroom       | Anti-hiccup Fungus  | 5      | 30   |
| #014 | Mushroom with smashed head | Toxic Toadstool     | 5      | 30   |
| #015 | Mushroom with bulgy head   | Growshroom          | 5      | 50   |
| #016 | Onion                      | Onion Replica       | 20     | 30   |
| #017 | 4-leaf clover              | Science Project     | 1      | 20   |
| #018 | Turnip bulb                | Pilgrim Bulb        | 10     | 55   |
| #019 | Maple Leaf                 | Aboreal Frippery    | 1      | 10   |
| #020 | Pine Cone                  | Conifer Spire       | 7      | 15   |
| #021 | Small acorn                | Armored Nut         | 4      | 60   |
| #022 | Large acorn                | Corpulent Nut       | 8      | 80   |
| #023 | Thin slice of ham          | Meat of Champions   | 10     | 35   |
| #024 | Egg with yolk facing you   | Hideous Victual     | 10     | 100  |
| #025 | Hotdog wiener              | Meat Satchel        | 5      | 40   |
| #026 | Triangular Sushi           | Taste Sensation     | 15     | 40   |
| #027 | Sugar shish-ka-bob         | Triple Sugar Treat  | 6      | 60   |
| #028 | Vanilla swirl cookie       | Compelling Cookie   | 3      | 10   |
| #029 | Chocolate swirl cookie     | Impenetrable Cookie | 8      | 25   |
| #030 | Vanilla Wafer              | Bug Bait            | 5      | 10   |
| #031 | Cinnamon swirl cookie      | Imperative Cookie   | 5      | 25   |
| #032 | Small checkered V&C cookie | Comfort Cookie      | 4      | 10   |
| #033 | Large checkered V&C cookie | Succulent Mattress  | 8      | 50   |
| #034 | A dark chocolate sweet     | King of Sweets      | 5      | 15   |
| #035 | A chocolate cupcake w/ nut | Enamel Buster       | 8      | 60   |
| #036 | Strawberry chocolate sweet | Diet Doomer         | 5      | 25   |
| #037 | White chocolate sweet      | Pale Passion        | 5      | 25   |
| #038 | White & Dark chocolate mix | White Goodness      | 8      | 60   |
| #039 | A chocolate-glazed donut   | Chocolate Cushion   | 10     | 40   |
| #040 | A strawberry-glazed donut  | Sweet Dreamer       | 10     | 40   |
| #041 | An unglazed donut          | Confection Hoop     | 20     | 60   |

|      |                           |                        |    |      |
|------|---------------------------|------------------------|----|------|
| #042 | Powdered donut            | Pastry Wheel           | 10 | 35   |
| #043 | Jack-o-lantern            | Possessed Squash       | 30 | 180  |
| #044 | Wooden bear carving       | Fossilized Ursidae     | 25 | 160  |
| #045 | Animal skull              | Colossal Fossil        | 10 | 140  |
| #046 | A bird feather            | Leviathan Feature      | 1  | 10   |
| #047 | Crab shell                | Olimarnite Shell       | 15 | 40   |
| #048 | Snail shell               | Fortified Delicacy     | 20 | 60   |
| #049 | Top part of clam shell    | Scrumptious Shell      | 10 | 60   |
| #050 | Bottom part of clam shell | Memorial Shell         | 10 | 100  |
| #051 | A crab's arm              | Mysterious Remains     | 8  | 150  |
| #052 | A piece of a crystal      | Crystal King           | 10 | 110  |
| #053 | Fortune teller ball       | Future Orb             | 25 | 200  |
| #054 | Gyroid wooden statue      | Gyroid Bust            | 10 | 250  |
| #055 | A Japanese Coin           | Unknown Merit          | 5  | 100  |
| #056 | Golden Dollar coin        | Lustrous Element       | 10 | 1000 |
| #057 | Silver Dollar coin        | Mirrored Element       | 10 | 300  |
| #058 | Bent can lid              | Vorpal Platter         | 12 | 60   |
| #059 | Upside down coffee cup    | Invigorator            | 20 | 130  |
| #060 | Empty butter/cream tub    | Milk Tub               | 5  | 60   |
| #061 | Juicer                    | Merciless Extractor    | 20 | 90   |
| #062 | Small pan with no stem    | Broken Food Master     | 20 | 90   |
| #063 | Crushed soda can          | Utter Scrap            | 35 | 170  |
| #064 | A blue paint container    | Decorative Goo         | 10 | 80   |
| #065 | An used pink crayon       | Master's Instrument    | 4  | 30   |
| #066 | Red reg. pencil sharpener | Manual Honor           | 10 | 130  |
| #067 | Pencil, both sides sharp  | Implement of Toil      | 2  | 55   |
| #068 | A red and white magnet    | Heavy-duty Magnetizer  | 10 | 150  |
| #069 | Castanet                  | Harmonic Synthesizer   | 10 | 125  |
| #070 | A small gray whistle      | Emperor Whistle        | 15 | 75   |
| #071 | Small blue compass        | Director of Destiny    | 20 | 100  |
| #072 | A bar of soap             | Sud Generator          | 20 | 60   |
| #073 | A match case w/ one match | Flame of Tomorrow      | 10 | 10   |
| #074 | A kind of pin             | Impediment Scourge     | 10 | 50   |
| #075 | Can opener                | Dimensional Slicer     | 10 | 100  |
| #076 | Locket with dog picture   | Time Capsule           | 7  | 70   |
| #077 | Lipstick                  | Lip Service            | 4  | 50   |
| #078 | Blush container           | Mirrored Stage         | 15 | 140  |
| #079 | A false teeth jaw         | Behemoth Jaw           | 20 | 100  |
| #080 | A small wrapped present   | Joy Recepticle         | 15 | 60   |
| #081 | Small unlit candle        | Fleeting Art Form      | 2  | 75   |
| #082 | Small golden bell         | Danger Chime           | 10 | 120  |
| #083 | Small silver bell         | Spouse Alert           | 10 | 120  |
| #084 | Star put on Chr. Trees    | Innocence Lost         | 15 | 100  |
| #085 | Decorative ball           | Essential Furnishing   | 5  | 100  |
| #086 | Chr. shoe present         | Icon of Progress       | 15 | 85   |
| #087 | The clock part of a watch | Temporal Mechanism     | 30 | 110  |
| #088 | Clock face                | Mystical Disk          | 6  | 75   |
| #089 | CPU Processor             | Vacuum Processor       | 10 | 100  |
| #090 | CPU Processor             | Indomitable CPU        | 10 | 100  |
| #091 | CPU Processor             | Network Mainbrain      | 10 | 100  |
| #092 | TV Channel Knob           | Space Wave Receiver    | 10 | 80   |
| #093 | Old fashioned TV antenna  | Sulking Antenna        | 35 | 150  |
| #094 | Old classic phone dialer  | Nouveau Table          | 25 | 100  |
| #095 | Gear                      | Omega Flywheel         | 20 | 60   |
| #096 | Hollow Gear               | Spirit Flogger         | 20 | 70   |
| #097 | A small screw             | Superstrong Stabilizer | 10 | 60   |
| #098 | A large screw             | Repair Juggernaut      | 20 | 85   |
| #099 | A plain old metal nut     | Adamantine Girdle      | 12 | 70   |
| #100 | A flat-bottomed metal nut | Massage Girdle         | 20 | 100  |
| #101 | Masking tape roll         | Superstick Textile     | 30 | 80   |

|      |                            |                           |      |      |
|------|----------------------------|---------------------------|------|------|
| #102 | Thin masking tape roll     | Exhausted Superstick      | 12   | 50   |
| #103 | Red tape roll              | Furious Adhesive          | 10   | 60   |
| #104 | Heart-shaped ruby          | Petrified Heart           | 5    | 100  |
| #105 | Golden brooch with emerald | Eternal Emerald Eye       | 20   | 150  |
| #106 | Diamond                    | Regal Diamond             | 5    | 100  |
| #107 | Tear-shaped Sapphire       | Tear Stone                | 5    | 150  |
| #108 | Ear-ring pearl             | Princess Pearl            | 5    | 100  |
| #109 | Stone-studded brooch       | Crystal Clover            | 20   | 150  |
| #110 | Toy crown                  | Unspeakable Wonder        | 30   | 120  |
| #111 | Silver-mounted ruby        | Essence of Rage           | 8    | 70   |
| #112 | Silver-mounted emerald     | Essence of Despair        | 6    | 80   |
| #113 | Gold-mounted sapphire      | Essence of True Love      | 5    | 60   |
| #114 | Gold-mounted amethyst      | Essence of Desire         | 8    | 90   |
| #115 | Gold ring with pink heart  | Pink Menace               | 5    | 100  |
| #116 | Silver ring w/ green heart | Joyless Jewel             | 5    | 100  |
| #117 | Gold ring with blue square | Frosty Bauble             | 5    | 100  |
| #118 | Silver ring with pink star | Gemstar Wife              | 5    | 100  |
| #119 | Gold ring with green star  | Gemstar Husband           | 5    | 100  |
| #120 | Silver ring w/ blue square | Universal Com             | 5    | 100  |
| #121 | Small orange marble        | Omniscient Sphere         | 1    | 85   |
| #122 | Large red marble           | Crystallized Telepathy    | 10   | 120  |
| #123 | Small pale yellow marble   | Love Sphere               | 1    | 85   |
| #124 | Large deep yellow marble   | Crystallized Telekinesis  | 10   | 120  |
| #125 | Small light-blue marble    | Mirth Sphere              | 1    | 85   |
| #126 | Large deep blue marble     | Crystallized Clairvoyance | 10   | 120  |
| #127 | Baby bottle cap            | Maternal Sculpture        | 15   | 55   |
| #128 | Girl doll                  | Extreme Perspirator       | 15   | 150  |
| #129 | Rubber duck                | Rubber Ugly               | 8    | 90   |
| #130 | Rubber duck head           | Paradoxical Enigma        | 4    | 80   |
| #131 | Baby doll head             | Silencer                  | 20   | 670  |
| #132 | Wiggling cat head          | Wiggle Noggin             | 15   | 85   |
| #133 | Rusted spring              | Coiled Launcher           | 15   | 70   |
| #134 | Firework cone              | Boom Cone                 | 10   | 100  |
| #135 | Yo-yo                      | Flame Tiller              | 20   | 120  |
| #136 | Rusty weight               | Doomsday Apparatus        | 1000 | 3000 |
| #137 | Bobber                     | Aquatic Mine              | 3    | 80   |
| #138 | Magnifying Lens            | Stupendous Lens           | 10   | 120  |
| #139 | Birdie                     | Air Brake                 | 15   | 100  |
| #140 | White chess king           | Worthless Statue          | 10   | 80   |
| #141 | Black chess king           | Priceless Statue          | 10   | 80   |
| #142 | Orange Japanese stone      | Boss Stone                | 8    | 110  |
| #143 | Ace of spades card         | Luck Wafer                | 1    | 140  |
| #144 | Violin rosin               | Talisman of Life          | 15   | 90   |
| #145 | Domino                     | Strife Monolith           | 12   | 150  |
| #146 | Six-sided die              | Chance Totem              | 15   | 100  |
| #147 | Game-and-Watch System      | Dream Architect           | 20   | 280  |
| #148 | Gamecube D-Pad             | Stone of Glory            | 5    | 100  |
| #149 | Gamecube Control stick     | Glee Spinner              | 6    | 140  |
| #150 | Floppy disk                | Cosmic Archive            | 15   | 230  |
| #151 | Picture viewer             | Remembered Old Buddy      | 30   | 250  |
| #152 | Red Gyro Block             | Fond Gyro Block           | 5    | 80   |
| #153 | Yellow Gyro Block          | Memorable Gyro Block      | 5    | 80   |
| #154 | Green Gyro Block           | Lost Gyro Block           | 5    | 80   |
| #155 | Blue Gyro Block            | Favorite Gyro Block       | 5    | 80   |
| #156 | White Gyro Block           | Treasured Gyro Block      | 5    | 80   |
| #157 | AA battery                 | Proton AA                 | 6    | 90   |
| #158 | C battery                  | Durable Energy Cell       | 15   | 160  |
| #159 | D battery                  | Courage Reactor           | 20   | 280  |
| #160 | 9V battery                 | Fuel Reservoir            | 8    | 120  |
| #161 | Deviled Ham Container      | Drone Supplies            | 15   | 130  |

|      |                           |                         |     |      |
|------|---------------------------|-------------------------|-----|------|
| #162 | Sun Luck Water Chestnuts  | Patience Tester         | 20  | 130  |
| #163 | Beach Cliff Sardines      | Endless Repository      | 20  | 130  |
| #164 | Apple Juice Container     | Fruit Guard             | 15  | 130  |
| #165 | Skippy Peanut Butter Jar  | Nutrient Silo           | 15  | 130  |
| #166 | Baking Powder Container   | Stringent Container     | 10  | 130  |
| #167 | Chapstick                 | Survival Ointment       | 6   | 90   |
| #168 | Carmex                    | Healing Cask            | 6   | 60   |
| #169 | Snapple lid               | Abstract Masterpiece    | 6   | 30   |
| #170 | Ragu lid                  | Optical Illustration    | 15  | 140  |
| #171 | Treetop lid               | Thirst Activator        | 20  | 300  |
| #172 | French's Mustard lid      | Yellow Taste Tyrant     | 15  | 100  |
| #173 | Dannon yogurt lid         | Salavatrix              | 20  | 30   |
| #174 | Vlasic lid                | Gherkin Gate            | 15  | 100  |
| #175 | Kiwi shoe polish          | Alien Billboard         | 15  | 80   |
| #176 | Wilson tennis ball lid    | Activity Arouser        | 15  | 100  |
| #177 | A&W Root Beer bottlecap   | Hypnotic Platter        | 4   | 100  |
| #178 | Yoo-Hoo Cola bottlecap    | Massive Lid             | 4   | 100  |
| #179 | Yoo-Hoo Milk bottlecap    | Pondering Emblem        | 4   | 100  |
| #180 | Squirt bottlecap          | Happiness Emblem        | 4   | 100  |
| #181 | 7-Up bottlecap            | Quenching Emblem        | 4   | 100  |
| #182 | Dr. Pepper bottlecap      | Drought Ender           | 4   | 100  |
| #183 | Royal Crown Cola cap      | Creative Inspiration    | 4   | 100  |
| #184 | Northern Hemisphere globe | Spherical Atlas         | 101 | 200  |
| #185 | Southern Hemisphere globe | Geographic Projection   | 101 | 200  |
| #186 | Love Tester               | Prototype Detector      | 35  | 100  |
| #187 | Glove                     | Five-man Napsack        | 15  | 100  |
| #188 | Metal fist statue         | Brute Knuckles          | 15  | 100  |
| #189 | Pink baby shoe            | Repugnant Appendage     | 20  | 100  |
| #190 | Small light bulb          | Stellar Orb             | 5   | 100  |
| #191 | Red robot toy             | Forged Courage          | 20  | 100  |
| #192 | Half an eraser            | Dream Material          | 10  | 100  |
| #193 | Blue robot toy            | Justice Alloy           | 20  | 100  |
| #194 | Speaker                   | Amplified Amplifier     | 20  | 100  |
| #195 | Long-range speaker        | Professional Noisemaker | 15  | 100  |
| #196 | Golden key                | The Key                 | 1   | 100  |
| #197 | Lg. Electricity generator | Shock Therapist         | 30  | 1000 |
| #198 | Part of flamethrower      | Flare Cannon            | 30  | 1000 |
| #199 | Stone Gas Container       | Comedy Bomb             | 30  | 1000 |
| #200 | Water faucet              | Monster Pump            | 30  | 1000 |
| #201 | Louie, you nimrod!        | King of Bugs            | 1   | 10   |

After this long list, I'd say that it is time to do Olimar's Notes! This time, I will use:

+++++

To separate the different entries. This will be a LONG section, so get ready!

#####

#OLIMAR'S NOTES#

#####

TREASURE #001

What a perplexing plant... it seems to be carrying two kinds of berries! They seem to be rare species of fruit. Both have odd traits. One seems to be a suppressant, while the other is a stimulant. It's not easy to tell which is which. I'd better be careful with them. I should also warn Louie, or else he may try to bake these berries in a pie.

TREASURE #002

I found this fascinating fruit while out exploring today. The skies cleared up, and I felt peaceful watching the pink flower petals flutter in the wind. During this perilous expedition, it seems strange to have such softheartened, romantic



thoughts. If I told my wife about this, I'm sure I'd get laughed at... again.

TREASURE #003

I've collected all kinds of edible objects, but the ship's sensors can't judge taste. To make up for the ship's shortcomings, I'm making a special effort to try everything.

TREASURE #004

The Wistful Wild is an especially vicious region. The creatures there have to battle hard to survive in this unforgiving landscape. That's probably why they've evolved such an ill temper. For instance, this plant's berries suck the nutrition from the surrounding flora!

TREASURE #005

The fruit on this planet is astonishingly large. If we could cultivate these ample fruits on Hocotate, nobody would ever go hungry again! Sadly, I don't know anything about agriculture. Maybe I should have listened to my wife when she told me to do yard work...

Now, it is time for the Sales Pitch! To get these entries, all you have to do is finish a "series" (read below) and you will unlock the Sales Pitch for all of the treasures in the series.

#####  
##SALE'S PITCH##  
#####

TREASURE #001

Fate's tapestry has unraveled. Tomorrow weeps. Romance has fallen, love is madness. ... To mend the rift between two cross lovers, this is the ultimate weapon in cupid's arsenal.

TREASURE #002

This fruit is born with bright sunlight and cheerful warmth. Come, all you naysayers! One bite and even sad sacks will become foolhardy optimists. Eat one today and change your life!

TREASURE #003

Everything is best in moderation. This fruit is the perfect example of too much of a good thing. Its devastating sweetness is like an act of violence on the palate, scouring with all succulence...

TREASURE #004

This item's docile efficiency evokes images of wealth and greed. Behold: life's essence!

TREASURE #005

We're almost done! Now, we will do what I like to call "The Exploration Kit"! These are all of the power-ups that you get in the game. I will list the power-up name, and what it does and all of that good stuff in a paragraph below. Well, let's get to work on this short, yet important, section part of the "Treasure!" section! I will do them in the order you get them, based on my walkthrough.

#####  
##EXPLORATION KIT##  
#####

POWER-UP #1

#### SPHERE CHART

This treasure is located in the first cave you explore, the Emergence Cave! On the Final Floor, get your first 10 purples and locate the treasure by the pod. Take it back with 10 purples and at least one red and wait for them to take back the treasure, which the pod names the "Sphere Chart"! Now, the Awakening Wood is unlocked as a level!!

#### POWER-UP #2

##### TREASURE GAUGE

This treasure was found in the Hole of Beasts, when you were fighting the first and newest boss: Empress Bulbax. After you killed it, it will drop the treasure. Taking this back will net you the Treasure Gauge! This is very useful for hunting treasures, and even more useful for hunting unseen buried treasures! This is part of the reason why I made you beat the Hole of beasts first. Anyway, a Treasure Gauge will appear at the bottom right of the screen, and you will see a needle. If the needle is going left, you are walking away from the treasure. If the needle is moving right, you are getting closer to the treasure. When it is beeping and flashing, you are close. When it is beeping and flashing like crazy, it is right in front or under you.

#### POWER-UP #3

##### NAPSACK

After killing the foul Burrowing Snagret on the Final Floor in the White Flower Garden cave, it will drop the treasure. Take it back to the pod to get a new power-up, the "Napsack". Now, if you press and hold "X", your current captain will hop on the ground and rest. When doing this, pikmin can take you back to the pod/ship incase you got lost, and you won't be lost! Olimar/Louie/President each has 1 Weight, so they are light. When asleep, enemies that pick up things (dweevils) will pick you up and such.

#### POWER-UP #4

##### SURVEY CHART

This chart is the key to going to the Perplexing Pool. Start out by finding it in the Awakening Wood above ground and take it back to the ship. With this thing in the ship's reach, it will form the "Survey Chart", which gives you access to the third area in the whole entire game, the wet Perplexing Pool!! Yeah, that's it.

#### POWER-UP #5

##### THE KEY

This is obtained after killing the Beady Long Legs in the Citadel of Spiders. This unusual device unlocks Challenge Mode! Just save your game, go to the main menu, and play the challenging Challenge Mode! Just make sure that you are ready and have had some more training, for Challenge Mode starts out easy and then some levels get intensely hard!

#### POWER-UP #6

##### ROCKET FIST

This nifty power-up is found on Sublevel 5 of the Frontier Cavern, which is oddly enough not the Final Floor! Anyway, the object doesn't help in making the power-up, oddly enough. In fact, the ship knew this move, but it forgot, so once it looked at this thing, it remembered and taught you the move! To do this, just punch 3 times. The third punch will be a big, double-damage one. I also noticed your Attack power somehow increased...

#### POWER-UP #7

##### RUSH BOOTS

This littl' power-up is the size of a small pink toddler shoe, and Olimar and Louie/President are still smaller than it! Anyway, you earn this after defeating the second more evil Empress Bulbax on the Final Floor in the

Frontier Cavern. This power-up makes your leaders 1.5 times faster, so that they are equal to the speed of flower white piks!

POWER-UP #8  
SOLAR SYSTEM

This is on the Final Floor of the Subterrain Complex. To get this treasure, implode the evil shooting arachnorb, the Man-At-Legs. With the light bulb and the pod's energy thing, it will light the light bulb, lighting any dark sublevels as bright as daytime! This is useful for a better view of what's ahead.

POWER-UP #9  
PLUCKAPHONE

My favorite name and power-up, the Pluckaphone can be found in you guessed it, the Submerged Castle! Just get to Sublevel 5 and kill the Waterwraith! Somehow, the ship combines something loud with the speaker in here for a booming voice once you've taken back the treasure, which makes the "Pluckaphone". This makes pikmin come out of the ground when they are sprouts so you don't have to worry about pulling them. Combined with the below power-up makes the perfect combination!!

POWER-UP #10  
MEGA TWEETER

With the death of the Ranging Bloyster in the Shower Room (once you have done it, of course), the aquatic beast will drop the treasure. Take it back to the Pod for a nice new power-up named the one, the only, "Mega Tweeter"! This power-up gives your captains a longer whistle range. After it gets 1.5 times bigger, combine it with the above power-up for a really good get-pikmin-out-of-the-ground trick!

POWER-UP #11  
ANTI-ELECTRICIFIER

After killing the fat Breadbug that lives in the Glutton's Kitchen, it spews out a treasure. Once you have this really useful treasure in the nice safe storages of the pod, you will get the "Anti-electricifier"! Now, you can withstand ANY electrical attack that it fired at your captains! It is useless against the Titan Dweevil, but it still protects you from damage during the Titan Dweevil fight. You can now simply walk through electricity, but your piks can't, so be careful!

POWER-UP #12  
METAL SUIT Z

After the Pileated Snagret of the Snagret Hole, it will shoot out the treasure that you have wanted for a long time! This special power-up is named the "Metal Suit Z", which raises your defense by 1.5! Now, you take much less damage when a Dwarf Red Bulborb bites you and such. This is a really neat power-up, so be glad you have it!

POWER-UP #13  
SCHORCH GUARD

This power-up is the last one you find! After it is released from the Emperor Bulbax in the Bulbax Kingdom, it will drop this similar-to-the-Metal-Suit-Z-treasure-appearance. Take it back and you get the final power-up, which makes you immune to the scorching heat! Now, with all of these power-ups, you are probably very powerful right now!

Now with this all done, it is at last time to list all about the series! Most of you will not care, but some will, so that's why I'm posting it! Now, I bet you are wondering what I mean by "series". You know when you look at the Treasure Hoard and the treasures are in a group of blue squares or green

squares. Each group represents a series! Yeah, that was what I meant this whole time! I will post the series name, the number treasures they are found in (#-#), and will finish by telling about each series a little bit.

#####

##TREASURE SERIES##

#####

SUCCULENT SERIES

#001-#007

This series is home to all of the fruits you find. Every single one of these treasures is fruits, from apples to oranges to other fruits. Who can survive without fruits?

NATURE'S CANDY SERIES

#008-#016

This series is based on food that was made by Mother Nature a bit. From potatoes to seeds to peppers, this is the nature's creation food series (get the pun).

XENOFLOA SERIES

#017-#022

This is home to all of the objects you would find on the ground. Pinecones, nuts, and etcetera, this is home to all of Mother Nature's creations, and I mean ALL!!

GOURMET SERIES

#023-#027

This is home to food that didn't REALLY come from Mother Nature nor is sweets. These are foods like a slice of ham and a wiener. This is basically a non-sweet food section that nature isn't FULLY involved in.

SWEET TOOTH SERIES

#028-#042

This is the series home to the sweets! These are foods that taste good but are bad for your diet. From donuts to candy to chocolates, this section is full of yummy treats!

PALEONTOLOGY SERIES

#043-#051

These are objects kind of like nature's things about "animals". So they got shells, carvings, and a jack-o-lantern and a crab's arm. These are things made by nature that sort of represent animals.

ANCIENT SECRETS SERIES

#052-#057

This is home to all of the treasures that are kind of ancient and legendary. Like a crystal or an orb, and even coins. This is an ancient section that everything special goes, I guess.

COOK'S ARSENAL SERIES

#058-#063

This series is home to kind of broken food items. From a crushed soda can to a bent lid to a broken pan, broken cooking items make themselves come to this series.

TORTURED ARTIST SERIES

#064-#071

Actually, the name was quite accurate. This series is home to objects an artist would use, like a pencil, a pencil sharpener, and paint. Basically anything an artist uses in drawing.

#### MODERN AMENTIES SERIES

#072-#079

The first word does a good job at describing the series. This series is home to modern objects we use today, like lipstick and matches. Actually, that is about all I can say about this series!

#### FRIGID SERIES

#080-#086

This is a series home to all of the things you'd find on holidays (90% of it is on Christmas!). You will find a candle, a Christmas present, and several other holiday-themed things!

#### HYPER-TECHNOLOGY SERIES

#087-#094

Like the name implies, this series is home to technology-themed things. We have a CPU thing, parts of a clock, and stuff like that. No, this isn't a section about building parts.

#### INDUSTRIAL SET SERIES

#095-#103

Actually, this series is home to the objects we use to build and hold things together. Screws, gears, and nuts are used in this series. Also, the "nut" is the metal kind, not the nature kind.

#### HUSBAND'S TEARS SERIES

#104-#109

This is home to diamonds and gems "less relationshipy". I mean, it isn't about romance as the below one, so get that out of your mind! Anyway you will find diamonds and other junk like that.

#### SPACE LOVE SERIES

#110-#120

THIS series is more to romance. There are rings, so this should give it away that it is mostly about romance. The other kinds of treasures are gems, and that is all, actually. Still, there are a lot of rings!

#### CRYSTALLIZED EMOTIONS SERIES

#121-#126

You know those 3 large and 3 small marbles that we got? Well, this series is home to those marbles! It should be a dead giveaway if you read the first word in the same of the series: Crystallized. Recognize the word "crystal"?

#### DREAM SERIES

#127-#146

Jackpot! This is home to toys, toys, and more toys!! There are loads of toys, from chess pieces to card decks to cards! This is the place to be if you'd like to look at toys!

#### BLAST FROM THE PAST SERIES

#147-#156

Well, this section is home to more technology-based toys. We got a Game and Watch system, some Gyro blocks, and parts of a Nintendo Gamecube! Come here if you love technology!

#### MYSTICAL ENERGY SERIES

#157-#160

Well, can anyone tell me which type of treasures has only 4 clones of it? Give up? Well, the answer is batteries! Yes, this series makes home for the batteries you collect on this planet.

MASSIVE REPTICLE SERIES

#161-#166

Well, they were right about "massive"! This section is home to food containers that are really gigantic in their size! Actually, it is hard to split this up with the next blue square treasure.

SURVIVAL SERIES

#167-#168

Pathetic! This is only home to 2 measly treasures! Anyway, the ship thinks that these 2 treasures, Chapstick and a yellow container of cream that heals cold ouchies, will help them live! Ha! Though I bet the second treasure could be a little bit useful...

ANCIENT AD SERIES

#169-#176

This section is nothing but lids that have writing on it, like "Treetop" or something along those lines. These are simply jar lids that the pikmin have collected.

ODD LOGO SERIES

#177-#183

This one is home to bottle caps. The bottle caps have symbols on it, but no writing, so that is why the pod put them in a different group. Well, that's all in this section!

EXPLORER'S FRIEND SERIES

#184-#196

These were the power-up treasures! From the key to the red metal robot, these are in fact the treasures that gave you all of the power-ups! For proof, there are 13 treasures in this series, and the power-ups above are 13!

TITAN DWEEVIL SERIES

#197-#201

What else could this be, I wonder. Well, this series is home to the 4 weapons that the Titan Dweevil had and of course Louie! Yeah, 5 measly treasures in this series...

Well, this section is done!

=====
~~~~~ 17. Secrets ~~~~~
=====

These are the various secrets. Some are restricted to a certain place, so this is why I've made different parts to it.

+++++

BEFORE TITLE SCREEN SECRETS

+++++

1# This is the most unsecret secret, but it is random, so I might as well post this! When you turn on the Gamecube, after the WARNING thing pops up, you will here the confirm sound and see the Nintendo logo. Now, here's what random happens. Either pikmin will fall onto the logo, or some pikmin will fall, but a purple will knock them off the logo! Yeah, that's it for this supposedly great secret...

+++++

TITLE SCREEN SECRETS

+++++

1# This is the actual appearance of the title screen! It can either be a

Wistful Wild theme (fall-like appearance), Awakening Woods theme (summer/spring style), or a Valley of Repose theme (winter style). Yup, this is all about this secret!

2# This is an award going to one of the most obvious secrets. Simply press "L" or "R" on the Pikmin 2 Title Screen for the piks to make the "pikmin letters" change from "Pikmin 2" to "Nintendo". Press either button for them to change back to the previous one.

3# Another obvious one, it is still pretty good. Simply press "Y" to summon a Red Bulborb on the field, or "X" to summon a Irresistant Flint Beetle on the field. You can only have one at a time. Now, you can control them! For the IFB, move the C-Stick to begin the control! Just move with the C-Stick to make pikmin swarm it, and when you are board, stop moving and let it sit for about 10-15 seconds and it will run away. For the RB, it is controlled the same way, but it can eat pikmin with "Y", that is, if it's close enough. Try to eat all of the pikmin, but it is hard, since they run. I was only able to get them down to "7" pikmin. This can lead to great gaming opportunities! Ohhh, and not moving when they appear on the field themselves makes the computer control them.

++++  
ANY MODE SECRET  
++++

1# This is obvious. Simply hold "R" until the view turns into what it looks like through Olimar's eyes! You should check out the good-looking bosses in this form! You have to hold "R", and every once in a while, it will return to regular and then back again to eye view. Release for it to become regular view.

++++  
SINGLE PLAYER TRICKS  
++++

This is only stuff that can be done in Single Player Mode, or better known as Story Mode.

1# The first thing you could do would be to go to Wistful Wild (since it is Day 31), and land into the area. Once you have fully landed, take out all of your whites and walk out of camp. Kill the 2 Dwarf Red Bulborbs if they are there, but ignore the bodies. Proceed to the right, use the C-Stick to go across the metal beam thing, and walk all the way to the split, and drop down. Hug the wall to avoid combat with the Decorated Cannon Beetle, and go to the ledge somewhere near you. It is to the left of the area with the hermit Crawmad. Throw all of your whites on that ledge, and go back to the front of this place and exit. Kill the Gatling Groink if it is close with punches, and if it isn't here, then ignore it, but get going! Now, head to the right, go across the metal beam again, and walk over the split to Part 2 of the beam. Follow it to the Hermit Crawmad, but ignore it and walk out of the area. In this large area, head to the left, then rotate the camera so it faces the ledge with the pikmin. Go get them, then run through the area to the torn down Electric Gate, ignoring the enemies on the way. Run up the steep slope to the top, ignore the ACBL, and proceed down the half-pipe to the Hole of Heroes, but there will be things swarming it. These are called Strange Bees! Simply kill it by hurling whites rapidly at the swarm and you will see T\_O\_N\_S of nectar drop, purple, red, and yellow! Really, there are about 40 or so blobs of nectar, about 25 of them spray nectar! Drink the swarm of nectar, and make piks drink it too! Now, run across the field, staying away from the disguised Creeping Chrysanthemums, and run to the end, ignoring the Withering Blowhogs. Quickly kill another swarm for 30 or so nectars, and drink them. Now, run from the Withering Blowhog to end this event. This only happens on the following days: 31, 61, 91, 121, 151, 181, etc to 301. I tested the 30, 60, 90, etc days, but it won't work on those days,

or the walkthrough would end on Day 29! :)

2# So you want to see the changes of the Perplexing Pool on days 30+? Well, dive on down to the Perplexing Pool on Day 30 or above, but NOT LOWER!! Once you have landed, take out 50 purples, for you will definitely be needed. The first of 2 new things is that there is a Spotty Bulbear patrolling the area! Kill hit by walking out of base and to the left, near the Citadel of Spiders, waiting. After it is dead, ignore the bodies and go back to the ship and put the purples away. Take out a whomping 50 yellows, and head out of base, but keep going straight, to the stump in front of the base. Suddenly, a Beady Long Legs falls from the sky!! Kill it with the yellows for it to spill out A LOT of pellets! Take them back, and you are finished! Also, there have been rumors of a Raging Long Legs falling instead of the Beady. It has been unproven, but I noticed on Day 35 a Beady Long Legs never falls! Could this be the first step to finding Raging Long legs?!?

++++  
2 PLAYER MODE TRICKS  
++++

These are tricks that are restricted to everything except 2 Player Mode, okay???

1# The only trick in this mode, this is picking up bomb-rocks. Like I said, you must hold "A" and run to a bomb-rock, but run in place until Olimar lifts it. Press "A" to throw the weapon. I think you can run in place and pick it up without the troubling work of holding "A" while doing it, but I'm seriously not sure. You can press "B" to set it, too!

++++  
PIKLOPEDIA SECRET  
++++

1# When viewing any log in the enemy/boss/plant part of it, you can press "Z" when viewing it to make it go under the Ultra Bitter Spray attack. Unfortunately, it is useless on plants, so don't try. Finally, there is a trick I like to do! First, go to Waterwraith. And freeze the rollers before they touch the ground, and once the WW lands on them, he instantly freezes! Now, wait for the rollers to unfreeze, then freeze it again before the WW unfreezes. Once he does, he tries to lift his frozen rollers, but no luck! Finally, he lifts it when it unfreezes. BTW, when you freeze the rollers when the WW is on them, both freeze instead of just the rollers.

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~~~~~ 18. Challenge Mode ~~~~~  
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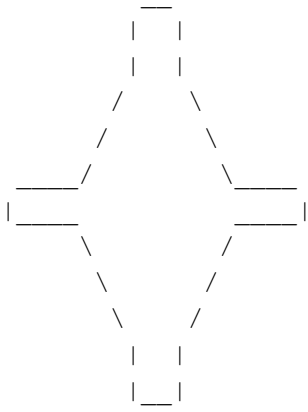
=====  
~~~~~ 18A) Pink Flower Goal ~~~~~  
=====

++++  
Stage one: Explorer's Cave  
++++  
Pikmin: 50 leaf reds  
Sublevels: 2  
Sprays: 2 Ultra-Spicy Sprays, 2 Ultra-Bitter Sprays  
Time: Sublevel 1= 100 sec, Sublevel 2= 100 sec  
Difficulty: \*

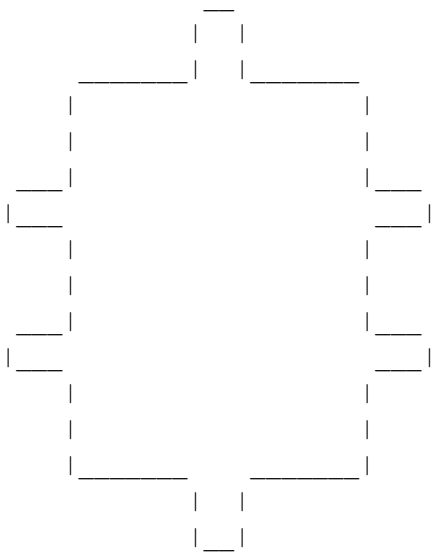
MY MAP SET-UP:



SUBLEVEL 1



SUBLEVEL 2



WALKTHROUGH:

SUBLEVEL 1: This is like mega easy! This area is always enemy-free, and there is nothing but treasures! Since the key is out wide in the open, look around the small area and locate the key, and simply leave this easy sublevel via the appearing hole.

SUBLEVEL 2: Finally, an enemy-infested area! This area is actually very basic and easy! Just remember to ignore the other treasures! Now, you would want to start out by swarming and killing all of the Dwarf Red Bulborbs, but NOT taking back the bodies! You see, it would just be better without them... Now, activate an Ultra Spicy Spray, and approach the Red Bulborb. Fire an Ultra Bitter Spray and swarm it to kill it easily! While the pikmin are under the spell, quickly take back the key. Now, go to the geyser and unseal it by swarming it with pikmin. Hop in to complete this easy Challenge Mode Arena! The extra Ultra Spicy and Bitter Sprays could be used if you think you would want to kill the Dwarf Red Bulborbs quicker. I can't really see the use for the second Ultra Bitter Spray, unless you use it when there is a sneak attack, or you could just use it to hear Olimar burp! :)

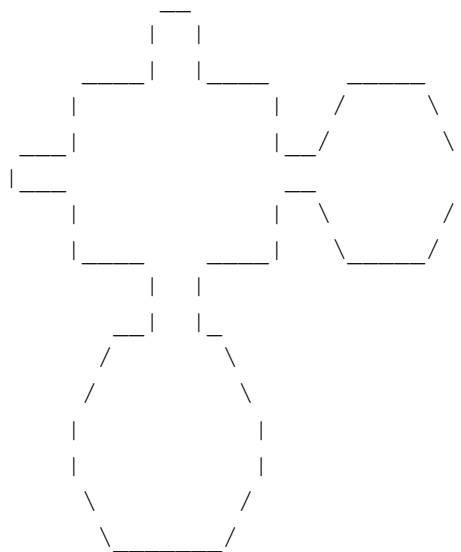
++++  
Stage two: Novice Training  
++++  
Pikmin: 30 leaf whites  
Sublevels: 2  
Sprays: 3 Ultra-Spicy Sprays

Time: Sublevel 1= 170 sec, Sublevel 2= 170 sec

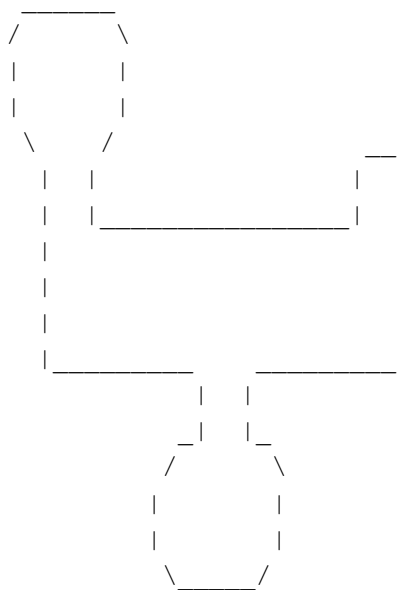
Difficulty: \*

MY MAP SET-UP:

SUBLEVEL 1



SUBLEVEL 2



WALKTHROUGH:

SUBLEVEL 1: This area is swarming with gas pipes and a few Doodlebugs. Other than this, treasures and Violet Candypop Buds! As tempting as it may sound, ignore the Violet Candypop Buds and DON'T throw purples in, for it will make this and the next sublevel harder. Now, start out by ignoring everything and go looking for the key. Ignore the gas pipes since your whites are immune to the poison it spews. Once the hole appears, find it and go through. That wasn't so bad, now was it?

SUBLEVEL 2: This level is home to a Puffy Blowhog, but it won't matter! It can't kill you, so it is practically harmless! I think this is the only enemy on this sublevel... Fire up an Ultra Spicy Spray and take down the Puffy Blowhog by hurling whites until it falls, then swarming it. When it shakes, gather and start the throwing process again until it is KOed! Some people said the whites attack fast, so this fight shouldn't take long! After it dies, it will spit out the key. Ignoring the gas pipes (if there are any), take back the key, crack

open the geyser, and hop in to already finish your second Challenge Mode Arena, perfect style!

+++++

Stage three: Lost Toy Box

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Pikmin: 100 flower yellows

Sublevels: 2

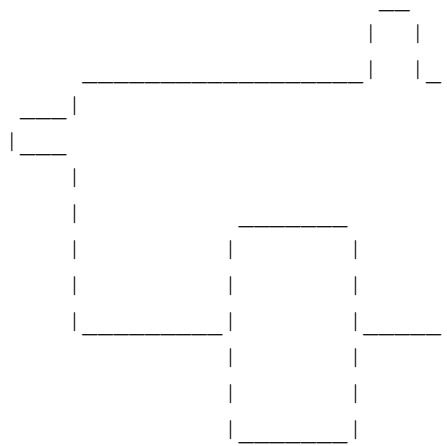
Sprays: 2 Ultra-Spicy Sprays, 2 Ultra Bitter Sprays

Time: Sublevel 1= 50 sec, Sublevel 2= 150 sec

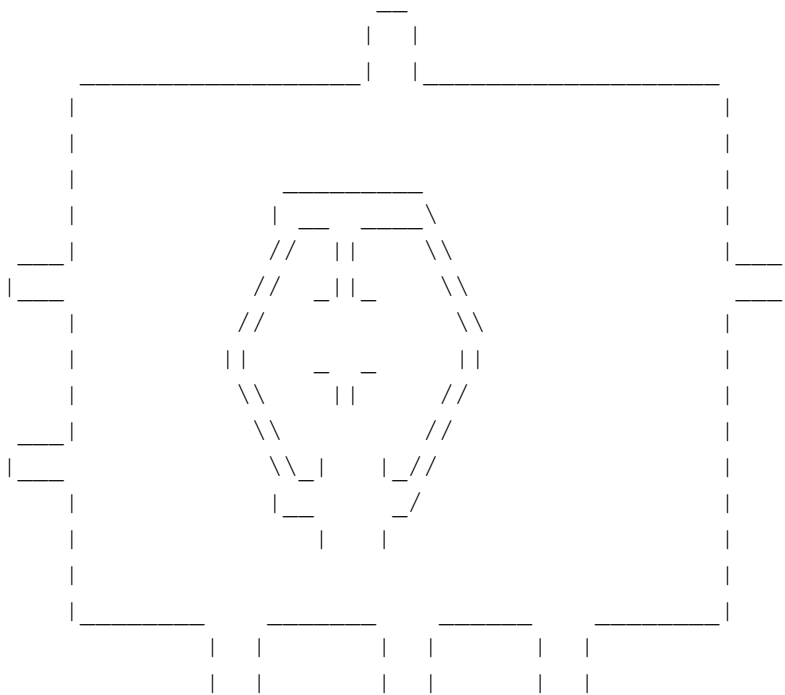
Difficulty: \* \*

MY MAP SET-UP:

SUBLEVEL 1



SUBLEVEL 2



WALKTHROUGH:



NOTE 2: The "#"s are boards you can walk on.

WALKTHROUGH:

SUBLEVEL 1: This level is small and only has one sublevel, but it makes up for it on how hard it is! The recommended course of action is to start out by taking your pikmin away from the enemies and dismissing, so only Olimar is under your control. Now, the enemies on this lone sublevel are (in order of difficulty): Yellow Wollywogs, Hermit Crawmads, Water Dumples, and a Fiery Blowhog. WDs and HCs are about equal, so ignore the position they are in! Now, go around the arena, killing only the Water Duple(s) and the Hermit Crawmad(s) up to a point where possibly there is a gate blocking the way. Using blues, kill Yellow Wollywogs (Simple! Just fire an Ultra Spicy Spray, and hurl pikmin the second it lands from its jump and it should die! Just throw 10 blues max, or it could jump and crush pikmin) and possibly the Fiery Blowhog (just petrify it, and swarm). If the Fiery Blowhog was before the gate, then tear it down, and take the key from the FB. Now, dismiss your piks and wait for the pikmin to make the sealed geyser come out, and gather and head through the gate and kill enemies (Olimar on Water Dumples and Hermit Crawmads, while pikmin on Yellow Wollywogs and yet again, possibly the Fiery Blowhog). Same goes for the other way around! After the geyser is found, open it and jump in to finish this kind of short Challenge Mode Level!

+++++

Stage five: Green Hole

+++++

Pikmin: 10 leaf reds, 10 leaf yellows, 10 leaf blues

Sublevels: 2

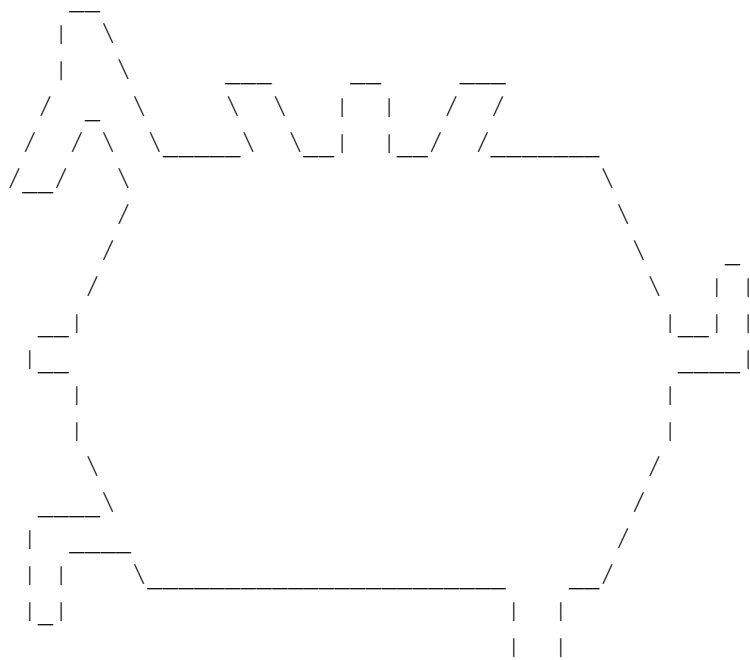
Sprays: 1 Ultra-Spicy Spray, 1 Ultra Bitter Spray

Time: Sublevel 1= 80 sec, Sublevel 2= 100 sec

Difficulty: \* \* (with Strategy 2 or 3 on S1), \* \* \* (if not S3 or 2 on Sub Lvl1)

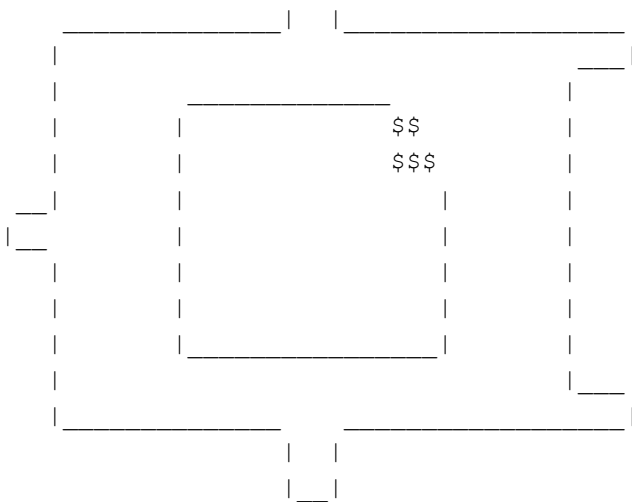
MY MAP SET-UP:

SUBLEVEL 1



SUBLEVEL 2





\$: Path that leads in/out of the "ditch"

#### WALKTHROUGH:

SUBLEVEL 1: This area is very, very low on enemies! In this area are 2 sets of Bulbmin, of course with their mom. Since the next area is very simple, we can use up a spray! Fire up an Ultra Spicy Spray, and quickly kill one by throwing pikmin on the mother (you shouldn't be throwing more than 15 pikmin). After it is dead, ignore the running Bulbmin and throw the remaining amount on the second mother. A better way would be to just swarm them, and there will be a 50% chance they will die, and the other 50 is that they start eating pikmin, making it harder. ALSO, IF YOU HATE TO FIGHT THE BULBMIN, YOU COULD IGNORE THEM!! The key isn't in any of the Bulbmin, so you don't have to fight them! I'd recommend just doing something easy, like quickly locating the key, assigning 3 pikmin on it, dismissing your piks, gathering your 2 captains, and following them, distracting the mothers while they carry the key. It should return fairly quickly, so find the hole, and jump in before the mothers can eat the pikmin you dismissed! FINALLY, YOU COULD ALWAYS GO SOMEWHERE, DISMISS PIKMIN, AND KILL THEM BY STANDING IN FRONT OF THEM AND WAITING FOR THEM TO COME, AND KILLING WITH YOUR FISTS!!

Note: I'd recommend the third and final one.

SUBLEVEL 2: You have an extra 100 seconds, so you could stall a bit longer in this sublevel. This level is empty except for very, very few Snow Bulborbs, Dwarf Red Bulborbs, and Dwarf Orange Bulborbs. In fact, I only found one of each! Find one of each; kill all 3 with your captains only. If not, kill all of them by swarming, but ignore the ones close to the Fiery Bulbax. Kill the ones near the Fiery Bulbax with one captain, and return to your piks. Go to a treasure/enemy body/Fiery Bulbax-free area, and dismiss. Take the Bulbmin (if you used Strategy 1 or 3 for the above sublevel) and the red pikmin. Now, go to the Fiery Bulbax. Since you have an Ultra Bitter Spray, this will be REALLY easy!!! Simply fire an Ultra Bitter Spray, and swarm until it cracks. Take back the key it drops, gather your pikmin, unseal the geyser, and hop in to end this not-too-hard sublevel.

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Stage six: Hot House

+++++

Pikmin: 1 leaf red, 1 leaf yellow, 1 leaf blue

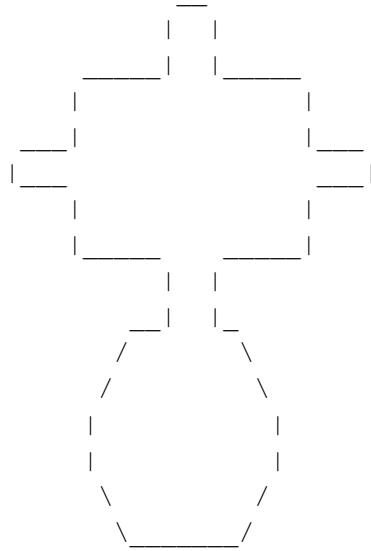
Sublevels: 2

Sprays: 2 Ultra-Spicy Sprays, 1 Ultra Bitter Spray

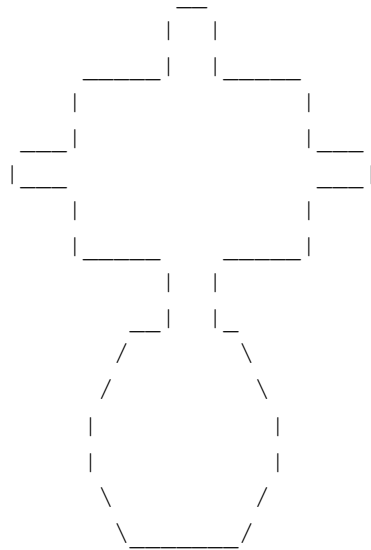
Time: Sublevel 1= 110 sec, Sublevel 2= 80 sec

Difficulty: \* \*

SUBLEVEL 1



SUBLEVEL 2



WALKTHROUGH:

SUBLEVEL 1: Wow, what a lot of time you have here! Anyway, this sublevel is very basic. This place has: some Dwarf Red Bulborbs, Snow Bulborbs, Dwarf Orange Bulborbs, and Dwarf Bulbears. Sure, it MAY sound bad, but it really isn't, for there is only one of each. Now, just beat 'em up with your fists and they will be as good as gone. So, kill them all with one captain, and go back to your pikmin. You will see 3 Queen Candypop Buds. Here's the plan: go to one, hold a yellow pikmin (use D-Pad when holding a pikmin to change color), and throw that one in THE SECOND IT TURNS YELLOW!! There, 9 yellow pikmin! Do the same with the reds and blues and pull the seeds for 27 pikmin, 9 of each type. Break the eggs for nectar so you can have flower pikmin, locate the key somewhere (not in a Dwarven enemy's body), and take it back for the hole to appear. Dive on down to the Final Floor (YET AGAIN, THE SECOND FLOOR!!!)

SUBLEVEL 2: This sublevel is one where you shouldn't care about the Queen Candypop Buds, for it will waste time. The reason why is the fact that you have only a minute and 20 seconds extra! Well, you should start out by dismissing pikmin, taking your yellows, and disabling the Electric Generators. Ignore the

blowhogs, for they are useless. If pikmin are burning/drowning, simply blow your whistle to save them and continue. Once they are all taken out, go back to camp and dismiss your yellows. BTW, at the beginning, you KNEW not to dismiss them near an enemy/Electric Generator, right? I think you will know why... ;). Anyway, take your reds and blues, and fire an Ultra Spicy Spray. Kill the most blowhogs by swarming them, and blowing once the red/blues are drowning/burning so you will be alright. Fail by the first one to kill them all, then you could just use another one! If there is one more, then use the Ultra Bitter Spray and swarm! Swarm them without sprays if you run out, though you must be pretty bad at Pikmin 2 if you do run out! :) FINALLY, look for the key, which ends up 99% of the time is released from one of the dead blowhogs. Once you have it, unseal the geyser and leave this place!

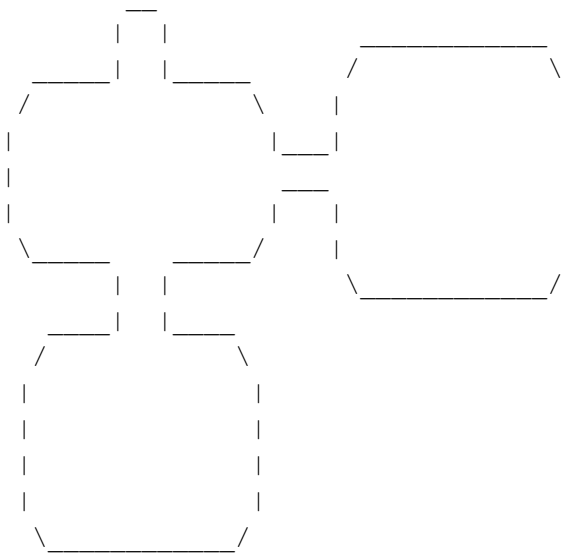
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Stage seven: Brawny Abyss
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Pikmin: 50 flower blues
Sublevels: 2
Sprays: 1 Ultra-Spicy Spray, 1 Ultra Bitter Spray
Time: Sublevel 1= 120 sec, Sublevel 2= 100 sec
Difficulty: * *

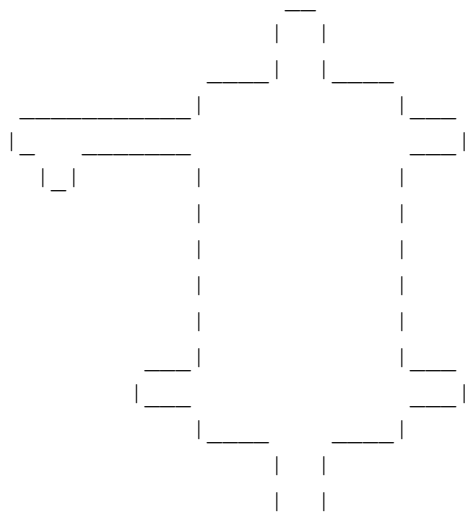
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MY MAP SET-UP:

SUBLEVEL 1



SUBLEVEL 2





WALKTHROUGH:

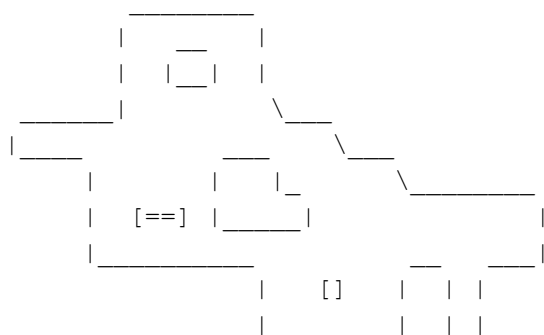
SUBLEVEL 1: With my very clever mind and you following my orders, we just might easily beat this Challenge Mode Level!! Now, this place is filled with blowhogs and it looks like some Snow Bulborbs. Look around for the Armored Cannon Beetle Larva, and try to lure him out if how is buried. Once he has been found, make him kill all of the enemies that are possible to kill from there. The remainders will get to die, so relax! Kill the living Snow Bulborb's with Olimar, and leave the living blowhogs. Get your blues and CAREFULLY kill the blowhogs that survived, for mess up and your piks could get smashed by a rock or even thrown off the ledge! Time it and you should be alright. Now, go to the ACBL and fire an Ultra Bitter Spray. Swarm it for it to spit the key out into your hands (not really). Take it back, and jump down the revealed hole!

SUBLEVEL 2: This is the same, but this time there are only Dwarf orange Bulborbs and a Fiery Blowhog and a Decorated Cannon Beetle. Use the DCB's rocks to kill ALL of the DOBs in the sublevel (without pikmin following you, of course! SO, only do this with Olimar by himself) and the Fiery Blowhog, and once you are ready to fight the main beast, start out by gathering your piks and swarming the remaining enemies. Now, it is time to spend some time with the DCB! Dismiss and head out solo to the Decorated Cannon Beetle. Spend some time trying to kill it by making the rocks hit himself by leading the rocks back at him (run in circles around him so he can't fire a rock to counter-attack). If it is still alive by 50 seconds because no rocks have hit him yet, then go back to your piks, fire an Ultra Spicy Spray, and swarm him after you avoid a rock that it should instantly spit out. Quickly swarm it and hope it dies. If not, then the rock charges and follows. Quickly gather pikmin and run behind a wall or something, or A LOT of piks will die! After it dies, grab the key, take it back to the ship, unseal the now-emerged geyser, and leave this place!

++++  
Stage eight: Red Chasm  
++++  
Pikmin: 40 flower reds  
Sublevels: 1  
Sprays: 4 Ultra-Spicy Sprays, 3 Ultra Bitter Sprays  
Time: Sublevel 1= 130 sec  
Difficulty: \* \*

MY MAP SET-UP:

SUBLEVEL 1



(THIS MAP WAS HARD TO MAKE)

WALKTHROUGH:

SUBLEVEL 1: There is a nice amount of Sprays, but the main reason is so you can live! This place is CRAWLING with Dwarf and adult Red Bulborbs! There are about 5-6 ADULT ones and around 8 Dwarf ones. Now, start out by gathering your 40 reds and killing any Dwarf ones that are away from adults (if this is possible). If not, then locate a Red Bulborb both by himself and without any kids surrounding him. 2 adults can be by each other, but the mistake of throwing in the wrong place can be more deadly. Anyway, fire an USS and throw reds at it until it dies, then its partner (if it has any). Repeat, renewing when needed, until they are all dead except the ones with kids by them. Now, fire an Ultra Bitter Spray at those groups and swarm to kill them. Repeat with any others and once they are all dead, hunt for the key, which was spat out of one of the adults, and take it back for the sealed geyser to appear. Unseal it and leave. This wasn't too hard, now was it?

+++++

Stage nine: Trampled Garden

+++++

Pikmin: 40 flower reds, 20 flower purples, 20 flower whites

Sublevels: 1

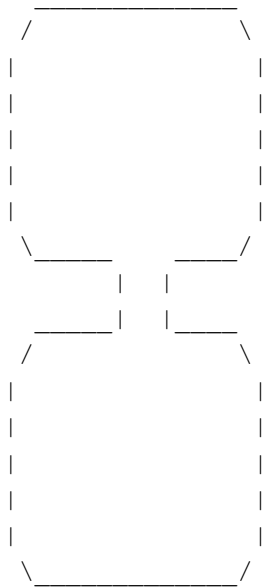
Sprays: none at all

Time: Sublevel 1= 140 sec

Difficulty: \*

MY MAP SET-UP:

SUBLEVEL 1



WALKTHROUGH:

SUBLEVEL 1: This place is impossible to lose pikmin, no matter how hard you tried! Now, this place is ONLY home to Mamutas and Withering Blowhogs. You should know that both of these guys are harmless! To win this unusually easy level, simply get away from all enemies and dismiss. Take your purples, go to a Withering Blowhog, and hurl purples and let them kill the Withering Blowhog. Repeat with the others for all of them to be gone, then throw LEAF purples near the Mamuta so he can make them flowers, then hurl purples until they die. Repeat with the others, pull the sprouts, and locate they key which can be anywhere! Find it, take it back to the ship, unseal the geyser, and leave this piece of trash!

+++++

Stage ten: Twilight Garden

+++++

Pikmin: 50 flower yellows

Sublevels: 1

Sprays: 1 Ultra Spicy Spray

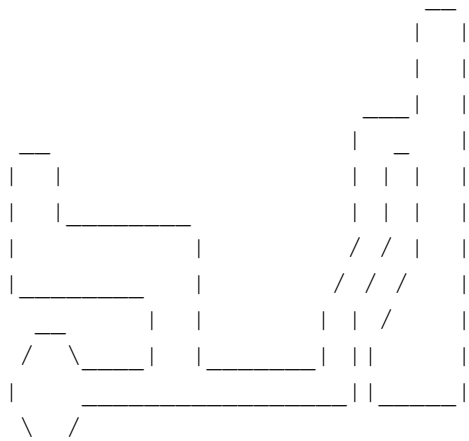
Time: Sublevel 1= 150 sec

Difficulty: \* \* \* (if you use my "trick" for the Beady Long Legs), \* \* (if not)

\*NOTE\* It may seem harder with my trick, but it dies a lot quicker!

MY MAP SET-UP:

SUBLEVEL 1



WALKTHROUGH:

SUBLEVEL 1: No matter how prepared you are, the Beady Long Legs will scare you when it falls, mainly due to the fact it can fall ANYWHERE, but I doubt it would fall the second you begin... Anyway, your first purpose is to make the area clean of enemies. Walk in every inch of the area, killing the Sheargrubs that pop up. By the time you finish, the Beady Long Legs will be down.

BOSS: BEADY LONG-LEGS

Now, go back to camp, get your yellows, and return to the Beady Long Legs. Now, this trick may seem obvious, but I just found this trick out! Fire an Ultra Spicy Spray, and stand back to avoid its feet. After it stomps 4 times, get closer, but not that close. Now, when it is about to land the 8th step, run in and throw pikmin at the orb. It might stomp 4 more times, so avoid that. By the time it shakes them off, it will already be dead! If you want to be Mr. Safe, wait far away until he lowers, run in and throw yellows at it, blow when he twists, run back, and repeat.

After it dies, it will shoot out the valuable key! Take it back with some pikmin, and wait for them to take it all the way back. Go to the sealed geyser, swarm it with yellows to unseal it, and jump in to leave this easy place!

+++++

Stage eleven: Cryptic Cavern

+++++

Pikmin: 5 flower reds, 5 flower whites

Sublevels: 5

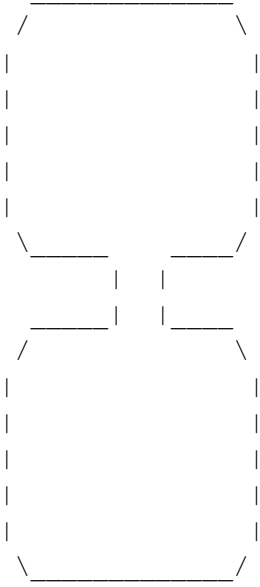
Sprays: 3 Ultra Spicy Sprays, 2 Ultra Bitter Sprays

Time: Sublevel 1= 50 sec Sublevel 2= 75 sec, Sublevel 3= 65 sec, Sublevel 4= 40 sec, Sublevel 5= 70 sec

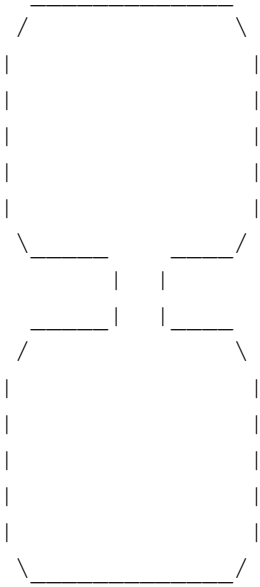
Difficulty: \* \* \* (what, you try beating a boss with 5 reds and whites!)

MY MAP SET-UP:

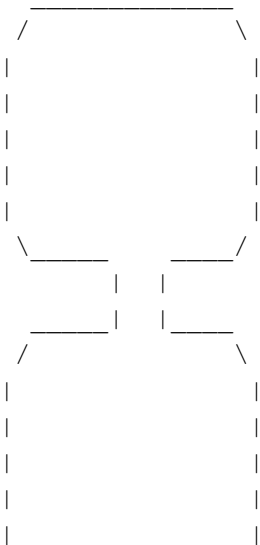
SUBLEVEL 1



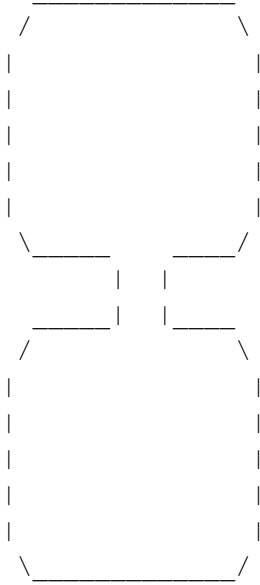
SUBLEVEL 2



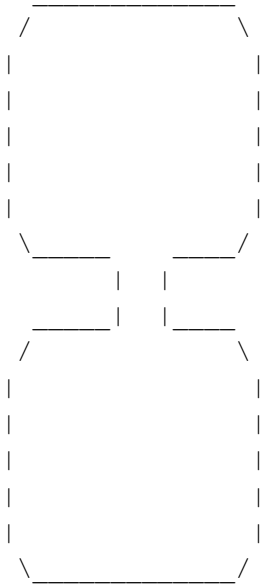
SUBLEVEL 3



SUBLEVEL 4



SUBLEVEL 5



WALKTHROUGH:

SUBLEVEL 1: This place is pathetic! It is harmless except for a Doodlebug that could maybe kill your reds, if you are careless. Now, simply dismiss your piks, take your whites, and hunt for the Doodlebug. Once it pops out, instantly throw piks at it and it will eventually flip, dropping the key. Use 3 pikmin to take it back, enter the exposed hole, and continue to the next, a bit harder, sublevel!

SUBLEVEL 2: Come on, another 1-enemy room! This place is the same shape as the above sublevel, but there is a Watery Blowhog. Gather all 10 of your piks, and head to the Watery Blowhog. To win this, wait for him to spit water, avoid it, and throw piks on while he is spitting water. Once it stops, blow them off and wait for the WB to "kick", and the second it finishes, throw piks on him until he is finished squirting water, then blow them off. Repeat until it dies, and retrieve the key that it had in its intestines. Enter to Sublevel 3 via the appearing hole.

SUBLEVEL 3: Yet ANOTHER area with the same shape and only one enemy! Luckily, it is only an Anode Dweevil! Dismiss your pikmin and go solo to the electrical dweevil. Once you find it, start pounding on it until it glows. When it does, run back to avoid the blast, for Olimar doesn't have the Anti-Electricifier on! Repeat until it dies, then assign 3 pikmin to pick up the key that was released from the beast. Take it back, and you should be ready to find the hole and leave this place!

SUBLEVEL 4: This is, like the above 3, very simple and easy to do because it is the same shape and has only one enemy. This time, it is a challenging Fiery Bulbax! Dismiss your pikmin, take your reds, and go to the Bulbax, but DON'T TOUCH IT!!! Once you are near it, fire an Ultra Spicy Spray, then an Ultra Bitter Spray on the beast. The second it is frozen, swarm it with your 5 pikmin and they should just barely kill it before it unfreezes! Take the key it drops and locate the hole. You should know what to do...

SUBLEVEL 5: Ahhh yes, the Final Floor! The shape is the same (God, not again!) and only one enemy, but replace "enemy" with "boss". By now, you should have around 200 seconds, so don't worry! This is the reason why I gave this place a "\*\*\*\*", because of the hardness of fighting a boss with 10 pikmin! Anyway, gather your pikmin, fire an Ultra Spicy Spray, and run in the other part of the arena.

BOSS: Burrowing Snagret

This might sound easy, but it isn't with only 10 pikmin! Now, walk around until it emerges from the ground. From the story mode one, the ONLY way to win this to do it EXACTLY how I say! Now, look when he emerges, if he suddenly bursts out in the ground in half a second, then run a far distance and wait until it emerges again. Keep doing this until when he is emerging; his beak will be stuck for about 4 seconds. This is your cue! Throw pikmin rapidly at the beak, and since he was hurt so bad, he won't eat any, and instead will go back in the ground! Gather up your pikmin and repeat until it dies. Use up all of the USSs is you want! BTW, if it is about to eat your piks and you have nowhere to go, freeze it with an Ultra Bitter Spray and run. Don't use this to harm him, because your pikmin will barely hurt him! Did you know that when enemies are frozen, their defense goes up?

After it dies, retrieve the key it spits out, use it to make the sealed geyser appear, and you should know what to do. Here comes the end of this multi-sublevel stage!

+++++

Stage twelve: Concrete Maze

+++++

Pikmin: 2 flower whites

Sublevels: 3

Sprays: none at all

Time: Sublevel 1= 70 sec, Sublevel 2= 100 sec, Sublevel 3= 50 sec

Difficulty: \* 1/2

MY MAP SET-UP:

\*\*\*DUE TO THE FACT THAT THIS MAZE IS VERY TOUGH TO MAP, I CAN'T MAP THIS CHALLENGE MODE LEVEL\*\*\*

WALKTHROUGH:

SUBLEVEL 1: The good news is that there are NO ENEMIES IN THIS SUBLEVEL!!! The bad news is that it is a large maze, and you have only 70 seconds. To win this, you will need to gather both of your whites and run around the area, looking

for the key. There are many white walls, but they go down in like 4 seconds!  
 Just run around and tear down gates until you find the key. Use both pikmin to  
 carry it back, let the hole appear, and dive on down!

SUBLEVEL 2: If you thought the above sublevel was hard, you have no clue how  
 hard this is! This maze is twice as big, and you only have +100 seconds!! Now,  
 this maze gets even harder for it has some gates, AND Bomb-rocks and Volatile  
 Dweevils fall randomly! This sound like it would make a "\*\*\*\*\*" rating, but it  
 is easy, for you whites move so fast, they are practically useless! Locate the  
 key, grab it, and follow them to the ship. Gather and run away if a Bomb-  
 rock/Volatile Dweevil falls, and continue carrying afterwards. Once it is  
 lodged in the ship, locate the hole with you and your 2 pikmin and jump in to  
 the Final Floor!

SUBLEVEL 3: The maze shrinks so much that it is smaller than the first  
 sublevel's maze!! This place is enemy-free, so don't worry about going slow.  
 Finally, this place has no gates, and it is home to some Queen Candypop Buds!  
 Since it takes 50 seconds (literally!) to unseal the geyser, you should use  
 them all, so unsealing it can go faster. Once it is unsealed, hop in to leave  
 this simple place!

+++++

Stage thirteen: Collector's Room

+++++

Pikmin: 50 flower whites

Sublevels: 7 (!)

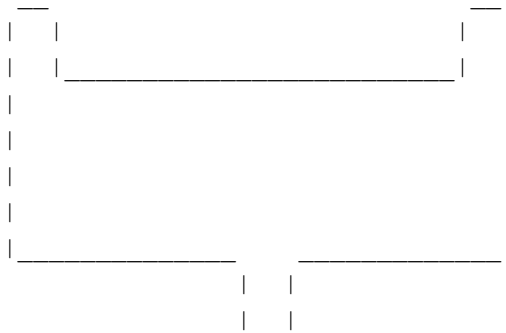
Sprays: 3 Ultra Spicy Sprays, 2 Ultra Biter Sprays

Time: Sublevel 1= 40 sec, Sublevel 2= 30 sec, Sublevel 3= 40 sec, Sublevel 4=  
 40 sec, Sublevel 5= 30 sec, Sublevel 6= 45 sec, Sublevel 7= 45 sec

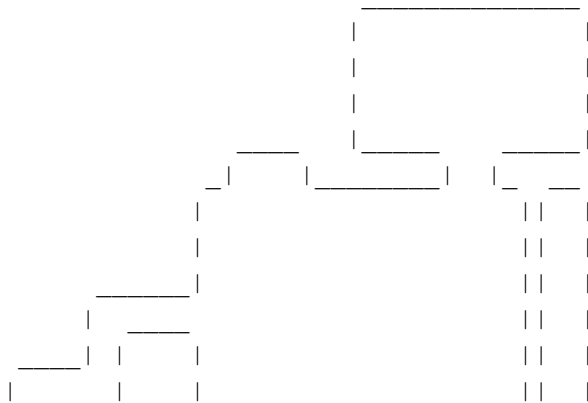
Difficulty: \* \* \* 1/2 (will have to use all sprays, though)

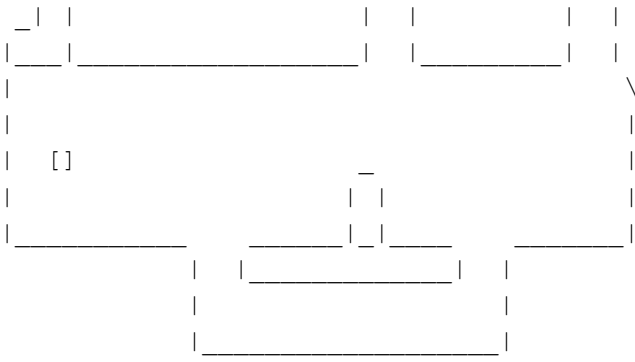
MY MAP SET-UP:

SUBLEVEL 1

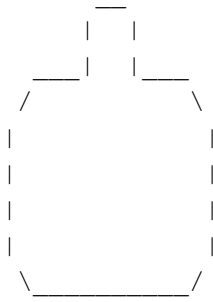


SUBLEVEL 2

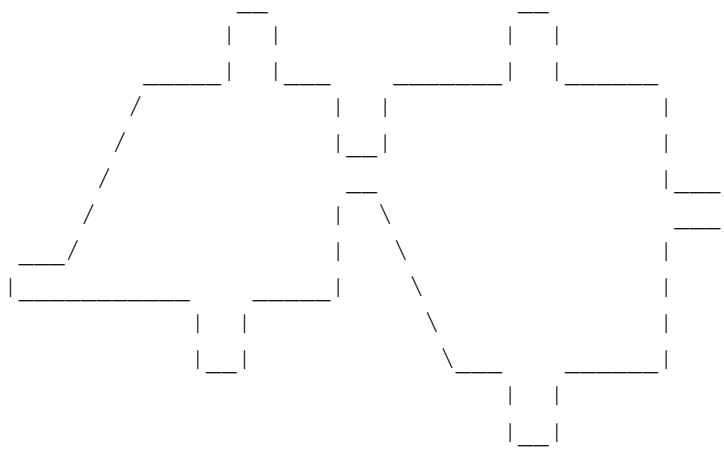




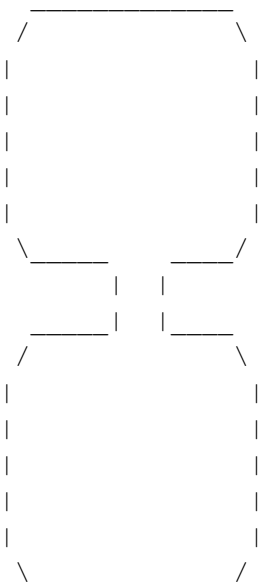
SUBLEVEL 3



SUBLEVEL 4

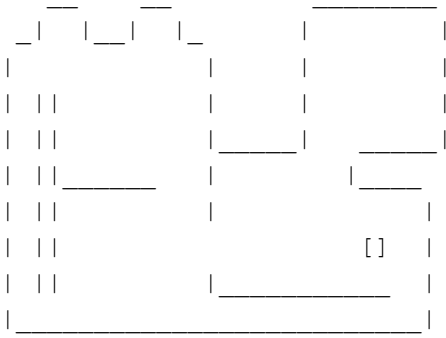


SUBLEVEL 5

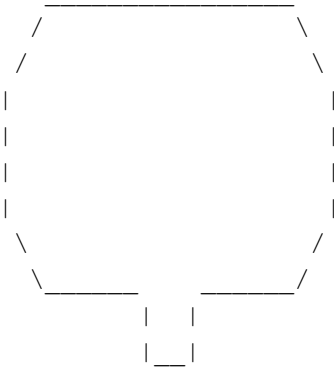




## SUBLEVEL 6



## SUBLEVEL 7



### WALKTHROUGH:

SUBLEVEL 1: This area has only one enemy (ohhh no, not this pattern again!), and it is a Red Bulborb. Since you have whites, this fight actually is easier than with reds, mainly due to how fast they attack. Position yourself in a good position where you can throw whites on its back, and hurl whites on the back! It should die fairly quickly, to be honest! After it is dead, take the key it dropped, and hop into the hole that appears when the key is returned to the ship.

SUBLEVEL 2: Thanks to the time I wasted making this map, I had to restart with more time and come back here. Anyway, this place might be a bit complex, but it is only home to 1 enemy: an Orange Bulborb! If you remembered, these guys are nightmares to non-purple pikmin, so let's make our whites as advanced as purples (almost)! Fire an Ultra Spicy Spray, find it, and hold a pikmin as you run in start throwing the second the cursor is on his back to quickly hurl pikmin at the Bulborb. After some pikmin-throwing moments, it should die and drop the key. Claim the key by making 3 whites take it back to the ship, and then jump into the hole, wherever it is.

SUBLEVEL 3: A copy-and-paste of Sublevel 1: This area has only one enemy (ohhh no, not this pattern again!), and it is a Red Bulborb. Since you have whites, this fight actually is easier than with reds, mainly due to how fast they attack. Position yourself in a good position where you can throw whites on its back, and hurl whites on the back! It should die fairly quickly, to be honest! After it is dead, take the key it dropped, and hop into the hole that appears when the key is returned to the ship.

SUBLEVEL 4: This place is home to a Hairy Bulborb (the adult version of a Snow Bulborb, the Dwarf white ones), and luckily, this is the weakest of the adults, so simply swarm him and it should die VERY quickly. If you are a very fast button masher, then throw pikmin at the HB. The second it dies, out comes a key! Take it back and hop down the hole that comes out of the ground.

SUBLEVEL 5: A second copy-and-paste of Sublevel 1: This area has only one enemy (ohhh no, not this pattern again!), and it is a Red Bulborb. Since you have whites, this fight actually is easier than with reds, mainly due to how fast they attack. Position yourself in a good position where you can throw whites on its back, and hurl whites on the back! It should die fairly quickly, to be honest! After it is dead, take the key it dropped, and hop into the hole that appears when the key is returned to the ship. Like this, except it may be in an odd position, so be careful! Also, you could use an USS if you wanted to.

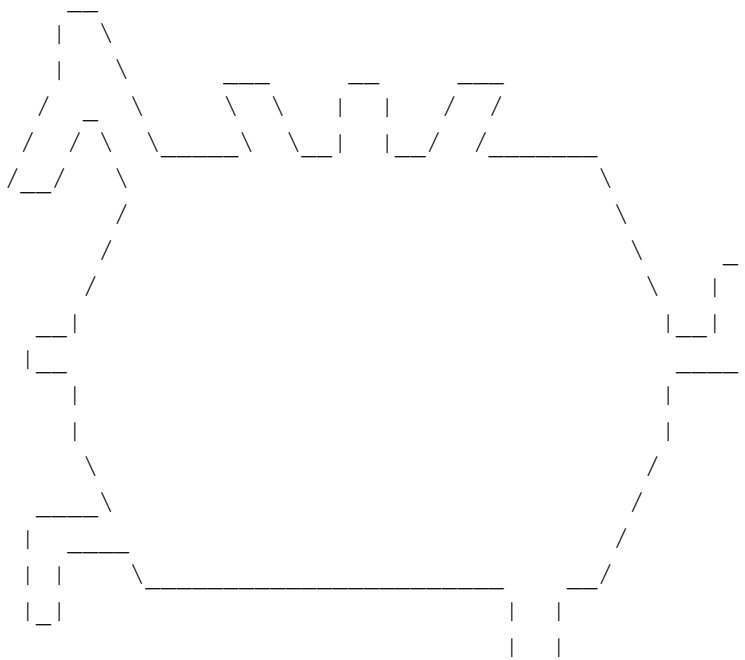
SUBLEVEL 6: This is the easiest sublevel so far! This place is home to an Orange Bulborb, but don't worry, for this place will be easy! Simply locate and find it, and once you have, fire an Ultra Bitter Spray to freeze it. Now, swarm it and it will die with great ease! Now, wasn't that hard? Collect the key that spilled out of the Orange Bulborb, take it back to the ship, and enter the hole that should pop up somewhere to the Final Floor!

SUBLEVEL 7: This is also very easy! Locate the Gatling Groink, get your whites ready, and freeze it with the last Ultra Bitter Spray. Go behind it and swarm until it shatters, making a key fall in the shatters. Take this treasured gold thing back to the ship for at last, the sealed geyser to pop up. While you are here, notice that all of the items are related to "Nintendo" so far? Anyway, unseal the geyser and leave this long, hard place!

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+++++
Stage fourteen: Dweevil's Nest
+++++
Pikmin: 25 leaf reds, 25 leaf blues, 25 leaf yellows, 25 leaf whites
Sublevels: 1
Sprays: none at all
Time: Sublevel 1= 180 sec
Difficulty: * (if fighting only with captains), * * (if fighting with pikmin)
```

MY MAP SET-UP:

SUBLEVEL 1



WALKTHROUGH:

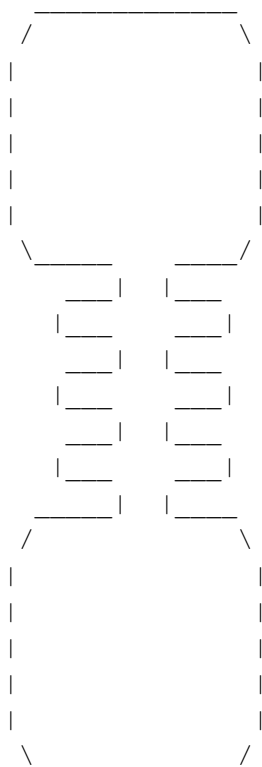
SUBLEVEL 1: Ahhh yes, this level is already the Final Floor! You have a lot of time, so relax and enjoy this place! This is one of my favorite stages, so I

think you will like it! You see, this place is filled with: Anode Dweevils, Fiery Dweevils, Caustic Dweevils, and Munge Dweevils! It might sound like a good idea to use pikmin, but dismiss and leave them, mainly due to the fact that they are useless! Beat up all of the spiders by punching them to death. While doing this, remember to run when they glow, for their attacks ALL hurt you except for the Munge Dweevil's attack, thanks to the fact that the captains have no power-ups! Just be careful and kill them all until they are all gone. Go back to your piks when they are all gone and throw pikmin at the key somewhere for them to take it back. Finally, locate the sealed geyser, unseal it, and leave!

```
+++++
Stage fifteen: Cavernous Abyss
+++++
Pikmin: 25 leaf reds, 25 leaf whites
Sublevels: 1
Sprays: 2 Ultra Spicy Sprays
Time: Sublevel 1= 200 sec
Difficulty: * * * (boss...)
```

MY MAP SET-UP:

SUBLEVEL 1



WALKTHROUGH:

SUBLEVEL 1: This place is fun! Disable the fire geysers in the area with the entire pipe dead-end with your reds, and repeat some more with the others, then go back to camp and dismiss. Go solo and kill the dweevils in the dead-ends. Once the area is finally clear, go back to camp, get your reds, and head back through the pipe area and into another large area. Fire an Ultra Spicy Spray, and get ready to fight a boss!

BOSS: Raging Long Legs

Presenting the fight against the oversized spider, we go to the Raging Long Legs! Run up to the center and it will drop. The second it lands, throw reds at the impossible-to-miss black orb. Once it twists, gather your reds and RUN

AWAY!!! Run very far, for its large feet makes it deadly, and this thing can stomp VERY FAST!!! After 4 stomps, get a bit closer and wait for 4-8 more, until it lowers. Once it has, run in and chuck reds at the large orb. Just repeat this, and use the second one once the first one runs out. Once both of the sprays run out, continue throwing, but be sure to call them off instantly when it twists, for they run slower! Repeat until this large arachnid dies.

+++++

Stage sixteen: Snack Pit

+++++

Pikmin: 5 leaf reds, 5 leaf blues, 5 leaf yellows, 5 leaf whites, 5 leaf purples

Sublevels: 1

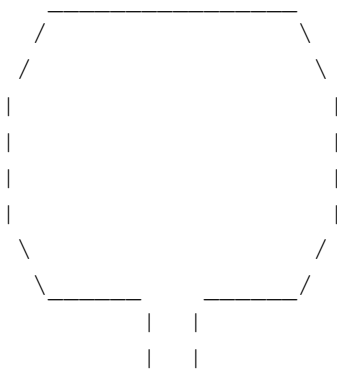
Sprays: none at all

Time: Sublevel 1= 150 sec

Difficulty: \* (weakest boss...)

MY MAP SET-UP:

SUBLEVEL 1



WALKTHROUGH:

SUBLEVEL 1: The second it starts you fight the weakest boss in the game, the Giant Breadbug!

BOSS: Giant Breadbug

Now, you should ignore the little Breadbugs, for they will just stall time and waste time. Instead, go to the Giant Breadbug, and follow him. Once he picks up a treasure, swarm it and make the maximum number of pikmin carry it with the GB grabbing on, getting dragged. Wait until the treasure gets stored, and the GB will fly up and hit the ship, depleting half of his health. Repeat with a second treasure to win this easy battle. If there are no more treasures, kill a Breadbug by throwing purples, let it flip over once, wait until it stand up, and throw another one until it dies. Then use the body as bait for the giant one. If this one is gone, then kill the other ones. If they are also gone, then the only way left to kill the Giant one is to throw purples right on top of its back to harm it slightly. Repeat until it dies. No matter what, you can win this battle!

After its quick and painful death, take the key that pops out of the Giant Breadbug. If it is stolen by a small Breadbug, kill it and it will pop out of the hole. BTW, did you know that once a Breadbug enters its hole, all of its life is recovered? Unfair, I know... Anyway, take the key back for the geyser to appear, sealed of course. Unseal and leave to finish this easy level.

+++++

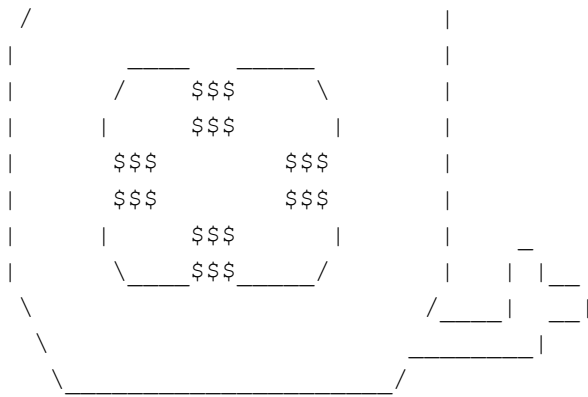
Stage seventeen: Three Color Training

+++++









- S: Slope
- #: Separates water from land
- L: Ledge
- \$: Lower Ledge (a ledge that dips down)

WALKTHROUGH:

SUBLEVEL 1: This place has some Puffy Blowhogs, a Withering Blowhog, and some Sheargrubs. Start out by killing any enemies in your camp, then dismiss and go out solo. Kill the emerging Sheargrubs with punches, and once they are all dead, go back to your pikmin and grab blues. With these, kill the Puffy Blowhogs, and I'm saying blue because of water. If you forgot how to kill them, wait for them to blow, then run in under them and start throwing until it drops. Count for 2 seconds, then blow before it shakes. Throw them on again the second after it shakes and by the time it reaches the sky, it will fall down again. Repeat until it dies. Do the same with the Withering Blowhog and it will deflate and drop a key. Use some blues to take it back (I'd recommend swapping to the other captain, taking the reds, and disabling fire geysers between the key and the ship), then look for the hole and leave.

SUBLEVEL 2: This place is easier, thanks to the lack of water. Now, start out by dismissing your piks and taking the reds. Turn off all of the fire geysers and kill all of the Sheargrubs. If a fire geyser/Sheargrub is by a blowhog, then run in, attack it, and once it is close and facing you, run back, let it blow, and run back for some more damage. Repeat until the object is dead. Once this is cleared, return to the base and dismiss and get your purples. Now, use Ultra Bitter Sprays on the Puffy Blowhogs, then throw purples at the frozen enemy and let them shatter it. Attack the Withering Blowhog by throwing purples and letting them kill the beast. If it takes a while, look above to learn how to handle them. Take the key it dropped, unseal the geyser that appears, and leave.

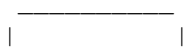
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+++++
Stage twenty: The Giant's Bath
+++++
Pikmin: 50 flower blues
Sublevels: 2
Sprays: 5 Ultra Spicy Sprays
Time: Sublevel 1= 200 sec, Sublevel 2= 150 sec
Difficulty: * * * 1/2

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MY MAP SET-UP:

SUBLEVEL 1







pikmin at the tail, turning when have to, until it maybe shakes. Most of the time, it dies before shaking, but it might shake. If so, then gather your pikmin and repeat this process until it is vaporized. Take the key it drops, find the hole that is exposed once the key is in the ship, and hop in the dark hole to the Final Floor!

SUBLEVEL 2: The second you begin, go to a dead-end AWAY from the boss and dismiss.

BOSS: Ranging Bloyster

Start out by trying to blow 25 pikmin to you. If you have more, throw some in the pile until you have 25 only. Have less and whistle again for some more. Swap to the other captain and take the other 25. Now, as this captain, run to the opposite side of the arena. Swap back to the other captain and walk more in the arena, towards the middle. Once the beast moans and the tentacles turn red/blue, swap to the other captain and go towards the middle and the beast's tentacles should lock on to him. When this happens, swap to the opposing captain, walk towards the tail, and throw pikmin at it until it turns red, then blow them off. Swap to the other captain, fire an Ultra Spicy Spray, and swap back to the original. Fire an USS on the original's pikmin, wait for it to face you, and swap back to the other one. Throw the super pikmin onto the tail and blow off once it faces you. Repeat this until it dies, and use all of the USSs if you have to! One last thing: if it faces you with pikmin on its tail, it will shake. When this happens, run and blow and GET OUT!! Spend some time to reposition, and retry this over and over until it dies.

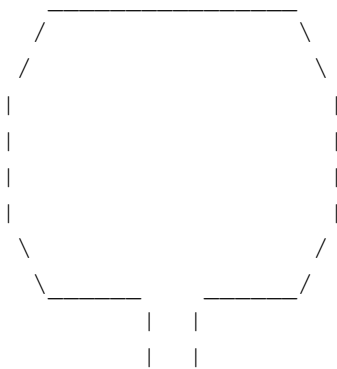
After it is dead, take back the key and the tail for the geyser to appear. Unseal it (duh), and press "A" to by to hop in and leave this watery tiled place!

```
+++++
Stage twenty-one: Rumbling Grotto
+++++
Pikmin: 30 flower blues, 30 flower reds
Sublevels: 2
Sprays: 4 Ultra Spicy Sprays, 3 Ultra Bitter Sprays
Time: Sublevel 1= 170 sec, Sublevel 2= 120 sec
Difficulty: * * * * *
```

MY MAP SET-UP:

```
                SUBLEVEL 1
***IT IS A MAZE, AND IS TOO COMPLEX TO MAP***
```

```
                SUBLEVEL 2
```



WALKTHROUGH:

SUBLEVEL 1: Ohhh god, I HATE this Challenge Mode Level! This is one of the 3 levels that took many, many, many tries to beat without losing any pikmin!! Anyway, this place is not as bad as the Final Floor, which is the true nightmare. This place has a maze layout and short time, so you really don't have that much time for goofing off in this place! Once you begin, you should dismiss your pikmin and go solo, looking for the key. You might have to take 25 pikmin to tear down the gates with you. Once it is found (I'd keep resetting until it is in a close position), you should remember it, and take the quickest path back to the ship. Grab your pikmin, and clear a path from the ship to the key with the aid of an Ultra Spicy Spray, thanks to Creeping Chrysanthemums... Remember, they are "blinking flowers" that are well disguised. Once you reach the key, send 3 pikmin to carry it to the ship, and once the hole appears, dismiss the pikmin and look for the hole solo, for you won't have to worry about any more fights! :) You might have to bring the 25 pikmin to tear down gates, but ignore fights, or else bad things will happen!! Jump in the hole at the end to finish this sublevel and to head to the great Final Floor, home of the ultimate enemy!

SUBLEVEL 2: The second you begin, head to the dead-end in the arena, hugging the wall to reach it. Once you are there, dismiss and take the reds only, for 60 pikmin to make sure are okay can be chaotic! Fire an Ultra Spicy Spray, and run to the center of the arena.

BOSS: Pileated Snagret

Yes, it is the ultimate Pileated Snagret! It dies exactly like the Burrowing Snagret, but it has more life, eats pikmin more often, and it can hop on a foot to you! Like I said from the Burrowing Snagret, it comes out 2 different ways. If it comes out the quick way, then run as far as you can! Chances will be that it will hop after you. If so, run, but a bit closer to the snagret, until he is close enough where he goes "Eeeee!", then run away far and it should just stand there, then jump in the ground. If it is the slow way, just throw pikmin on it and let them make it suffer so much it won't eat and just reburrow! Unlike the Burrowing Snagret, it won't just stand there and keep getting hit until it loses half of its health. Once it is fully emerged, he will jump back in instantly, meaning it takes like 10 of these to kill it! BTW, you could fire an Ultra Bitter Spray once it head's low and throw super pikmin on it, and that could take away 1/4 of its health!! Do this three times and it could lose 3/4 of its health quickly! If they run out of the USS power, fire another! Repeat this until it is KOed, which believe me is a BIG accomplishment!!

After it is dead, you should take back both the head and the key back. After they are both stored, go to the sealed geyser, unseal it, and hop in to finish this place! If you could beat this, you are very amazing at this game, and that is a guarantee!

++++  
Stage twenty-two: Subterranean Lair  
++++  
Pikmin: 20 flower blues, 20 flower reds, 20 flower yellows  
Sublevels: 1  
Sprays: 2 Ultra Spicy Sprays, 2 Ultra Bitter Sprays  
Time: Sublevel 1= 90 sec  
Difficulty: \* \* \* \* \*

MY MAP SET-UP:

SUBLEVEL 1

— — — —  
| | | |









it! Anyway, once its machine gun is out, run behind the nearest shelter, and if you can't find one, try the small shelter where the orb slept. Just repeat this strategy until you find it very weak, and then finish it off with a few more pikmin throws. Since this is the best ending of how a boss dies, I will most definitely describe it. First, small red explosions surround it. Then, it will become stiff and steam will shoot out of the orb. After a few seconds, it will EXPLODE, sending parts flying everywhere!!

After it is killed, take the key it drops, crack open the geyser the key reveals with all of your pikmin, and leave this challenging Challenge Mode Level!

+++++

Stage twenty-six: Breeding Ground

+++++

Pikmin: 4 leaf reds

Sublevels: 3

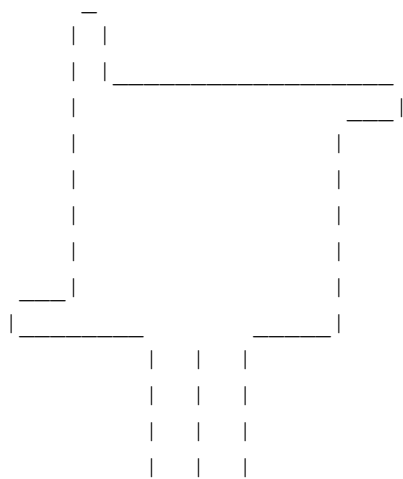
Sprays: 3 Ultra Spicy Sprays, 2 Ultra Bitter Sprays

Time: Sublevel 1= 100 sec, Sublevel 2= 150 sec, Sublevel 3= 180 sec

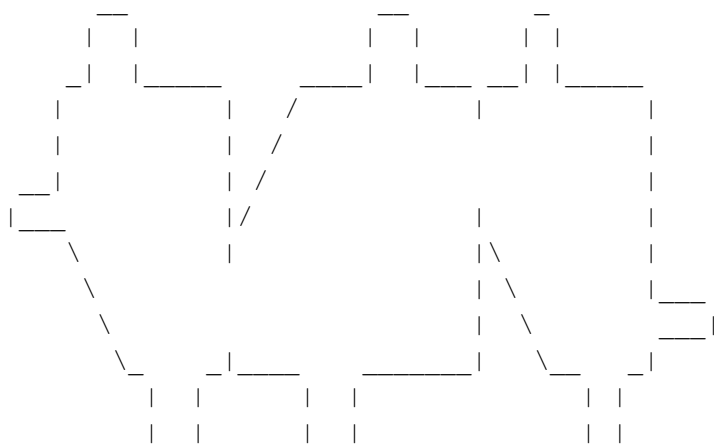
Difficulty: \* \* \*

MY MAP SET-UP:

SUBLEVEL 1



SUBLEVEL 2



SUBLEVEL 3





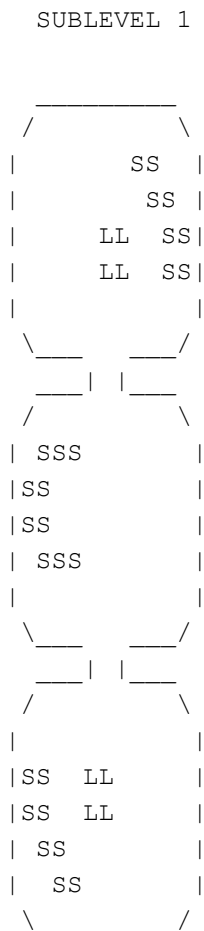


pikmin once the timer reaches 50 seconds because of tight time. Use the last Queen Candypop Buds if they are there, then finally look for the key somewhere, take it, and enter the hole that comes up after it is in the ship.

SUBLEVEL 3: Welcome to the Final Floor! This place is home to fire geysers, Electric Generators, Fiery Blowhogs, and that's it... I think. Now, start out by dismissing and taking yellows. Go around the full stage and take out all of the Electric Generators and ignoring the enemies. After they are all down (for ones across water, throw yellows on the ledge nearby, go to the other side, and blow your whistle and use the C-Stick to get them with you. Anyway, go back to camp and swap yellows for reds. Shut off all of the fire geysers, and while you are at it, kill all of the enemies that might be in this level, and this includes the Fiery Blowhogs. Now, one of the many Fiery Blowhogs dropped the key. Find the correct one, take it back, and use blues to help you locate the sealed geyser, perhaps cross water, and unseal it. Hop in to leave this somewhat long Challenge Mode Level.

```
+++++
Stage twenty-seven: Cave of Pain
+++++
Pikmin: 50 flower reds
Sublevels: 1
Sprays: 1 Ultra Spicy Spray, 1 Ultra Bitter Spray
Time: Sublevel 1= 160 sec
Difficulty: * * * (because everything randomly falls)
```

MY MAP SET-UP:



S: Slope going up

L: High Ledge (must climb nearby slope to be able to throw pikmin on top)

SUBLEVEL 1: This place will definitely keep you on your toes! This place

appears empty, but once you start walking lots of things will fall! Before walking around, gather your pikmin and fire an Ultra Spicy Spray. Bomb-rocks and Volatile Dweevils will fall, but you should just continue running past them. Once a Hairy Bulborb falls, swarm it immediately and it should be dead very quickly. Or, if you fight a Fiery Bulbax first, fire an Ultra Bitter Spray and swarm it to kill it. Once both of the grub-dog enemies are dead, locate the key and follow them to the ship. If an explosive thing falls, gather the pikmin and run!! After the key is stored, gather your pikmin, go to the geyser, unseal it, and leave before anything real deadly happens.

+++++

Stage twenty-eight: Bully Den

+++++

Pikmin: 25 flower purples

Sublevels: 1

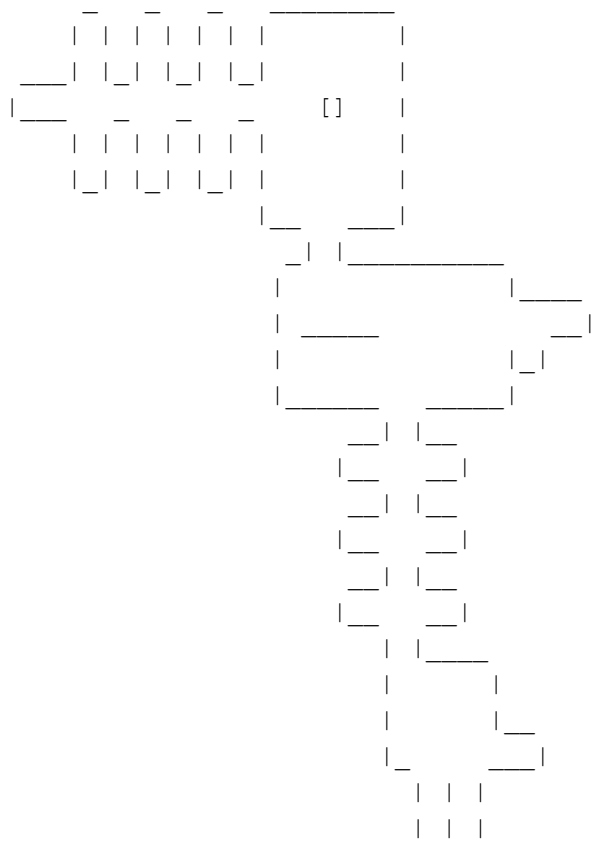
Sprays: 2 Ultra Spicy Sprays, 2 Ultra Bitter Sprays

Time: Sublevel 1= 300 sec

Difficulty: \* \* \* \* (because everything randomly falls AND Waterwraiths!)

MY MAP SET-UP:

SUBLEVEL 1



WALKTHROUGH:

SUBLEVEL 1: This place is a nightmare! Well, I'd quickly go locate a good place to hide. I'd recommend dead-ends or the pipe things in the arena design above. If you do the pipe areas, be sure to kill the non-Volatile Dweevils, and run from the Volatile Dweevils! Any dead-end will do, because the enemy never attacks in dead-ends! It spins around too slowly! Once the timer is 272, fire an Ultra Spicy Spray, and once the timer is 270, 2 old time foes will drop out of the sky at the same time.

BOSS: Waterwraith x2

If you though one Waterwraith was bad, wait until you fight 2! This fight goes the same, but the gates (I hope you didn't tear them down, or you are in

peril!) will help slow the Waterwraiths down and separate them. Once only one comes near you (BTW, the WWs drop very close to the current captain you were controlling!), wait for it to come in front of the dead-end, then hurl purples rapidly at the beast! It should turn purple and duck kind of on the rollers that could flatten you. Keep the purples coming, and after its health reaches 0, the rollers will break! BTW, watch out when throwing purples at it, for sometimes it will moan and lift the rollers high and slam them in the ground, which usually kills like 1-9 pikmin, so be very careful! I don't yet have a hint when it uses it, so a hint would be great! Back to the strategy, the WW runs around like crazy! Follow it until it stops and pants, which can take a while. Once it does, throw purples and repeat this until it is dead. DO the same with the other one.

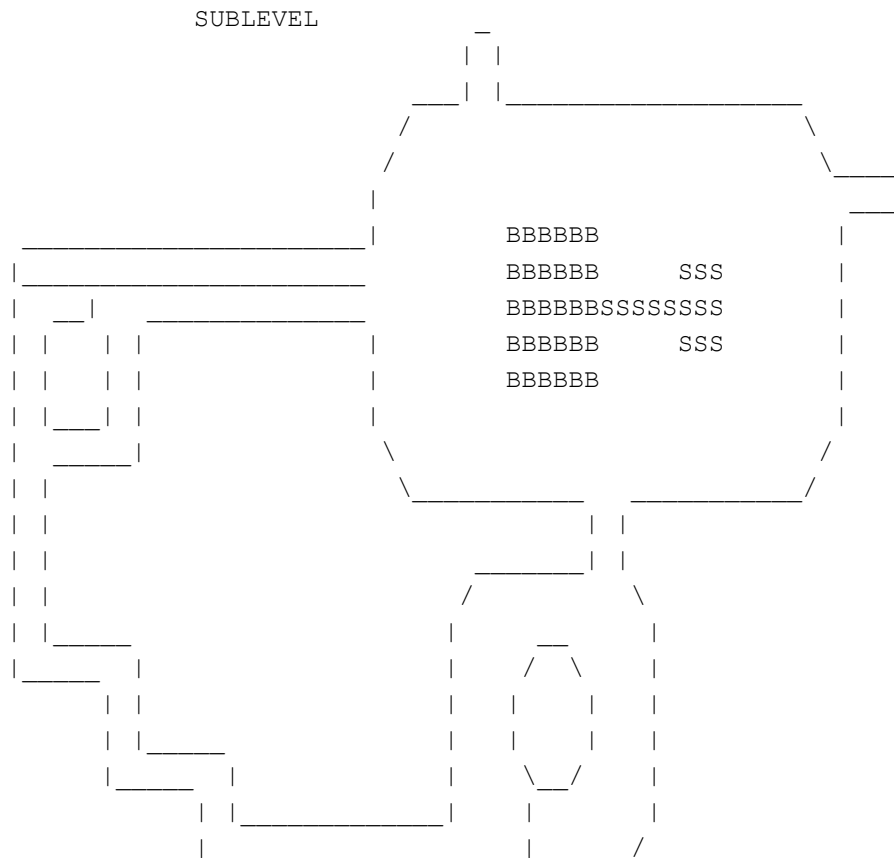
When fighting them, enemies will drop, but you should try to ignore them and focus on the WWs, unless like a Wollywog falls, then kill it! Once both are dead, one of them drops the key, so look for it and carry it back for the unsealed geyser to appear. Unseal it (while ignoring weak enemies like Anode Beetles, but be careful of the AB's electricity!), and leave! JUST IGNORE BUT AVOID THE ANODE BEETLES!!

```

+++++
Stage twenty-nine: Sniper Room
+++++
Pikmin: 30 flower yellows, 20 flower purples
Sublevels: 1
Sprays: 1 Ultra Spicy Spray, 1 Ultra Bitter Spray
Time: Sublevel 1= 255 sec
Difficulty: * * * * (thanks to the Gatling Groink and other tough enemies!)

```

MY MAP SET-UP:



B: Bucket Upside Down (Gatling Groink's Location)

S: Shovel (to get to the top of the upside down bucket)

WALKTHROUGH:

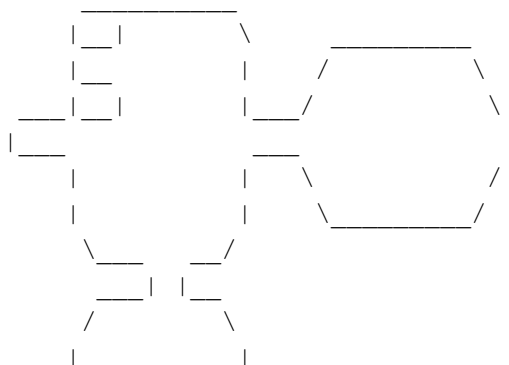
SUBLEVEL 1: This place is home to a few Dwarven enemies, a Gatling Groink, and I think 1 or 2 Decorated Cannon Beetles. I think a few stages have 1 Orange Bulborb and 1 hidden armored Cannon Beetle Larva. To start out this sublevel, you should dismiss your pikmin and go out solo as one captain only. Kill all of the Dwarven enemies, and even use the Decorated and possibly the Armored Cannon Beetles to help you. Once the small shrimps are gone, kill possibly the Orange Bulborb with a Cannon Beetle, and if they are too far away, then ignore them and we will come back later. Once they are all dead, use the DCB's rocks to kill himself, then if possible, the ACBL. Return to your pikmin once you finish this simple job.

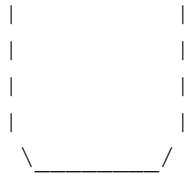
Okay, now it is time to fight with the pikmin! Gather only your purples and prepare for combat! Go locate the Orange Bulborb somewhere if it is in the arena and fire an Ultra Bitter Spray. Throw pikmin on the rock to kill it once and for all. Remember, you might not have to fight it if you got the correct set-up! Next, use your purples to kill the ACBL, but be careful, for it is usually a little far away! Just remember to blow purples to you the second it kicks! Finally, return to camp, dismiss, and take your yellows. Go to the area with the Gatling Groink, BUT DON'T GET TOO CLOSE!!! Swap to Louie, walk into the area, and to the upturned bucket. Stand on the side that doesn't have the shovel, and stand there until the GG fires its first blast at Louie. Then, swap to Olimar, go to the shovel, hope that the GG doesn't focus its attention to you, and fire an Ultra Spicy Spray. BTW, if it does look at you, then go back and let it focus on Louie some more. Now, run up the shovel, and start hurling like mad at its back!! Keep doing this until it is killed. Also, you might have to go back down to get pikmin if all of them are thrown on and shaken off. After it is killed, take back the Gatling Groinks body and look for the key, which lies anywhere. After it is gotten, unseal the geyser with all of your pikmin, take a deep breath, and jump in the geyser! Level complete! Now, it is time to finish the FINAL CHALLENGE MODE LEVEL!!!!

++++  
Stage thirty (Final): Emperor's Realm  
++++  
Pikmin: 20 flower reds, 20 flower blues, 10 flower purples  
Sublevels: 5  
Sprays: 2 Ultra Spicy Sprays, 2 Ultra Bitter Sprays  
Time: Sublevel 1= 100 sec, Sublevel 2= 100 sec, Sublevel 3= 100 sec, Sublevel 4= 100 sec, Sublevel 5= 100 sec  
Difficulty: \* \* \* \* 1/2 (The fourth hardest Challenge Mode Level!)

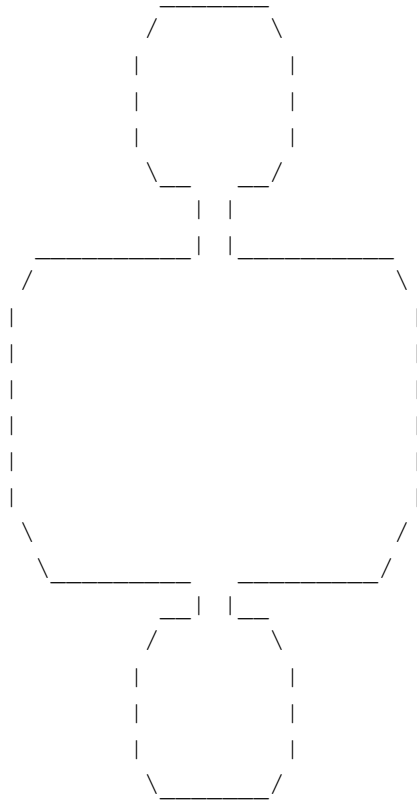
MY MAP SET-UP (Thanks to the final CML thing, I will make the legend key fancy!):

SUBLEVEL 1

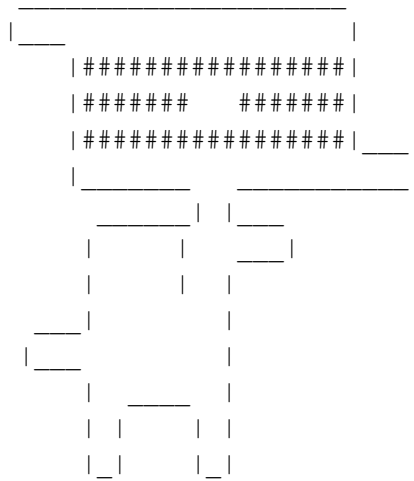




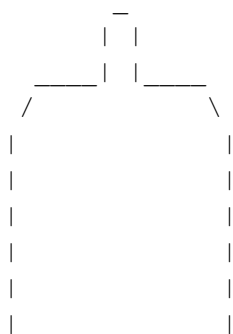
SUBLEVEL 2

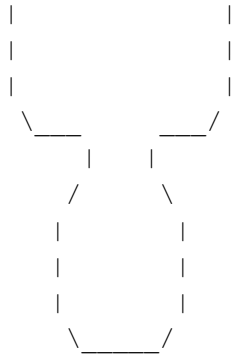


SUBLEVEL 3

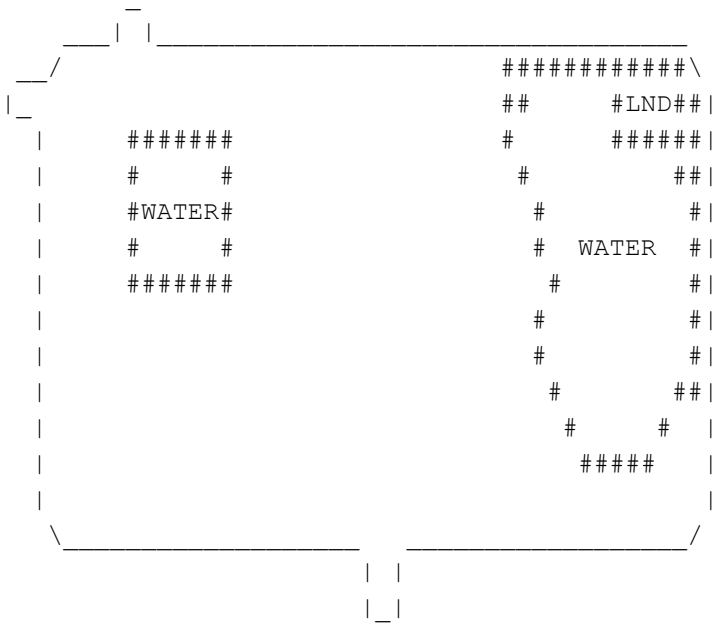


SUBLEVEL 4





SUBLEVEL 5 (FINAL FLOOR IN CHALLENGE MODE!!!)



/LEGEND\

|        |                                            |
|--------|--------------------------------------------|
|        |                                            |
| #:     | Water                                      |
|        |                                            |
| #      | (in Sublevel 5): Separates water from land |
|        |                                            |
| LND:   | A small chunk of land                      |
| WATER: | Water                                      |
|        |                                            |

WALKTHROUGH:

SUBLEVEL 1: This requires a bit of rushing. Dismiss and take your 10 purples. Kill the big enemies first (Red Bulborb and Hairy Bulborb), then the Dwarf Red bulborbs and Snowy Bulborbs. After this is all dead, go back to camp, dismiss, and take reds. Disable all of the fire geysers for a nicer playing field. After the area is harmless, go back to base and gather all of your pikmin. Head to the key that was dropped by the Hairy Bulborb, pick it up, and hop down the hole.

SUBLEVEL 2: This place is a MUST for the Ultra Bitter Spray! Dismiss and grab your purples. Go up at the edge and wait for the Spotty Bulbear to notice and come to you. If it doesn't, swap to Louie, get reds, shut down the fire geysers, go back to the ship, and continue with Olimar's purples. Once it does come, angle the spray so that the babies and the adult get frozen. Throw purples at the statues and they should all die. After they are all dead, gather the key and take it back to camp. Once the hole appears, leave pikmin at camp and go to the hole solo (Remember, pikmin teleport! BTW, I'm saying this

because of the Orange Bulborb).

SUBLEVEL 3: This place is empty (unlike the above ones) except for a Fiery Bulbax. Start out by using the nearby Candypop Buds and use all 3 on reds if you will use Strategy 2 (see below) or blues if you will use Strategy one (see below). I'd recommend the blues for strategy one. Once it is ready, dismiss and take the color correspondent to the strategy. Let's just start out with Strategy one, or the blues. STRATEGY ONE: Once you find the Fiery Bulbax, go in the water, throw a pikmin at it, blow them to save them from the fire, and stand in the water and wait for it to enter the water with you. The second it touches water and steam pours over it, use an Ultra Bitter Spray and swarm to kill the beast. The water got rid of all of the fire! STRATEGY TWO: Find the Bulbax, get your reds, and swap to Louie (DON'T ENTER THE LAKE WITH THE REDS!). As Louie, go to the Bulbax, punch it, and run back to land on the other side. Swap to Olimar. Once the FB touches land right by the reds, fire an Ultra Bitter Spray and swarm to kill it. Once you have killed it either way, take back the key (I'd recommend with reds only because of the fire geysers that are in the area possibly. Of course, take it out of the water with blues, then use reds to continue) for the hole to appear. Jump on down to the fourth sublevel in this level!

SUBLEVEL 4: The second you begin, you immediately fight the Empress Bulbax! Immediately!

BOSS: Empress Bulbax

Start out by dismissing your pikmin at the start after gathering them. Once you have, quickly gather your purples and run up to the face. Hurl purples QUICKLY and it should wail about 3 times. Once the third time is heard, blow pikmin off and it should do a strong shake. If pikmin were on this when it happens, they would die to this next attack! Run back far and let the Empress roll, killing the large amount of Bulborb Larveas from under it. BTW, if any reach you, run back, swap to Louie, and beat them up. Swap back to Olimar afterwards. Go back up and quickly hurl pikmin before I can spawn a huge amount and you should be able to easily win this simple battle. Just repeat this same strategy about 3-4 times until it dies.

Once it is dead, dismiss and kill any left over Bulborb Larva, then gather your purples and swap to Louie. As Louie, get the reds and destroy all of the fire geysers in the arena. Once they are all down, reunite the 2 leaders, and make them carry both the head and the key back to the place to show the hole. Jump in to the final Final Floor in the game (is it just me, or does "final Final" sound odd)!

SUBLEVEL 5: Well, this is it! The final sublevel in Challenge Mode! This place is home to a boss, or better yet, 3 bosses, and they are 3 Emperor Bulbaxes! Believe it or not, but this is actually not too hard, thanks to the scattering of bomb-rocks in the level! Okay, begin by dismissing your pikmin and taking purples. Look around the level for 2 eyes sticking out of the ground ON LAND. There is usually only one pair of eyes. Once it is found, DO NOT GET TOO CLOSE, and prepare to fight!

BOSS: Emperor Bulbax (land) x however many are on land

Move the cursor in between the pair of eyes. BTW, make sure you are on the side of the eyes that are blinking at you. Once you have this ready, throw purples rapidly in between the eyes and it should emerge. However, by the time it gets out, stands, and licks, it should already be dead! If you were unlucky to have this not happen, then you will have to fight it emerged, which makes this a hard battle. Gather the pikmin, and go to the nearest bomb-rock. Go to the side that is opposite of the Emperor Bulbax, and wait until it comes right in front of it. Once it does, RUN!!! The Emperor will eat the bomb-rock, lose 1/5 of its



health, and will let you beat it up! Throw pikmin and repeat this until it is killed. Repeat with any others that might be on land.

After the one(s) on land are history, go back to the ship, dismiss, and take blues. Go to a pair of sticking out eyes in the water and prepare to fight the 0-3 EBs in the water! BTW, use an Ultra Spicy Spray in each one of the battles here.

BOSS: Emperor Bulbax (water) x however many are in the water  
Move the cursor in between the pair of eyes. BTW, make sure you are on the side of the eyes that are blinking at you. Once you have this ready, throw the "super" blues rapidly in between the eyes and it should emerge. However, by the time it gets out, stands, and licks, it should already be dead or very close! If you were unlucky to have this not happen, then you will have to fight it emerged, which makes this a hard battle. Gather the pikmin, and go to the nearest bomb-rock. Go to the side that is opposite of the Emperor Bulbax, and wait until it comes right in front of it. Once it does, RUN!!! The Emperor will eat the bomb-rock, lose 1/5 of its health, and will let you beat it up! Throw pikmin and repeat this until it is killed. Repeat with any others that might be in the water.

With this place finally enemy-free, go back to the ship and dismiss. Take only 3 blues, find the key, and let them carry it. Swap to Louie and shut down any fire geysers in their path to the ship (they always take the quickest path), and once it is ready, the final unsealed geyser will appear. Go with all of your blues to the geyser, unseal it, and hop in to finish the final level in Challenge Mode!!!

CONGRAGULATIONS, YOU HAVE OFFICIALLY COMPLETED THE VERY TOUGH CHALLENGE MODE!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

=====  
If You Want To Get All Of The Treasures In All Levels...  
=====

If this is the case, then you will need 2 players to do this. Yes, Challenge Mode Levels can be played with 2 players! Anyway, find someone good at P2 to play with you, then work as a team to collect all of the treasures. Even split pikmin so you can do work a lot quicker!

=====  
~~~~~ 19. 2-Player Mode ~~~~~  
=====

Well, this is 2-Player Mode! We got a lot to cover in this section so you can win the war against your friend in this 2-Player Battle!!

++++++  
ABOUT THIS MODE  
++++++

2-Player Mode is basically a battle between 2 people's pikmin. You can fight until you just can't take it any more with your friend!! Well, what are you waiting for?! It is time to obliterate your friend's pikmin/health!!

First, take note that Player One has red pikmin and Olimar as their leader, while Player Two has blue pikmin and Louie as their leader. For this reason, reds should avoid water attacks, while blues should avoid fire attacks. All piks should avoid electricity and explosion attacks!! Personally, I think the reds get the better deal, because there are more fire enemies, and reds are stronger against enemies than blues. That is just me, though, so you don't have to listen to me if you don't want to.

Now, you are probably confused about the views, right? Well, the screen is divided into 2 parts. The upper one is Player One's screen, while the lower one is Player Two's screen. Also, never look at your opponent's screen, for it can get confusing where you are going. Only look when they are invisible by one of the power-ups... ;) You should be used to the screen in mere seconds!

```
+++++++
SETTING UP
+++++++
```

Now that you know a bit about the game, you probably want to get everything set up. To do this once you are at the main menu, you are probably wondering how to change the amount of pikmin you start out with, right? Well, this is very easy to accomplish!!

You start out with 10 pikmin. Press "L" to lose 5 (you can't go lower than "5" pikmin) or "R" to gain 5. Like I said in the (), you can't make your number start out less than 5. And if there was a minimum limit, then there would be a maximum limit! You can't go more than 50 pikmin, no matter how much you want, because each side can only have 50 piks each. Get it? 50+50=100! Only 100 pikmin on the field at a time!!

Now, you want to select an arena. Move "UP" by holding "UP" on the control stick. When going up, you go to the easier stages. It stops going up if you reach the easiest stage. Now, you can move DOWN the same way to go to the harder stages. Like I said above, you stop moving once you reach the hardest stage.

```
+++++++
PIKMIN COLLISION
+++++++
```

Okay, so you want to fight with your opponent's pikmin in a fight to the finish? Well, here is a section filled with ASCII to understand how it works... when the pikmin collide. So, let's say you are moving around with your army of 10 pikmin.

```
 000
0000 {{YOU}}
 000
```

While walking around, you quickly notice that your opponent is approaching with 10 pikmin!!

```
      XXX
{{OPPONENT}} XXXX
      XXX
```

After some seconds of walking around, you suddenly realize that both of you are standing right next to each other.

```
 000                XXX
0000 {{YOU}} {{OPPONENT}} XXXX
 000                XXX
```

After staring at each other with very angry eyes (okay, I made that up), you both move to let your piks attack.

```
  {{YOU}}      {{OPPONENT}}
 000          XXX
0000-->      <--XXXX
 000          XXX
```

And finally, the pikmin collide into each other's large, fat bodies (not really).

```
OOOXXX
OOOOXXXX
OOOXXX
```

And, the fight now begins! Pow! They are killing each other! A blue killed a red! A red killed 2 blues!!

```
OXOXOX
XOXOXO          2 deaths
OXOXO
```

Wow, this fight is getting intense!! After a lot of killing and such, it is down to 1 blue and 1 red.

```
OX
```

Red hits Blue with a strong leaf slap, but Blue counters with another slap! Red hits blue, blue hits red and red hits blue, knocking him out and killing him pretty quickly!

```
O
```

Red wins!!!

```
+++++++
AFTER THE WAR
+++++++
```

So, the reds won, but I bet that you think those piks have actually died? No, you disbeliever!! Return to your onion to find all of the piks that died in the war back into seedlings! So, that means they can fight again! Also, once a pikmin dies in the war, the number goes down for one second, and then it goes back up. This can be hazardous, for if you have one pikmin and it loses in the war, once the number reaches 0, the game will end, even though it would have came back up a bit later!

This all boils down to the fact that after the war, you should go back to your onion and pull the seedlings and build a higher population for a good war!

```
+++++++
GROWING PIKMIN
+++++++
```

Just like Single Player, you can kill enemies and take back their bodies for some more pikmin. And also like Single Player, you can wait for a few minutes for the seeds to become buds/flowers, and then you can pick them. Like I mentioned sometime above, you can't go beyond 50 pikmin in your group, so do not even try, okay? :)

```
+++++++
I WANT TO WIN
+++++++
```

Now that you know almost everything about the mode, you are probably wondering how to win the game! Well, there are 4 ways to win a game, and I will explain all of them in great detail so you won't have to deal with being confused.

The first way is to get your opponent's marble. This is actually quite easy, for your opponent tends to leave camp to try to look for you. To make this win

easy, go to your opponent's camp, and assign the pikmin needed for them to start carrying it. Now, make sure that your opponent is away from the path to your camp and go to him with some pikmin. Start a Pikmin War, for this is great at distracting. By the time the war ends, you will win the game! If your opponent notices, then swarm it with pikmin so it can't use any pikmin, but make sure you swarm him when you have at least twice as much!!

Way number two involves taking 4 marbles back to the base. Actually, I think there are 7 marbles, so no matter what, one person will win, for 3 marbles versus 3 marbles means you will fight over the last one. Anyway, here is a good time when to collect some yellow marbles: collect some if they are near your base, and kill enemies near it. Now, simply swarm the marble with all of your pikmin, which is 99% of the time half-buried. Once it is plopped out, let your pikmin carry a marble to camp. Repeat until you have all of the marbles near your camp. This could range from 0-4, four being extremely rare. After you have these marbles, go out a bit more, kill enemies, and take the marbles. Just beware if your opponent has some, or you should do a Pikmin War and the last pikmin type standing gets the marble fair and square. Just never try to take marbles from your opponent's camp, or things will get ugly. Also, no one can take back a marble once it is stored in the onion.

The above two ways are the only ones the game shows on the loading screens, but there are 2 other obvious ways to win the game. The first of the 2 is killing your opponent's captain. This can be easy, but hard at times. You see, you will need the aid of enemies to help. A way I always like to trick my opponent is to say, "Let me take care of this beast" and you start hurting it. Now, you tell him to help you defeat the enemy. Both attack for a while, ignoring the pikmin war, and once your opponent is focused to kill it, leave your pikmin and run! They will think you are still fighting, but little do they know that they can no longer attack because he is swarmed by reds, and he will get his butt kicked while you sit back and wait! If there are no more enemies, then you always could kill him with pikmin attacking. About this, I truthfully never saw the captains lose health when they are swarmed by pikmin, even with 50 Ultra Spiced up reds, but it could take a while or I'm imagining things.

Is it just me, or is every single strategy getting longer? Will this mean that this strategy will be the longest? Anyway, this is the fourth and final strategy and the second one in the obvious ones. This one is to simply kill all of your opponent's pikmin. There was a secret trick I always love, but I will tell you near the end to make you go crazy for the secret. Anyway, a good way to kill all of your opponent's pikmin is to use cherries (see next part after next) and hope that you summon an enemy. Boulders are good to use, but they should only be used when your opponent least expects it, like when fighting an enemy. The Volatile Dweevil is very useful if there are idle pikmin at camp without their leader. The final real enemy, the Fiery/Watery Blowhog, can be good if yet again, your opponent is away from camp. Beware, for your opponent's pikmin can actually kill it! Okay, that's all for the cherry strategy, so let's move on to the next one, shall we? You could use enemies to kill them. Just sit back and watch them get killed. A better way would be to lead strong enemies to your opponent's pikmin so they die. Now, the moment you've been waiting for! The secret trick! I bet you are desperate, right? Well, here's the ultimate powerful secret trick: \*\*\*\*THIS MESSAGE WAS CUT OFF. PLEASE GO TO THE NEXT PARAGRAPH\*\*\*\*

Okay, you think you are ready to know the secret trick? Well, here I go! First, go to your opponent's pikmin and make them attack your captain. Yeah, you heard me! Try to make all 50 pikmin attack you, so you can win this fairly quickly. Now, run to a place far from your opponent so they don't see the trick, and once you are ready, lead them either to an enemy or an electricity hazard. Make sure the enemy actually fights. Now, stand in front of the enemy and let them

eat pikmin off you! You will get hurt, but at least all of the pikmin are bound to die! For the hazard, simply go in the middle when it's off and wait for it to turn on. All of the pikmin will be instantly zapped and will die! USE THIS SECRET TRICK, YOU HEAR!!!

+++++

HEY, I WON!!

+++++

So you finally beat your opponent! Whoever won cause the game to stop and for the screens to turn dark. Now, the "WIN!" message will cover the top or bottom screen, depending who won and the "LOSE" message will cover up the other one. Now, the winner will do some creepy laugh. Now, a point will be given on the score board, which is the one in the upper right corner. If it's a tie between points, then both faces will be calm. If one person has more, that one will have a wicked, I-beat-you-so-bad grin, while the loser looks furious. Also, the points reset if you leave 2-P Mode and come back. Good luck, and try to get the most points!

+++++

THE CHERRY WHEEL

+++++

So you heard me finish the talk on the strategies, and saw when I said "cherries". I bet you were like, HUH?!?! Well, the cherries don't give you poko, and they keep falling. So you can have unlimited cherries. Now, when you take back a cherry, the wheel to the right will start spinning. You will see 4 unlit dots above it. Take another one for one of them to light up (DON'T USE THE ITEM YET!!!!), and repeat until all are lit up, which means you can use things 5 times in a row!! Well, it should've stopped now, and it should show "Y" by the wheel. Press it to use the thing it stopped on. I will explain in detail what each item does. Also, the names were made up by me.

NAME: Ultra Pikmin Generator x5

APPEARANCE: A pikmin seedling with a "x5"

RATING: \*\*\* (So-so. It has it's uses at times...)

WHAT IT DOES: Yeah, it is a very interesting name, if I say so myself! This almighty ability increases your pikmin population by a whomping 5 pikmin. They suddenly come out of the onion as seeds, so they don't automatically come out as already-plucked pikmin. As per usual, it can't go past 50 pikmin max, so if you have like 49 pikmin and you use it, you get one pikmin and that's all! The rest is useless!

NAME: Ultra Pikmin Generator x10

APPEARANCE: A pikmin seedling with a "x10"

RATING: \*\*\*\* (Quite useful. You should definitely use it once you get it!)

WHAT IT DOES: Yeah, it is a very interesting name, if I say so myself! This almighty ability increases your pikmin population by a whomping 10 pikmin. They suddenly come out of the onion as seeds, so they don't automatically come out as already-plucked pikmin. As per usual, it can't go past 50 pikmin max, so if you have like 49 pikmin and you use it, you get one pikmin and that's all! The rest is useless!

NAME: Flower Power

APPEARANCE: A pikmin stem with a flower on it

RATING: \*\*\* (So-so. It has it's uses at times...)

WHAT IT DOES: This is a very simple one to understand. All of your pikmin suddenly have flower tops! This only works on the pikmin you have in your group, so don't expect idle leaf pikmin to become flower, since they aren't under your control. To make a long story short, it only works on pikmin you have in your group. Well, this is a so-so item, but it can be good at times when you are, ohhh say, trying to out-run a Volatile Dweevil when its about to

explode!

NAME: Inviso Ghost

APPEARANCE: A pikmin ghost

RATING: \*\* (This is almost rubbish! It is very close to useless!)

WHAT IT DOES: This thing is very interesting, but is useless in some cases. You see, it makes you invisible to the opposing team. This sounds very mighty and good, but there are two important things that make this go from useful to useless. You see, first of all, there is a time limit to how long you can stay like this, so it isn't that grand. I think it is around 30 or so seconds. The even more important thing is that you can still see your captain from your screen, so your opponent could look to your screen to see where you are, making this useless.

NAME: Red Spray +

APPEARANCE: A blob of red nectar

RATING: \*\*\*\* (Automatic and useful)

WHAT IT DOES: As you would've guessed from the above description, the second you activate this, you get an Ultra Spicy Spray, but just one. This is useful, considering that it happens instantly and it is impossible to interfere.

NAME: Purple Spray +

APPEARANCE: A blob of purple nectar

RATING: \*\*\*\* (Automatic and useful)

WHAT IT DOES: As you would've guessed from the above description, the second you activate this, you get an Ultra Bitter Spray, but just one. This is useful, considering that it happens instantly and it is impossible to interfere.

NAME: Marble Grabber

APPEARANCE: A red and blue marble with a yellow "redo" arrow.

RATING: \* (if marble already at camp), \*\*\*\*\* (if marble close to opponent's camp)

WHAT IT DOES: This thing, unlike the appearance says, doesn't let you claim your opponent's marble and win. Instead, if your marble has been moved, this warps your marble back to your base, meaning it is useless if it is already at the base, but dead useful if it is right in front of the opponent's base where they could win. I just tested it, and when you use this and pikmin are carrying it, the ball will suddenly rise in the air and start bouncing to the targeted place! Lol!

NAME: Boulder Rain

APPEARANCE: A boulder.

RATING: \*\*\* 1/2 (Decent. May catch you off guard and greatly harm you.)

WHAT IT DOES: Do you remember those boulders that sometimes fall when you least expect it, AKA when Empress smacks into the wall in the third fight? Well, this is the same thing! This sends quite a bit of rocks right at your opponent's captain! This doesn't hit the base, but in fact the captain, making it the second "weapon" that can harm your captains more. This can be hard to avoid, since it goes down quickly, but no biggie if you have no piks with you.

NAME: Blowhog Summoner

APPEARANCE: A Fiery/Watery Blowhog. The type is determined by the target, so if Team Red uses this, it would be a picture of a Watery Blowhog.

RATING: \*\*\* (So-so. Has its uses.)

WHAT IT DOES: This thing summons a Fiery/watery Blowhog to the opponent, depending on what side it is. It always go to its weakness (I.E., red pikmin get a Watery Blowhog, blue pikmin get a Fiery Blowhog). This thing has a time limit of it staying there, around 1 minute, and it disappears once it is gone. If you happen to kill it, then it won't leave behind its body. Ohhh, and this always falls at the victim's base.

NAME: Withering Blowhog Summoner

APPEARANCE: A Withering Blowhog.

RATING: \*\* (Pathetic. The only thing Withering Blowhogs do are annoy you.)

WHAT IT DOES: This thing summons a Withering Blowhog to the opponent, no matter what side it is, for it is still a Withering Blowhog! This thing has a time limit of it staying there, around 1 minute, and it disappears once it is gone. If you happen to kill it, then it won't leave behind its body. Ohhh, and this always falls at the victim's base, too.

NAME: Swooping Snitchbug Summoner

APPEARANCE: A Swooping Snitchbug.

RATING: \*\* (Pathetic. The only thing Swooping Snitchbugs do are annoy you.)

WHAT IT DOES: This thing summons a Swooping Snitchbug to the opponent, no matter what side it is, for it is still a Swooping Snitchbug! This thing has a time limit of it staying there, around 1 minute, and it disappears once it is gone. If you happen to kill it, then it won't leave behind its body. Ohhh, and this always falls at the victim's base, too, like the above two.

NAME: Volatile Dweevil Summoner

APPEARANCE: A Volatile Dweevil.

RATING: \*\*\* 1/2 (Decent. May catch you off guard and greatly harm you.)

WHAT IT DOES: This thing summons a Volatile Dweevil to the opponent, no matter what side it is, for it is still a Volatile Dweevil! This thing has a time limit of it staying there, around 1 minute, and it disappears once it is gone. If you happen to kill it, then it won't leave behind its body. Ohhh, and this always falls at the captains current position the second you used it, which is the first and last enemy that appears at your captains current location! Still, it's no trouble.

+++++

ABOUT THE USABLE THINGS

+++++

This is the place where I tell you all about the items and what to do when you are the victim, or when to do it when you are the creator! Here ya go!

ULTRA SPICY SPRAY

This is also harmless, so no help truly needed here. This power should be activated if you are swarmed by enemies, or if you are planning to win a pikmin war. Other than that, this is practically harmless and like it isn't even here!!

ULTRA BITTER SPRAY

Yet another almost useless thing. It still has an offense and defense, but those are short, so why not combine them? The attacking way would be to get your opponent in a battle with some form of an enemy or distract with your pikmin, and fire it at your pikmin. If pikmin get hit, they suddenly become seedlings in the ground!! You could also use this to petrify enemies and swarm to kill them. The defensive way is to prepare, for if you see them running towards you with very few pikmin, and you had a lot, chances are that they are gonna use it. When they come close, fire one of your own first for revenge, or before-the-attack revenge.

FLOWER POWER

This doesn't have a victim part, since this is harmless to your opponent. If you are the creator, then use this when you are trying to outrun an enemy for fast pikmin, making outrunning a snap!

INVISIO GHOST

OFFENSIVE: You should use this when you are planning an onslaught. Make sure

first of all your opponent is very occupied, for they could always cheat and look at your screen. A great distraction would be to suddenly send either boulders or an enemy right in front of them for them to focus on the enemy. Now, quickly find your enemy, and get close, but not close enough where he can see you! Fire this weapon to turn invisible, and walk up right next to him. Wait for the onslaught to stop, and the second it stops, swarm him with invisible pikmin and a leader! He won't know what hit him!

DEFENSIVE: So, you are victim to this scheme. The first test to win this when an enemy drops for no reason, then they might be preparing its attack, so kill the enemy, or run from it if it is a Volatile Dweevil. Gather up your pikmin and use the C-Stick like crazy to make some sort of pikmin protection bubble against the attack. Just be careful, and look at the above player's screen the second the attack is over and prepare to fight, for even your piks can attack the invisible pikmin!

#### RED/PURPLE SPRAY +

These are both very little needing in strategy, and you should just use them when you get them. This is all the advice about this, actually. Look at the Ultra Spicy Spray and Ultra Bitter Spray above for more information about these items.

#### MARBLE GRABBER

Just like quite a bit above this, this lacks a real strategy. Don't worry, for the rest of them below are filled with strategy, so this is basically the last one! Just use this when your opponent is carrying the marble, and attack as your opponent is staring in awe at what just happened as the marble bounces away. Just take note that his also makes your opponent's marble goes back to base too, so don't try to pull any advantage tricks on this item!

#### BOULDER RAIN

OFFENSIVE: This is very useful for offensive positions! This should be dropped either when your opponent is in a narrow space, for they have less room to avoid the falling rocks, or when they are in dead-ends, smashing rocks, for they will have little time to prepare. Always use this when they have pikmin, or this thing is a good as useless. It is usually best to use it when they are fighting an enemy or are already doing something.

DEFENSIVE: To be honest, there isn't really anything you can do, but stay away from tight passages and dead-ends, for this spells "raining rocks" for your pikmin! Also, try to keep a calm, I-know-what-you-will-do face, and they will think you know and won't do it for it would be pointless. A good, sneaky way to get by this!

#### BLOWHOG SUMMONER

OFFENSIVE: I've always loved to use this when there are 20- pikmin at your opponent's base and firing this when their leader is gone, for the leader can't do anything while the blowhog burns/drowns the poor pikmin. Just make sure their base has 20 or less pikmin, for above could mean they could kill the blowhog before it could attack! Imagine the look on your opponent's face when he sees his pikmin numbers rapidly drop to "0"!

DEFENSIVE: The best way to prevent this quick Pikmin Extinction is to always go back for pikmin when they store the treasure in the onion immediately so they can't attack the pikmin that carried the treasures. Always check on the pikmin, or else!

#### WITHERING BLOWHOG SUMMONER

OFFENSIVE: This thing is useless alone, but useful when it has help! Before doing this, like above, make sure they have their leader away, and they have 30- pikmin. Yes, I changed it from 20- to 30-. Now, have a Blowhog or any other enemy that harms pikmin at the base only and then fire the Withering Blowhog. You see, the wind from the mighty Blowhog stuns pikmin, while the attacking



enemy scorches/drowns the pikmin when they are stunned. Now you understand what I mean by useful, right? ;)

DEFENSIVE: This is easy to avoid. The exact same as the above, to prevent a quick Pikmin Extinction, always go back for pikmin left back at the onion after carrying something. Make sure to do this immediately if there is a large number! You can always fight them, but the Withering Blowhog makes it harder, so wait for the minute to pass and for them to disappear, and best luck to you, okay?!

#### SWOOPING SNITCHBUG SUMMONER

OFFENSIVE: Yet again, this is useless alone, but useful in a full group. A very funny and interesting thing to do would be to have the above enemies, but add this one! This enemy can pick up and throw pikmin in the ground, so if they were about to attack an enemy, the Snitchbug will pick it up and throw it in the soil! Just be sure to never just use these by themselves, for the only the thing they can do is cause a simple hoard of seedlings, something simply an Ultra Bitter Spray could do. Well, make sure it is 35- pikmin, and have all 3 enemies so they will cower before your might!

DEFENSIVE: So you are trying to save pikmin, right? Well, look above in the above "DEFENSIVE" to find out how to handle it. This is handled the exact same way, stay with pikmin and take them away, but you could also do an alternating way, too! When they are annoying your piks, gather 40+ pikmin and take out the highly annoying Withering Blowhog first, then the Swooping Snitchbug, and finally the Fiery/Watery Blowhog. There, mission accomplished!

#### VOLATILE DWEEVIL SUMMONER

OFFENSIVE: Well, the final enemy summoner! This one, unlike the above three, should be used at a completely different time. Use this when your opponent's captain is either picking the sprouts, or when he has a large hoard of leaf pikmin with him in a very tight space. I'd recommend a dead-end! For the latter stages, I'd recommend putting them up against a large amount of enemies, and when your opponent is fighting an enemy and it is starting to hurt their pikmin, drop this, so they will have to choose "Run or save pikmin and stay" in 10 seconds. Either way, they will lose at least one pikmin, either from the Dweevil or from the enemy!

DEFENSIVE: If you are stuck in the situation above, then the best option to do would be to gather the remaining pikmin and run away, for if you save pikmin, you would only save like 2 or 3, but the other like 40 pikmin would die! Just tell yourself, would you sacrifice 2-3 pikmin, or 40? This should be obvious very shortly.

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#### LAST MINUTE TIPS

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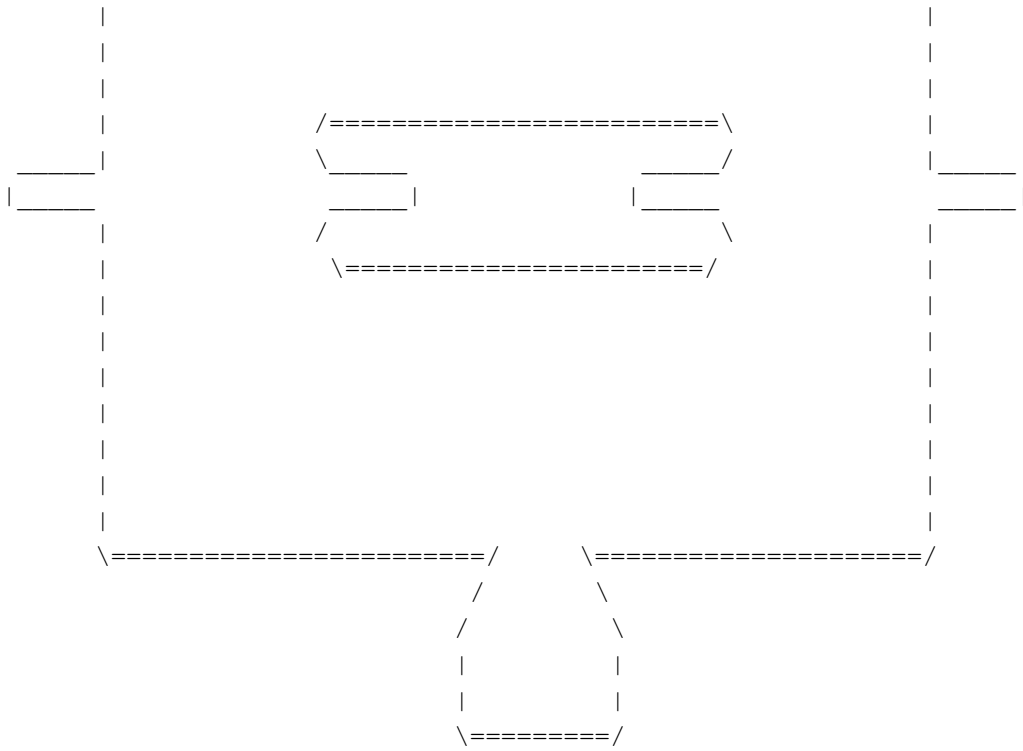
Now that you know everything about 2-Player Mode except what the arena's like, it is time to throw out several tips before you go out there. It could get ugly, so I know you need some form of tips, am I right? Well, here they are, no-longer-a-newbie:

1# When you are simply exploring the area, it is recommended you do it only with your captain. Spend a good 5 or so minutes exploring all of the passages so you can know tricks to attack your opponent. Study the location of your opponent, and finally, kill some of the weaker enemies with your captain so less pikmin will die later on.

2# When exploring the area, if there are bomb-rocks, ignore them, for you can use them to kill tons of pikmin later!

3# You can pick up a bomb-rock by holding "A" and running up to it, which will make Olimar lift it. Olimar has to keep running in place in front of it! You





DIFFICULTY: \*

INFORMATION: This is the first stage, and it is perfect for newbie's, or people who aren't used to the game yet. It is a very simple shape (look at map), and the top and bottom things are the bases. There are a new dead-ends, and it has some Female Sheargrubs and some Dwarf Red Bulborbs, and that's about it! This area is practically harmless!

\*\*\*IMPORTANT NOTE\*\*\*: I'm aware that there are many forms to this one, but I don't want to map out all of them, for that would be too much space. Instead, I map out the one I start out with.

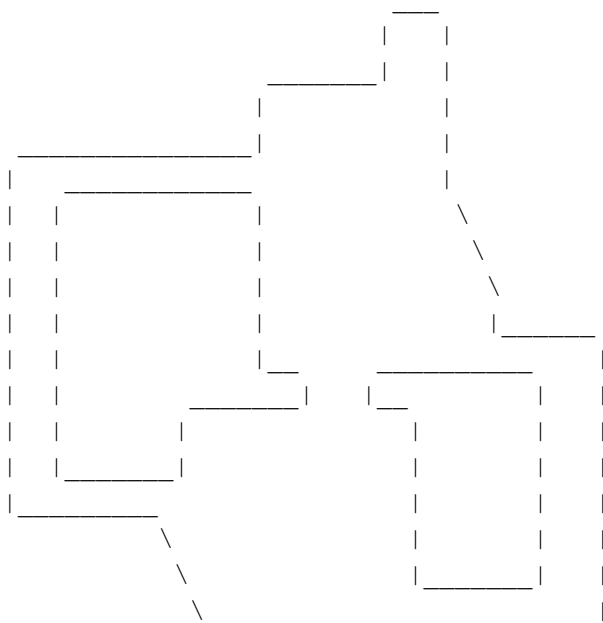
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WAR PATH

++++++

Welcome to the second arena!

MAP





DIFFICULTY: \*

INFORMATION: This is the second stage, and like the first, it is perfect for newbie's to play. This stage is a bit bigger than the map shows, but this is because I want it to fit! This arena is basically 2 connected squares (with one diagonal side) with 2 paths on the left and right connecting the 2 areas. This arena has no enemies usually, but it might. The enemies that appear in the other arenas are Snow Bulborbs and Female Sheargrubs.

\*\*\*IMPORTANT NOTE\*\*\*: I'm aware that there are many forms to this one, but I don't want to map out all of them, for that would be too much space. Instead, I map out the one I start out with. Also, this arena has no enemies, but the other ones do.

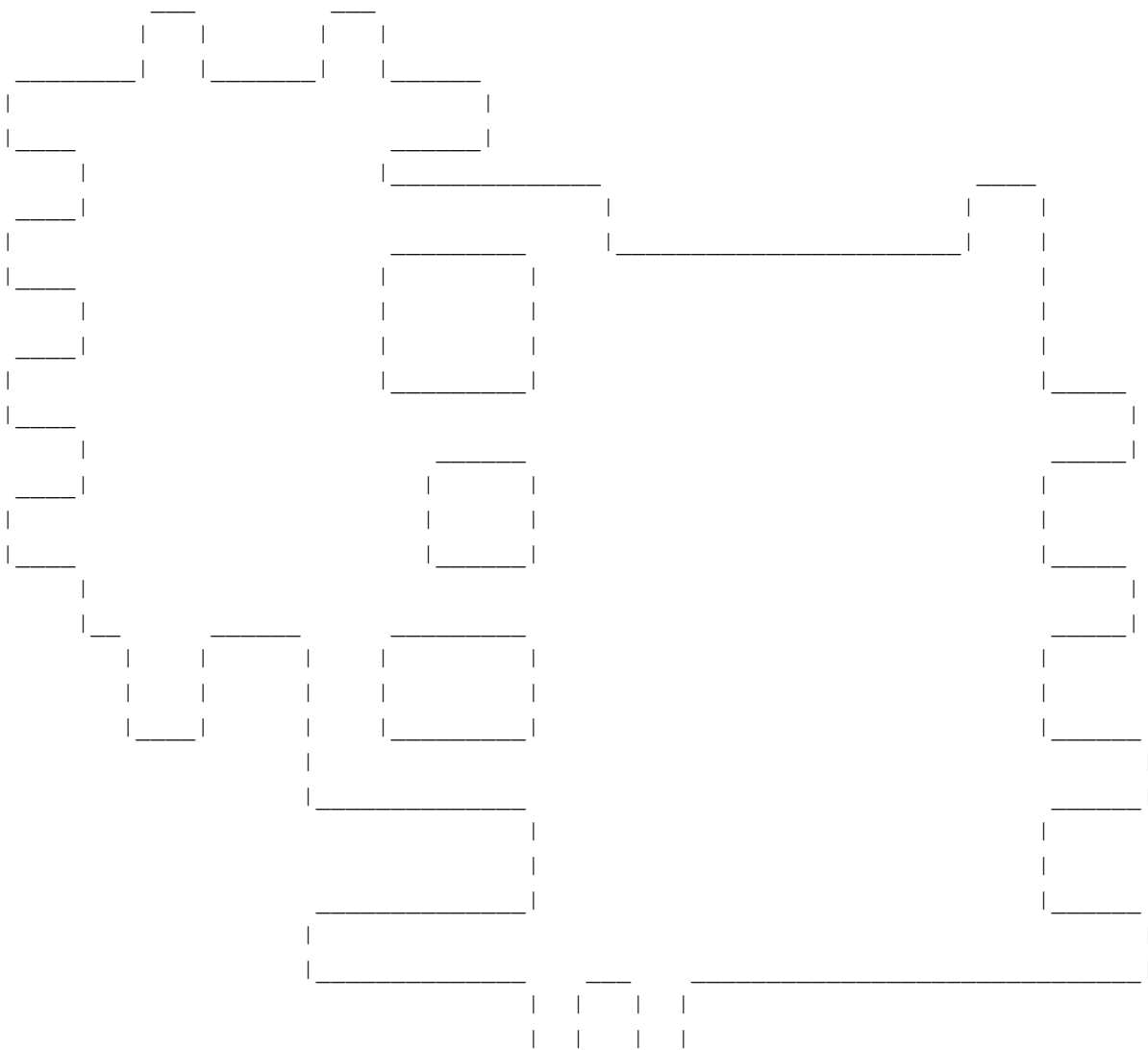
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CARPET PLAIN

+++++

The third stage!

MAP



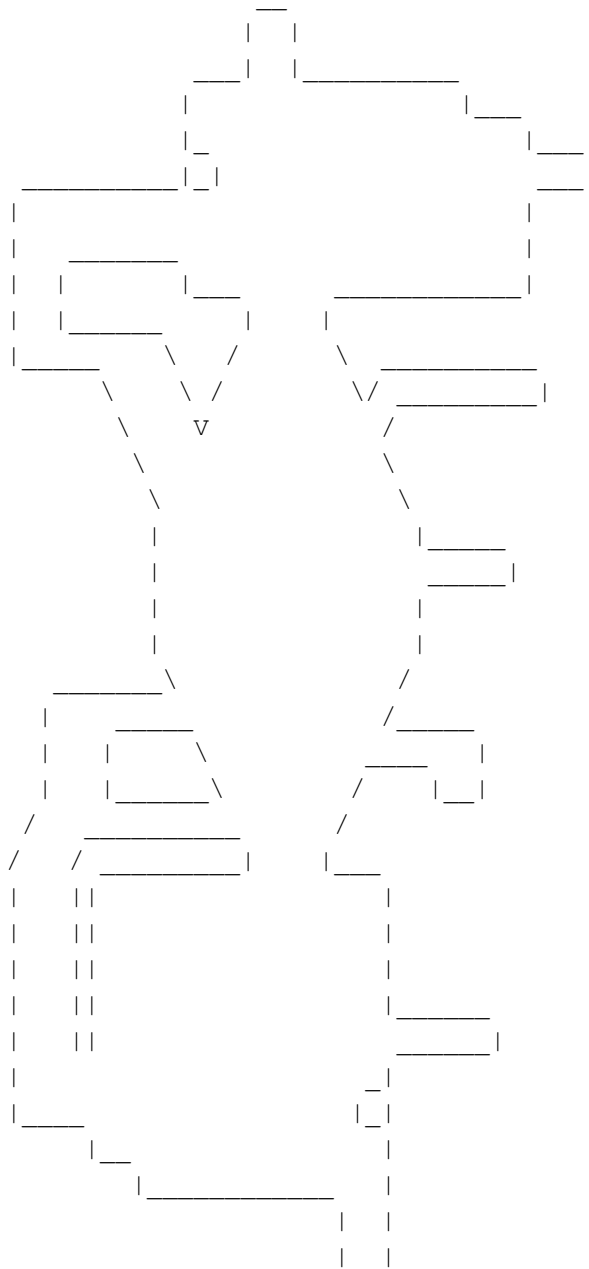
DIFFICULTY: \*\*

INFORMATION: This is the third stage, and it is giga-sized! This map makes it look small, but it is HUGE!!! This place's theme is the toy blocks, if you remember from Glutton's Kitchen. This place is home to Dwarf Red Bulborbs, Dwarf Orange Bulborbs, Puffy Blowhogs, and Female Sheargrubs. For the Dwarf enemies, simply beat them up with your captains or swarm with 40+ pikmin. For the Female Sheargrubs, ignore unless you have less than 40 pikmin. The Puffy Blowhogs go down by hurling piks at it.

\*\*\*IMPORTANT NOTE\*\*\*: I'm aware that there are many forms to this one, but I don't want to map out all of them, for that would be too much space. Instead, I map out the one I start out with. Also, this arena is huge, so it is easy to get lost, so look at my map!

+++++++  
ANGLE MAZE  
+++++++  
The fourth stage!

MAP



DIFFICULTY: \*\*\*\* (if this layout), \*\*\* (if not)

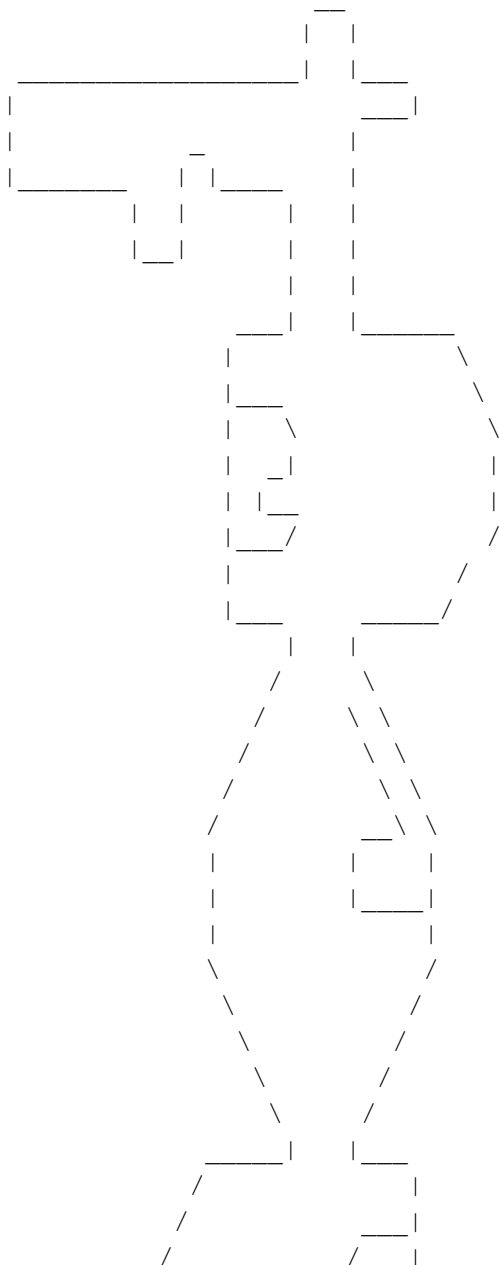
INFORMATION: If your layout is like this, then prepare to get killed! This place has Red Bulborbs (yeah, the ADULTS), Female Sheargrubs (like the previous levels), and scattered Dwarf Bulbears. Okay, if your stage has the huge circular place as the hub area, then this boss is here. Yeah, you heard me. BOSS!! This boss HAS TO BE KILLED WITH TEAMWORK!! GO up to the middle after killing enemies for a Raging Long Legs to fall!!! This evil thing is in 2P Mode!! From Story Mode, activate an Ultra Spicy Spray, and both hurl the second it falls. Once it twists, call back your piks and RUN AWAY to avoid its fast and large-moving feet. Repeat this until it implodes, leaving behind a lot of pellets, or like 30-40 Mitites! Good luck surviving the evil arachnorb!

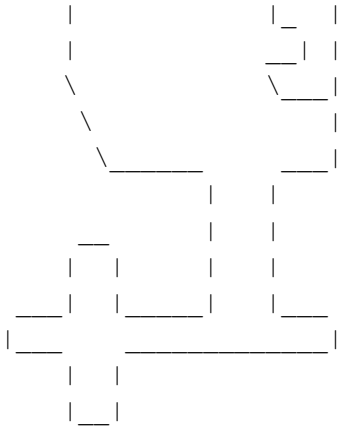
\*\*\*IMPORTANT NOTE\*\*\*: I'm aware that there are many forms to this one, but I don't want to map out all of them, for that would be too much space. Instead, I map out the one I start out with. Also, this arena is huge, so it is easy to get lost, so look at my map! Don't forget that only this arena has the Raging Long Legs and none others!

+++++++  
COLOSSEUM  
+++++++

My personal favorite area, the Colosseum! This is the fifth stage.

MAP





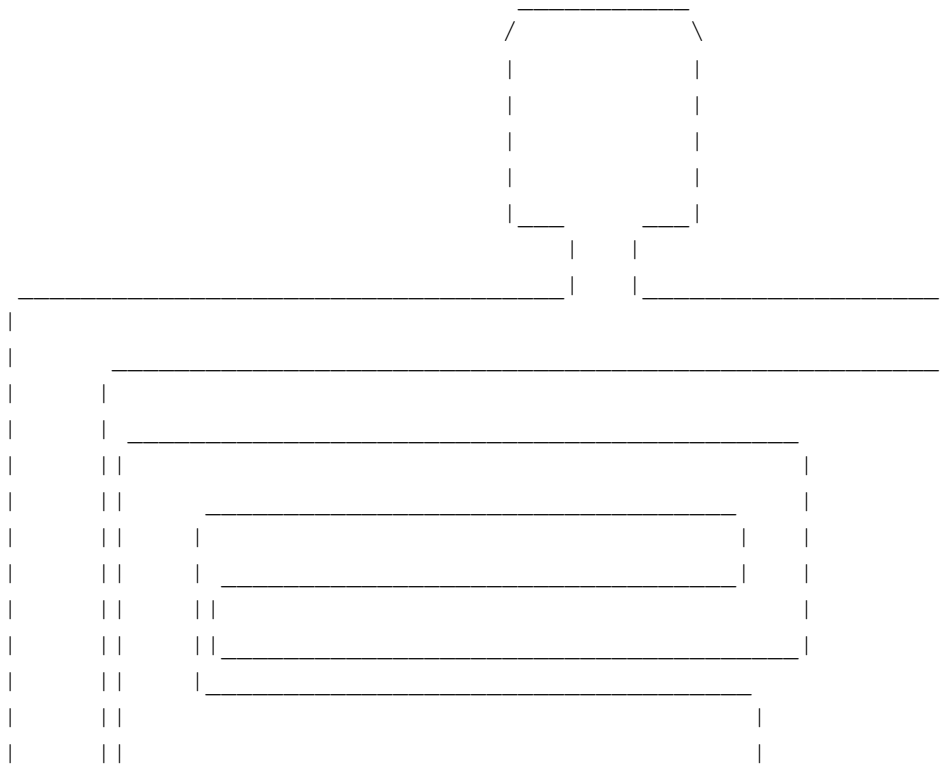
DIFFICULTY: \*\*\*\* (without "help"), \*\*1/2 (with "help")

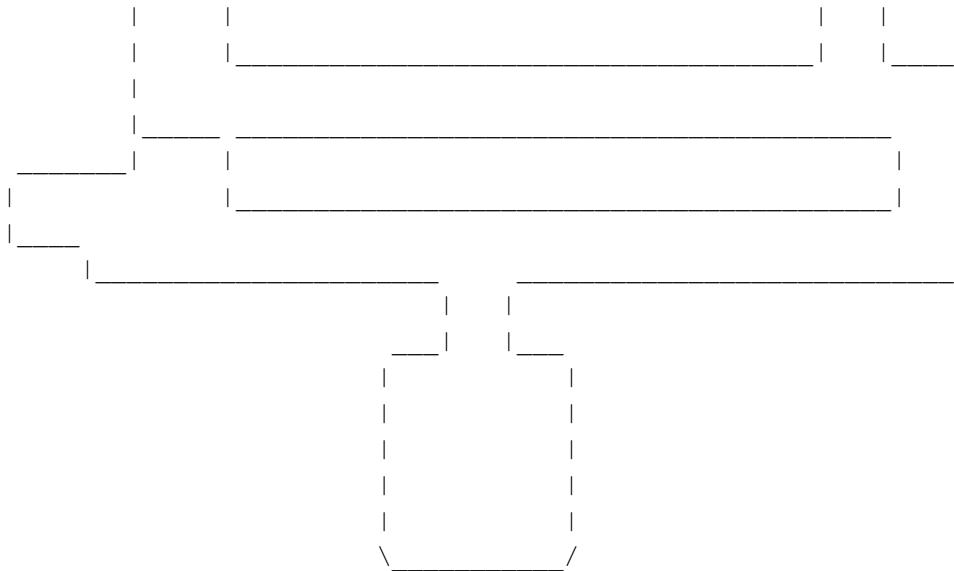
INFORMATION: The map is very, very tall, so this arena is not a maze, but is very huge! This place is home to a pair of Armored Cannon Beetle Larveas. Doesn't sound too bad, right? Think again! This place is home to about 50 Dwarf enemies!! To win this without the risk of losing millions of pikmin, simply go in with no pikmin and use the ACBL's rocks to kill all of the Dwarf enemies, and then defeat the remaining ones with your fists. Now, you can use the pikmin to kill the ACBL, but I recommend either an Ultra Spicy or Bitter Spray, preferring the Ultra Bitter Spray.

\*\*\*IMPORTANT NOTE\*\*\*: I'm aware that there are many forms to this one, but I don't want to map out all of them, for that would be too much space. Instead, I map out the one I start out with. Also, this arena is huge, so it is easy to get lost, so look at my map! Seriously, this map is the tallest one so far, and I mean it!

+++++++  
 RUSTY GLUTCH  
 +++++++  
 Stage number six!

MAP





DIFFICULTY: \*\*

INFORMATION: This area honestly lacks enemies, to tell you the truth. The only enemies here are a little amount of Dwarf enemies, and that's all! This place is mostly swarming with eggs and cherries, and that's about it! Enjoy this area, for it is quite peaceful here!

\*\*\*IMPORTANT NOTE\*\*\*: I'm aware that there are many forms to this one, but I don't want to map out all of them, for that would be too much space. Instead, I map out the one I start out with. Also, this arena is huge, so it is easy to get lost, so look at my map! Seriously, this map is very complex, so use it wisely, and don't show your rival!

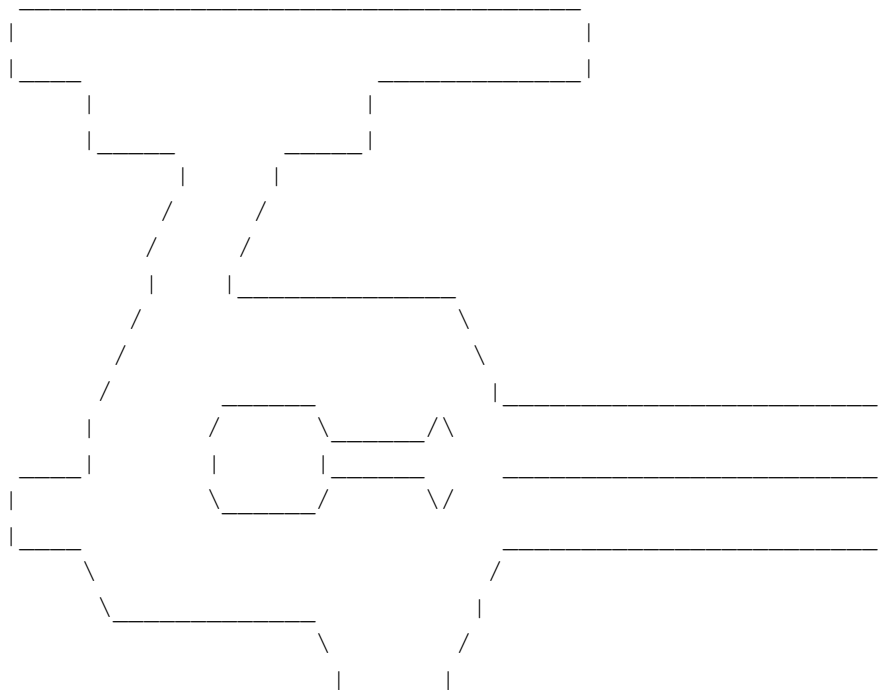
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BRAWL YARD

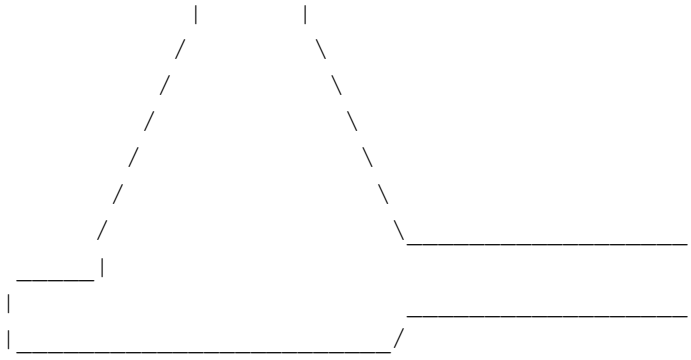
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Stage number seven!

MAP







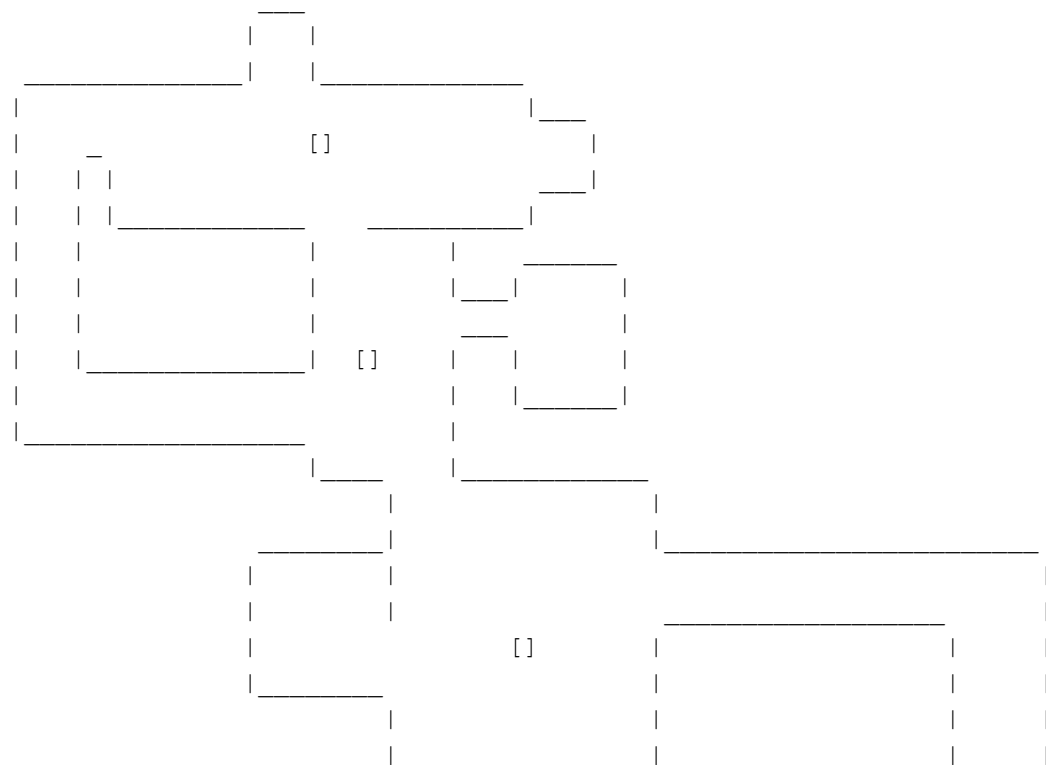
DIFFICULTY: \*\*

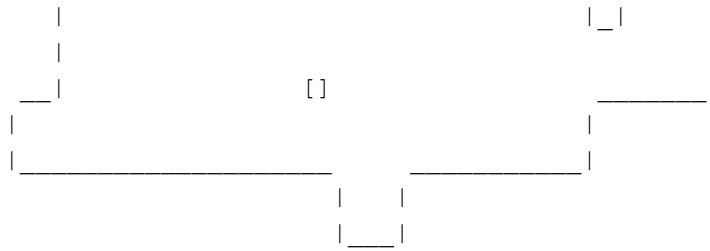
INFORMATION: This is the first and only outdoor stage in 2 Player Mode, so you better be ready! This takes place at daytime, if you ask. If you remembered, rocks serve as the "out-of-bounds markers" for the level. The stage I posted above doesn't have any water, but some of the others do, so be careful if you have red pikmin! This place is home to a little bit of Decorated Cannon Beetles, along with some Cloaking Burrow-Nits and few Female Sheargrubs. Simply use the Decorated Cannon Beetles to kill the pesky enemies around you for a clean, fair battling field. Due to the sunlight, it is easy to spot your opponents, so this place isn't recommended for stealth operations. Finally, the thing in the middle of the map is an upturned bucket with a toy shovel leaning on it. I told you this so you wouldn't be wondering what in the world that thing was.

\*\*\*IMPORTANT NOTE\*\*\*: I'm aware that there are many forms to this one, but I don't want to map out all of them, for that would be too much space. Instead, I map out the one I start out with. Also, this arena is huge, so it is easy to get lost, so look at my map! It actually isn't that intense, but I still recommend using it!

+++++++  
 TILE LANDS  
 +++++++  
 Stage number eight!

MAP





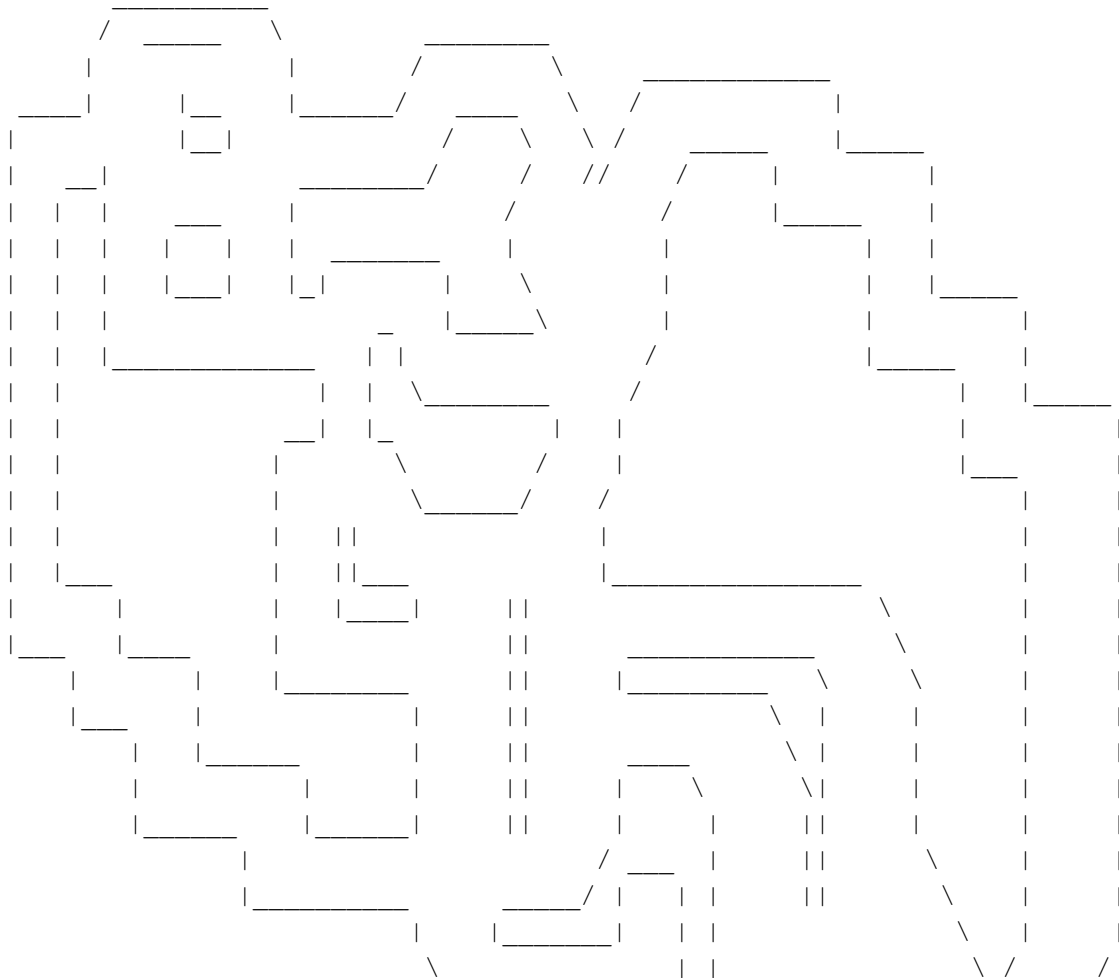
DIFFICULTY: \*\* (this set-up), \*\*\* (another one)

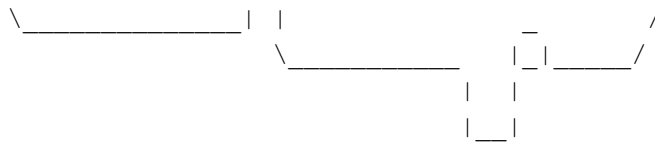
INFORMATION: This place really doesn't have many enemies except for some Snow Bulborbs and Water Dumps. The Snow Bulborbs (the dwarf ones) can be swarmed to kill, and the same goes with the Water Duple. If you didn't get this arena set-up, then chances are you will meat a Yellow Wollywog. This is what makes it a "3" on the other stages. I'd just throw on 10 pikmin, let them beat it up, and blow them off once the YW lands from its jump and repeat. Mess up and you could lose a lot of pikmin, like if the YW jumped at you and you didn't prepare.

\*\*\*IMPORTANT NOTE\*\*\*: I'm aware that there are many forms to this one, but I don't want to map out all of them, for that would be too much space. Instead, I map out the one I start out with. Also, this arena is huge, so it is easy to get lost, so look at my map! It actually isn't that intense, but I still recommend using it!

+++++  
 DIM LABRYNTH  
 +++++  
 Stage number nine!

MAP





DIFFICULTY: \*

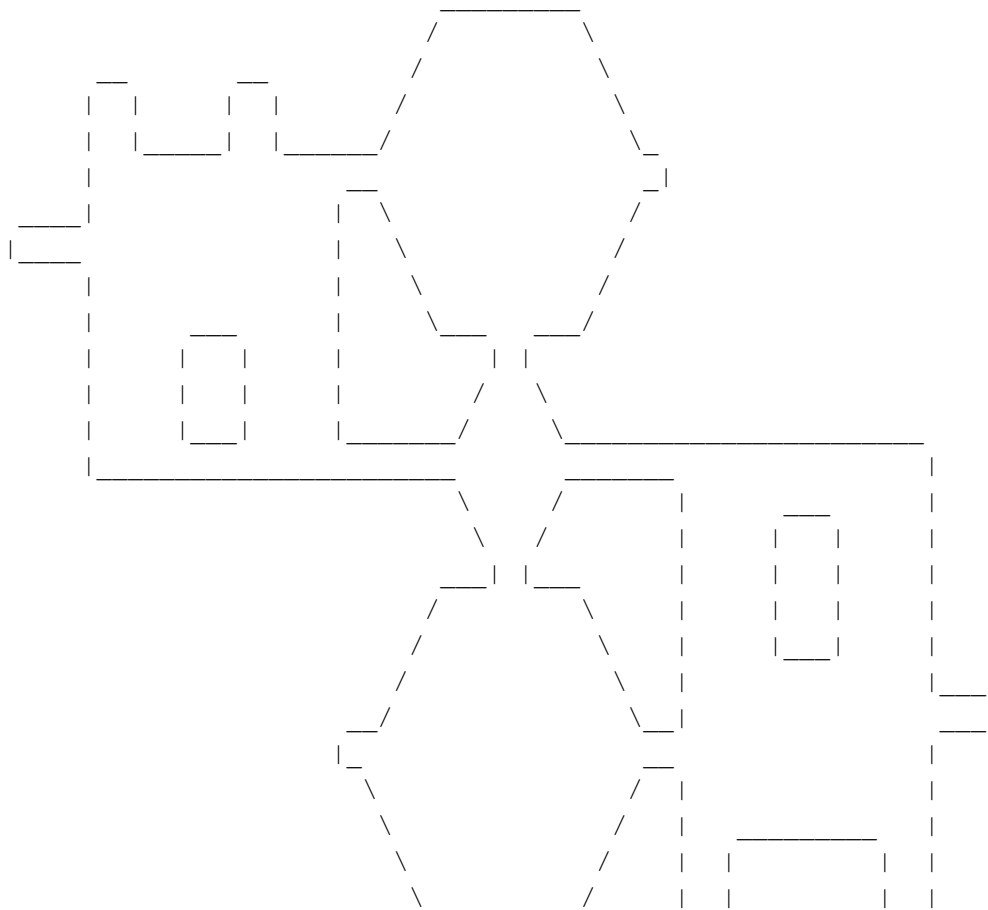
INFORMATION: This are is VERY complex, but it is pathetic at enemy difficulty. The only weaklings that dwell here are Female Sheargrubs and Breadbugs! You could still lose piks, for if they lose the tug-of-war match, they die, but this is hard to come by. Kill the Female Sheargrubs and wait for the Breadbugs to come to the bait, and use flower (you HAVE been breaking eggs for nectar while you were waiting, right?) pikmin to win the war, and throw one last pikmin at it for it to die. You could use the other bodies for bait, too! Just be careful and never use leaf piks for the tug-of-war with the Female Sheargrubs, mainly due to the fact that if the max. pikmin is "1", then it has to be a flower pikmin to win the tug-of-war.

\*\*\*IMPORTANT NOTE\*\*\*: I'm aware that there are many forms to this one, but I don't want to map out all of them, for that would be too much space. Instead, I map out the one I start out with. Also, this arena is huge, so it is easy to get lost, so look at my map! This is by far the most intense map, so you will simply NEED it to win this complex stage!

+++++  
 HOSTILE TERRITORY  
 +++++

The final arena, stage 10!

MAP



DIFFICULTY: \*\*\*\*\*

INFORMATION: This is the hardest stage in 2 Player Mode! Hostile Territory is,

like the name implies, hostile! The map is but one of the many choices, and this one was the most basic one, I think. So, this arena is made out of 2 bases with some enemy areas. The circular things are the enemy areas, while the pointier, straight ones are the bases! Now, the enemies are Dirigibug, Anode Beetles, and Watery-Fiery Blowhogs! The Dirigibugs can be killed with your pikmin by throwing while either he has the bomb-rock with his hands, or when he doesn't have any, but it isn't one right by you about to explode. Just throw 30+ pikmin to win. Anode Beetles must be killed the second after they finish their electricity signals, or your piks will die! Finally, the Blowhogs are by swarming, but be careful if they are close to the edge, or the piks will fly off the edge and die! Finally, this place is littered with Electricity Generators. Swarm when they finish the signals. This place is filled with electricity and explosions, so there is a chance of pikmin losses. Ohhh, and there are bomb-rocks EVERYWHERE in this arena!

\*\*\*IMPORTANT NOTE\*\*\*: I'm aware that there are many forms to this one, but I don't want to map out all of them, for that would be too much space. Instead, I map out the one I start out with. Also, this arena is huge, so it is easy to get lost, so look at my map! This map really isn't that big, so the map's size is a bit more accurate. Also, the very small curves I just putted as straight lines.

=====  
~~~~~ 20. Tips ~~~~~  
=====

A very short section! Still, it is pretty dang useful! First, the above ground tips!

----> ABOVE GROUND <----

MAKE SURE OF SWITCHING LEADERS: Don't be afraid of doing the work as teammates! Use your partners to get tasks done quicker and to make better use of the day!

LOSING PIKMIN TO A MONSTER IS ALRIGHT: Don't freak out and reset your game if you lose 1 or 2 piks to an enemy. It will waste time, and you will have to redo the entire day!

USE THE "SAVE SECRET": To do this, just enter a cave, even if you don't want to. It will save once you enter, so any hard works will be saved! Simply exit the cave the second you enter to go back to the ship with your game saved! This is very essential and useful!!

DON'T WASTE YOUR SPARE TIME: So you got all of the pellets and bodies and there's nothing to do? Well, DON'T END THE DAY!!! Enter a cave, and immediately exit to see all of the Pellet Posies regenerated! Use this trick to make the day worthwhile.

DON'T BE AFRAID TO TAKE RISKS: Sometimes, you might have to take risks. If you don't, in the end, you will see it would've been better if you would've taken the risks. Just do it, and don't worry about the worst! For it can be BETTER than you thought!!

----> UNDERGROUND <----

MAKE USE OF THE RESET BUTTON: Unlike above ground, sublevels are much shorter than a day, and it is alright to reset. If you lost less than 5 pikmin, then try to ignore it. If you lost 5+ pikmin, you MIGHT want to restart, but it depends on the current cave.

EXPLORE THE AREA: The first thing you should always do is run around with Olimar and explore the whole area. This is to get a good visual and to know secret shortcuts and dead-ends.

WATCH OUT FOR FALLING OBJECTS: A lot of times, enemies, bomb-rocks, and boulders will fall from the sky. Keep a good eye out and kill any enemies sneaking up on you/run from the bomb-rocks/run from the boulders. These falling objects are usually found in dead-ends.

TAKE YOUR TIME: You have unlimited time, so don't rush through the caves as quick as you can, for pikmin deaths are almost guaranteed if you are doing so. You should only run through the cave if you got all of the treasures and are trying to get to a certain sublevel in the cave.

USE ENEMIES ATTACKS AGAINST THEM: When fighting enemies that can hurt enemies, do so to shorten the amount of work you have to do for you and your poor pikmin.

MAKE USE OF YOUR CAPTAIN'S FIGHTING POWER: Your captains can fight, too! You should always kill enemies that the captains are always immune to for the area to be easier for your piks.

=====  
~~~~~ 21. FAQs ~~~~~  
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This is where people ask questions about the game. I will answer them, but these are just questions I figure people might ask:

Q: Where can I see my entries you keep talking about?

A: Just go to the level select screen, and press "L" to go to the Piklopedia, or "R" to go to the Treasure Hoard. When you are in either the Piklopedia or the Treasure Hoard, press "L" or "R" to go to the opposite one.

Q: Help! There is this weight thing that is too heavy but I only have 0-99 purples!

A: Simple! Just go to the Subterrain Complex and locate the Violet Candypop Buds. Just use 2 piks in each one of the 2 Queen Candypop Buds, and use 15 of your 18 pikmin to sprout purples.

Q: An enemy/boss keeps killing me! Tips! Tips!

A: Go to my "Enemies" or "Boss" section and look at the strategies there. You will learn something or your money back!

Q: Ha! I found some Spelling and Grammar mistake! Ha!

A: First, don't rub it in. Second, thanks! Just tell me the page number and I will locate it. If you find an error in Olimar's Notes, they should be there! Just E-mail me to say so!

Q: HELP!!! There is this frog rolling thing that is killing my piks!

A: Uhhh... it's called a "Waterwraith". Anyway, just avoid it. It isn't THAT bad, for Pete's sake!

Q: Hey, what gives?! The cave I'm playing is COMPLETELY different that how you said to do it!!

A: Well, everything is random. It clearly says in the "All about caves" section that things, such as hazards, enemies, treasure location, enemy numbers, and even landscape designs are random. Sometimes they are the same, so don't get freaked out! Even worse, the random thing is included in also Challenge Mode!! Just try your best, and you won't do that bad. If it REALLY IS OFF, try to type the walkthrough for that current sublevel and I will replace my old one with your new one... with credit, of course!

Q: Guess what? I found an enemy you didn't! Ha!

A: Thanks for telling me! Just remember some enemies appear in sublevels and some don't. The most "random" enemy appearance is Mitites, so if you find them in a cave and I didn't post it, tell me ASAP, and expect your name in the "Credits" section!!

Q: Is this game worth the mullah?

A: Duh! This is only one of the best games of all time! GET IT NOW, POSTHASTE!!!!!!

Q: In Perplexing Pool, when you stand in the little circle in front of your landing area, a Beady Longlegs drops down on you after you beat P.P. I think. Are there any more above-ground bosses?

A: Well, that is the only one. There have been talk of a Raging Long Legs, but it has not been confirmed...

Q: In the Piklopedia, in the Red, Orange, and maybe Hairy Bulborb pens there are Unmarked Spectralids moving them around until they wake up. Why is that, do you have to kill a lot of them?

A: Well, I think that it might be for decoration. I've also been wondering this...

Q: How do you get the last cinema?

A: Depends on what you mean by "last cinema". If it is "Louie's Dark Secret", then you must beat all 30 challenge mode levels perfectly. If it is "Treasure Completion Cinema", then it can be beaten by killing the Titan Dweevil, getting Louie, and collecting all 201 treasures.

Q: How do you unlock the rest of the challenge mode areas/bubbles?

A: You must first beat the ones that are already unlocked. Once you beat one, the bulb below it will open up. To unlock it, either complete or perfectly complete the Challenge Mode Level.

If you have another question, E-mail me and fire away! However, check the FAQ to make sure I haven't already answered it. Replies are usually sent in a 1-3 day time, but I like to check E-mail, so it might be even in 30 minutes!! NO BLACK MAIL or I will delete any further E-mail from you, even if it is good info!

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~~~~~ 22. Stuff to Do After You Won the Game ~~~~~  
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This section is where I list some fun things to do in Single Player Mode after you have completed it. Well, let's get going!

1# The first thing you could do would be to go to Wistful Wild (since it is Day 31), and land into the area. Once you have fully landed, take out all of your whites and walk out of camp. Kill the 2 Dwarf Red Bulborbs if they are there, but ignore the bodies. Proceed to the right, use the C-Stick to go across the metal beam thing, and walk all the way to the split, and drop down. Hug the wall to avoid combat with the Decorated Cannon Beetle, and go to the ledge somewhere near you. It is to the left of the area with the hermit Crawmad. Throw all of your whites on that ledge, and go back to the front of this place and exit. Kill the Gatling Groink if it is close with punches, and if it isn't here, then ignore it, but get going! Now, head to the right, go across the metal beam again, and walk over the split to Part 2 of the beam. Follow it to the Hermit Crawmad, but ignore it and walk out of the area. In this large area, head to the left, then rotate the camera so it faces the ledge with the pikmin. Go get them, then run through the area to the torn down Electric Gate, ignoring the enemies on the way. Run up the steep slope to the top, ignore the ACBL, and proceed down the half-pipe to the Hole of Heroes, but there will be things

swarming it. These are called Strange Bees! Simply kill it by hurling whites rapidly at the swarm and you will see T\_O\_N\_S of nectar drop, purple, red, and yellow! Really, there are about 40 or so blobs of nectar, about 25 of them spray nectar! Drink the swarm of nectar, and make piks drink it too! Now, run across the field, staying away from the disguised Creeping Chrysanthemums, and run to the end, ignoring the Withering Blowhogs. Quickly kill another swarm for 30 or so nectars, and drink them. Now, run from the Withering Blowhog to end this event. This only happens on the following days: 31, 61, 91, 121, 151, 181, etc to 301. I tested the 30, 60, 90, etc days, but it won't work on those days, or the walkthrough would end on Day 29! :)

2# So you want to see the changes of the Perplexing Pool on days 30+? Well, dive on down to the Perplexing Pool on Day 30 or above, but NOT LOWER!! Once you have landed, take out 50 purples, for you will definitely be needed. The first of 2 new things is that there is a Spotty Bulbear patrolling the area! Kill hit by walking out of base and to the left, near the Citadel of Spiders, waiting. After it is dead, ignore the bodies and go back to the ship and put the purples away. Take out a whomping 50 yellows, and head out of base, but keep going straight, to the stump in front of the base. Suddenly, a Beady Long Legs falls from the sky!! Kill it with the yellows for it to spill out A LOT of pellets! Take them back, and you are finished! Also, there have been rumors of a Raging Long Legs falling instead of the Beady. It has been unproven, but I noticed on Day 35 a Beady Long Legs never falls! Could this be the first step to finding Raging Long legs?!?

3# The below one will be the last fun thing, so get ready! This thing to do involves A LOT of days of work. Your goal: achieve 999 pikmin OF EACH TYPE, so that means 999 reds, 999 yellows, 999 blues, 999 whites, and 999 purples!! This will definitely take about 250 days, so complete this by getting a lot of pellets. A secret trick would be to spend 2 days at a level. If you get all of the pellets in one day, the second one could be used to enter and exit a cave, grabbing the regenerated pellets, and repeating, so a day is never wasted. So 2 days at VoR, 2 days at AW, 2 days at PP, and finally 2 days at WW, in this order. Good luck, and try hard to get perfect pikmin numbers! Part 2 is get to day 300, so after the pikmin thing, start a day and "Go to Sunset" until it is Day 300!

4# This final fun thing is really, really evil, but it is fun! :) You see, you must first have 1000 pikmin or less. If you have more, then it is fine, but it will take more than one day to finish. Now, I'd recommend getting 50 blues or less, so spend 2 or so days killing all of your blues, but NOT SAVING WHEN THE DAY ENDS, OR YOU WILL REGRET IT!!! Once you are ready, go to the Perplexing Pool. Now, get 100 of any color but blues, and go to the lake to the left. Drown the pikmin, and have a laugh! Now, isn't this fun so far?! Repeat, switching colors when you have fully made a pikmin color extinct, and do so until you have nothing but blues left. Go back to the lake and let the Water Dumbles have a nice evening snack. Over 1000 pikmin dead in one day! :) DO NOT SAVE AFTER THE DAY ENDS!!!!!!!

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~~~~~ 23. Cutscenes ~~~~~

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Before we start, take note all of them are displayed at the BONUS screen on the title screen. Go there to see these cutscenes once you unlock them!

\*When text is between these, they describe what you can see\*

The name of the person: what the person is saying

Just plain text like this is what the narrator is saying.

+++++

OPENING CINEMA: PART ONE (the "story" part of the cinema)

+++++

UNLOCK: Simply complete Day One and you are done (save, too)! Remember, complete this day first and save!! This shows both parts of this cutscene, no matter what.

VIEWING PLACES: If you press no buttons, it is played 1/3 of the time at the Title Screen. It is also played before Day One starts in Story Mode. This shows both parts of this cutscene, no matter what.

CUTSCENE:

Hocotate Freight is a long-haul deep-space shipping company. \*shows an old banner\*

One day, its only employee of any merit, Captain Olimar \*shows a ship in space\*

Crashed on an uncharted planet while on an interstellar vacation. \*shows a meteor attack\*

There, he was aided by indigenous creatures which he called Pikmin. \*shows a planet like Earth\*

In the end, Captain Olimar escaped, \*shows an arrow pointing away from the planet\*

But in Olimar's absense, his employer, \*shows the ship in space again\*

Hocotate Freight ran into financial difficulties... \*shows the banner again\*

+++++

OPENING CINEMA: PART TWO (the whole financial problem)

+++++

UNLOCK: Simply complete Day One and you are done (save, too)! Remember, complete this day first and save!! This shows both parts of this cutscene, no matter what.

VIEWING PLACES: If you press no buttons, it is played 1/3 of the time at the Title Screen. It is also played before Day One starts in Story Mode. This shows both parts of this cutscene, no matter what.

CUTSCENE:

\*You see Olimar's ship flying through space, when the view zooms on to Olimar pressing buttons. The words "Captain Olimar" appear at the bottom, and the view switches to a planet like Saturn, but with both ring clusters in odd places. The words "Planet Hocotate" appear by the planet. The ship then shoots right at the planet\*

\*You then see a quick view of a very abandoned area when a tumbleweed passes. Then, the words "Hocotate Freight" appear. The view then goes to Olimar's ship landing, where it switches to President and Louie, and words appear, saying "President of Hocotate Freight, and local employee, Louie", then the ship lands and Olimar jumps out. President starts taking with a sorrow face\*

President: Olimar, I'm so glad you are safe! Yes, very glad. Quite glad. But... sadly, I have an announcement to make that isn't so glad:



\*Louie looks at President\*

President: our company is going under. Yes, we are finished. On his first mission \*looks at Louie\*, Louie here met a ravenous space bunny and his entire load of Golden Pikpik brand carrots was eaten! \*he suddenly lifts his arms in the air and makes an eating motion\*

President: I decided to sell off corporate assets to repay the loan,

\*suddenly some ships come and take away Olimar's ship, the SS Dolphin!\*

President: but the only asset we had to sell was your ship, the S.S. Dolphin. As for the rest of our loan...

\*suddenly, a number thing pops up showing "10100", and there is a cha-ching sound. There is also a sad President face by the number\*

President: we have no means to repay it!

\*the screen turns black, and Olimar, filled with shock, drops his bottlecap he was holding. It rolls and lands right in front of Louie's feet\*

President: Olimar! What is that? What, you brought that back as a souvenir for your kid?

\*Louie's eyes suddenly pops out and he looks at the ship. The ship suddenly beeps\*

Ship: Treasure! Treasure! Treasure! Money! Money! Money! Money!

\*the ship sucks up the treasure while the three exchange glances to the ship\*

Ship: Initiating valuation of recovered treasure. This artifact is worth 100 pokos!

\*President's eyes suddenly pop and his mouth opens, wide with surprise\*

President: That thing is worth 100 pokos! That's more than a year's salary!

\*the number thing suddenly appears, and it lowers to "10000". The President face then turns into a shocked one\*

President: WHAT? There are MORE on that planet? They can repay our debt! Louie! You dolt! Look alive! You must depart immediately with

\*President points to Captain Olimar. Olimar looks shocked a bit\*

President: Captain Olimar!

\*They then get in the ship while President waves, and they shoot up to space. They fly higher and change a bit. Then it looks like they are going light speed, and it heads straight at the pikmin planet\*

++++  
DEBT REPAYMENT CINEMA

++++

UNLOCK: This is only accessed when you get 10,000 pokos and have ended the day. You should then save and it will be viewable in the Bonus screen, okay? Good! Let's get to it!

VIEWING PLACES: This is only viewed after you have collected the 10000th poko, and it will then show.

CUTSCENE:

\*The ship suddenly opens up and the pod disattaches. A banner circles the ship, and the taking begins\*

Ship; Your mission is complete! You've earned 10,000 pokos! Now Hocotate Freight will be prosperous and debt free until the end of time!... probably. Prepare to blast off! We return to Hocotate triumphantly!

\*A star is then seen with president's face\*

\*The ship takes off, and they are finally out of the atmosphere. Olimar looks back at the planets and sees the pikmin faces appearing over the planet. He then turns back to space, and looks back in shock. It shows Louie's empty cockpit, and the ship suddenly shoots forward. It then shows space and then the pikmin planet before it ends\*

+++++

CREDITS CINEMA

+++++

UNLOCK: This is only accessed when you get 10,000 pokos and have ended the day. You should then save and it will be viewable in the Bonus screen, okay? Also, this instantly gets played the second the above cinema, the Debt Repayment, ends. You must finally save after for it to be accessible.

VIEWING PLACES: This is only viewed after you have collected the 10000th poko, and it will then show after the above cinema, which is the Debt Repayment one, ends.

CUTSCENE:

\*This shows the credits scrolling as Louie runs around in this planet clay style. Is it just me, or does this look just like Earth? It has some beautiful pictures in this cinema\*

+++++

GOAL COMPLETION CINEMA

+++++

UNLOCK: This is accessed after viewing the Credits, and once the status screen appears, save and when it asks if you would like to continue the adventure, select "yes" to begin this cinema.

VIEWING PLACES: This is only viewed after you have collected the 10000th poko, have watched the 2 cutscenes, have saved, have selected "yes", and it will then begin.

CUTSCENE:

\*It shows in the background some magnet picking up the treasures\*

President: Thanks to you, our company has been saved! Hurrah! What? There's still more treasure? ...Good gravy!

\*he then starts to get excited\*

President: If we collect it all, we will be filthy rich! Louie!

\*it then shows a blank spot with dust passing it\*

President: ... Where's Louie?

\*Olimar then talks\*

President: What?!? You lost him? In that case,

\*it zooms in to his desperate face\*

President: I shall go!

+++++

TREASURE COMPLETION CINEMA

+++++

UNLOCK: This is accessed after collecting the final treasure, which was Louie in my walkthrough, and saving the game after it plays. This is all you have to do to unlock it!

VIEWING PLACES: This is only viewed after you have collected the final 201st treasure. The second you have emerged from the cave (if the last treasure was in there), it will then play.

CUTSCENE:

\*You see the engine below the ship glow and then shoot fire. You then see the ship slowly lift from the ground as the pikmin are watching. You then hear the President laughing as they cross way high in the sky. Then, you see the planet glow with about 100,000 colorful dots. It then zooms in to pikmin singing. Then, Olimar looks up as 3 onions are trying hard to catch up. Then, the ship shoots up out of the clouds as the ships fly back downwards. It then shoots into space, and the planet shows with "PIKMIN 2" spelled out of flowers with letters on them. After 2 seconds, "PIKMIN 2" gets replaced with "THE END". The cutscene then ends\*

+++++

LOUIE'S DARK SECRET CINEMA

+++++

UNLOCK: This is accessed after getting pink flowers on all 30 of the Challenge Mode levels and saving. It will then be opened in the Bonus section where it can be viewed.

VIEWING PLACES: This is only viewed after you have perfected all 30 of the Challenge Mode levels and have saved. It is viewed in the Bonus screen at the final space.

CUTSCENE:

\*The words "Louie's Dark Secret" appear next to Louie. The narrator then starts talking\*

The President entrusted Louie with the Golden Pikpik Carrots.

\*It then shows Louie standing by President when a box opens, showing a golden Pikpik carrot. It then zooms in to Louie nodding to President\*

But Louie couldn't suppress his powerful hunger...

\*it then shows the ship flying away from Hocotate and floating in space\*

And he ate every last one.

\*It shows Louie eating the carrots\*

Then he falsified his report to the President...

\*It shows the ship heading back to the planet, and after that, Louie talking to the President, when President's face widens with shock\*

Which led to Hocotate Freight accruing an insurmountable debt...

\*Finally, it shows the magnet things approaching the planet when the banner pops up, with more magnet things in the background\*

\*To end this, it shows Louie back at the white screen. After the transition, he puts his finger over his lip and the screen slowly fades until the cutscene ends\*

=====  
~~~~~ 24. CREDITS ~~~~~  
=====

It's the GameFAQ's golden rule! I'm supposed to have this!

~I give credit to "personuknow" for the games of treasures and how to spell "Chrysanthemum". Also for the weight of enemies/bosses, and the poko of enemies/bosses, AND the CORRECT appearances of the treasures in real life!

~A small bit of credit for the 2P-Mode and Challenge Mode for a bit of their info on each category.

~I thank the Piklopedia Walkthrough for Olimar's long notes.

~Thanks to VideoFreak@comcast.net for some secrets and FAQ questions.

~Thanks are given to Pikmin 2 for the enemy names, helping at the walkthrough, Louie's Notes, and being a fun game!

~Credit to myself for making this colossal walkthrough!

~Thanks to ariel Israel for helping me with an error in the guide that could make you lose a day! :)

~To the big man CJayC for posting this! If not, you wouldn't be reading this now!

~And finally of course, you, the readers, for reading it! Who could forget that?

=====  
~~~~~25. VERSIONS ~~~~~  
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\$

VERSION 0.1: December 4th, 2004

\$

I finished the first 10 sections, and I did them quite well. This was such a long time ago...

\$

VERSION 0.13: December 8th, 2004

\$

There was very little work here, for I just completed Day 1. Still got tons of work to do!

\$

VERSION 0.16: June 24th, 2004

\$

I finally come back to the guide! I finished a whole lot of the walkthrough, and was able to get to the end of Day 2!

\$

VERSION 0.65: July 12, 2005

\$

Major update! I finished a ton of the walkthrough, and was able to finish the game part, and was able to finish the Valley of Repose!

\$

VERSION 0.70: July 14, 2005

\$

I added the "All about Caves" section, so I have that out of the way! Also worked on the Perplexing Pool, and was able to finish it!

\$

VERSION 0.85: July 18, 2005

\$

Finished the entire Awakening Wood section! Just got to finish the Wistful Wild and the game will be over!

\$

VERSION 0.90: July 21, 2005

\$

Finished the "Final Preparations" section! The ONLY thing left is to do the Wistful Wild!

\$

VERSION 0.95: July 23, 2005

\$

Well, I finished the entire Wistful Wild... except for the final cave! Just got to the preparations and then the actual cave, and my guide will be COMPLETE!!

\$

VERSION 1.00: July 24, 2005

\$

The guide is finally finished! With the walkthrough done, I proceed to do more of the nuts and bolts things.

\$

VERSION 1.05: July 27, 2005

\$

I finished the "Enemy" section! Well, that took a while to do, but I'm glad it is all done now! \*cracks back\* I will submit the guide today...

\$

VERSION 1.30: July 28, 2005

\$

The boss section is finished! Plus, I finished the "Plants", the "Copyright" section, The End section, the FAQ section, and the Tips section, so we are like REALLY close to the end of this walkthrough!

\$

VERSION 1.33: July 29, 2005

\$

I finished a great deal of the Treasure section, and I'm going to update it at GameFAQs!

\$

VERSION 1.55: September 4, 2005

\$

I finished the 2-P Mode and added about 5 new questions to the FAQ section. Now, the guide just needs: Challenge Mode section and the completion of the Treasure section! Almost done!!!

\$

VERSION 1.60: September 24, 2005

\$

Finally, I finish the Challenge Mode section! All I have to finish now is the treasure section, and the first completed version comes in!

=====  
~~~~~26. THE END ~~~~~  
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Well, I hope you liked my FAQ/Walkthrough! Pikmin 2 was one of my favorite games, and I hope it was for you, too!

To finish this great walkthrough, I will say: The End!!! Well, you probably should click on the back arrow near "File", for this guide is finished! Bye!

M\_A\_R\_C\_5\_T\_H\_I\_R\_D\_3

END OF FILE

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