

Pikmin 2: Colossal Caverns

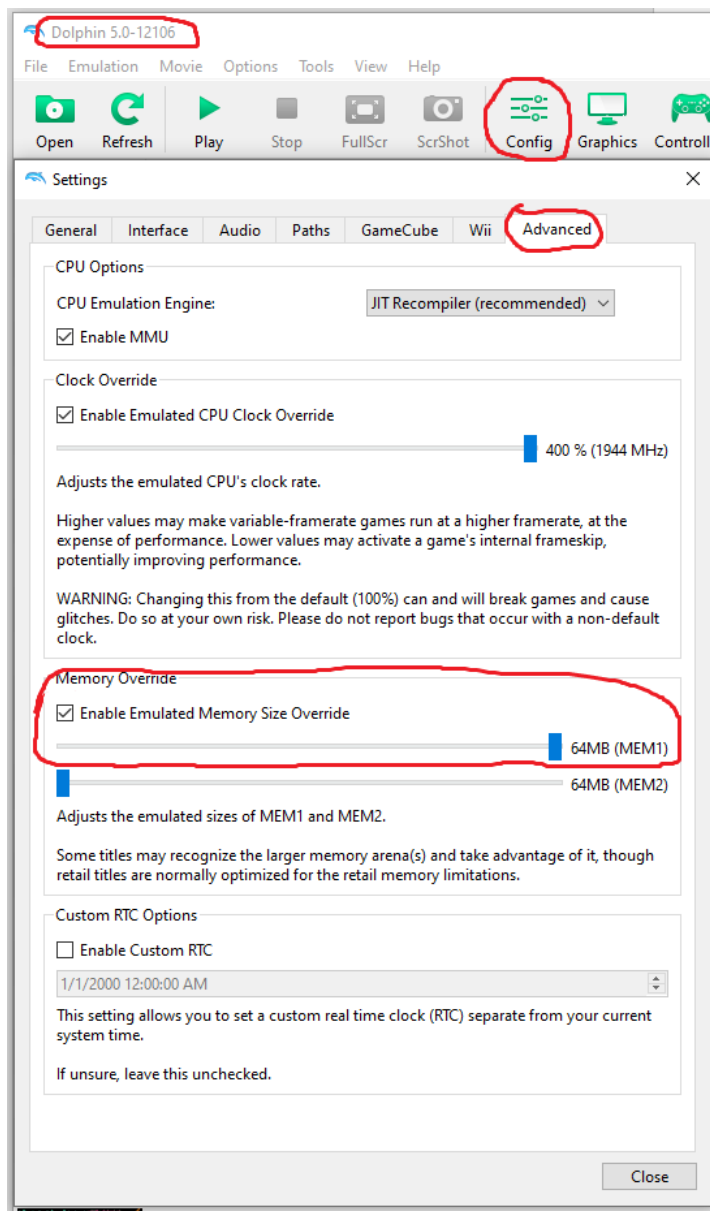
Welcome to Pikmin 2: Colossal Caverns! This Pikmin 2 romhack puts you in a single massive cave floor with every single enemy, treasure, and cave type in the game, all at once.

To play, simply open the included .iso file in Dolphin Emulator.

You MUST increase the amount of emulated memory within dolphins settings for this hack to function. To do this, you will need to be on an up to date developer build of Dolphin Emulator, NOT just 5.0!

Here is the link to download the latest Dolphin build: <https://dolphin-emu.org/download/>

Also notice what it says about the C++ redistributable, if dolphin tells you a .dll file is missing, its because you need this.



Here is how to do so:

First open the Config menu, then go to Advanced. From here, there should be a Memory Override option if you're on the right version of Dolphin.

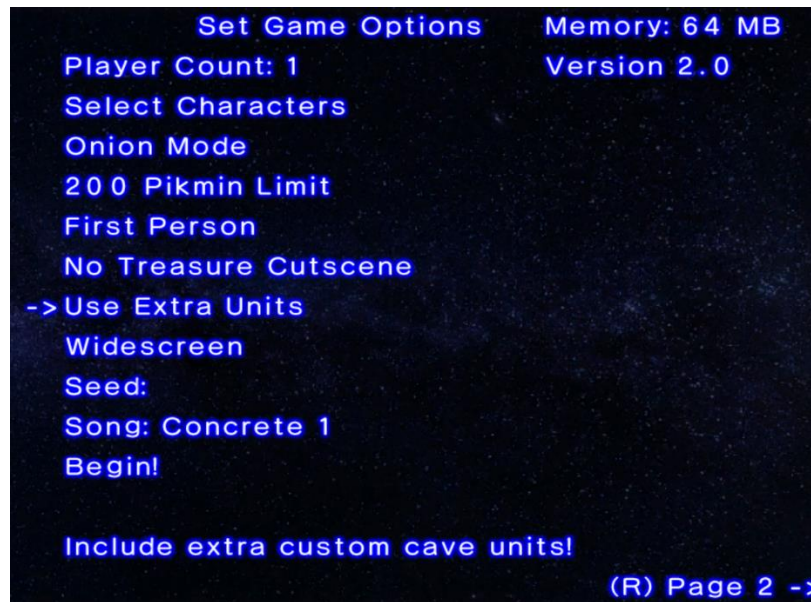
Check the "Enable Emulated Memory Size Override" option and increase MEM1 all the way to 64MB. The game will need this much memory in order to load so much at once. Note that MEM2 is only for Wii games and there's no need to change it here.

If you can't change the RAM from that location in dolphin (like you are using a non-gui build, running off of Retroarch, running on an android, etc.), Find & Open the Dolphin.ini file in the User's Directory (which is different for every system), find where it says [Core], and put in new lines under it with:
MEM1Size = 0x04000000

RAMOverrideEnable = True

Additionally, you may want to enable the CPU Clock Override that you can see on this menu as well. This can help perform performance if the game is lagging, but it can also cause random dolphin crashes on weaker computers, so make frequent save states if you use this!

In-game:



If you start the game and see this, that means you're all set! Note the memory size indicator at the top right, as it tells you how much memory is being used.

You can press up or down on either the analog stick or the dpad to navigate through the menu, the arrow points to the currently selected option. You can press L and R to toggle between the two pages of the menu.

Player Count: How many players to go through the cave with. You can play with anywhere from 1 to 4 people. Yes, that's right, I've already made a 4 player all of Pikmin 2 hack if you didn't know. The hud and everything will be fully functional, and anyone can navigate menus. It is worth noting that performance will tank hard as you add more players, even with good computers.

Select Characters: With this, each player can choose who they want to play as from nearly 50 different captains. Each player is allowed to choose the same character if they want. Each player can select in all 4 directions to navigate the menu. Note none of this affects gameplay at all, it's just for funnies really. Using different characters may give you a surprise on the cave results screen, however...

Onion Mode: Playing this cave with and without onions makes it like two completely different games. If enabled, all 3 onions will be randomly placed within the map. Pikmin will carry corpses to their onions, which gives both seeds and pokos. With this, you can continuously increase your Pikmin supply even after a bunch die. Additionally, you gain a new challenge of seeing how many Pikmin you gain within the cave. The napsack will also take you to a random onion. Personally, I highly recommend using this option, playing without it is far more challenging, as the only ways to increase Pikmin is queen candypop buds and the bulbmin.

200 Pikmin Limit: This option is mostly self-explanatory; it doubles the maximum Pikmin limit from 100 to 200. This can make carrying back a lot of treasures at once more possible, and overall speeds up a full run heavily. Note that having a lot of Pikmin onscreen at once can hurt performance.

First Person: This option is only for the absolutely crazy people who want to beat the cave with this, also because my advisors tell me people will want to play this in VR, which would definitely be interesting.

No Treasure Cutscene: Don't want to watch the same treasure get cutscene 201 times? Well that's why this option is here, note that the treasure radar doesn't disable properly at the end of the cave with this though.

Use Extra Units: With this enabled, a number of additional cave unit themes will be present. This includes the "indoor metal" theme and "sand" themes from Pikmin 251, as well as remade versions of the garden and toy themes that have floor built in. This increases the amount of memory needed to load the cave, so crashes are possible.

Widescreen: This option will adjust the in-game camera to be in 16:9 widescreen, just like the normal widescreen code, only built in entirely, just set the display to be in 16:9 within dolphin like usual. Again, this can lead to worse performance when more stuff is on screen. Also note that this will mess up multiplayer huds, so its best used in just single player.

Seed: Here is where you can manually enter your own cave seed value. Basically, you can use this to attempt specific cave layouts over and over, or you can get a friend to try a layout you just played through. By default, the seed is random, press B while entering a seed to set it back to random again, or A to finish entering it. You can see the current cave seed in-game in the pause menu at any time.

Song: Here you can choose what song will play during the cave, you can choose through any of the normal cave songs, or any of the 4 overworld themes. Press left and right to scroll through all the songs.

Begin: Select this to enter the cave, or just press Start at any point to also begin.

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Ultra-Randomizer: With this enabled, the games logic of trying to use certain cave units in certain ways is basically destroyed, and the cave units used are completely random. This can lead to starting in unique places instead of always the smallest possible rooms. This also results in much larger caves as a whole with more large units. Because of this it is far more memory consuming and has a fair chance to crash on loading, if you want to try this option you may need multiple attempts at actually getting it to load. Because of this, this option cannot be combined with Extra Units as a layout that doesn't take too much ram is impossible.

5 Onion Mode: Everything from the normal 3 onion mode, but now there's a white and purple onion as well, and you begin the cave with 15 of the main 5 Pikmin, instead of 25 of the original 3. Obviously very overpowered, but worth trying out.

Enemy Strength: This option has 4 different levels, vanilla, 251, lands of torture, and kaizo. It changes the power of the enemies to be what they are in these respective Pikmin 2 romhacks. Note that as of CC 2.0, for 251 it doesn't change the textures or elemental effects yet.

Treasure in Map: With this enabled, all treasures will appear in the pause menu radar map. This includes treasures in enemies and buried treasures, and upgrade treasures will appear tinted red.

Lag Repellant: This option changes how the game renders objects and cave units, leading to significant performance improvements for both single player and multiplayer, but you can usually notice the early culling of objects when the camera is zoomed out.

Ultra Spicy Mode: Not to confused with a mode of the same name from a certain other Pikmin game. This one makes you start with only 1 single Pikmin of each color, 0 sprays, and half captain life(which is really just normal life since its doubled normally)

The Game



Once you start the game, (assuming you don't get a memory crash) you'll see something like this. You start with 25 of each of the main Pikmin types. At the top you can see how many enemies and treasures are left. The enemy counter isn't that accurate due to a lot of technicalities like enemies that revive or create other enemies.

The main goal of the cave is to find the key so you can use the geyser to escape, but to do this you'll need to actually find it. It's in one of the two beady long legs' that are somewhere in the cave. While you look, try to defeat as many enemies and collect as many treasures as possible. You can find all the upgrades throughout the cave as well, held by various boss enemies. You start with 3 of each spray, but use them wisely as it's rare to find more.

Now for some specifics, because buried treasures spawning underwater is inevitable, bulbmin are now able to dig them as well as whites. Additionally, captains have more life, because captains dying in something this long isn't good. A few bosses have adjusted stats, mainly regarding their territory range. Collecting the first globe will make Pikmin carry things much faster, and the second will completely fill in the radar map. Collecting the rocket fist will allow captains to pick up bomb rocks by walking into them as well as unlocking the normal punch combo. As said before, collecting the key will open the geyser like in challenge mode. Also note that normally if the titan dweevil dies before dropping its weapons, the weapons despawn, but that has been fixed for this hack so that they all drop, which is good since it can be killed early by the waterwraith or by bombs. The Zoom camera has been changed for this, as it is now a far overhead view of the area around you.

There are candypop buds throughout the cave, and they are the only way to get purple and white Pikmin. Without onions, the 3 queen candypop buds and 2 bulbmin are the only way to increase your Pikmin count. Make sure to protect your Pikmin when you can't easily make more!

Making good use of multitasking and cooperation between the two captains is the key to making it through this cave intact.

Results



Upon finishing the cave and watching the results scroll, you can press A to see this screen. It shows how many enemies you defeated, treasures, pokos, Pikmin killed, time take, and that kind of stuff. Use this screen to compare how well you did in the cave to others! Additionally, a special message will appear here for those who can fully complete the cave...

Full Credits:

PikHacker - Main creator, made everything you don't see listed below.

mr broccoli- Help with coding such as the radar map filling in from all captains and getting 4 captains to spawn in general. Lag Repellant, also helped test the cave.

Yoshifirebird- Help with getting 4 cameras, extending the maximum spawn points the game can process, and creating code for spawning onions in caves.

Pat277- many ideas for the features of the hack, as well as playtesting.

QuoteBalrog- same as above ^

Yoshi2- Made the ckit for injecting custom code into Pikmin 2 that makes this hack possible, also made Rin model.

Minty Meeo- Got Extended Ram into the official dolphin build so this hack can be playable by anyone.

Kai- Olimars' Wife model

Joebro- Pikmar model, froggers model

Untitled-1 - Spraymar Model

NerduMiner- nerdu character, luigi model, demi-fiend character, parappa character

Nickolox- Wario character, Waluigi character, Shitolox character

APerson13- Purple character

Pikmanfan2002- Raz character

Sleepy- Jirachi and Morshu characters

The Models Resource- where the majority of the custom character models used in this came from. Custom models from here include hat-kid (by KAPIKYO), Peppino (by MrPr1993), and Knuckles (by Doc Melonhead)