PIKMIN 2

Nintendo®

NINTENDO
GAMECUBE™

INSTRUCTION BOOKLET

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Thank you for selecting the PIKMIN™ 2 Game Disc for your NINTENDO GAMECUBE™ System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.

2 Player Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

50Hz 60Hz Modes Supported

THIS GAME SUPPORTS 50HZ AND 60HZ MODE.

Memory Card Uses 27 Blocks

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Contents

Olimar's Latest Catastrophe

Olimar's Safe Return to Hocotate

My name is Captain Olimar, and I just got back from the worst vacation in the history of the universe! While travelling across the vast galaxy, my beloved spacecraft was hit by an asteroid and I was forced to crash-land on an uncharted, backwater planet! My ship was pulverized into dozens of pieces that were scattered across the landscape!

Thankfully, with the help of loyal and ferocious alien creatures I named Pikmin, I was able to find and collect all of the ship's components and repair it.

After a long space trek back, I was overjoyed to finally touch down on my home world at the Hocotate Freight offices.
I had no idea of the terrible news that awaited me there…

Hocotate Freight in Peril!

Though the history of Hocotate Freight is long and illustrious, it has never before faced a threat of this magnitude! As its esteemed president, it is my responsibility to ensure profitability, but can I be faulted for sending young Louie alone on an important delivery? My veteran employee, Olimar, was on vacation… and though Louie is inexperienced, he seemed competent enough…

When Louie told me the tragic tale of how a space bunny attacked his ship and devoured his precious cargo of Pikpik carrots, I nearly keeled over! To pay for the loss, Hocotate Freight had to take out a loan of spirit crushing proportions! We sold Olimar's beloved ship in his absence.

I was sure we were doomed until Olimar miraculously returned! When I told him about the fate of his ship, he dropped the curious souvenir he was holding. The old ship's sensors went wild! It scanned Olimar's souvenir and appraised it at an astounding 100 Pokos! The alien planet must be chock-full of the stuff!

Olimar, you and Louie must return immediately and recover as many treasures as you can to repay the debt and save Hocotate Freight!

These three buttons control your camera!

R **Zoom camera**
Hold the R Button to change the perspective to the leader's eye level.

Z **Switch camera angle**
See page 12.

START/PAUSE

Pause game and access these screens:

Radar Screen
Menu Screen
Item Screen
See page 28 – 29.

L Centre the camera behind the leader.

Y **Change leaders**
See page 22.

Control Stick

Tilt fully
Move the leader
Tilt slightly
Move the cursor

Press left or right to switch between Pikmin colours (while holding the A Button).

X **Dismiss Pikmin**
Dismiss Pikmin under your control and separate them by colour.

Press up to use the ULTRA-BITTER SPRAY and petrify enemies temporarily!

Press down to use the ULTRA-SPICY SPRAY and supercharge your Pikmin temporarily!

B **Whistle**
Move the cursor over your Pikmin and press the B Button to call them to attention with your whistle.

Hold the B Button to expand the radius of your whistle.

See page 21 – 22.

A **Punch**
Punch to deliver a small amount of damage to enemies. Only usable when there are no Pikmin following closely behind you.

Pluck a planted Pikmin
See page 16.

Throw Pikmin
See page 15.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks and allow them to return to the correct neutral position, then hold down the X Button, Y Button and START/PAUSE simultaneously for 3 seconds.

L Button

R Button

Control Stick

C Stick

C **Move the group**
Issues movement commands to all of your Pikmin.

Getting Started

Place the PIKMIN™ 2 Game Disc into your NINTENDO GAMECUBE and insert a NINTENDO GAMECUBE Memory Card into Slot A. Close the Disc Cover and press the POWER Button. When the **Title Screen** appears, press START/PAUSE to access the **Main Menu**.

The in-game language depends on the one that is set on your NINTENDO GAMECUBE. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your NINTENDO GAMECUBE is already set to one of them, the same language will be displayed in the game. If your NINTENDO GAMECUBE is set to another language, the in-game default language will be English.

You can change the in-game language by changing the language setting of your NINTENDO GAMECUBE. For further instructions about how to change language settings please refer to the NINTENDO GAMECUBE Instruction Booklet.

60Hz Mode

This game can be set to a better display with higher quality on TVs that support **60Hz Mode** (PAL60 compatibility).

To activate **60Hz Mode** select 60HZ MODE when the message THIS GAME IS COMPATIBLE WITH 60HZ MODE. PLEASE SELECT MODE. is displayed. The mode last used when playing with the NINTENDO GAMECUBE will appear highlighted. If you do not make any choice the game will choose this mode automatically. If the TV display does not appear properly after you selected 60HZ MODE, please turn the NINTENDO GAMECUBE off, turn it on again and select 50HZ MODE.

When you connect the NINTENDO GAMECUBE RGB cable (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, you can enjoy a smoother game screen with less flicker.

Starting a New Game

Select BEGIN and press the A Button to create a save file and access the **Ship's Log Selection Screen**. Choose NEW to begin a new game.

Continuing a Game

If you want to continue a game that you have previously played and saved, select the Ship's Log you want to play on the **Ship's Log Selection Screen** and press the A Button.

Ship's Log Selection Screen

- You can save up to three game files.
- The Memory Card in Slot A must have at least 27 blocks of memory free in order to save your progress.
- Make sure that the Memory Card containing the PIKMIN 2 save file is correctly inserted in the NINTENDO GAMECUBE.
- Please refer to the NINTENDO GAMECUBE Instruction Booklet for directions on how to format and erase Memory Card files.

Saving

How to Save

At the end of each day, you can save your progress by selecting SAVE from the **Save Screen** and pressing the A Button.

When you venture underground or descend to the next sublevel, the game will save automatically.

Save Screen

Do not remove the Memory Card or turn the power OFF when saving. Doing so can damage the NINTENDO GAMECUBE and the Memory Card.

Copying and Deleting Save Data

From the **Ship's Log Selection Screen**, press the Y Button to copy a Ship's Log to another save file. To delete a Ship's Log, press the X Button.

Erased files cannot be restored, so please be careful!

Sun Meter

When the sun icon reaches the far-right side of the meter, the day will end.

- On the first day of exploration, there is no sun meter.
- Because of temporal anomalies, time does not pass underground. While you are underground, the sun meter is not displayed.

See page 24.

ULTRA-BITTER SPRAY count
See page 23.

ULTRA-SPICY SPRAY count
See page 23.

Space Suit damage

When a leader takes damage, his suit's health gauge will decrease. If the gauge is completely depleted, the leader is knocked out and must be returned to the ship to be revived.

Pikmin that will be thrown next

You can choose which type and colour of Pikmin you want to throw. See page 34.

DAY

This counter shows the number of days that have passed since you landed on the planet.

There is no limit to the number of days you have to explore the planet.

Treasure Gauge

Once a certain treasure has been salvaged from the planet, a treasure detecting gauge will appear on the in-game display.

Total Pikmin count

Onion   Ship

This is the total number of Pikmin in the field, in the Onion, and resting in the ship.

Number of Pikmin in the field

Under your control   Working   Buried   Free

You can have up to 100 Pikmin on the field at one time.

Pikmin that Olimar and Louie have not yet encountered are not included in the count.

Number of Pikmin under your control

Camera Control

Use the camera buttons to play from a wide variety of camera angles.

L — Move the camera behind the leader

• Press the L Button fully to move the camera behind the leader.

• Hold and press the L Button and rotate the camera using ◄◉► .

Remember to change the camera angle if you're having a hard time seeing the on-screen action.

Zoom in and play close to the action!

R — Zoom camera

• Press the R Button to shift between the three levels of zoom.

• Press and hold the R Button to shift the view to the leader's eye view.

Z — Change the camera view

Press the Z Button to shift the camera view between angled view and overhead view.

Zoom out for an overhead view!

Goal of the Game

The company is in grave danger of going under!

↓

There's only one way to save the company: return to the planet of the Pikmin and salvage valuable treasures!

↓

Collect as many treasures as you can to repay the company's 10,000 Pokos debt!

The best way to find and collect treasures is to learn the unique abilities of each type of Pikmin and use them to your advantage. Caves and lairs may be dangerous, but they often hold a trove of treasures!

There is no limit to the number of days you can spend exploring!

Good Luck!

Hocotate Freight's esteemed president

All About Pikmin

What are Pikmin?

Captain Olimar first discovered Pikmin, a curiously helpful alien species, after crash-landing on an alien planet. These indispensable life-forms make locating and salvaging valuable treasures a breeze. Large hordes of Pikmin can swarm and conquer even the most massive beasts!

Command up to 100 Pikmin!

Pikmin follow closely behind their leader. Though you can have a maximum of 100 Pikmin under your control at any time, this number decreases if there are any Pikmin planted in the ground, working elsewhere, or wandering freely.

If you can't add more Pikmin to the field while the counter shows you haven't reached your maximum of 100 Pikmin, there may be wild Pikmin nearby that you haven't discovered yet.

Pikmin Capabilities

Battle enemies

Squash barriers

Carry treasures

Break down walls

Build bridges

Line the cursor up with the target and press the A Button to throw a Pikmin or use the C Stick to rally Pikmin around enemies, traps, and obstacles.

If you press and hold the A Button, you can use the ✚ Control Pad to select the colour of Pikmin you are holding before you release the A Button to throw it.

Where Pikmin Come From

Onions expel seeds that plant in the ground and grow into Pikmin. When the sprout grows long enough, press the A Button to pluck the Pikmin.

The Onion

In addition to releasing seeds, Onions act as the Pikmin's nest and mother ship. Store Pikmin inside their Onion until you want to call them out.

- At the end of each day, any Pikmin under your control return to the safety of their Onion.
- When there are already 100 Pikmin on the field, the Onion will not expel new seeds. Instead, the newly created seeds will be stored inside.
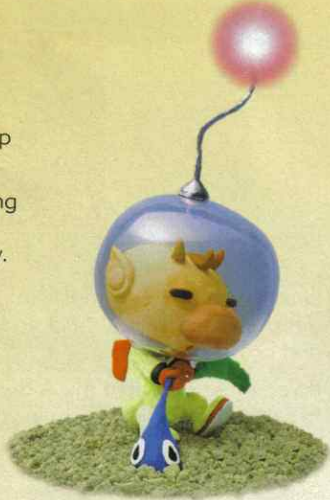

Pikmin Seed

How to pluck Pikmin

Stand next to a buried Pikmin and press the A Button.

- To pluck several Pikmin quickly, tap the A Button repeatedly.

- When Olimar and Louie are working together, they team up to pluck Pikmin sprouts much more quickly.

Pikmin and the Onion

Pikmin can be called from the Onion at the beginning of each day. To do this, stand under the Onion and press the A Button. Use the Control Stick to enter the number of Pikmin you want to call out. Return Pikmin to the Onion in the same way.

········ Pikmin in the Onion
········ Number of Pikmin to be released
········ Total number of Pikmin in the field
········ Number of Pikmin with you that are the same colour as the Onion

Hold the Control Stick up or down to speed up the deposit or withdrawal of Pikmin.

Onion Characteristics

- Onions will only produce same-coloured Pikmin.

- You can't store Pikmin in an Onion of a different colour.

- There is no limit to the number of Pikmin you can store in an Onion.

- If an Onion holds flower Pikmin, these Pikmin are released first. Bud Pikmin are released next, and leaf Pikmin last.

- There are no purple or white Onions. These Pikmin are housed inside your ship.

If all of the Pikmin of a colour are eliminated, that colour Onion will produce one Pikmin seed at the start of next day.

How to Make More Pikmin

Carry pellets and defeated enemies to the Onion to breed more Pikmin.

Pellet Posies

Knock down Pellet Posies to extract the nutritious pellet.

Pikmin naturally carry the pellets to the Onion of their colour. If a mixed crew of Pikmin are carrying an object, the colour majority dictates the destination.

$$\frac{1}{2}$$

The number of Pikmin carrying the object

The number of Pikmin needed to carry the pellet

The more Pikmin carrying the pellet or enemy, the faster they will be able to carry it.

More Pikmin seeds will be released if a pellet is carried to a same-coloured Onion.

Because purple or white Pikmin have no Onions, you cannot increase their numbers the same way you can with the other types.
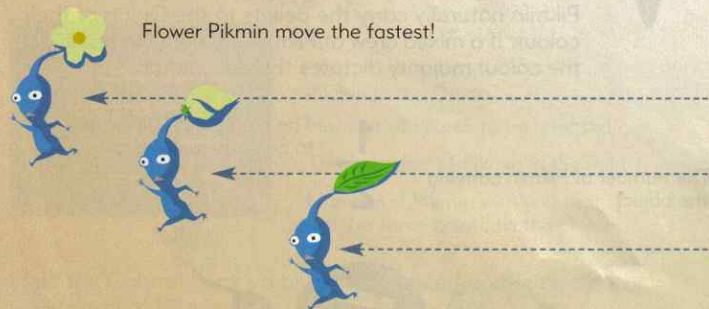

Raising Pikmin

If you leave Pikmin in the ground long enough, they will eventually grow and bloom into flowers. The more they grow, the faster they become.

If flower Pikmin are left in the ground too long, they will eventually return to leaf Pikmin.

| If pulled | If pulled | If pulled |

Leaf Pikmin → Bud Pikmin → Flower Pikmin
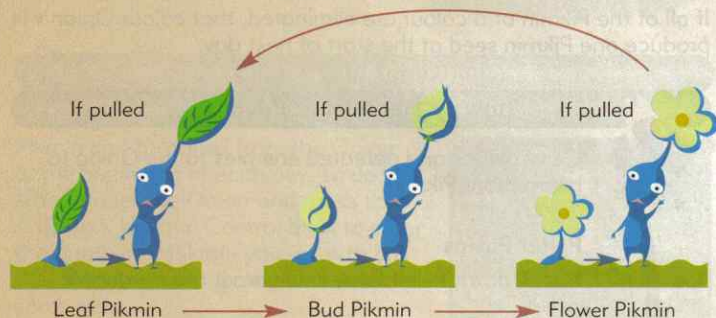
Flower Pikmin move the fastest!

Growth Tips

• Flower Pikmin carry pellets, enemies, and treasures faster than less-developed Pikmin.

• Feed your Pikmin nectar to instantly bloom them into flower Pikmin.

• Flower Pikmin can lose their flower if they take damage.

Colours of Pikmin

Red Pikmin
Flame-resistant Pikmin with excellent attack ability.

Yellow Pikmin
Big-eared Pikmin that can be thrown high in the air. Also resistant to electricity.

Blue Pikmin
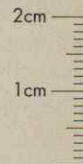Aquatic Pikmin that feel at home underwater.

Purple Pikmin
Burly Pikmin with ten times the muscle and weight of other Pikmin. Slow moving. Can daze and stun enemies when thrown.

White Pikmin
Small and fast. Resistant to poison. Good at finding buried treasure. Highly poisonous.

Exploring the Surface

The first day of Olimar's treasure-seeking expedition begins in the VALLEY OF REPOSE.

Later, you will find treasures containing encoded map data that open up new areas to explore.

To travel to another area, you must end your day and access the **Area Selection Screen**. From there, you can fly to the newly discovered area.

Area Selection Screen

The name of the area, the number of caves, and the number of TREASURES above and below ground are displayed on this screen.

◎ Choose an area → Ⓐ Confirm

Ⓛ PIKLOPEDIA   Ⓡ TREASURE HOARD   See page 31.

The Course of a Day

1. Looking for good ways to spend your days? Here are a few exciting above-ground activities:

   - Gather pellets and enemies to bolster the numbers of your Pikmin horde.

   - Collect and salvage treasures.

   - Break down walls and build bridges to access new areas and open up shortcuts.

   - Collect berries to concoct potent sprays. See page 23.

   - Seek out entrances to holes and caves.
     See "Exploring Underground" on page 24.

2. Gather all of your Pikmin together before sunset.

   Pikmin stay alive if:
   Pikmin currently under your control, standing near the Onion, or planted in the ground are safe from harm at the end of the day.

Otherwise...
Any other Pikmin will be left behind and eaten by the nocturnal predators.

3. Save at the **Daily Report Screen**

   You cannot save in the morning or afternoon. You can save at the end of the day, when entering or exiting a hole, or when descending to another floor.

TREASURES

To order your Pikmin to carry a treasure back to the ship, throw your Pikmin at it or command them to move into it with the C Stick. When the treasure arrives at the ship, your ship's nosecone will name the treasure and appraise its value.

Free Pikmin

When Pikmin lag behind the pack or are dismissed, they will become free, standing in one spot and awaiting further orders. While they are free, they cannot be ordered. To call them to you, either use your whistle or physically bump into them with the leader.

> Expand your search to unexplored areas! Master multitasking and divide the labour of your Pikmin to ensure optimal productivity and efficiency.

Olimar and Louie don't have to explore together – they can split up and work independently to increase efficiency. For example, Olimar could be busy pulling Pikmin sprouts out of the ground while Louie watches over a group of Pikmin knocking down a wall on the opposite side of the area.

Example:

Olimar moves with Louie and the Pikmin.

1. Press the X Button to dismiss your Pikmin and Louie.

Olimar can move alone.

2. Press the Y Button to switch between leaders.

Louie calls the Pikmin and moves to another location.

3. Switch back and forth to accomplish your goals.

Olimar and Louie can each take a squad of Pikmin and work independently.

When you want to work together again, place the cursor over the other leader and his Pikmin and blow your whistle.

During your exploration, you may discover a unique plant that bears powerful berries. Take these berries back to the ship to concoct potent sprays.
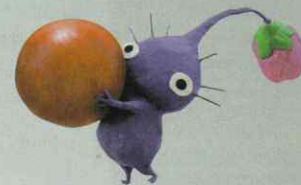
Berries

To harvest berries from a burgeoning spiderwort, throw Pikmin or command them into the base of the plant. 10 berries are required to produce each dose of concentrated spray.

Burgeoning Spiderwort

Variations of this plant carry red and purple berries.

ULTRA-BITTER SPRAY

Produced with purple berries.

Spray on creatures to petrify them temporarily. If a creature is defeated while petrified, it will crumble to dust and leave behind only a strange extract.

You cannot carry petrified creatures.

ULTRA-SPICY SPRAY

Produced with red berries.

Spray to invigorate all Pikmin under your control, increasing their attack power and movement speed.

Notes About the Burgeoning Spiderwort

- The burgeoning spiderwort grows in a handful of places that are naturally prone to infection by fungus-like growths. Attack these growths with your Pikmin to allow the plant to grow again.
- You can also find Ultra-Spicy and Ultra-Bitter extract on defeated creatures, inside egg sacs, and in other areas.

Exploring Underground

Above Ground

1. Find the entrance to a hole.

2. Press the A Button at the entrance to enter the cave with the Pikmin that are under your control.
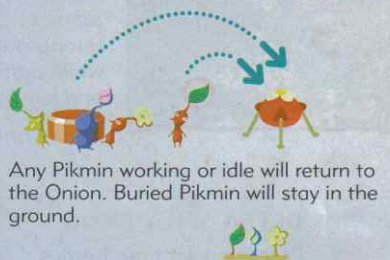
The game will save automatically. See page 9.

Cave Threats

These icons indicate the types of threats you'll encounter in the cave. The four threat icons are fire, water, electricity, and poison.

Each area has multiple holes to explore.

Research pod

Louie, Olimar, and all of the Pikmin currently under their control (to a maximum of 100 Pikmin) can enter a hole.

Any Pikmin working or idle will return to the Onion. Buried Pikmin will stay in the ground.

Underground

3. Holes are divided into sublevels. While underground, you can only perform these basic tasks:

- Search for treasures and carry them to the research pod.
- Defeat creatures and take them to the research pod.
- Break down walls and other obstacles.
- Look for holes to travel to even deeper sublevels. When you do, the game will automatically save.

4. Enter a geyser and transport back to the surface with your Pikmin.

You can save your game.

Above Ground

5. Once you're safely back above ground, you'll have to end the day and return to the ship to store the treasures you collected underground.

- Because of a powerful magnetic field deep under the surface, time does not pass underground. When you climb back to the surface, you will return at the exact moment in time that you entered the hole. Time will not have passed.

- The treasures and creatures that you have gathered will not be considered stored and collected until you safely reach the surface using a geyser.

Underground caves are often teeming with dangerous predators, but they also hold many valuable treasures.

In-game Display

Research pod

Your current sublevel

Pikmin under your control

Total number of Pikmin underground

Subterranean Q & A

Q Can you leave Louie on the surface and take only Olimar and the Pikmin underground?

A You cannot. However, if a leader falls in battle while exploring underground, the other leader and the Pikmin must venture deeper without him. Going alone is dangerous business, so be careful!

Q I've been in this cave before, so why does it look different?

A The powerful magnetic field between the surface and underground can have peculiar, unexpected effects. You can't rely merely on your memory, as familiar areas can often appear foreign. Just focus on gathering all of the treasures, and you'll be all right.

Q I've lost all of my white and purple Pikmin! What do I do?

A You will encounter white and purple Pikmin only underground. If you lose all of your white and purple Pikmin, search caves and holes for more. You can always return to holes you have already explored to build up large numbers of Pikmin.

Q Is there any way to get more Pikmin while exploring a cave?

A While underground, you do not have access to an Onion and cannot breed additional Pikmin. Instead, Pikmin will carry fallen enemies and pellets to the research pod and convert them into Pokos. Once you enter a hole, you're stuck with the force you brought in with you. Remember to take as many Pikmin into a hole with you as you can!

Q How do you return to the surface?

A Holes are often many sublevels deep. You may have to explore deeper before you can find a geyser that will take you back to the surface. To use a geyser to return to the surface, stand in front of it and press the A Button.

Press the A Button in front of the hole or geyser.

- When you go into a hole or geyser underground, any Pikmin buried in the ground will be left behind.

- Once you have gone down a level, you cannot return to the one you just descended from.

- If you lose all of your Pikmin or both Olimar and Louie are defeated, the research pod will automatically abort the expedition and carry the fallen leaders back to the surface. Any treasures or creature specimens you have collected will be lost.

- If you cannot find a geyser and still need to return to the surface, you can manually abort the mission and return to the surface. For more information, refer to page 29.

- If Olimar and Louie are both defeated, the day automatically ends. Any Pikmin that are working, fighting, or idle will not make it back to the Onion in time and will fall victim to the nocturnal predators. The leaders will return to the surface at the start of the next day with freshly repaired spacesuits.

START/PAUSE Screens

During game-play, press START/PAUSE to pause the game and access the **Radar**, **Menu**, and **Items Screens**.

The map shows only the level you are on. Any areas you have not yet explored will not appear on the map.

Radar Screen

Number of Pikmin in the Onion and in the ship

The numbers are displayed in the Pikmin colours.

Number of Pikmin under your control

The number of free Pikmin

Area Map

Use ✦ to move the map and use Ⓒ to zoom in or out.

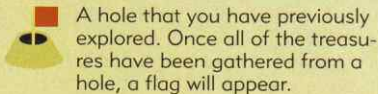### Map Icons

◀ Olimar
◀ Louie
◉ Ship
🦐🟡🔵 Onion

🟥 A hole that you have previously explored. Once all of the treasures have been gathered from a hole, a flag will appear.

Underground
🔺 Research pod
🟤 Hole leading to the lower level
🌱 Geyser leading to the surface

●●●●● Pikmin
Zoom in on the map to see where Pikmin are located based on their colour. Idle and working Pikmin will also be displayed.

Press the R Button on the **Radar Screen** to reach the **Menu Screen**.

Menu Screen (Surface)

From here, you can see how many Pokos you have accumulated. In addition, you can also choose one of the following:

CONTINUE — Return to game.

GO TO SUNSET — End the day immediately and bring up the **Today's Report Screen**.

Menu Screen (Underground)

CONTINUE — Return to game.

GIVE UP AND ESCAPE — Abandon the treasures you have collected in the hole and escape with your Pikmin to the surface.

Items Screen

Press the L Button on the **Radar Screen** to reach the **Items Screen**.

Check the contents of your EXPLORATION KIT and the number of sprays you have at your disposal.

Number of sprays at your disposal

Berries Collected
The number of burgeoning spiderwort berries you have collected. Collect 10 berries to produce one spray.

What is the EXPLORATION KIT?

The ship's vast hold contains all kinds of curious odds and ends. As you collect more treasures, some of them can be combined with these odds and ends to create powerful Exploration Kit tools for Olimar and Louie. These tools will make your exploration efforts safer, more efficient, and even more fruitful. And perhaps more importantly, each treasure you collect brings you closer to repaying the company's sizeable debt.

End of the Day

Today's Report

At the end of the day, the ship will tally the amount of Pokos you've earned and the number of Pikmin you have bred and lost throughout the day. You also can read intergalactic e-mail.

Press the A Button on the last screen to save your game.

For more information about saving, refer to page 9.

Press the A Button to go to the next screen or the B Button to go back to the previous one.

From the **Mail Screen**, press the L Button or the R Button to read previously received messages.

Area Selection Screen

L PIKLOPEDIA

Press the A Button to throw the creature a PIKPIK CARROT. Press the X Button to read OLIMAR'S NOTES on the creature.

After you fulfill a certain condition, you will be able to read LOUIE'S NOTES by pressing the Y Button.

R TREASURE HOARD

Press the A Button to zoom. Press the X Button to read OLIMAR'S JOURNAL.

If you collect all the treasures in a unique series, you will be able to read the ship's SALES PITCH for each item by pressing the Y Button.

Press the L and R Buttons to switch between the screens.

Read fascinating facts and stories about the treasures and creatures you have collected!

C Move the camera   Zoom   **B** Return to the **Area Selection Screen**

In this rough and ruthless **Two-Player Mode**, one player is red and the other is blue. To win, you must either steal your opponent's marble and carry it to your Onion or find four yellow marbles and carry them to your Onion.

- Pikmin that have been eaten by creatures cannot be recovered.

- If your character falls in battle or you lose all of your Pikmin, you have lost and the game is over.

(⊚) Choose a Battle Arena

(A) Confirm

(Z) RULES

(B) Return to the **Title Screen**

Adjust HANDICAP SETTINGS with the L Button and the R Button. This determines the number of Pikmin each player begins with.

Course Select Screen

P1

You cannot call your opponent's Pikmin with your whistle by pressing the B Button.

P2

Roulette

Find a cherry and carry it back to your Onion to earn a spin on the roulette wheel. The wheel is lined with a wide variety of helpful bonuses for your team and devious afflictions for your opponent. The wheel will spin and stop by itself. The effects you win on the roulette can be used at any time.

You can hold up to four roulette effects at any time.

> In both 2-P BATTLE and CHALLENGE MODE, the placement of the items will change every time you play a map. Press START/PAUSE at any time to exit.

Find a special treasure in the main game to unlock CHALLENGE MODE. A CHALLENGE MODE option appears on the **Main Menu** once you've unlocked it. In this mode, you must earn as many points as possible by conquering areas packed with creatures and treasures with only a limited number of Pikmin and a short amount of time.

Choosing
CHALLENGE ARENAS

Arena Information

The column on the right side of the screen indicates the colour and number of Pikmin and types of sprays you will have at your disposal, along with the number of FLOORS in the arena and the current single-player and two-player cooperative high scores.

- Clear Arenas to unlock additional challenges.
- Challenge Arenas can be played either **Single-Player** or in **Two-Player Cooperative Mode**.

Total amount you have earned

Number of Pikmin lost

TIME remaining

THE KEY

When you find THE KEY, take it to the research pod to open up a hole leading deeper underground. Take as many treasures as you can to the Pod and ride the geyser to the surface to clear the course.

The faster you clear a challenge arena, the more time-bonus points you will receive on the **Results Screen**.

The game ends if you fail to reach the exit and complete the Challenge Arena before time runs out.

Results Screen

Q These creatures are too hard to beat! What do I do?

A To defeat a large creature, try attacking with a large group of Pikmin. Pikmin may be small, but in large numbers, they can defeat even huge creatures. There are some creatures that can only be defeated in a special way, like attacking from behind or using a certain colour of Pikmin. You can also try attacking with Pikmin that are resistant to the creature's special attack. Think about your strategy carefully before you charge into battle.

> To select the type of Pikmin you want to throw, press and hold the A Button and press left or right on the + Control Pad. Tap the A Button repeatedly to throw the same colour of Pikmin.

Q How can I increase the amount of one colour of Pikmin?

A Pikmin will naturally carry pellets and defeated creatures back to the Onion of their same colour. For example, if you want to make more yellow Pikmin, have just your yellow Pikmin carry pellets and defeated enemies.

> Press the X Button to dismiss your Pikmin and separate them by colour. Press the B Button to use your whistle to call only the colour of Pikmin you want to use. Direct them to an object with the C Stick or throw them by pressing the A Button.

Q It's hard for me to get a lot of Pikmin to the entrance of the hole... Any hints?

A Defeat all the creatures in your path before running straight to the hole. In order to avoid creatures and dangers, one strategy might be to throw Pikmin onto an elevated area, take a different route, and regroup later. While exploring underground, use each cave's unique terrain to your advantage.

Q Time goes by fast, and I can't seem to get a lot done in a day. How do I work faster?

A Don't worry too much about time! Unlike Olimar's previous trip to the planet, this time you have an unlimited number of days to explore. However, there are several ways to get work done faster. If you separate the Pikmin and have them do different tasks at the same time, you can make more effective use of time. For example, if you have 60 Pikmin, make 20 of them work on breaking down the wall blocking a path, 20 work on collecting pellets and creatures, and the remaining 20 defeat an enemy.

Press the X Button to dismiss your Pikmin and divide them between Olimar and Louie, having each take a squad to a different area. This eliminates the long walk between areas.

Press the Y Button to switch between leaders and work more efficiently. Don't let any of your Pikmin get free. Keep them busy!

> zzz...
> Once you have collected a certain special item, you'll be able to execute a sleepy secret move. Dismiss your Pikmin, hold the X Button and...

Q I can't find any white or purple Pikmin! Why?

A White and purple Pikmin cannot be found on the surface. You must explore underground to find them. These Pikmin are not bred in an Onion, so they must be born another way...

Q I've found a strange flower. What is it?

A This flower is called a candypop bud. If you throw a Pikmin into it, the bud will eject a Pikmin seed that matches its colour. When you want to increase the number of a specific colour of Pikmin, throw in Pikmin of the colour that you have an abundance of. There are rumours that multi-coloured candypop buds exist somewhere underground.

Options

Select OPTIONS from the **Main Menu** to adjust the game settings. From the **Options Menu**, use the Control Stick to select the feature you want to adjust.

Once you have changed the settings, choose SAVE SETTINGS and press the A Button to save.

LANGUAGE
Here you can choose the language of the game.

RUMBLE FEATURE
Set the controller rumble function to ON or OFF.

SOUND
Set the sound to output in MONO, STEREO, or SURROUND.

MUSIC
Adjust the volume of the background music.

SOUND EFFECTS
Adjust the volume of the sound effects.

DEFLICKER
Set the deflicker feature to ON for softer graphics or OFF for crisper graphics.

High Scores and Bonuses

Select HIGH SCORES from the **Main Menu** to view statistics on DAYS SPENT adventuring, PIKMIN LOST, PIKMIN BORN, and TOTAL PLAY TIME.

- The first, second, and third best scores are recorded.
- GRAND TOTAL shows the high scores you received at the point you paid back all of the debt.
- TREASURES shows the high scores you received at the point that you collected 100% of the treasures.

Scroll through entries   **B** Return to the **Main Menu**

From the **Bonuses Screen**, you can view cinemas you have unlocked. Keep playing the game to unlock more cinemas!

Use the Control Stick to select a cinema, and press the A Button to watch your selection. To return to the **Main Menu**, press the B Button.

PRODUCERS
Shigeru Miyamoto
Takashi Tezuka

DIRECTORS
Shigefumi Hino
Masamichi Abe

MAIN SYSTEM PROGRAMMING
Yoshikazu Yamashita

PIKMIN & GAME SYSTEM PROGRAMMING
Yuji Kando

CREATURE & LEVEL PROGRAMMING
Katsuhito Nishimura

CREATURE PROGRAMMING
Naoya Morimura

SCREEN PROGRAMMING
Yuzuru Ogawa
Hiroyuki Kono

EFFECTs & TITLE PROGRAMMING
Yasushi Ebisawa

LEVEL DESIGN
Yutaka Hiramuki
Taku Matoba
Minoru Narita

SOUND DIRECTOR
Kazumi Totaka

MUSIC
Hajime Wakai

SOUND PROGRAMMING
Mitsuhiro Hikino

SOUND EFFECTS PROGRAMMING
Takahiro Watanabe

SCRIPT
Motoi Okamoto

PIKLOPEDIA SCRIPT
Kazumi Yamaguchi

TOTAL DESIGN MANAGER
Hiroaki Takenaka

MAP DESIGN
Makoto Miyanaga
Atsushi Miyagi
Shinko Takeshita
Shinichi Ikematsu
Eiji Mukao

CREATURE DESIGN
Hiroshi Matsunaga
Michiho Hayashi
Kenta Motokura
Daisuke Kageyama
Yoshiyuki Oyama
Kenji Shinmoto

CLAY ILLUSTRATION
Wataru Yamaguchi

OBJECT DESIGN
Taeko Sugawara

TREASURE DESIGN
Hidekazu Ohta

SCREEN DESIGN
Tokihiko Toyoda

EFFECTS DESIGN
Keijiro Inoue

TITLE & WORLD MAP DESIGN
Koji Kitagawa

DEMO DESIGN
Takumi Kawagoe
Naoki Mori
Satomi Asakawa
Daisuke Nobori
Hiroyasu Kuwabara
Shunsuke Makita

SCREEN DESIGN SUPPORT
Mizue Soda
Hiroko Tsuji
Yasutomo Nishibe

MODEL & MOTION SUPPORT
Takeshi Yamaguchi
Chikako Nishizaki
Takahiro Nishigaki
Atsumi Yoshimura

NORTH AMERICAN LOCALISATION
William Barnes
Nate Bihldorff
Tim O'Leary
Erik Peterson
Bill Trinen

LOCALISATION MANAGEMENT
Jeff Miller
Leslie Swan

PROGRESS MANAGEMENT
Keizo Kato

TECHNICAL SUPPORT
Hironobu Kakui
Shingo Okamoto

TOOL DESIGN & PROGRAMMING
Tool Support Team

DEBUG SUPPORT
Kenta Sato

NOA ENGINEERING DEBUG TEAM
Yoshinobu Mantani
Robert Crombie
Kirk Buchanan
Dan Simpson
Jim Holdeman
Mika Kurosawa

BRAND COORDINATION
Tim Bechtel
Marc Doyal
Reiko Ninomiya

SPECIAL THANKS
• Barr Soft Drinks PLC.
• Breitsamer Honig München
• Clabber Girl
• The Dannon Company, Inc.
  Deutsche Sinalco GmbH
  Markengetränke & Co. KG
• Dr. Pepper/Seven Up, Inc.
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• Fristi
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  Body Care
• Stinson Seafood, Inc.
• Sun Luck, Inc.
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EXECUTIVE PRODUCER
Satoru Iwata

NOE MANUAL LOCALISATION AND LAYOUT
James Honeywell
Silke Sczyrba
Britta Henrich
Daniela Schmitt
Jens Peppel
Sabine Möschl

Notes

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The PEGI age rating system:

Age rating categories: **3+** **7+** **12+** **16+** **18+** (www.pegi.info)

Note: There are some local variations!

Content descriptors:

@*! BAD LANGUAGE

DISCRIMINATION

DRUGS

FEAR

SEXUAL CONTENT

VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system visit:

http://www.pegi.info

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- This warranty does not apply to products which have been used prior to the date of original purchase, whether for rental purposes or otherwise.

- This warranty does not affect any statutory rights which the purchaser of consumer goods may have.

In case of a defect covered by this warranty please contact:-

Nintendo Service Centre
Codestorm House, Walton Road, Farlington, Hampshire, PO6 1TR
Tel: 0870 60 60 247

(Calls are charged at the National Rate to the caller)

When sending the product to the Nintendo Service Centre, please use, if possible, the original packaging, add a description of the defect and attach thereto a copy of your proof of purchase showing the date thereof.

If the 24 months period has already expired or if the defect is not covered by this warranty, Nintendo of Europe GmbH may still be prepared to repair or replace the product. For further information about this and in particular the details of any charges for such services please contact:-

Nintendo Service Centre
Tel: 0870 60 60 247

(Calls are charged at the National Rate to the caller)

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