

Colossal Caverns

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❀ WHAT IS "COLOSSAL CAVERNS"? ❀

Colossal Caverns is a Pikmin 2 romhack made by PikHacker. It is based on the cave system and is all about sending you in a huge cave, in which you can fight every enemy, every boss, and collect every treasure in the game.

❀ WHAT IS THE GOAL? ❀

The goal is defined by what you personally want to accomplish. However, back when the romhack was released, we agreed on a few rules and options to stick with for "official" speedruns of Colossal Caverns.

For example, Any% simply consists in getting the key and escaping, whereas All Treasures consists in getting all available treasures in the seed before being allowed to escape. Do not worry about having a slow computer, the times we compare are in-game time, which consider how much lag you had during the seed.

❀ GAME MODES AND OPTIONS ❀

Some options originally came with the hack and new ones are released every now and then to make some quality-of-life changes, or just add even more ways to play the game. Here is a quick overview of all of them as of 2.3 update:

- ❀ **Player count:** Self-explanatory, just lets you change the player count. I personally use Parsec to play coop with friends.
- ❀ **Select characters** gives you a list of **60 characters** to choose from to replace Olimar and Louie's models. An upcoming update will also customize the audio files related to each character model added to the game. (whistle, switch)
- ❀ **Onion Mode:** If Onion Mode is activated, the red, blue, and yellow onions will be placed in your seed, allowing to grow even more Pikmin. Another option called 5-Onion adds Purple and White Onion. You start with 25 of each color if the "3 onions" option is selected, or 15 of each color if you picked 5-onions.
- ❀ You can also decide to set the **Pikmin** limit on the field to **200 instead of 100**, which would allow for more work to be done per trip before having to go back to the base to restock your Pikmin, as well as giving extra numbers for combat and color distribution.
- ❀ **Extra-Units** will include some units that are originally not supposed to appear (for several reasons) if this is turned off, such as Pikmin 251 units, the toy units, and the garden units.
- ❀ In the same lines, **Ultra Randomizer** will increase the probability of some rooms to be generated (because of how the game generates caves and the options we usually pick, some rooms are very unlikely to be seen with regular settings).
- ❀ Some other stuff was added mostly for conveniency, for fun, or for more experienced players. Change the enemies' strength to Kaizo, make treasures appear on the map when you pause the screen, or even play as First Person!



❁ WHAT CHANGED COMPARED TO THE ORIGINAL GAME? ❁

Well, some stuff obviously had to be modified for the game to stay beatable with all those options added. Since everything is randomized and most people play with 3 onions, what happens if your spawn has some poison geysers around? You would be stuck in base with no convenient way to bring anything back to the ship until you get white Pikmin or Bulbmin. To avoid this issue, poison sources now go on and off just like every other hazard with the Vanilla difficulty.

Some treasures also got an upgrade change, as well as how to find them, let's go over all of them:

First, let's check the Exploration Kit treasures without any changes.

- ❁ Stellar Orb
- ❁ Amplified Amplifier
- ❁ Professional Noisemaker
- ❁ Five-man Napsack
- ❁ Forged Courage
- ❁ Justice Alloy
- ❁ Prototype Detector
- ❁ Repugnant Appendage
- ❁ The Key

They are all found in their respective bosses compared to the original game. The Key acts as it does in Challenge Mode, making the geyser appear on the map so you can escape. All the other items listed kept their original upgrades.

Then, let's see which of the items received a few changes:

- ❁ **Brute Knuckles:** It is still found inside a Mamuta, but a feature from the 2-player battle mode was added to it: After getting the treasure, you can carry bomb-rocks by running into them, throw them with A, or simply put them down with B.
- ❁ **Spherical Atlas:** It is the first half of the globe, originally located in Emergence Cave 2. Instead of being in the open just like it was in Pikmin 2, it is now inside Segmented Crawbster. Also, since Awakening Wood can't be unlocked, its effect was modified to be giving the player a permanent 30% carrying speed for all corpses and treasures. The Silencer (baby doll's head) is now a regular treasure somewhere in the cave.
- ❁ Same goes for **Geographic Projection**, it was originally in Awakening Wood and was unlocking Perplexing Pool. It now replaces R.O.B's head inside Raging Long Legs and reveals the whole map on the pause screen. Particularly large seeds will have a part of the map cut off.

You are also probably thinking about some treasures being very heavy in the original game, such as Doomsday Apparatus and both globes... Those now have a new weight value, which I will talk about later in this guide (Treasure List and Weight Values).

Some of the spawn locations for bosses and treasures were also changed, but same as the weight values, I will talk about them in more detail later in this guide. (Unit spawns)



✿ THE IMPORTANCE AND ROLE OF EACH PIKMIN COLOR ✿

✿ REDS

Red Pikmin are better at fighting. They are useful for bosses where you're not using a spicy spray and fire bulborbs if you don't have Bulbmin. They have high importance early in the game compared to blues and yellows (assuming you're playing with three onions); however, their importance drops to nearly nothing once you grow Purples, find some Bulbmin and reach the Pikmin limit.

✿ YELLOWS

Yellow Pikmin are only useful for Man-at-Legs, Titan Dweevil (if you can't get the kill with Waterwraith, which I'll go over later in the guide) and Beady Long Legs. Yellows are also convenient to easily reach treasures up high in some units, which is optional and doesn't save as much time as you think, simply because Purples can reach those heights as well, so they do a much better job. Overall, besides all three bosses, Yellow Pikmin are basically useless.

✿ BLUES

Blue Pikmin are by far the most important of the three to grow and keep alive on the long term (excluding purples/whites/bulbmin of the list since you can only get a limited amount of them). Blue Pikmin can go through water, which will make them take the shortest path back to the ship or to their onion. If your goal is to do speedruns and aim for the fastest completion time, Blue Onion should be one of your most important early-game goals. Due to how Colossal Caverns generates the cave, some units can be entirely locked by water, making blue Pikmin even more useful than they already are.

✿ BULBMIN

Two sets of 10 bulbmin are wandering around the whole map. Just like in the original game, bulbmin are immune against water, fire, poison, and electricity. A new feature was added to them: they can now detect and dig out buried treasures, which means they are the only kind of Pikmin that can detect underwater buried treasures. Back in the earlier versions of Colossal Caverns, they could be rolled on and get killed by Waterwraith, so it was very inconvenient if all of them died. Thankfully, it was fixed in the latest update.

✿ WHITES

Now that you learned about bulbmin being able to detect buried treasures, you can probably tell that whites are far less important than they should be. Their only advantage compared to other types and bulbmin is their carrying speed and movement speed are the fastest. You can only get 15 of them, so I would say they are still a precious resource, and they should be kept alive for as long as possible. However, due to their decreased importance it is a fair trade to sacrifice a few whites for easy kills on dangerous enemies such as fire bulborbs.

✿ PURPLES

Same as whites, you can only get 15 of them and their importance is vital to finish an All Treasures run, since they are hard required to defeat Waterwraith. Other than that, they have nothing changed compared to the original game; their carrying capacity is still 10, they can still stun enemies, and they still deal the most damage if they are not sprayed, (more info can be found in the Sprays section).



❀ GENERAL MECHANICS AND KNOWLEDGE ❀

- ❀ **Color swapping:** You can switch Pikmin colors by holding A and pressing right/left on the D-Pad to switch colors, or up/down for Pikmin maturity. There is a difference between pressing specifically right (switch to the color closest to you) or left (switch to the color furthest to you), and a difference between up (going up in maturity line) or down (going down in maturity line). Color swap wheel is always in the same order (Blue > Red > Yellow > Purple > White > Bulbmin > Blue), and one of its uses is that you can make Pikmin warp through walls by swapping to its color.
- ❀ Enemies shake off Pikmin based on amount of hits, and not based on the total damage they receive.
- ❀ If you put an enemy that's not a roamer off camera, and if no Pikmin or leader are nearby, the game will think this enemy does not exist.
- ❀ Holding R in the original game puts the camera near the ground and lets you view far away. In Colossal Caverns, holding R gives you a top view of a few rooms nearby. This can be useful especially early in a seed to notice things with a unique visual effect, such as Raging Long Legs, Titan Dweevil, Man-At-Legs, onions, fire bulbborbs, and many more.
- ❀ Some enemies have health regeneration, this can be seen very often on bosses, Anode Beetles or Toady Bloysters, but there is actually more of them.
- ❀ Pikmin all have a defined attack power depending on their color. Purple Pikmin have 20 Power, Reds have 15, and all the others have 10.
- ❀ **Corpse limit:** Simply said, that's the way Pikmin 2 objects are managed. Every object manager in the game has a limit on how many of its object it can support. PikHacker explained me he had to find a better value for corpse limit in Colossal Caverns because the original one was way too low. It is now set to 160 corpses; if you reach the limit and kill an enemy, its dead body will disappear right away. Reaching the limit also means that you can't use Napsack anymore. The way Napsack works is that the game separates your leader into two separate objects; your leader (in a sleeping animation) and a "captain pellet" that counts as a corpse (this "captain pellet" is actually the object that gets carried back to the onions/ship). Along those line, there is also a nectar limit of 64; if you reach this limit, no nectar will drop.
- ❀ **Auto-plucking:** This is a brand new Pikmin 2 feature included by PikHacker in Colossal Caverns. If you leave a leader idle near a set of sprouts, it will start plucking automatically.
- ❀ If you do not have enough Pikmin the moment you defeat a boss with an Exploration Kit treasure, its treasure weight will be adjusted to the amount of Pikmin on the field.
- ❀ **C-stick:** That is the most underrated and unused basic control in the game. A good use of C-stick grants you to have total control over what your Pikmin are doing at all times. The key to get better at C-sticking is to practice over and over, take smaller groups and setup some heavy obstacles where you have to go between them, or anything else you think will improve your Pikmin control. In addition, C-stick can be combined to regular throwing to reduce the delay between each throw, resulting in a much higher damage output. This is crucial against some bosses and definitely one of the top priority things to learn and master.



❀ SPRAYS ❀

Sprays are extremely useful in many situations. The issue is that you have a low amount of them in each run if you exclude the RNG from the silver eggs, spectralids and killing petrified enemies. You start with three of each kind, and the ways of getting them is limited.

I will only talk about the two different ways of having guaranteed spicy or bitter drops. The first one is from the hiding beetles. Purple Pikmin come in very handy when it comes to get a hit on them due to their pound hitbox.

- ❀ 3 Iridescent flint beetles (green) will give one drop of flowering nectar on the first hit, then two drops of nectar, and finally a drop of Spicy Spray.
- ❀ 2 Iridescent glint beetles (gold) will give three drops of nectar on the first hit, the last two hits will give Spicy Sprays.
- ❀ 2 Doodlebugs (poison) follow the same drops pattern as the gold beetles, with the difference of giving Bitter Sprays instead of Spicy Sprays.

The second way is from defeating a petrified Titan Dweevil. Even though I said I was not including enemies, this one is different, because it will give a guaranteed 10 spray drops. They are random though, so you can get 5 of each, but you can also get 8 Bitter drops and 2 Spicy drops, for example.

Glitches are allowed so that means you can perform the Spray-duping glitch. There are several easy ways of doing it. Spray-duping consists in hitting a Spray drop with your idle leader and drink it with the leader you're controlling at the same time, resulting in giving you two Sprays instead of one. The first method is to push your idle leader on the drop. Not very convenient because your leader can randomly jump and avoid the push. The second method is to put a leader on each side of the Spray, whistle your idle leader and dismiss it when it's inside the Spray drop. The last method is to run towards the drop and press Y right before touching it. The momentum of your first leader will be kept for a few frames and make it drink the drop, you just have to run in the drop with your second leader.

With the Spray duping glitch, that means you can reach a total of 11 Bitter Sprays and 17 Spicy Sprays, without counting the random drops given by silver eggs or petrified enemies.

Another glitch you can use involves using a Bitter Spray to reset the Spicy Spray timer. Spicy Sprays have a timer of 40 seconds, however, if a Spicy Sprayed Pikmin gets in range when you use a Bitter Spray, its timer will go back to 40.

When using a Spicy Spray, your Pikmin attack value is set to 10, but their attack speed is increased by 80%. No need to do the math, just keep in mind that Purple Pikmin are the only ones actually losing damage output compared to regular Purple Pikmin. It is only worth to use a Spicy Spray on Purples for their moving speed and carrying speed.



✿ ENEMIES MECHANICS ✿

In this section, I will not go over the easy enemies that are quick to kill or if they don't have any interesting mechanics worth mentioning. Those enemies are the following:

- ✿ Sheargrubs
- ✿ Anode beetles
- ✿ Dwarf bulborb (of all kinds)
- ✿ Fiery and Watery blowhogs
- ✿ Crawmads
- ✿ Dweevils
- ✿ Mamuta
- ✿ Water dumplings

To make things perfectly clear, I will talk about:

- ✿ Bulborbs
- ✿ Gatling Groinks
- ✿ Withering and Puffy Blowhogs
- ✿ Toady Bloysters
- ✿ Creeping Chrysanthemum
- ✿ Breadbugs
- ✿ Cannon Beetles
- ✿ Antenna Beetles
- ✿ Wollywogs

Without further ado, let's jump right into it:



Bulborb: They are probably the most common enemy to come across since there are a lot of variants of them. Their behavior when sleeping is different, but their aggressive behavior is basically the same.

Worth noting right away that bulborbs wake up when any moving enemy bumps into them, such as wogpoles, bulbmin, breadbugs, and so on. Orange bulborbs wake up when a Pikmin or leader is nearby. Fire bulborbs can only be damaged by red Pikmin, bulbmin and purple Pikmin if they are not in a body of water. Also make sure to always keep in mind that bulbears walk around the map and notice you from a long distance. They are probably one of the most dangerous enemies if you don't notice them and they sneak up on your Pikmin when they are collecting treasures. Bulborbs will always try to bite the closest leader or Pikmin. Because of this, you can send a few Pikmin on their sides or on their backs, whistle when they stop spinning because they will try to shake off your Pikmin and repeat until they are dead. Another method that applies to sleeping bulborbs only is to abuse their sleeping animation by putting them off-camera so you can approach them without having the animation to resume unless you're close or change your camera angle. You can then swarm the bulborb you want to kill while it is trying to go to sleep. Doing so will deal them a lot of damage and they can't wake up instantly; by the time they wake up, they will be dead. One last important thing to know: Bulbears are the only ones to have an eating animation taking priority over their death. Which means if a bulbear is eating your Pikmin and you deal enough damage to kill them, your Pikmin will still die before the bulbear dies. The only way to save your Pikmin is to use a bitter spray before bulbear gets killed; using a bitter spray after their HP reaches 0 is pointless because it will be considered as dead, and thus can't be bittered. It is also a totally valid strategy to bait any of the bulborbs off the ledge of a metal unit, as it also gets rid of the body.



Gatling Groink: Along with Bulbear, Waterwraith and others, Groink is one of the only kinds of enemy that can go around the whole map. Same as bulbear, they can be dangerous if they attack out of your sight. One good way to deal with them is to leave a Pikmin behind a wall just so it keeps shooting against the wall. If you plan to kill them, make sure you have a breadbug or an onion nearby, or a bitter spray. Same as bulborbs and bulbears, sending them in the void is a valid strategy.





Withering Blowhog and Puffy Blowhog: I put them in the list just to point out the differences between them. Puffy Blowhogs have 3,000 HP. Their blow stuns your leaders for a short period of time and scatters your Pikmin. Withering Blowhogs only have 1,800 HP. Their blow also stuns your leader, scatters your Pikmin and puts them back to leaf state. I would put Withering Blowhogs as the most annoying of the two, only for their ability to turn your Pikmin into leaves.



Toady Bloyster: Their only dangerous thing is that their eating animation takes priority over their death, same as bulbears. I recommend placing yourself under the tail and spam Pikmin (preferably reds) to get a fast and easy kill. Quick tip: You can damage Bloysters by throwing purple Pikmin directly on their body instead of aiming for the tail.



Creeping Chrysanthemum: Nothing special to say about this enemy other than that they have a weird hitbox when eating. The most reliable way to kill them is either with a stun, or avoiding their attack then swarm their body. If you are good on numbers, or if you're really late in your seed, keep in mind they die to a single white Pikmin poisoning, or they are worth bittering to avoid losing time on them. Note that they shake Pikmin off super far, which can lead Pikmin being launched off a metal unit or even clip through walls.



Breadbug: They are known to steal treasures and enemy bodies to their nests. Regular breadbugs can carry anything with a maximum weight value of 10. Giant Breadbugs do not have a carrying weight limit. Both kinds can bring up to 10 treasures to their nests. It takes 6 hits to kill a regular breadbug, and 20 purple pounds to kill a Giant Breadbug; you can also kill them by dragging an item to the ship or an onion if they're trying to steal it two times. If they successfully steal an item to their nest though, their HP goes back to full. Keep a mind that Breadbugs can't carry anything through pipe units, and that the only treasures they can't steal are the Exploration Kit items.



Cannon Beetle: Simply from playing the original game, you almost know everything there is to know about them. I'll only give a few tips about how they work and some of their specificities. Cannon Beetles will always try to shoot at the closest target. Abusing the camera angles can make them unable to shoot you even if you get a bit closer than usual. This trick can be useful for swarming a dangerously placed Cannon Beetle in a room, or even get an off camera kill. Same as Bloysters and bulbears but with their shaking animation, it takes priority over their death.



Antenna Beetle: They can be sniped by any Pikmin, it is obviously easier with purples, but if you don't want to risk losing purples, a long throw of any other color right on the beetle will get the job done. It is best to stay far from them and wait until they land to start shooting. If your reaction time is good enough, you can allow yourself staying near its landing area and snipe it from there.



Wollywog: The white ones jump further than the yellow ones, but they both jump high enough to go over a completely built wall. They also notice your presence from behind, whereas yellows don't necessarily turn around if you walk behind them. Last thing about them: white Wollywogs are likely to jump towards you while defending themselves if they are facing in your direction. This can also be observed with yellow Wollywogs, it's very uncommon.



❀ HOW TO DEFEAT BOSSES ❀



Segmented Crawbster: That is by far the most important enemy to find in the game, only for the carrying speed upgrade it will give you. It has its own unique mechanics: Crawbster will only turn towards a target if it's located in its front half. When it hits a wall, a few rocks will fall around the leader you're controlling and not around Crawbster itself. A weird thing to keep in mind is that it can warp through units when rolling over a metal rim or bumping against a wall, with funny results sometimes. Speaking of the metal rim, you can send Crawbster in the void if you're not interested in collecting its dead body. Be careful when doing so though, the treasure will respawn at the nearest waypoint which is not necessarily the unit you're in or a unit you've already visited. With good positioning and good C-stick controlling between falling rocks, it is worth using a Spicy Spray to get an easy one-cycle fight. I do not recommend doing the strategy used in All Treasures, which consists in dismissing Spicy Sprayed Pikmin behind Crawbster and send it in a wall. The reason why I don't recommend doing this is because Crawbster's angle is different depending on which unit it spawns in. So, if you want to find strategies for some of the units, go for it. I will not show any in this guide because I never needed it and I honestly think it is not worth.



Beady Long Legs: It is much faster to defeat this boss with Yellow Pikmin. Beady will always try to move its body towards the nearest leader or Pikmin, which means, when you are under the body, you do not need to move to get an easy kill, as you simply need to move the cursor near your leader and spam Yellows. The legs will always move in the same order and make a square every four steps, so it's actually really easy to predict where the last two steps are going to land. Beady also takes bomb rocks damage and Groink damage, even if it is physically not there; only three bombs are required to kill it (bombs deal 500 damage, and BLL has 1,300 HP). Also, that means it can drop from the sky and immediately die.



Raging Long Legs: You can see Raging's hair if you use the zoom-out feature. Just like Beady, its hitbox is there even if the boss is physically not there, and the steps order mechanic is still the same. It will not try to always aim for your leader or Pikmin though. Raging Long Legs will aim for your direction, walk until it reaches its radius limit, then come back in the middle. One good way to kill Raging Long Legs without wasting time is to abuse a Groink to shoot at a wall near its hitbox so it takes damage while you're off doing something else. Another good way is to use Waterwraith. If you can't, then the best way is to fight it legit; you only need ~60 Pikmin, a Spicy Spray, and a Bitter Spray. The way Raging Long Legs works when landing is defined, and every fight will be similar if you follow my strategy.



When it drops, it will lower its body two times before taking its first step. The strategy relies on abusing how many hits an enemy takes before shaking, (which will also be used against Pileated Snagret) and this tiny piece of knowledge. If you spam Pikmin right when it lands, you will not get a quick fight. What you need to do is the following: Use a Spicy Spray then trigger the fight (or if you didn't know Raging was in there and it drops on you, Spicy Spray after it lands is also fine, the fight will not last 40 seconds anyway), wait for the first cry to completely end, then you can start spamming Pikmin. I usually spam while spinning so all my Pikmin stay under the body and don't get crushed. Right before it shakes, use a Bitter Spray, and the fight should be over. If you happen to have Raging killed when it is not petrified, it will release 20 mitites.





Man-At-Legs: Once again, the legs moving pattern repeats on this boss as well... not that it matters much for this one though; Man-At-Legs doesn't crush your Pikmin when it walks around. It can easily be seen using the zoom-out feature thanks to the trails of smoke coming out of its body. When it enters attack-mode, it will always try to aim for the closest Pikmin or leader around. Its bullets do not go through walls, so make sure to avoid fighting it in a large, opened space. Also, it is worth noting that it repels Pikmin when shooting, that gives you one more reason to hide when the laser appears.

My strategy for this boss relies on Yellow Pikmin, a Spicy Spray and a Bitter Spray. *(Note that it can be done with any Pikmin color, but I personally prefer Yellows to make sure they grab on the body.)* Use your Spicy Spray and spam Pikmin until it starts raising on its legs. Whistle your Pikmin around and get your Yellows ready with color-swap. When Man-At-Legs is fully twisted, you can spam your Yellows on the body and use the Bitter Spray *right before it starts shooting* (not when it starts *aiming* at you!), and that should be enough to get a quick clean kill.



Ranging Bloyster: Not a lot to say about this one honestly... Always switch leaders to control the color that is not showing on its tail (if it's about to show you blue, switch to red, if it's about to show you red, switch to blue). If it spawns in a metal unit, note that it is one of the only bosses you can bait in the void. Activating three bomb rocks at the exact same time are enough to kill it.



Burrowing Snagret: Not that much to say either on this one, you need to place yourself in the middle of its spawn range and aim at the head when it goes out of the ground. It is more based on your reaction time than on your overall skill level. Snagrets have a 70% chance of coming out of the ground quickly, and 30% chance to come out slowly.



Pileated Snagret: Pileated Snagret is a little bit trickier than regular Snagret in terms of gameplay and game knowledge. The probabilities for coming out of the ground slowly/quickly are the same as regular Snagrets. It is actually not as scary as people think though. Here are three different ways of fighting this boss.

The first strategy is the classic, safe, and slow one: look for the spot PS comes out from, send a few Pikmin, dodge the hit, whistle your Pikmin, then repeat until it dies. As I mentioned, this method is safe but time-consuming, so it ends up being the slowest of the three.

The second strategy digs in the game mechanics; it is based on the amounts of hits enemies receive before shaking off Pikmin. Let's break the fight down into smaller parts, because I want everyone to fully understand how this one works. What happens if you start the fight *with* a Spicy Spray compared to if you start the fight *without* a Spicy Spray. If you send Pikmin on Pileated's head with a Spicy Spray, it will go back underground, which is not the outcome you want to see, not only it wastes overall time, it also wastes time on your Spicy Spray timer. If you send Pikmin on Pileated's head without a Spicy Spray, it will try to eat your Pikmin. Ideally, if you sacrifice some Pikmin to increase the damage-dealing time frame, you can get a much faster kill. The idea behind this procedure is to split one of your Pikmin colors from the others. This specific Pikmin color will be used to start the fight, whereas all the others will be under Spicy Spray effect the biggest damage output. (Note: If you don't want to use a Spicy, it can still easily work and give a one-cycle fight).

The third and last strategy is to brute force the fight. Full and short explanation: Use a Spicy Spray, wait for Pileated to come out slowly out of the ground, C-stick, and pray for Pikmin to grab on its head, and it's dead. Yes, it is crazy fast, but also very inconsistent for some reasons I don't know.





Emperor Bulblax: Emperor is one of the easiest bosses to fight. Place yourself in its front half, aim right between the eyes, and you're set. Be careful though, if you stand too close you will be stunned, and if you stand too far, your Pikmin won't grab on its head. Any color will do as long as your spamming speed is decent, Red Pikmin are obviously more likely to get the kill done if you miss a few shots. With a bit of practice, this boss fight usually doesn't go wrong, so don't panic if you see the eyes from a distance. Note that if you do not get the quick kill on Emperor and he does his roaring attack, all Emperors on the map will wake up.



Empress Bulblax: Empress can become one of the trickiest bosses to fight for several reasons: which unit she spawns in, which direction she's spawning babies, and which enemies are around her. For example, bumbling snitchbugs and floating blowhogs can end up being the worst by far. To get a nice and easy kill, you usually want to keep a Spicy Spray *and* a Bitter Spray. Make sure the babies are either dead or out of reach by using a Pikmin as a bait behind a wall. Use your Spicy Spray and swarm the body, Empress is going to shake off Pikmin, then use your bitter right after she is done shaking. Pay attention a lot to how quickly her health goes down when she is petrified. For reasons I don't know, she sometimes gets less damage, and you can't get the quick kill. It can end up destroying your run if you don't notice in time.



Waterwraith: Probably the most dangerous enemy. It is programmed to follow leaders, but sometimes it doesn't care at all and goes a completely different way, which makes it unpredictable. That can be really bad if it happens to go towards your Pikmin.

Reminder that Purple Pikmin are hard required to defeat this boss, and that you can only obtain 15 of them with the standard ruleset.



Titan Dweevil: Titan can easily be located with the zoom-out feature as well. It is the only enemy surrounded by a large quantity of fireflies that glow in the dark. The fastest and easiest way to get rid of Titan is to use Waterwraith. However, it can spawn on heights or in units Wraith can't get access to. Using a Groink or bomb rocks is always an option, but it will take much longer. If you accidentally wake up Titan, keep in mind that Bulbmin can't get killed by this boss (they are immune against fire, water, poison, and electricity).

The speedrun strategy with a Spicy Spray can result in a surprisingly quick fight. In order to understand how the quick kill happens and what are the mechanics behind it, let's break the fight and Titan into several parts:

As shown on the screenshots of tests right below, when all weapons have the same amount of remaining health, Titan will have an equal chance of picking any of them. However, when a weapon is left at 1 HP (or in a realistic case of a fight, at low health), it will be more likely to be chosen. Please note that besides the basic effects that you already know about each attack, Comedy Bomb (poison) is the only one with a 33% chance of stunning your leader, all the others are 100%. Now that you know about the basics of Titan and how it works, let's see how to fight this boss.

All weapons have the same health value

```
--- 11000 test(s) done ---
Weapon 0 picks: 24.227% (2665)
Weapon 1 picks: 25.200% (2772)
Weapon 2 picks: 24.882% (2737)
Weapon 3 picks: 25.691% (2826)
```

Weapon 0 has low health
















































```
--- 11000 test(s) done ---
Weapon 0 picks: 39.955% (4395)
Weapon 1 picks: 20.609% (2267)
Weapon 2 picks: 19.782% (2176)
Weapon 3 picks: 19.655% (2162)
```



Out of all four weapons, only electricity will instantly kill Pikmin. You obviously do not want that to happen, so you will want to fight with Yellows and/or Bulbmin (Bulbmin require no real strategy since they are immune against all of Titan's attacks). Since you will be using Yellows, you are immune to electricity, you want it to be the most chosen of all weapons so you can deal damage to the other weapons while Titan is attacking. Now that you also know how you can manipulate the weapon picks probabilities I just talked about, you can make your fight a lot easier. With electricity not being an issue anymore, you want to keep it on Titan for as long as possible just so you have free windows of time to deal damage, which means, Shock Therapist will be taken down last.








































































































































































































Next, between the other three weapons, you probably won't have many issues with Monster Pump; it shoots from far away and is most of the time inaccurate; since it is not much of a danger, you can put it in third position. The order of the remaining two weapons (fire and poison) doesn't matter too much; they are both annoying and cover space preventing you to deal damage to other weapons, so they can be taken down in any order you would like. If you happen to kill Titan when it is petrified, it will explode into 10 random sprays. Also be wary about breadbugs, they can steal Louie, and Giant Breadbugs can steal the weapons as well.

❁ GROWING PIKMIN ❁

Seeds	Enemies giving this quantity of seeds
30	  
25	  
15	
12	      
10	
8	          
5	      
4	      
3	 
2	 
1	  



❖ TREASURE LIST AND WEIGHT VALUES ❖

Weight	Regular Treasures	Exploration Kit	Buried
50			
40		 	
35	 		
30	       		
25	 		
20	                       	   	  
15	                          	  	 
12	    		
10	                          		 
8	         		
7	 		
6	       		
5	                       		     
4	               		
3	  		
2	 		
1	       		



❁ TOTAL CARRYING CAPACITY AND COUNTING ❁

Carrying Capacity is a way to visualize how quickly and efficiently you can sort your Pikmin on the corresponding treasures in your surroundings. It follows an easy concept of seeing all your Pikmin as a number based on the carrying power; in other words, that means Purple are worth 10 and all colors are worth only 1. The best way to get better at it is to practice with random numbers during a fully cleared seed or even in the original game with random amounts of Pikmin.

For example, let's say you have 66 Pikmin and you notice that 4 of them are Purples. Then, you can quickly do the math in your head because you have all the info you need to obtain your total carrying capacity.

4 Purples means you have 40, then add 62 for the remaining Pikmin of your party, which results in 102. Keep in mind to keep one Pikmin for a free trip to an Onion thanks to the Napsack ability, now your true final value is 101.

Counting is almost the same as calculating your total carrying capacity, it consists of adding up the weight values of each treasure you want to collect when you see them.

Mixing Total Carrying Capacity and Counting, you can then very easily know if you are short on Pikmin, or if you have too many. The whole point is to know ahead of time whether you will have to come back in the area later in the run or not.

Quick tip: If you are left with a small group of Pikmin, it is better to load the last few treasures you're aiming for, instead of going into battle with too few units by your side and risking some deaths. That way, those last few Pikmin will not stay inactive in a corner of the map until you come back to them.

❁ GENERAL UNITS KNOWLEDGE ❁

Units' knowledge is a particularly important topic to talk about. Knowing what you are able to do in some rooms can help you get out of a complicated situation. The most common units are the snow, sand, soil, tile, and metal ones. All garden and toybox units are Extra-Units exclusives. Because of how the game generates seeds, the huge rooms with only one exit are the least common, such as Raging Long Legs' arena or Man-At-Legs' arena.

A few particular things about some of the units:

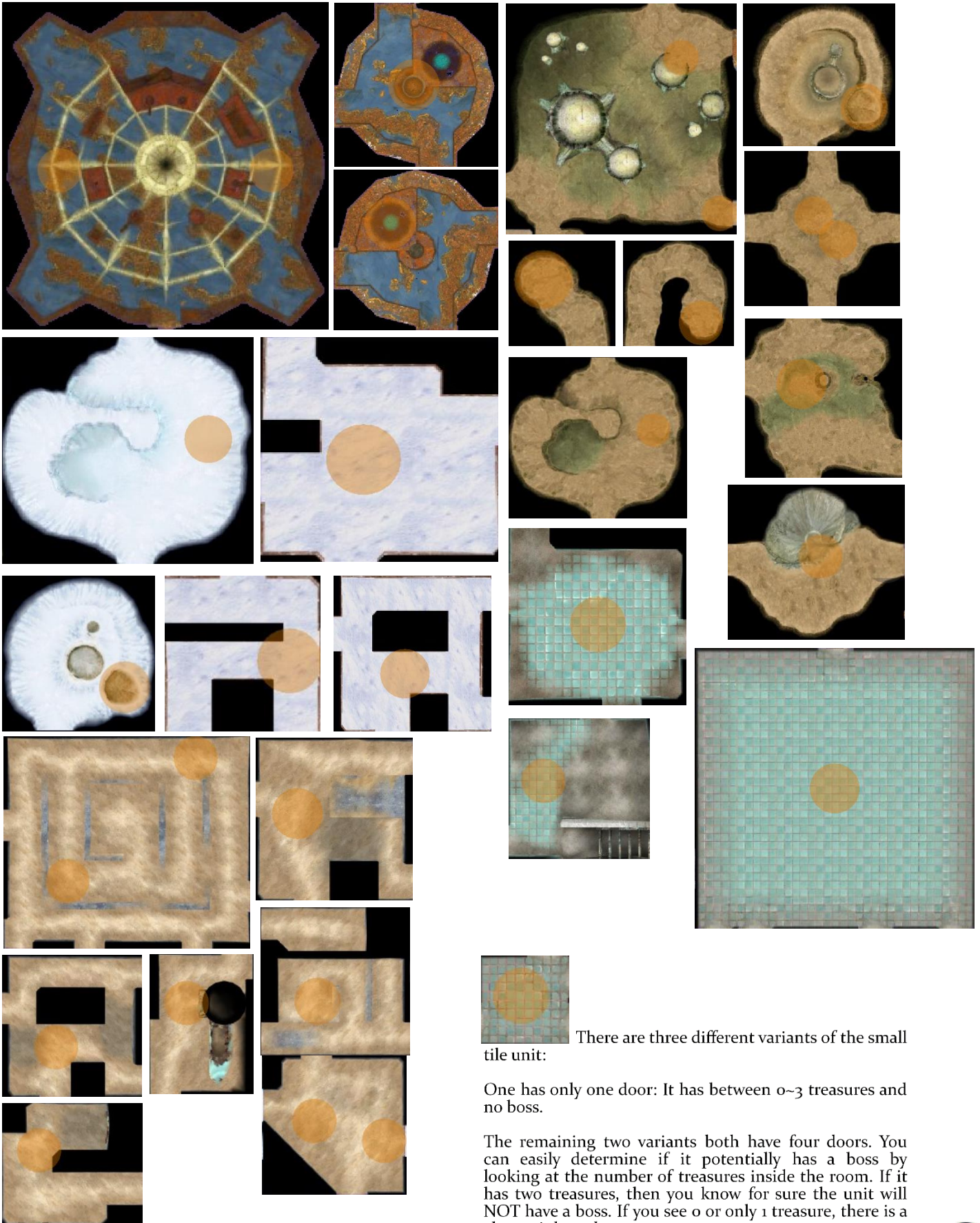
- ❁ Thanks to long throws, you can send Purple Pikmin up some unit parts that can normally be reached by Yellow Pikmin only.
- ❁ All entities can clip from a metal unit to another type of unit. This can be incredibly useful to bring dangerous enemies on their own and have them killed, or incredibly dangerous to have a bulborb clip inside in the middle of a fight. Even Pikmin can be sent from a metal unit to another unit, I used that a few times in my Personal Best run to skip going around hallways and save some time.

Last and probably the most important thing to talk about in this section: Be aware of the units in your surroundings and how they are placed; some areas can be forcing the use of Blue Pikmin, which we call *waterlocked areas*.



❀ BOSS SPAWNS ❀

In the following pictures of unit spawns, boss spawns will be marked with an orange circle. (only units with a possible boss spawn and regular settings are included, you can find a complete picture of all units and all kinds of spawns in the “resources” folder, provided with the guide).



There are three different variants of the small tile unit:

One has only one door: It has between 0~3 treasures and no boss.

The remaining two variants both have four doors. You can easily determine if it potentially has a boss by looking at the number of treasures inside the room. If it has two treasures, then you know for sure the unit will NOT have a boss. If you see 0 or only 1 treasure, there is a chance it has a boss.



❁ WHAT ARE THE PRIORITIES TO HAVE A GOOD RUN? ❁

For that matter, it will depend a lot on your preferences, playstyle, or goal.

For my personal case, I play fast and mostly safe, I use strategies that will have the most potential to keep my Pikmin alive in each specific case I am facing. I play like this to avoid having to grow more Pikmin later in the run, because I think it is a time loss. Even if you have the Pluckaphone upgrade, you need Pikmin to bring corpses back to the Onions, and those Pikmin can't be used to bring treasures back. But sometimes, you must play risky to get out of a tough situation, so I tend to take risks only if I absolutely have to, and only if it is worth losing a few Pikmin to save a lot of time.

Once again, that is the way I play, and you will not have the same reaction time, strategies, or ideas as me.

Back to priorities though, if I had to list a few things, I usually go towards blue Onion as soon as I can and try to swipe as many boss rooms as possible on my way there to find Crawbster for the carrying speed upgrade. If I get more upgrades on the way though, it is always good to take them. Enemies on the way will be defeated as well, leaving treasures free from any danger and easy to collect. If possible, try to zoom out every now and then, see if you can notice Man-At-Legs from its smoke trails and fully benefit early in the run of the light upgrade. It will make it easier to notice the different boss rooms around as well as other important stuff.

❁ HOW TO BE EFFICIENT DURING A RUN? ❁

That one is a tough question, to be completely honest. With Colossal Caverns' maps being so big, you will be inefficient at some point in your runs, unless you have things perfectly planned in your mind and luck on your side. However, there are a few things you should do to be more efficient.

For example, you can keep track of how many Ranging Bloysters you have killed, the color of the onion that's the closest to the ship, and if you obtained the Napsack ability or not. The two Ranging Bloysters are the only enemies in the game that require both leaders to be killed easily. If they are dead, you can set your Pikmin to bring treasures back and keep one Pikmin of the onion's color with you to use the Napsack and have a free trip close to the ship. It will save you all the time you'd take walking from where you are back to base + searching your way, and by switching leaders, you can take the Pikmin at base with you to move on and keep being productive.

Another example would be to get a quick look at what is waiting in the next room while collecting treasures, that way you have a vision of what is dangerous and what to prioritize next.

The more you play, the more you will be able to keep track of things!

❁ USING WATERWRAITH ❁

Using Waterwraith... sounds like a crazy idea, doesn't it? You know it can kill anything and follows leaders, so why not use it to your advantage? The man will destroy absolutely everything. A few particular cases:

- ❁ Crawbster and Anode Beetles need to be flipped to get damaged by Wraith.
- ❁ Underground enemies have to be out of their hiding spots.
- ❁ You can use treasures to get more height and reach flying enemies or tall enemies. The crown, the pumpkin and the fossilized bear are good examples of treasures you can use.
- ❁ Waterwraith can get stuck inside metal corridors, preventing any use of his instant kills. The only way to free Wraith is to use treasures to push him out or bring a bulbear to him.



❖ SPECIAL THANKS ❖

Each and every one of those people played their part into making this guide what it is. It would have taken me a lot more time if I were to do that and check or test everything all by myself:

PikHacker, for developing Colossal Caverns, also for very kindly providing precious and valuable information about the game mechanics and all the values I asked for.

Lily and Bran, for making a really quick review of everything that needed to be checked, changed, or added, and for helping me sort the guide sections better.

Marie-Mouette, for the written guide's cover picture and my profile icon, which you can see in the bottom right corner of each page. Make sure to follow her on Instagram if you wish to see more of her content: <https://www.instagram.com/mariemouettearts/>

The whole Colossal Caverns community, for being active, nice, and welcoming towards each other and towards newcomers ever since the hack was released and the thought of doing speedruns was shared.

And finally, thank you for reading this guide. I sincerely hope it will help in your journey. I hope to see you among us very soon.

You can find me here if you have questions or just want to see me perform all of the guide's contents in action:

TWITCH <https://www.twitch.tv/xhaii>

YOUTUBE <https://www.youtube.com/channel/UCwoXtkqtoTUqgS2xwrXh5iQ>

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