

# Pikmin 2 Practice Hack

Made by PikHacker

Welcome to the Pikmin 2 Practice Rom! This mod of Pikmin 2 is designed to allow for easily playing through any sublevel of any cave in the game with the press of a button. It can be used for testing things in the game, or for speedrunners to practice in. This Readme will explain some things about how to set up the hack, how it works, and how to use it on console.



## Installing:

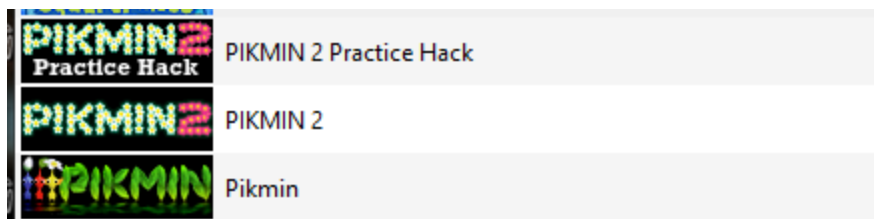
Included with this readme is a .bat file named Patch.bat, which is how you will get your copy of Pikmin 2 Practice Hacks. Because of this, you need Windows in order to install the hack. If you use any other operating systems, you will need to get a pre-made full iso of the hack from somewhere else. To get your copy, you will have to provide a copy of normal Pikmin 2 (Any Region works) for the installer. Simply drag the .iso file of Pikmin 2 onto the .bat file and the process will begin. The installer will ask what version of Pikmin 2 you gave it, so be prepared to respond to that. And that's it! The output iso will be called Pikmin2\_practice.iso and it will **not** replace the iso file you give it. Also note that the provided copy of GCR is a special version that disables the game.toc file, so be careful not to use it for other purposes.

Name	Date modified	Type	Size
Patch	4/6/2020 6:32 PM	File folder	
gcr.exe	4/6/2020 12:54 PM	Application	101 KB
patch.bat	4/6/2020 6:46 PM	Windows Batch File	2 KB
pikmin 2 US.iso	2/8/2019 4:14 PM	ISO File	1,425,760 KB
Pikmin2_practice.iso	4/6/2020 7:33 PM	ISO File	1,425,760 KB

*This is what the folder containing the installer should look like.*

# Getting the Game to Run:

For Dolphin Emulator, running the built iso of the hack is simple. You can open as you would regular Pikmin 2. There are some things to note, however. Regardless of what region the original .iso is, the code file used in this hack is based the **“USA Demo 1”** version of Pikmin 2. This is done because it is the only release of the game that we can easily modify the code of. But this also means that gecko codes and the like **will not work** in this hack and likely break the game, unless they are stated to be for the USA Demo 1 version of Pikmin 2. If you have a certain Gecko code that you wanted ported to the USA Demo 1 version, let me know and I may be able to help. I have tested both Dolphin 5.0 and the current dev build, and both seem to work equally as intended.



*Pikmin 2 Practice Hack has a unique banner from normal Pikmin 2, as can be seen in Dolphin's Main Menu.*

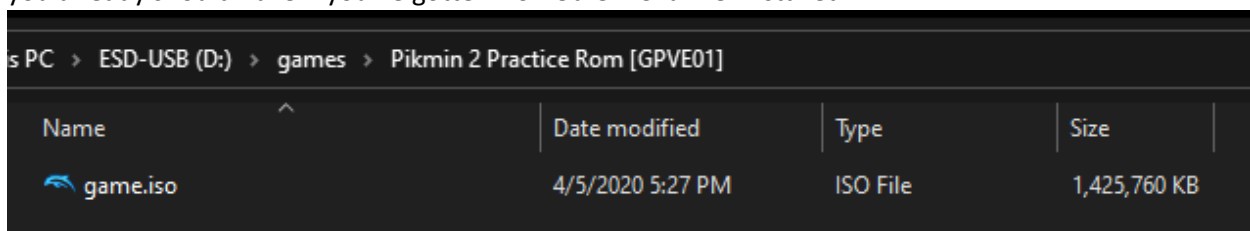
For playing this on console, you will need to take the necessary steps to get it working. First off, your Wii or Wii U will need to have the Homebrew channel installed. For a guide on how to do that, look here:

[https://wiibrew.org/wiki/Homebrew\\_setup](https://wiibrew.org/wiki/Homebrew_setup)

Once you have the Homebrew channel installed, you need an application that can load .iso files on real Wii Hardware. While there are multiple ways to do this, the best application that I and many others use is called **Nintendont**. Here is the link to get a copy of it if you don't have it:




<https://github.com/FIX94/Nintendont>

There are 2 steps you need to take next. First you will need a USB stick/SD Card to store the iso, which you already should have if you've gotten Homebrew Channel installed.



Take the iso file of Pikmin 2 Practice Hacks and put it in a directory within the storage device like above. The “games” folder and the iso file being named “game.iso” are both very important for getting it to work, while the name of the folder doesn't matter as much, but you should name it something unique so you can easily identify it from other games you may have on the drive. Next you will have to set up Nintendont itself. At the root of the storage device, create a folder called “apps” if you don't already

have one. Put the Nintendont data in here, which should look like this:

PC > ESD-USB (D:) > apps > Nintendont			
Name	Date modified	Type	Size
 boot.dol	5/1/2019 5:20 PM	DOL File	1,545 KB
 icon.png	5/1/2019 5:21 PM	PNG File	1 KB
 meta.xml	5/1/2019 5:44 PM	XML File	1 KB

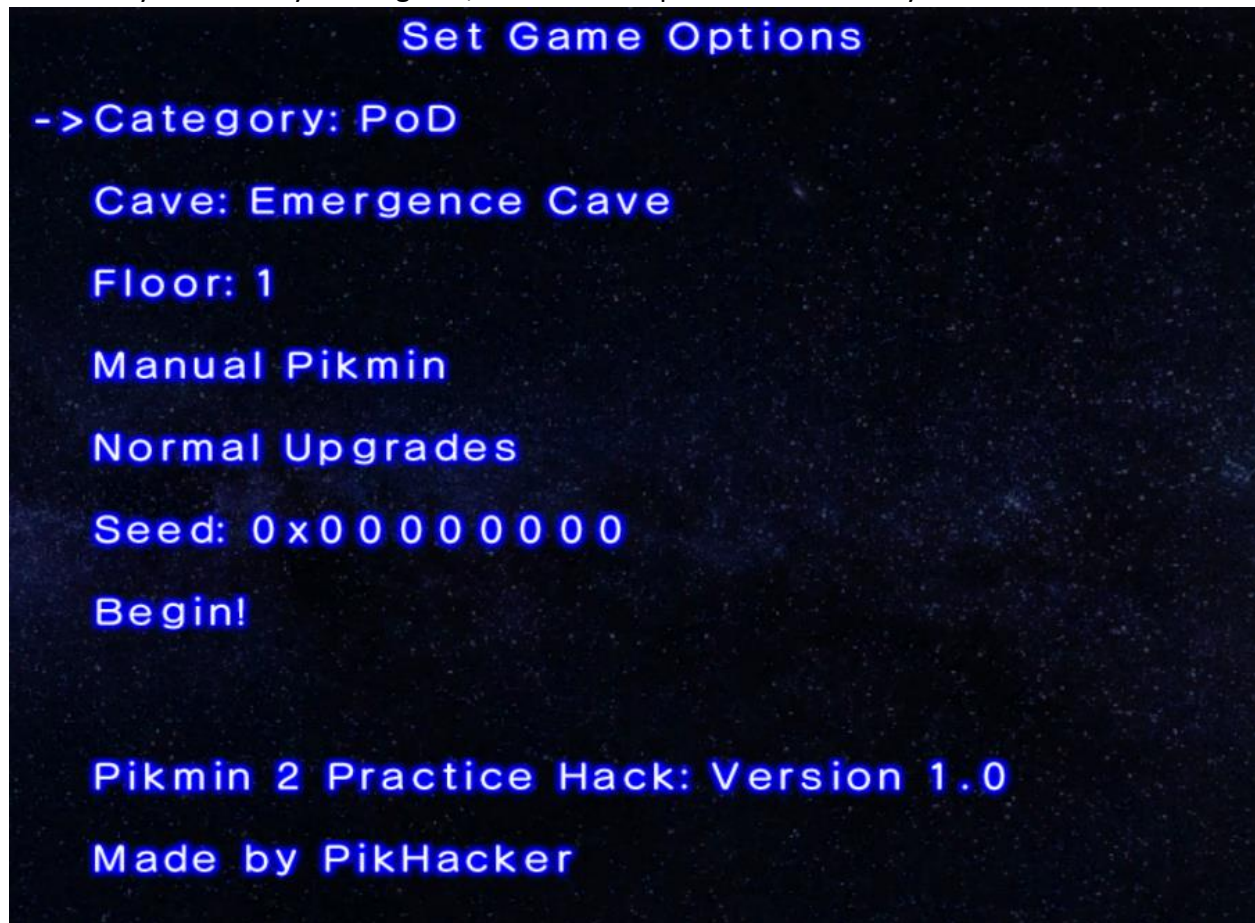
Now you're ready to play the game on console! Just put the storage device in your Wii and open the Homebrew Channel, which should be on your home menu. You should see a channel within it called Nintendont, which you will want to select.



You will see something like this, only there should be whatever you named the folder containing your Hack iso. If you want, you can configure Nintendont settings from this screen by pressing B. Once you select your game, you should be all good to play! Don't worry about any existing Pikmin 2 save data you might have, as nothing is ever saved within this hack.

## The Main Menu

Now that you're finally in the game, it's time to explain how this fancy menu works.



To navigate the main menu, use the control stick to move up or down. The “->” at the left indicates what option you currently have selected. Press A to choose the selected option.

The first option here is for the category of the speedrun. PoD means Pay Off Debt and AT means All Treasures. Changing this option will alter a few things, such as what caves can be selected and the order of them in the menu, what Pikmin and upgrades you have where, and whether you have sprays or not.

After this is what Cave you will play. This is mostly self-explanatory, the main thing to note is that the order of the caves in this menu is based the Category chosen above. In PoD, not all caves will be present, as you don't visit Submerged Castle, Shower Room, or the Wistful Wild caves.

Floor is just what sublevel of the cave you will be entering at. Also self-explanatory.

The next option is to manually enter the Pikmin that will be brought into the cave. Note that normally, you will enter the cave with whatever you would normally have during the run in the category you chose. You can see specifics on these counts at the bottom of the Readme. This option is only if you want to set the counts **yourself**. When this is selected, you will be temporarily stuck at the option until all Pikmin types have been set. Press up and down on the control stick to increment the current selected Pikmin count 5 at a time. Press A to advance to the next Pikmin type. If the Pikmin count turns red and you can't increase anymore, it means you have reached 100 total Pikmin, so you will have to lower other counts to increase yours.



The next option is related to what upgrades you have in the cave. The default option, "Normal Upgrades" means that you will have whatever upgrades you would normally have during that cave in the run. "All Upgrades", as the name implies, forces you have to all upgrades unlocked regardless of where you are, while "No Upgrades" will force you to have no upgrades, regardless of where you are. While these 2 options might not have much use for practicing specific Speedrun segments, they can be useful just for testing things in general.

After this is an option to manually select a cave seed. As you probably know, caves in Pikmin 2 are randomly generated. The game uses a randomly generated seed to determine the layout of a cave. Thanks to prior research by The JustGreat Minty Meeo, we are able to take control over this cave seed and manipulate it as we like. Using this, you can attempt identical layouts of the same cave floor over and over again. The best use for cave seeds is with CaveGen, a tool made by JHawk that can create perfectly accurate images of what any cave with any seed value will look like, which is immensely useful for learning about the game's inner workings.



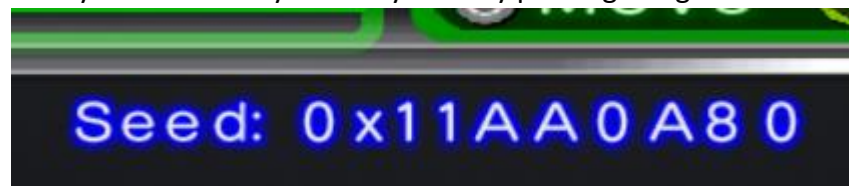
An example of a (somewhat cursed) cave layout for SCx 4 made by CaveGen.

The process of entering a seed value is similar to that of selecting Pikmin counts. Starting from the left-most digit, press Control Stick up and down to change the current seed digit, and press A to advance to the next digit. Note that it is a hex value so you can enter up to 0xF for each digit. Also note the highest valid seed value is 0x7FFFFFFF. Once all 8 digits are entered, the seed is set, and the menu is returned to normal control.

After this one, the final option is what makes the game begin. Once all other settings are set, use this to begin the cave.

## In-Game:

The first thing to note about the game scene is that you can see the seed of the current cave as it is being loaded, at the top left-hand corner of the screen. You can also view the seed of the cave you're currently in at any time by pausing the game.



The next in-game difference to note is in the sprays. In PoD mode, sprays are completely disabled, while in AT they are not. Technically, you can use sprays no matter what in AT, for testing sake. I've tried to accurately recreate what you would normally see in a real run as well as I could get it. For example, Queen Candypop buds will not turn yellow in PoD mode, as you never get Yellow Pikmin in that run. In AT, you will have the president if you choose Bulblax Kingdom or later, and as mentioned before what upgrades you have is based on where you are

in what category as well. Reminder that you can easily check what upgrades you have from the Pause Menu. Also, you will start all caves with 0 Pokos, which is worth noting.

If you attempt to leave the cave by any means, such as giving up or using a geyser, you will be sent back to the main menu. Delving Deeper into caves does work, although game saving is disabled. Pikmin counts and sprays and such are only set upon first loading into a cave, so they will be preserved into later floors. If you enter a seed manually, the same seed will be applied to all further floors after the initial one. One thing that is not preserved is Captain Health, which is set to full at the start of any floor. All cutscene flags are already set, so you won't see any in-game, even in situations like approaching the hole in EC 1, where you normally would always get it there.

## Data:

The following tables are the default Pikmin counts for all caves, based on the category:

## PoD:

Cave	Numbers	Notes
Emergence Cave	53 Red Flowers	
Hole of Beasts	50 Red Flower, 20 purple Leaf	Floor 3-5 have 10 Reds become Purple leaves; Purples are flowers on floor 5
White Flower Garden	50 Red Flower, 20 Purple Flower	Floor 4-5 have 35 reds and 15 White Flowers.
Snagret Hole	33 Red Flower, 18 Purple Flower, 15 White Flower	
Bulblax Kingdom	60 Blue Flower, 18 Purple Flower, 15 White Flower	On floor 5-7, 5 blues become Purple Leaves
Subterranean Complex	55 Blue Flower, 20 Purple Flower, 15 White Flower	Floor 5-9 15 blues become White Flowers
Frontier Cavern	40 Blue Flower, 15 Purple Flower, 30 White Flower	
Citadel of Spiders	40 Blue Flower, 20 Purple Flower, 25 White Flower	
Glutton's Kitchen	34 Blue Flower, 20 Purple Flower, 25 White Flower	

## AT:

Cave	Numbers	Notes
Emergence Cave	53 Red Flowers	
White Flower Garden	50 Red Flower, 20 purple Flower	Floor 4-5 have 35 reds and 15 White Flowers.
Hole of Beasts	50 Red Flower, 15 Purple Flower, 5 White Flower	Floor 3-4 has 35 Reds and 25 Purples, 30 Purples on Floor 5.
Subterranean Complex	15 Red Flower, 50 Blue Flower, 15 Purple Flower	Floor 5-9 has the reds become 15 more White Flowers, on Floor 9 15 Blues become more Purples
Frontier Cavern	35 Blue Flower, 20 Purple Flower, 30 White Flower	Get 10 Bulbmin for floor 4-8, 5 become purples after floor 4, and same for the other 5 after floor 5. You get 10 more Bulbmin after Floor 6, 5 of which become more whites for floor 8.
Citadel of Spiders	35 Purple Flowers, 35 White Flowers, 5 Red Flowers, 25 Yellow Leaves	
Gluttons Kitchen	35 Purple Flowers, 35 White Flowers, 5 Red Flowers, 25 Yellow Flowers	5 Reds become Purples on Floor 6.
Submerged Castle	65 Blue Flowers	Get 10 Bulbmin for floor 3-5, 10 more on floor 4-5.
Shower Room	40 Blue Flowers, 20 Purple Flowers, 25 White Flowers	Get 15 Yellow Flowers for Floor 5-7
Bulblax Kingdom	40 Yellow Flowers, 25 Purple Flowers, 35 White Flowers	10 Yellows become Purples for floor 5-6, 5 more become Purples for floor 7
Snagret Hole	50 Blue Flowers, 20 Purple Flowers, 35 White Flowers	On floor 4-7, 5 Blues become Purples.
Cavern of Chaos	35 Blue Flowers, 32 Purple Flowers, 33 White Flowers	On floor 6-10, 5 Blues become Purples.
Dream Den	20 Blue Flowers, 15 Purple Flowers, 30 White Flowers, 35 Yellow Flowers	
Hole of Heroes	40 Blue Flowers, 20 Purple Flowers, 20 White Flowers	10 Bulbmin for floor 9-15.



## Conclusion:

Thank you for checking out this Readme that I have spent a lot of time on, and for trying this hack, which I spent even more time on. If you find any problems and want to let me know, please do. Preferably do it on Discord, such as in the official Pikmin Speedrunning Server or my own Pikmin 251 server.

Discord @PikHacker#1337

Pikmin 251 Server: <https://discord.gg/WHSaSS5>

I understand that some people really appreciate my work and want to actually send me money as thanks. The generosity of that is just crazy to me and it is of course completely optional. I make these hacks just for the fun of getting it working and seeing other people trying them out. I will say that if you really do want to do that, you can contact me on Discord about it.

In conclusion, thank you for playing this, and have this somewhat cursed image. -PikHacker

