



Introduction

It takes a special kind of creature to be one whose life goal is to go to a stranger's house and be beaten with baseball bats until it completely shatters, then to recover and do it all again.

Thank goodness we've got the piñatas of Piñata Island, where piñatas grow from being colorless and candy-less to bright, happy creatures that are just primed to get the bejeezus beaten out of them by little kids. And while it might be fun to go all Grand Theft Auto on the things, your job here in Viva Piñata is to attract the creatures, care for them, and prepare them for their merry deaths at children's parties.

It's hard work taking care of all those piñatas... believe us, we know. We, especially this guide writer, have put WAY too much time into our piñata gardens, and we now share the knowledge with you.

In this Viva Pinata strategy guide, you'll find:

- Gardening Basics
- Advanced Strategies
- Piñata Encyclopedia
- and more...

Happy whacking!

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Early Days

Viva Piñata has no formal tutorial. Instead, learning how to operate the garden is all built into the engine itself. And quite honestly, you'll learn pretty much the whole "point" of the game in under a couple hours. The trick is to consistently work with all the ins and outs of the garden as things get larger and more complicated; the game ends up being a large balancing act of multiple factors while you try to work on goals that YOU set.

And if that bit of prose didn't confuse the Taffly out of you, nothing will. Besides, we're getting ahead of ourselves. The first thing we need to do is introduce you to the world, and more importantly, your garden.

Starting a New Game

First of all, if you are able to use both analog sticks at once to any degree of success, set the controls to "Advanced." Keeping them on "Simple" actually makes it extremely difficult to get anything accomplished. Little kids might need it on Simple if they do not have the fine motor skills to use both sticks in tandem, but if you've ever played a first-person shooter on a console before, you'll have no trouble here with Advanced.

Jumping into the garden shortly thereafter, you'll find yourself standing in the middle of dirt whilst a human-looking female with a leafy mask is crying. What's a guy (or girl) to do but help her out in a time of crisis, yeah?



You'll see a moving circle on the ground, one with red and yellow triangles. This is your cursor, naturally. Move it on the crying girl; it should change color, and it should "snap" to her. Whilst your cursor is on her, just hit A to engage in conversation.

The girl's name is Leafos, and she is crying because of the mess around you. This is, apparently, a garden; or at least *was*, as it's now pretty much nothing but caked dirt and random junk spread around. Leafos is sad because she wanted some "help" to clean it up. Because you happened along, she volunteers you.

Now, here, she'll explain how to use the journal, the menu, and the alert system. She explains it better than anything we could say, so check all that, then return to the guide. We'll pick things up when you get your first tool.

Preparing the Land

After prattling for awhile, Leafos gives you the world's oldest shovel and proceeds to tell you to get to work.

Although she literally said that she just wanted some help, her contribution to your efforts is to stand around and talk about meaningless stuff whilst you do all the work. This is unsurprising. But hey, at least you don't have to pay for that shovel.



This shovel of yours really only has one purpose: to turn the hard, nasty dirt that is basically in your entire garden to soft, malleable soil. Leafos tells you to both destroy the junk and to start getting all the soil ready for something useful. To do either action, it's as simple as equipping your shovel by pressing Up on the D-pad (or going into the menu), then placing your cursor at a spot and pressing A.

It would take forever to prep the garden if you tried it one spot at a time. Instead, go to an open area, then *hold* the A button. The shovel will continually smack the ground, even as you move your cursor around. If you hold your cursor over a piece of junk, each whack of the shovel will damage it, until it breaks completely.



Speaking of junk... when you hover the cursor over it, a series of small chocolate bar-looking things will appear to the right. This represents the "power meter" (or "hit points" or whatever) of the junk. Each little chocolate bar is one "point," and each whack of the shovel damages the thing one point. So, if the junk has four chocolate bars, you have to hit it four times to break it apart.

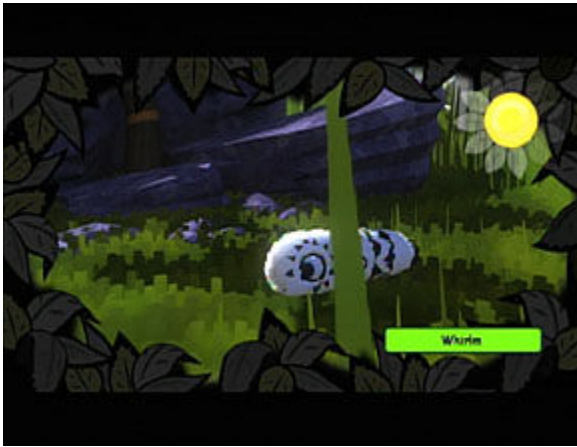
Breaking all the junk is a good idea, because doing so will make a little coin, called a Chocolate Coin (or CC for short) hit the ground. Run the cursor over it to collect it and add it to your coffers.

Pretty much anything in the world can be attacked with the shovel. Even Leafos can be hit, but if you hover the cursor over her, you'll see that her chocolate bars are covered in... er... foil? Whatever causes the silver color, it represents that she cannot be killed. You can beat the living daylights out of her, and she'll cry, but that's the length of it.

Anyway, continue to shatter junk—collecting coins in the process—and turning all the nasty dirt to soft soil. You'll only have to worry about the area within the white box, which is admittedly small, but it will grow as you play.

Your First Piñata

When even just a sliver of your land is prepped, you'll see a video of your first piñata arrive. This is a Whirlm, a worm with a big-eye complex.



When all piñatas arrive, they start off black-and-white like your first Whirlm. This indicates they are merely looking at your garden, and not yet ready to live in it. Leafos explains this as well. What she doesn't explain are the three different levels a piñata goes through before it becomes an actual member of your garden.

- **Appear:** When a piñata species appears for the first time, you'll see a video of it coming out of the wild, much like you just did with this Whirlm. This video will not play for subsequent appearances, although you can watch it again through the journal. Piñatas that have merely appeared will stay *outside* the borders of your garden and just watch you work.
- **Visit:** Piñatas that actually wander onto the garden are called visitors. Once on the garden, they can interact with anything you've got, including other piñatas, but they are out of your control (although you can still beat them to death with the shovel). You get no video indicating a species has become a visitor, but you will get an alert.
- **Resident:** Piñatas that decided to make your garden their home will change from black-and-white to color. The first time this happens to a species, the camera will zoom in on them. Residents are under your somewhat direct control (more on that later), and are naturally full-fledged members of your garden.

All species have different conditions that must be met for each of these levels. Whirlms are an exception: they appear, visit, and become residents when 1% of the total garden area (not just the small section you've got right now) is soil or grass.

Pretty much all other species have different conditions, no matter how small they might be. There is one species, for example, that appears when 15% of your garden is water, visits when 20% is water, and becomes a resident at 25%.

All the information for the requirements of a species can be found in the journal.

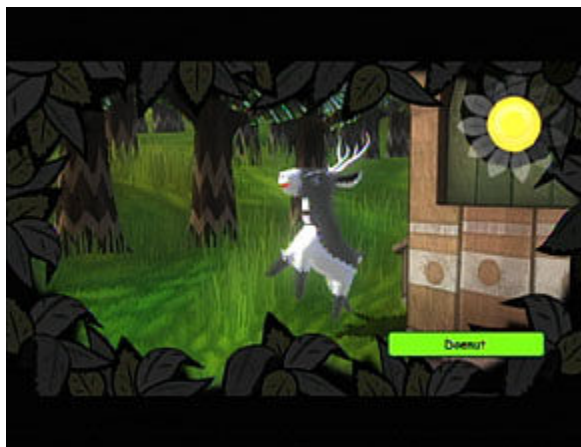
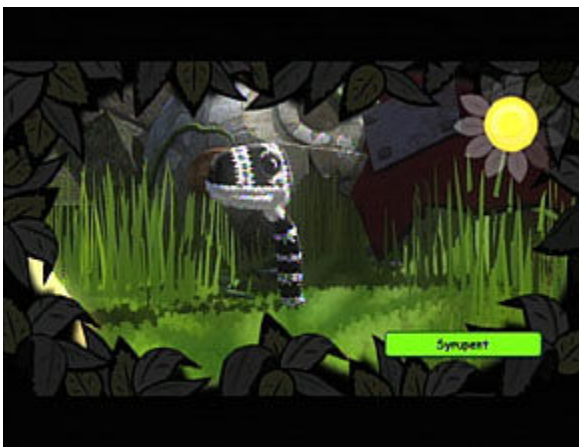
Back to the garden... continue turning the hard dirt into soft soil, and Leafos will grant you a seed packet that grows grass. Do *not* use this yet. Instead, make sure that every square inch of your land is filled with soil and free of junk first. Hard ground, you see, is completely worthless, and you can't plant grass on it anyway. May as well finish up making everything soft and ready, right?



NOTE: Rare had some marvelous foresight when it came to doing mass dirt softening. You've noticed that when you hold A to soften the soil, you'll automatically destroy the junk too, right? Well, this *doesn't* apply to creatures that get in your way. So, if you're whacking the hard dirt, and a Whirlm happens to get under your shovel, you will not harm it. In order to attack something, you'll have to stop all action, then rest the cursor over it before tapping or holding the A button.

Anyway, once all the land within your border is flat, clear, and soft, grab your grass packet from the menu. Now you need to coat your entire garden with grass, because dirt is fairly worthless as well. While the grass packet is equipped, press A once; you won't have to hold it down like you do with the shovel. Pressing A again will stop the seeding, and pressing B will stop the seeding and unequip the seed packet.

Seed the land, and you'll wind up a Whirlm resident before too much longer (not to mention probably another species or two will at least appear). Leafos will tell you how to get information on your residents and rename them; check those out, then come back here when you get to meet Willy.



Home is Where the Piñata Heart Is

After a short while, a blue creature with a hammer on his head will appear and introduce himself. This is Willy Builder, a... well, a builder. His job for practically the majority of the game is to create homes for your residents. Houses make your piñatas happy, which has all sorts of bonuses, the biggest of which is that they'll listen to you better.

Will donates a house to you, one for Whirlms. In order to build it, you get to see a "footprint" of the building, a semi-transparent full-scale model. If it flashes red, it's in an illegal place; probably because the door is too close to your border. It could flash red if a piñata or Leafos is standing in the way, but again Rare had some foresight here: if there is indeed a creature standing where your footprint is, they will move out of the way as quickly as possible. If the footprint is still red, there's a different problem involved.

Anyway, not only can you move the footprint around, you can also rotate it. The front of the footprint is marked with a door with Willy's picture on it. You'll want the door to face the general direction away from your border, naturally. If you hold down the X button and move the left stick, you can rotate the building however you wish. If you merely tap the X button, you will rotate it 90 degrees and square it up with the rest of your garden, which is a plus for over-organizational freaks like me.

Once you've got the footprint over a suitable place, simply hit the A button to place the building. Confirm its location, and Willy will shortly arrive to build it. While he does so, a counter will appear on the door. This shows the number of seconds it will take him to finish. This first Whirlm house will only take 10 seconds, but later houses will take significantly longer.



Once it's done, whip out your shovel and smack the framework away. The house immediately becomes available for use, and your piñatas will find it on their own. All houses can hold an infinite number of the same species, so you only need one house per species.

With the house built, and more than likely two Whirlms as residents in your garden, Leafos tells you that it's time to romance them to increase your population. We'll cover romancing in the next section.

Romancing

Attracting piñatas to the garden is all well and good, but the goal of being a piñata gardener is to have your residents create offspring.

Conditions

All species have different conditions they must meet to become romance-eligible. The only constant is that the species must have a house of their own somewhere in the garden. Otherwise, conditions vary from species to species, typically increasing in difficulty and complexity as the species itself is more advanced.

When visitors aim to become residents, they will act on their own, which can be a bit dangerous. For example, a Lickatoad has to eat a Taffly to become a resident. If you have a Lickatoad visitor and a Taffly resident, the Lickatoad will automatically attack and eat the Taffly unless you can somehow put a stop to it with your shovel, which is highly unlikely.

Conversely, residents will *never* romance on their own. If a condition requires some direction, you'll have to do it yourself. For example, Sparrowmints must eat a Whirlm to become eligible to romance. The Sparrowmint will actually leave all Whirlms alone until you give the order.

To direct a piñata to do something, hover the cursor over it, then press A to select it. Part of the cursor will remain on the selected creature. Then, move the cursor you still have control of to the target, and press A again. Piñatas are smart enough to know what to do; targeting a Sparrowmint, then targeting a Whirlm, will cause the Sparrowmint to attack and eat the Whirlm. Simple as that.

For Whirlms, the conditions for romancing is essentially automatic. The romance conditions are the same as the appear, visit, and resident conditions. Whirlms are the only ones this simple, however.

Starting Romance

Leafos will tell you that the Whirlms are ready to be romance. Any piñata that is indeed ready will have a pink heart over its head. Both your Whirlms do indeed have the heart, so they're ready to go. Simply select one, then target the other and press A again.



The two Whirlms will approach each other and do a little dance. Then, you'll be taken to the Romancing Mini-Game. This has you guiding one of your targets to the other in a maze within a given time limit. The "walls" of the maze are red creatures called Loathers. Loathers explode on contact, which is definitely a mood-killer if I've ever seen one.

Also around the maze are coins, but to be honest, these are never worth the effort to get them. At most, you would collect 20 CC per mini-game, which is chicken feed by the time you get past even Whirlms. Instead, concentrate on getting your controlled piñata to the goal.

You move the controlled piñata with the left stick, and can vary between running and walking by how hard you press the stick. This doesn't change no matter what species you're trying to romance. What does change is the level of control you have: some species move faster than others, some turn tighter than others, some stop quicker than others. Add that to the increasing complexity of the mazes, and

you'll realize that this is no walk in the garden.

Should you bump into one of the Loathers, you'll lose a little time, not to mention a "chance." If you run out of chances, you'll lose the mini-game and be ejected back to the garden. The number of chances you have changes: the first time you attempt to romance any species, you get five chances. Every few times you try again, the chances will decrease, possibly all the way down to one. Once you get the Master Romancer award for a species (explained below), the chances usually bump back up to four or five.



If you fail the romance mini-game and go back to the garden, the two targets will stand there sadly, and their pink hearts will be broken. They'll be frozen like this for about a minute. After that, the hearts will repair, and you can try again with the same two, or have them mate with others.

After the Mini-Game

After the mini-game concludes, if you were successful, the two piñatas will retreat to their house and engage in a "Romance Dance." The first time any species does so, you'll see a movie of it. Subsequent romances does not produce the movie automatically, but you can press A while highlighting a house in which the dance is happening to watch the hot piñata-on-piñata action!



Now, this is important... once the romance dance is finished, the romancing conditions *reset*. If you get two Sparrowmints to romance, for example, they will each have to eat *another* Whirlm to qualify for a second romance dance. This, I'm sure you notice, can get expensive or deadly.

You may not notice this when you romance Whirlms because although the conditions reset, they just immediately get fulfilled again. After all, if you have at least 1% soil or grass when they start their romance dance, you'll have the same 1% after they're done. For all other species however, you'll need to fulfill the conditions again. There is a way around it, but we'll touch on that in a later section.

Once the Romance Dance is done, a girl named Storkos will fly to the house and deliver an egg. After a short time, this egg will hatch, and a baby piñata will be born. The baby will wander around for awhile, then grow up and be inside a cocoon. Wait a bit longer, and the cocoon will shatter, freeing the new, fully grown adult!

All adults of the same species can romance provided the romance conditions are met. Yes, this means children can romance with siblings or parents. We managed to romance a Whirlm with its great-great-great-grandparent. Pretty nasty, but also rather efficient when you think about it.

Most species will have "variants," which means different color schemes. We'll go over the details of that later, but suffice to say that all variants can still romance with each other. All that matters is the specific *species* involved.

Once you romance a given species enough times, you'll earn the Master Romancer award for that species. Note that every species has its own number of times it must be romanced. You'll need less than

a dozen Sparrowmints to get that one, but you may need upwards of 15 to 20 Tafflys. Being a master romancer doesn't really help anything specific, but it does add experience petals, which we'll cover in the next section.

Gardening and Experience

So far in this guide, we've talked about how to construct a zoo more than garden. There are, however, many trees to plant, flowers to grow, and fruit to harvest. We'll touch on those here.

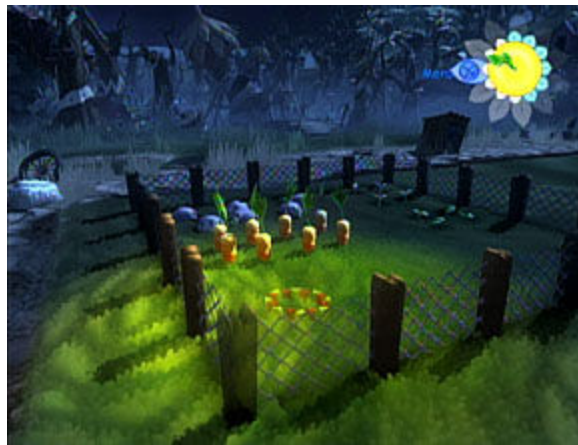
Also from here on out, we'll be giving you more general advice. This is where the game basically stops being its own tutorial, and where it gives you freedom to approach things as you desire.

Seeds, Flowers, and Trees

After setting up your first romancing between two Whirlms, Leafos will give you your very first seed. Seeds can be planted anywhere there is soft dirt, including grass. After you plant your seed, Leafos will also give you a very crappy watering can.

Watering your plants is a very touchy affair. Too much or too little water will kill it. Trees will grow less fruit if they were watered poorly; flowers will never have a poorer quality, provided they actually survive to full blossom.

With your watering can equipped (through the menu or by hitting left on the D-pad), you have two options on how to water: a short pour or a long pour. Note that pouring affects the entire area within the cursor, so if you have several plants close together, you'll water them all, which you may not desire to do.



One more note: see those blue triangles on the cursor when your watering can is equipped? Those represent how much water you have in your watering can. As you pour, the triangles turn from deep blue to light blue. When they're all light blue, your watering can is out of water and you have to wait until they fill back up to continue.

Or you would, if there wasn't a massive cheat to get around it. If you run out of water, simply unequip the watering can by pressing B, then equip it again. Its water amount will be topped off, and you'll be free to continue gardening. Just be careful not to get too pour-crazy and drown your plants.

Although you can't do it quite yet, you can hedge your bets with your plants by buying a variety of fertilizers. Trees have a number of "active fruit points" that actually grow the produce; the right fertilizer can increase these points, leading to more fruit, which leads to more money. A properly watered tree that gets no fertilizer will only have *half* its possible fruit points active, which shows just how important the right fertilizer is.

Fertilizer is also important for non-trees, of course. Giving the right fertilizer to flowers will give them more flowers, which is helpful when you're going for the different variants. Not to mention, you get awards when you trigger this "bonus growth," thereby increasing your experience petals and possibly your garden level.

Advanced Strategies

Viva Piñata, for better or worse, is all about the basics. Once you've got basic care and garden maintenance down, the rest of the game is just altering and building on the basic ideas, doing them quicker and more consistently, to get what you need.

This section will tell you how to finish out those last few rewards to get the greatest garden in the universe. Take special note of the "Gaining XP Painlessly" subsection, which lists a rather underhanded (but quite "legal") exploit to get XP that would normally be annoying to get.

Piñata Happiness

After you've owned the garden for a few days, Leafos will introduce a new concept to you: piñata happiness. Hovering the cursor over any resident piñata will make a circle appear toward the bottom of the screen. The circumference will be comprised of a series of blue and brown triangles; this indicates the piñata's current happiness level. Brown triangles are good, blue ones are bad.

A happy piñata is an easy piñata to deal with. Happy piñatas will listen to your commands more, and react just a *bit* quicker. Otherwise, happiness is fairly irrelevant, although if a piñata gets too sad, it may run away permanently.

There are several ways to increase happiness, and most of them are pretty easy to do. Renaming a piñata to anything adds a bit, as well as having Willy build a house for that species. Initiating romance, and getting them to successfully have a kid, really gives a boost.

Some species also enjoy being splashed with water from a watering can, especially from the One Pour Wonder. But watch out: some species get *really* upset when you do this. Don't rely on this method though, because any boost they get from that wears off fairly quickly.

Finally, you can feed piñatas Joy Candy or Happy Candy to, also temporarily, boost their happiness quite a bit. It's better to focus on fixing the problem more permanently with houses or children rather than relying on temporary methods, but you can use these short-term boosts to help you out if they're, say, refusing to mate or otherwise annoying you by refusing orders.

Gaining XP Painlessly

Experience petals, or XP for short, are the main overall goals to gaining new objects, species, and storybook chapters. XP comes to you by doing actions you haven't done before, primarily through the

awards in the game. There are the basic piñata awards, given to you when you do the following things:
Get a species to visit Get a species to become a resident Initiate romance for a species Initiate romance for a species enough times to trigger the Master Romancer Find the three color variations of a species

We'll cover the variants in a later section. Note that this makes a total of seven awards for *each species*. Each award gives you valuable XP, with later species being worth more for each award.



You also get awards for growing plants. Each type of plant has four possible awards: basic growth, and three levels of bonus growth. Bonus growth comes from fertilizer, especially the Special Mix that Ivor Bargain sells.

While arguably not as fun as just messing around and seeing what happens, the most efficient method for gaining XP is to "single-focus," or to pick one species, concentrate on getting all its awards, and then moving onto the next. It's pretty convenient to do this, because... 1. A species must visit before it can do anything else. 2. A species must become a resident before being romanced. 3. Romancing the species is the only way to increase the population after you've got two residents. 4. Because you're practicing the Romancing mini-game anyway, you'll get good at it to the point where you can play it a dozen times, thereby getting the Master Romancer award. 5. And once you've got enough kids, you'll have plenty to draw from for the mere three variants, plus more if you have to evolve the species to something else.

After that, you can just sell them all off, and the house as well, to make a ton of money. If you ever need them again (say, for a romance requirement of a different species), you can just buy 'em from Gretchen Fetchem. You'll have the money to cover it, after all.

Not all species of piñatas and plants can have all the awards. Weeds, for example, never have bonus growth, so all weed variations have only a single award. The piñatas that are buyable from Paper Pets cannot visit (they are *only* available to buy through Paper Pets after all), so they'll only have six awards each.

Either way however, completely getting all possible awards for a given species or plant basically taps out all the potential XP for that thing, hence why you should move on afterwards.

In practice, it can become boring trying to single-focus all the way to the end of the game, so you may want to try and juggle two or even three species at once. Any more than that and the incessant romance mini-games may get on your nerves, or the population may actually top off with all the kids running around. We found it best to have two at once, but your mileage may vary.



Also remember that experience and money on a given profile is shared across *all* gardens on that profile. Having three gardens may be your best bet: one as your "primary," land-based garden; one as your aquatic garden (as some species require MORE THAN HALF the whole garden being water); and one as your garden that exists merely to grow plants.

Having the three gardens allows you to gather all the species without having to constantly reshape the entire thing, and allows you to grow plants and immediately sell them without taking up time and space from your primary garden.

Money, Money, MONEY!!!

Chocolate Coins, or CC for short, are the currency on Piñata Island. Pretty much everything is for sale, even piñatas, making cash-farming extremely important.

There are several ways to go about getting money, although some methods are clearly better than others. The first and worst method of gathering cash is to clear out the initial junk that is piled randomly around the garden. Shattering the junk with your shovel will net you some cash, but once the junk runs out, so does that source of income.

So, how else can you get money? Playing the romancing mini-game may earn you a bit, but it's never enough to really sustain you. At most, you'll get 20 CC from a perfect run in a romancing mini-game. Considering later seeds cost more than that, and buying piñatas will typically run you in the thousands, you can see that 20 CC is just chicken feed.

The best way to get cash in the early days (that is, before you can access the mine) is to sell piñatas. Doing so is actually the natural progression after you've earned the awards for a species, including the three variant awards and the master romancer award. After all, what are you going to do with your dozen or so piñatas of a particular species once you have all the awards from it?

Beyond that, one good way to earn money is just through simple farming. Hire a Gatherling, then plant a few trees. Eventually, the trees will bear fruit, which the Gatherling will automatically sell for you. You'll be making money without any effort!

Further, some piñatas create produce for you if you have the right building. Buzzlegums can make honey, Goobaas can make wool, and so on. If you dress your producing piñata in a particular hat accessory (such as the Beekeeper's Hat for a Buzzlegum,) the piñata will actually do this for you.

Otherwise, you'll have to give them the orders yourself. Having them automatically produce something, especially if you also have a Gatherling, will simply be gravy to your bank account. What can beat free, constant money?

Once you have access to a mine, you should save up your money to build it. It costs 16,000 CC, but it's worth every penny. Hire a Diggerling or two, and they'll dig up rare items. Again, your Gatherling will help here, as she'll sell off anything that is dug up that can't be planted. Among the things the Diggerlings may find is a Gem Tree Seed, which can be grown into a tree that drops gems. Yeah, that sounds obvious, but it's almost literally a money tree. One Gem Tree plus your Gatherling equals some crazy, crazy money.

Once you've got the mine and a Gem Tree, you'll have the CC to buy anything you need to keep attracting, romancing, and selling high-level piñatas. That in turn produces more money, and you can keep the economic steamroller going. Eventually, you'll probably have more money that you'll know what to do with.

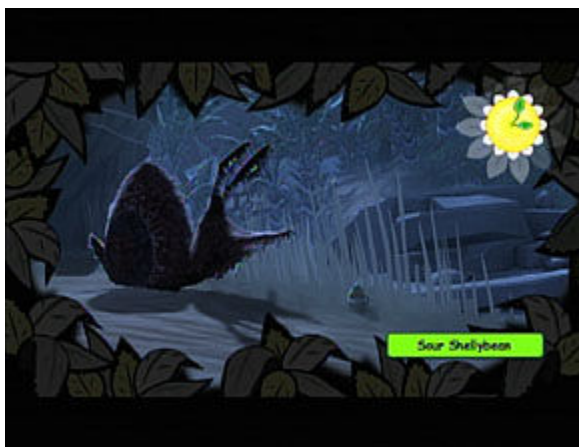
Sours, What Are They Good For?

Absolutely nothing.

Sours are piñatas that are colored red and black. There are eight species in all, and they each do at least one thing to make your garden bleak. The Sour Bonboon starts fights with everyone, for example.

Sours can be "tamed," which is just a fancy way of saying that they have their own resident requirements. If you manage to fulfill these, the regular (sweet?) version of that piñata will be available to be attracted, visit, and become a resident. Sours themselves cannot do anything but appear and visit, although you'll get an award for a Sour visit.

You'll fairly quickly start a collection of items called the Tower of Sour pieces. You can access your Tower of Sour through the menu (top-left option), but only if your cursor isn't on anything. If you're hovering on a piñata or object, the option will not be available.



The Tower of Sour is a totem pole with one section for each of the sour species. When the section is "lit," that sour species is prevented from coming to the garden. You can, whenever you wish, toggle any tower piece you wish. This is so you can attract a sour back for the purpose of taming it. Otherwise, there really isn't a reason to keep a tower piece unlit.

Note that if you have the mystical Dragonache in your garden, sours will stay away no matter what tower pieces you have, lit or otherwise. You can dismiss the Dragonache and extinguish a Tower of Sour piece to temporarily attract that sour species back.

Garden Items: What's Hot, What's Not

Just a quick word on garden items... Most garden items are purely for decoration. Paving, lighting, and fences help a garden's appearance and value, but do not actually contribute much.

That's not to say you should never have them. Some species are attracted by lights or statues, and others actually need to be set on fire to evolve to other species (explained in the Piñata Encyclopedia section). Plus, heck, it's your garden: make it look pretty if you want to.

Fences do have a practical use. Non-flying piñatas can't get through them, so they can be useful in separating two sections of the garden for a particular reason. If you have a gate in a fence, you can open it and close it at will. Helpers will automatically open a gate if it's in their way, and they will close it behind them after passing through. Still, some smaller piñatas may sneak through during this process, so keep your eye on them.

Several garden items have very useful functions, such as the Red Eye Rainbow that reduces the chance of your piñatas getting into fights with each other. However, most of that useful stuff is sold by Ivor Bargain. You'll definitely want to pay him that 1000 CC as soon as you can to get access to his shop.

Village Shops

Your garden isn't the only thing on Piñata Island. This section will list the nine shops and what they're for, plus the all-mighty Piñata Central.

Costolot's Store



Owned by a very pushy woman named Lottie, Costolot's Store is your source to buy pretty much anything you need. Seeds, fruit, lights, fences... basically, everything but extremely rare items or piñatas.

Lottie also buys items from you. You can select to sell things from inside her store, but there is a shortcut. Merely hover your cursor over anything, then press B with no tool equipped, and you'll enter Sell Mode. Press A on everything you wish to sell, and after a confirmation, you'll sell everything you've flagged.

This will be the primary way to acquire money. Selling piñatas especially will net you tremendous capital.

Arfur's Inn

Operating the garden gets a little complex after awhile, especially as it starts growing in physical size. It may be tough to remember to water all your new crops and harvest your old ones when you're running around trying to stop fights and start romances.

This is where Arfur comes into play. Arfur himself does nothing but run the local inn. There, however, is where you can hire some help. There are several classes of helpers to employ, which we'll explain in a moment. Selecting to employ one creates a contract, which you place anywhere in your garden. The employee will come by, read it, and start their services.

All helpers have work hours, which you can view on their information screen. If you have built the

Helper's House, they will live in your garden, and will be sure to start their job on the dot. Otherwise, it may take them awhile to actually get started by the time they travel from the town.

To fire an employee, you can peacefully hover the cursor over them, then go into the menu. A special option will be there so you can fire them as necessary. Alternately, you can always do the more fun method of assaulting them with your shovel until they get too sad to stay around.

Here are the classes of helpers you can hire. Not all of them will be available immediately...

- **Sprinkling:** This one will water your plants for you. Very helpful when trying to grow trees, as that way you won't have to keep checking it every few seconds to adjust its water level.
- **Weedling:** Eliminates weeds. This is overrated, as you should take steps to ensure you don't have weed problems in the first place. Use Weedlings only in emergencies when a weed grew without your knowledge.
- **Gatherling:** Gatherlings will automatically seek grown fruit and sell them for you. This is helpful with trees, as they'll automatically tap a tree with fully grown produce and sell them without your direction. The problem is that if you're trying to grow something specific for a piñata (such as carrots for Bunnycombs), the Gatherling will probably sell them off before the piñata gets to it. In this case, you could just plant more than necessary (say, 10 carrot plants), so even if the Gatherling gets to a few, you'll have more for the piñata.
- **Watchling/Night Watchling:** The Watchlings keep an eye out for the garden, ejecting anyone that is deemed a threat. They'll easily scare away Sours, and they'll try to scare away Ruffians and Professor Pester, but they're not always successful in that. They'll never scare away Dastardos, so be sure to heal piñatas quickly if they're hurt to avoid them being broken.
- **Diggerling:** Once you get Willy to build you a mine, the Diggerling will go to work for you in it. The mine is the single greatest source of income in the game, so you may even want two or three Diggerlings helping you out if money (or the Dragonache) is the priority.

Paper Pets

Run by Miss Petula (who has one the most alluring voices I've ever heard in a video game), this is your one-stop shop for piñata fashions. In addition to accessories, you can purchase several species of piñatas that you *can't* get anywhere or any way else.

Petula can also gift your accessories, so you can send them to other players on your Xbox or over Xbox Live. They're pretty cheap, so there's some question as to how worth it this is, but I suppose this way an advanced player can give a later, more expensive accessory to a newer player.

Don't make the mistake of shrugging off accessories as money sinks. Some species need accessories to fulfill romance requirements. Also, piñatas wearing accessories add to their value, which further helps you out if you use them to finish challenges for Piñata Central.

Still, don't go crazy with accessories, especially for piñatas low on the food chain. Whirlms for example tend to get eaten a lot, and their hunters don't care if they're wearing the latest fez. If a piñata is eaten, so is all the money you invested in all his accessories.

Ivor Bargain

After you've been in the garden awhile, a beggar will appear. Leafos implies that the beggar is your enemy, but this is not exactly true. You can pay him by hovering the cursor over him, then pressing A. You can pay him now and then, rather than all at once, but the goal is to give him 1000 CC total. After that, he'll leave you in peace, and shortly after open up this store.

Ivor Bargain sells some extremely rare items. These range from the One Pour Wonder, which never runs out of water and gives plants special water that causes it only need to be watered ONCE to make it fully grow; to the Red-Eye Rainbow, which reduces tension among your population to prevent fights.

Sometimes, he'll even sell items that you acquired other ways. After enough digging in a mine, for example, a Diggerling may find a Gem Seed, which creates a Gem Tree. After finding one, Ivor will start selling them, in case the tree you have has to be removed for some reason.

Gretchen Fetchem's



Gretchen is a piñata hunter. This doesn't mean she kills piñatas, but rather tracks them and captures them for gardeners. She can grab any piñata for you, provided that species was at one point a resident (not just an appearance or a visitor) of your garden. For example, if you have a Bunnycomb, but it gets sold or killed, you can go to Gretchen and have her get a new Bunnycomb for you. However, you won't be able to get a Chewnicorn from her, at least not until you have a Chewnicorn yourself.

Gretchen has two ways to fetch a piñata: standard and express. Standard takes several days, depending on the level of the piñata you want her to capture (Whirlms won't take nearly as long to capture as a Cinnamonmonkey for example). Express seems to take a day or less no matter what species you choose.

All species have a base value in CC when you sell them to Lottie. That is exactly how much it costs for a standard fetch, and the price is doubled for an express fetch. The Whirlm has a base value of 100 CC, so it would cost you 100 CC to get a fetched Whirlm on standard speed, or 200 CC for express speed.

You do *not* have to pay until you actually collect the piñata. Instead, you merely give Gretchen the order of what species you want, and she'll go out and hunt. You'll get an alert when she gets back. Then, you can choose to collect the piñata, at which point you'll pay her the fee; or you can tell her to release the piñata, and you won't owe her a dime. You probably won't need her to release a piñata unless you managed to get one while she was out.

Speaking of which: when Gretchen is out, she is unable to be called back. Be sure that when you send her, you're doing so with a specific target in mind, rather than just trying to keep her busy.

If you have previously dismissed the Dragonache, you can recall it for free through Gretchen.

Bart's Exchange

Many items in the game can be upgraded; a lot of upgrades are needed for late-game species romance requirements. For example, one particular species needs to eat a carrot cake, which is an unbuyable item.

Bart is the closest thing you've got to a kitchen. In order to get advanced items, you have to have Bart "tinker" them. He sells three services: Bronze, Silver, and Gold. As you go up, the price gets more expensive, but the chance of success is higher as well. If a tinker fails, the item merely stays in its current form. If it succeeds, it upgrades right on the spot.

Once you pick a level of service through Bart's shop, you're taken back to the garden to flag items you want to upgrade. Generally, you can't upgrade anything but produce, but usually that's enough. After flagging all the items you want to tinker, confirm it, and Bart will travel from the town to your garden, which make take a minute or so. He'll then tinker any item you have flagged, and leave after attempting them all once.

Some items are difficult to tinker just because the piñatas are attracted to them. Toadstools are poisonous, yet all the piñatas want to eat them. They can be upgraded to harmless mushrooms, but it's tough to keep piñatas away from them while Bart is on his way. To solve this little problem, you'll need to fence off the items. Check out the Advanced Strategies section for information about that.

Willy Builder



Willy Builder is a builder named Willy, and he's got a hammer for a head.

Now that we've got that out of the way... Willy's is the first shop you'll have access to. His primary job is to build piñata houses, but there are several other buildings he can make as well. The most important of which is the mine, which leads to the ultimate piñata, as well as a crazy amount of money.

The other special buildings he makes are to create produce, such as the Shearing Shed. If you have a Goobaa (sheep), you can direct it to the Shearing Shed. It will pop out, and a ball of wool will appear nearby as well, which you can sell. The earnings potential isn't bad, but the mine is still better.

Details of how to place buildings is in the Early Days section. Note that you can only place one building at a time, and have to wait until Willy is back at his shop after building one thing before ordering him to build another.

Doc Patchingo

Piñatas can get ill multiple ways, such as suffering the effects of certain weeds to being whacked by your shovel too many times. When that happens, you'll need to give the Doc a call, or else Dastardos will come by and put the ill one out of its misery.

Calling Patchingo through the village allows you to flag ill piñatas, similar to Bart's tinkering or when you sell things to Lottie. Still, you can also just hover your cursor over a sick piñata and press A to start the flagging process, saving you a couple clicks and a little loading time.

Post Office



The post office is available through the main menu, not the village sub-menu. In it, you can buy a crate for only a single CC, then place it in your garden. You can write a short message to attach to it, and pack it with anything you've got. That means piñatas, garden items, money, and more.

Once finished, you can send the crate over Xbox Live. Then, when the other player plays, the crate will plop as soon as they load up a garden.

Piñata Central

After you've been in your garden awhile, you'll be contacted by the piñatas at Piñata Central (PC for short). The storyline of Piñata Island (and Viva Piñata as a whole) is to raise piñatas strong, so that they are full of candy, and can be shot up to children's parties to make the little kids happy. As a gardener, you send your piñatas for this task.

In practice, what ends up happening is that PC will issue a challenge. Accept, and you'll have to place one of their special crates. You fill the crate with their required piñatas (which changes with each challenge), and it gets shipped off. Shortly after that, the shipped piñatas return with a boost to their value and happiness, and generally a reward for the garden.

Doing PC challenges are great to get some Xbox 360 Achievements, but the rewards you get from it aren't that great in the grand scheme of things. Still, some challenges are so simple ("One of any

species") that you may want to just do it for the heck of it.

Declining a challenge brings no repercussion. Failing one (by running out of time) or canceling one (by destroying the crate) doesn't seem to have a repercussion either, although it takes them longer to give you another challenge.

Piñata Encyclopedia

Every species. Every requirement. Every variant. Every secret.

Yeah, baby.

Notes

Some notes as you go through our encyclopedia...

- The list is alphabetical by species name, with the Sours coming alphabetically after everyone else.
- All Flutterscotches are listed under "Flutterscotch."
- If there is a numerical requirement, your garden can have a higher number than what is listed and still pass the requirement. In other words, no number is exact; all numbers are minimums.
- Every species must have a house to romance. This is a given, and therefore not listed.
- If a requirement is "Wears [item]," you can buy the item through the Paper Pets accessory shop.
- All variants for all species are acquired by eating the listed item.
- There are no re-variants: once a piñata has become a variant, it cannot change color again no matter what it has eaten.
- Some species have a special residency requirement, which is some bizarre action you must take. Read over those parts carefully.

Arocknid

Arocknids are cool-looking spiders that have some Halloween-esque webs that serve as their home. They're pretty harmless, and easy to take care of, just not very cute (if such things matter to you). You'll need several to fulfill requirements of other species, but they're pretty pointless otherwise.

Appear Requirements

Level 6 Gardener

Visit Requirements

4 Tafflys are resident in the garden OR 4 Raisants

Resident Requirements

Has eaten 2 Tafflys OR 2 Raisants

Romance Requirements

Has eaten 2 Buzzlegums

Variants

Water Lily flower: Pink
Bluebell flower: Blue
Jack o' Lantern (tinkered Pumpkin): Orange

Badgesicle

High up on the food chain, Badgesicles are large and somewhat valuable. Nothing exceptionally unique, however.

Appear Requirements 2 nocturnal creatures are resident in the garden

Visit Requirements 4 nocturnal creatures are resident in the garden

Resident Requirements Has eaten 1 Newtgat
Has eaten 2 Pumpkins

Romance Requirements Has eaten 1 Squazzil
Has eaten 2 Tulip Seeds

Variants Bluebell flower: Blue
Apple: Red
Honey & Water Lily flower: Pinkish-Purple

Barkbark

Barkbarks are pretty cool. They're big, and therefore a little difficult to romance many at once, but they're pretty cute. Quite valuable too. Just know that they're enemies with the Kittyfloss, so having both is a recipe for trouble.

Appear and Visit Requirements N/A: Special Resident Requirement

Resident Requirements Buyable through Paper Pets

Romance Requirements Wears a collar
Has eaten a bone

Variants Banana Split (tinkered Banana): Yellow
Poison Ivy flower: Green
Bottle of Medicine (tinkered Honey): Pink

Bonboon

Bonboons are ugly, ugly things. Somewhat valuable to breed and sell, but worthless otherwise. Of course, you can only get one after taming its Sour cousin, so having one is a bit of an achievement. Plus, regular Bonboons will help stop fights among any and all of your species; the expression "Blessed is the peacemaker" has never been more true.

Appear Requirements A Bonboon is already a resident in the garden

Visit Requirements 1 Monkeynut Tree is planted
1 Banana Tree is planted

Has eaten 7 monkeynuts

Resident Requirements	Has eaten 7 bananas 1 Monkeynut Tree is fully grown 1 Banana Tree is fully grown
Romance Requirements	Has eaten 3 Jameleons
Variants	Orchid: White Bluebell flower: Blue Watercress Seed & Bird of Paradise Seed: Yellow and green combo

Bunnycomb

Cute and cuddly, the Bunnycomb is destined to be a classic and a worldwide favorite. Very low-maintenance, but they're a target for several species, so you'll need to protect them if you want to keep many around.

Appear Requirements	A carrot is fully grown in the garden
Visit Requirements	A carrot if fully grown in the garden
Resident Requirements	4% of the garden is grass Has eaten 3 carrots
Romance Requirements	Has eaten a daisy OR buttercup 6% of the garden is grass
Variants	Gooseberry Seed: Green Pumpkin Seed: Yellow Water Lily Flower: Light Pink

Buzzenge

An upper-class bird, the Buzzenge is rather easy to take care of, but a minor pain in the neck to get all its awards. Worth it, though. You'll have to watch over your piñatas carefully, because the Buzzenges are predators, and may look to snack on other piñatas if the opportunity presents itself.

Appear Requirements	1 Candary is a resident
Visit Requirements	5 Candarys are residents
Resident Requirements	1 Fir Tree is grown Has eaten 3 Candarys
Romance Requirements	Has eaten 2 Pudgeons Has eaten 2 Sparrowmints
Variants	Buttercup: Yellow Bottle of Medicine (tinkered Honey): Pink Bluebell Seed: Blue

Buzzlegum

Our winner for "Best Piñata Name," the Buzzlegums are your first possibilities for

gaining money passively. If a Buzzlegum wears a beekeeper's hat, it will make honey for you, which can be sold for a decent price, or tinkered to make bottles of medicine, which are used by a lot of species for variants.

Appear Requirements	2 buttercups are in the garden
Visit Requirements	4 buttercups are in the garden
Resident Requirements	6 buttercups are in the garden
Romance Requirements	Has eaten 2 pieces of any fruit
Variants	Bottle of Medicine (tinkered Honey): Pink Gem Tree Seed: White Venus Piñata Trap Flower: Orange

Candary

Possessing one of the most annoying chirps in the animal kingdom, Candarys are hard on the ears even if they're easy on the eyes. Quick fliers, they're a minor challenge to romance consistently.

Appear and Visit Requirements	N/A: Special Resident Requirement
Resident Requirements	Evolves from a Sparrowmint that eats a Buttercup flower
Romance Requirements	Has eaten 1 Yellow Flutterscotch
Variants	Bluebell Flower: Blue Water Lily Seed: Light Pink Gooseberry Fool (tinkered Gooseberry): Light Green

Chewnicorn

Chewnicorn are pretty cool looking, and are extremely valuable. If you breed them only to sell them, you'll have more money than you'll know what to do with.

Appear Requirements	Possess the Master Romancer award for the Horstachio species
Visit Requirements	1 Gem Tree is planted
Resident Requirements	Has eaten 15 Gems 1 Gem Tree is fully grown
Romance Requirements	Has eaten 3 Rainbow Gems (tinkered Gems)
Variants	Corn: Yellow Water Lily Seed: Pink Water Lily flower & Bluebell flower: Blue

Chippopatamus

Huge and valuable, the Chippopatamus is the argument for running multiple gardens at once. Requiring a huge amount of water to be in the garden, it's tough to plan for one of these beasts in your primary area, trying to get 'em next to all your cute and cuddly

land-based piñatas. They're extremely annoying and complex to get, but they're worth it in the end.

Appear Requirements	40% of your garden is water
Visit Requirements	50% of your garden is water 14 Watercress are fully grown OR 14 Water Lilies OR 14 Bullrushes
Resident Requirements	60% of your garden is water Has eaten 10 Water Lily flowers Has eaten 10 Watercress flowers Has eaten 10 Bullrush flowers
Romance Requirements	70% of your garden is water Posses the Master Romancer award for the Candary species Have 1 Candary resident Has eaten 4 Bird of Paradise flowers Watercress Flower & Mushroom (tinkered Toadstool): Yellow
Variants	Water Lily Seed & Bird of Paradise flower: Pinkish-purple Bottle of Medicine & Jam (tinkered Blackberry): Pink

Cinnamoney

There's something about the Cinnamoneys' coloring that annoys me. That aside, Cinnamoneys are pretty valuable, but it takes some effort to get the first one as a resident.

Appear Requirements	A Monkeynut Tree is planted in the garden
Visit Requirements	A fully grown Monkeynut Tree is in the garden
Resident Requirements	3 trees of any type are fully grown in the garden Has eaten 8 monkeynuts
Romance Requirements	Wearing a fez Has eaten 4 bananas
Variants	Chili: Red Blackberry Seed: Purple Water Lily flower: Pink

Cluckles

You should always have at least one Cluckles in the garden at all times. Ordering a Cluckles onto an egg will cause the egg to hatch immediately, which saves a ton of time for later species, and is the *only* way to hatch the elusive Dragonache egg.

Appear and Visit Requirements	N/A: Special Resident Requirement
Resident Requirements	Buyable through Paper Pets Has eaten 1 Corn

Romance Requirements

Has eaten 1 Pumpkin Seed

Variants

Bluebell Seed: Blue

Oak Seed: Green

Bottle of Medicine (tinkered Honey): Purple

Cocoadile

Cocoadiles come from Sour cousins. Vaguely reminiscent of the famous Klap Traps from Donkey Kong Country, they're pretty cool looking. I like having them in the garden just to look at them; if those teeth weren't like a foot-long, I'd considering trying to get one for a real-life pet.

Appear Requirements

1 Cocoadile is a resident

Visit Requirements

16% of your garden is water

5 Quackberrys are residents

Resident Requirements

19% of your garden is water

Has eaten 3 Quackberrys

Romance Requirements

22% of your garden is water

Has eaten 2 Juicygeese

Wearing Gold Teeth

Variants

Water Lily Seed: Pink

Bluebell flower: Blue

Buttercup Seed: Yellow

Crowla

A tamed version of a sour, Crowlas have the benefit of being able to delay Dastardos for a moment if you give the order. This, of course, buys you time if you're having trouble getting the doctor to heal a sick piñata quickly, not to mention earning you an Xbox Achievement.

Otherwise, Crowlas aren't that valuable or really worth your time aside from the awards. Once you buy the Dastardos Shovel Head from Ivor Bargain, you really won't have a reason to have a Crowla in the garden.

Appear Requirements

1 Crowla is a resident

Visit Requirements

4 Lickatoads are residents

Resident Requirements

Has eaten 2 Lickatoads

Romance Requirements

Has eaten 2 Shellybeans

Variants

Water Lily flower: Pink

Bird of Paradise flower: Orange

Bluebell Seed: Blue

Doenut

Doenuts are annoying in that you'll probably see them long before you can get one to

be a resident. They're also a little annoying to take care of, not amounting to much of a purpose.

Appear Requirements	40% of your garden is short grass OR 6% of your garden is long grass
Visit Requirements	6% of your garden is long grass 10 Blackberries are in the garden OR 10 Gooseberries
Resident Requirements	8% of your garden is long grass Has eaten 6 Blackberries OR 6 Gooseberries
Romance Requirements	10% of your garden is long grass Has eaten 1 Sunflower flower Has eaten 1 Tulip flower
Variants	Jack O' Lantern (tinkered Pumpkin) & Corn: Orange Oak Seed: Green Thistle flower & Gooseberry Fool (tinkered Gooseberry): Purple

Dragonache

The Dragonache is a very special piñata, and the focal point of the story. Its presence in your garden prevents any Sour from appearing regardless of the Tower of Sour, and it causes the screen to shake with each step.

It can be sent away at will by hovering the cursor over it and selecting the special "Dismiss" command. You'll want to do this if you wish to attract Sours back, perhaps to convert them to regular piñatas. Once dismissed, you can recall the Dragonache for free through Gretchen Fetchem's.

The Dragonache is invincible. That means no sickness, nothing can eat it, and you can't beat the bejeezus out of it with your shovel no matter what the shovel is made of (although it's fun to try).

The only award a Dragonache has is the Resident award. All other awards are X'ed out; read on to see why.

Appear and Visit Requirements	N/A: Special Resident Requirement
Resident Requirements	If you have a mine built and a Diggerling employed, the Diggerling may at some point dig up an egg, which will sit and bounce somewhere in your garden. You'll know it's a Dragonache egg only because it's an egg; that is, the Diggerling will never find any other egg aside from a Dragonache egg. Once you have it, order a Cluckles onto it. The egg will hatch immediately, and you'll have your Dragonache forever.
Romance Requirements	N/A: The Dragonache cannot romance, as you can only have one, and it doesn't have a house.

Variants

N/A: The Dragonache technically has no variants. However, its color varies depending on what terrain the egg was sitting on when the Cluckles hatched it. For example, if the egg was on short grass, the Dragonache will be green. If the egg was on water, it will be blue.

Dragumfly

Like several other fliers, the Dragumflies are annoying because they move around almost too quickly, making them tough to romance or otherwise manipulate.

Appear Requirements

Level 26 garden

Visit Requirements

15% of your garden is water

20% of your garden is water

Resident Requirements

12 Bullrushes are fully grown

Has won a fight against a Reddhott

25% of your garden is water

Romance Requirements

Has eaten 1 Rasant

Has eaten 1 Buzzlegum

Has eaten 1 Snapdragon flower

Variants

Pumpkin: Orange

Bluebell Seed: Blue

Poison Ivy Flower: Green

Eaglair

Eaglairs are very advanced piñatas, worth nearly five grand apiece. It will take some work to get one, due to the second resident requirement, but you may as well pay any price through Gretchen's to get one, as you'll be able to recoup the money when you start selling off your Eaglair offspring.

Appear Requirements

Level 33 Garden

Visit Requirements

At least one piñata of 5 different species are currently residents

1 Oak Tree is fully grown

Resident Requirements

At least one piñata of 15 different species are currently residents

Has eaten 4 Buzzenges

Romance Requirements

Has eaten 3 Sweetooths

2 Oak Trees are fully grown

Variants

Bluebell Seed: Blue

Buttercup Seed: Yellow

Milk: White

Elephanilla

The first time you see the Elephanilla, it will scare the crap out of you. Larger even than the Dragonache, Elephanillas tower over absolutely everything. They're awfully peaceful creatures, but you'll need to devote an incredible amount of real estate for them and their home. You may want to even create a separate garden just for the sake of attracting them.

Appear Requirements	Level 36 garden
Visit Requirements	16 Corn are in the garden OR 16 Blackberries OR 16 Gooseberries OR 16 Monkeynuts
Resident Requirements	Has eaten 4 Corn Has eaten 4 Blackberries Has eaten 4 Gooseberries Has eaten 4 Monkeynuts
Romance Requirements	Has eaten 2 Bananas Has eaten 2 Acorns Has eaten 2 Chili Has eaten 2 Pumpkin Wearing Ballet Shoes, as sad as that is
Variants	Bluebell flower: Blue Poppy Seed: Red Buttercup flower: Orange

Fizzlybear

The Fizzlybear makes an appearance in the opening video of the game, and I'll tell you, that shaky dance it does is pretty freakin' disturbing. That aside, Fizzlybears are pretty easy to get a hold of and keep, but they're not that valuable in the long run and bring no special benefits.

Appear Requirements	Level 30 garden
Visit Requirements	12 Fir Cones are in the garden OR 3 Honey
Resident Requirements	Has eaten 2 Honey Has eaten 8 Fir Cones
Romance Requirements	Has eaten 2 Raisants Has eaten 1 Bottle of Medicine (tinkered Honey)
Variants	Watercress Seed: Green Carrot: Orange Sunflower Seed: Bright Yellow

Flutterscotch

Just so you don't get confused: there is no such creature in Viva Piñata called merely "Flutterscotch." Rather than have variants, every color of Flutterscotch is its own *species*. So for example, a Green Flutterscotch is a wholly separate animal than a Yellow Flutterscotch. A green and yellow cannot romance, and romancing a green does not give you an award for the yellow romance.

However, all types of Flutterscotches have the exact same requirements for Romance, and even share a common "Flutterscotch" house (so you don't have to buy separate houses for different colors). The color is important, as several other species have requirements specifying a Flutterscotch color.

The first Flutterscotch you get will be white. You cannot attract any other color; you must force their creation through having a White eat something special (listed under the variants part, even though they're not technically variants). You can't even have Gretchen hunt for the colored ones; you can buy Whites and evolve them, but you'll never be able to hunt for a colored one directly. Also, breeding any Flutterscotch produces a White, regardless of the parents' color.

Flutterscotches are among the prettiest and most peaceful creatures you'll see on Piñata Island. Easy to take care of and almost always avoiding fights, a rainbow of Flutterscotches would be a pretty cool visual for any garden, and is in fact a necessary requirement for another species, the Jameleon.

Appear Requirements	1 Daisy is fully grown in the garden (White Flutterscotch only)
Visit Requirements	2 Daisies are fully grown in the garden (White Flutterscotch only)
Resident Requirements	4 Daisies are fully grown in the garden (White Flutterscotch only)
Romance Requirements	Has eaten 1 of any fruit Water Lily flower: Pink Poppy flower: Red Bird of Paradise flower: Orange Buttercup flower: Yellow Watercress flower: Green Bluebell flower: Blue Thistle flower: Purple Bullrush flower: Brown Tulip flower: Black
Variants	

Fourheads

The Fourheads must have gotten a little too close to a nuclear power plant. Extreme freaks of nature, they're quite valuable due to the pain-in-the-butt way they need to be acquired.

Appear and Visit Requirements	N/A: Special
Resident Requirements	
Resident Requirements	You must first successfully romance two Twingersnaps. After they do so, wait for the egg to be delivered by Storkos. Take it to a rather open area of the garden, then watch it. It will hop several times on the ground idly, then do about four very large jumps right before it hatches. When you see the large jumps,

you have to whack the egg with your shovel. Although this normally destroys the egg, what will happen instead is that a baby Fourheads will be born.

Romance Requirements

Has eaten 1 Lackatoad
Has eaten 2 Nightshade Berries
Has eaten 1 Toadstool

Variants

Bluebell flower: Light Blue
Honey: Yellow
Bottle of Medicine (tinkered Honey): Pink

Fudgehog

A natural predator of Whirlms, Fudgehogs will do some serious damage to your population at first. Thankfully, once they become a resident, they'll stop automatically trying to kill your poor Whirlms.

Appear Requirements

4th night after you start your first garden

Visit Requirements

Have 4 Whirlms in the garden OR 2 Thistles fully grown

Resident Requirements

Has eaten 2 Whirlms
Has eaten 1 Thistle flower

Romance Requirements

Has drunk Milk

Variants

Bluebell Seed: Blue
Poison Ivy flower: Green
Chili: No real color change, but all colors become deeper

Galagoogoo

With a body shape suspiciously like a Pikachu, the Galagoogoo has eyes that border on serial-killer crazy. Kinda creepy, but very valuable; you won't see one until you've had the garden a long while.

Appear Requirements

The Tower of Sour is complete with all 8 pieces

Visit Requirements

A Moon-on-a-Stick is in the garden. (You can buy one from Costolot's, under the Garden Items category.)
8 Mothdrops are residents OR 16 Tulips are fully grown

Resident Requirements

Has eaten 4 Tulip flowers
Has eaten 2 Mothdrops
1 Weedling is employed

Romance Requirements

Has eaten 4 Orchids
1 Chewnicorn is a resident

Variants

Sunflower flower: Yellow
Bread: Purple
Poison Ivy flower: Green

Goobaa

A fully fluffy Goobaa is pretty cute; a sheared Goobaa is pretty freaking ugly. Still, shearing a Goobaa can lead to some cash during the middle game, although by the time you get Goobaas, you're probably getting most of your money from selling off piñatas.

Goobaas regrow their wool after eating a Sunflower flower. Normally, you'll have to command them to eat one, and further to go into the shearing building. However, if a Goobaa is wearing the bonnet accessory, they'll do this on their own provided you have enough Sunflowers around.

Appear and Visit Requirements	N/A: Special resident requirements
Resident Requirements	Buyable through Paper Pets
Romance Requirements	Has eaten 1 Water Lily flower Has eaten 2 Poison Ivy flowers 12% of the garden is long grass
Variants	Bluebell flower: Blue Tulip Seed: Black Water Lily flower: Pink

Horstachio

A Horstachio is the star of the Viva Piñata cartoon, and the cover boy of the game as well. You'd think with that résumé, he'd be more valuable, but that's not very true. Sellable only for 2800 CC, Horstachios have limited usefulness. Still, you'll want to romance them, if for no other reason than to summon Chewnicorns.

Be careful when you start to deal with them. They require Ponockies to be around at first, but they'll start with Ponockies often. Keep the doc's number close by.

Appear Requirements	1 Ponocky is a resident
Visit Requirements	50% of the garden is grass
Resident Requirements	50% of the garden is grass Has eaten 8 apples
Romance Requirements	50% of the garden is grass Wearing a rosette Has eaten 1 Toffee Apple (tinkered Apple) Has eaten 3 Carrots
Variants	Watercress flower: Green Bluebell flower: Blue Chili Seed: Red

Jameleon

Aside from their existence helping convert Sour Bonboons, the Jameleon isn't very useful. Not valuable, not cute, and a very annoying call... the trifecta of a crap species.

They're pretty cheap to attract and turn into residents, at least.

Appear Requirements	3 different colored Flutterscotes are residents
Visit Requirements	4 different colored Flutterscotes are residents
Resident Requirements	5 different colored Flutterscotes are residents
Romance Requirements	Has eaten 1 Green Flutterscotch
Variants	Bluebell Seed: Blue Carrot Cake (tinkered Carrot): Red Orchid flower and Bottle of Medicine (tinkered Honey): White

Juicygoose

If General Mills ever decides to turn their Gushers fruit snacks into animals, probably the first one out the production line will probably look like a Juicygoose. Rather cute with its intense purple color, Juicygeese will be a pretty cool addition to any garden. Provided it's free of Quackberrys, that is, as Juicygeese will pick fights with them almost constantly.

Appear and Visit Requirements	N/A: Special resident requirements
Resident Requirements	Order a Quackberry to eat a Gooseberry
Romance Requirements	10% of your garden is water 1 Fish Garden is in your garden. Fish Gardens are buyable items through the "Garden Items" category of Costolot's.
Variants	Banana: Yellow Water Lily Seed, Bird of Paradise Seed, and Poppy flower: Pink Oak Seed: Yellow/Green

Kittyfloss

Another cute species with a matching cute name, the Kittyflosses have a bizarrely cool romance dance. As logic would dictate, having a Kittyfloss in the same gardens as Barkbarks is just asking for trouble.

Appear and Visit Requirements	N/A: Special resident requirements
Resident Requirements	Buyable through Paper Pets
Romance Requirements	Has eaten 1 Wool Has drunk 1 Milk Has eaten 1 Mousemallow
Variants	Bottle of Medicine: Pinkish-purple Bluebell flower: Pinkish-blue Water Lily flower: Pink

Lackatoad

Strange and deformed, the Lackatoad is inarguably a product of his creation methods. They're annoying because they jump quickly and a great distance, making them tough to target when you need to order them to do something.

Appear and Visit Requirements

N/A: Special resident requirements

Resident Requirements

Order a Lickatoad to eat a Nightshade Berry. This normally causes a piñata to get sick. However, a little bit of time exists between when the piñata eats it and when it actually gets sick. During this time gap, pull out your shovel and *poke* (with X, rather than whack with A) the Lickatoad. This will evolve it immediately to a Lackatoad.

Romance Requirements

4 Arocknids are residents
6% of the garden is water
Has eaten 2 Toadstools

Variants

Bluebell flower: Blue
Banana Seed: Yellow
Water Lily Seed: Purple

Lickatoad

All Lickatoads seem to have issues with their arm lengths. Seriously, wouldn't those stubs hurt after a hard day's work of hopping around?

Lickatoads are exceptionally basic, and not worth very much. They are, however, a good stepping stone for some of the more advanced species.

Appear Requirements

You have been given the Pond Head for your shovel

Visit Requirements

1% of your garden is water

Resident Requirements

2% of your garden is water
Has eaten 1 Taffly

Romance Requirements

Has eaten 1 Green Flutterscotch

Variants

Gooseberry & Bluebell flower: Aqua
Apple & Carrot: Reddish-orange
Bluebell Seed: Deep blue

Macaraccoon

Tough to spell, fun to say! The Macaraccoon is converted from a Sour, but is probably one of the easiest to do so. They're quick, and their running animation is annoying for some reason, but they're somewhat valuable.

Macaraccoons can save you some time trying to induce romance because they have a special ability to find Romance Candy. Highlight a Macaraccoon, hit X, and the piñata

will sniff out a piece free of charge.

Appear Requirements	1 Macaraccoon is a resident
Visit Requirements	5 Syrupent family members are residents. This means that the Macaraccoon will visit if the total number of all your Syrupents, Twingersnaps, and Fourheads is 5 or greater.
Resident Requirements	Has eaten 3 Syrupents. For this requirement, Twingersnaps and Fourheads <i>don't</i> count.
Romance Requirements	Has eaten 1 Arocknid Has eaten 2 Blackberries
Variants	Water Lily Seed: Pink Mushroom (tinkered Toadstool): Yellow Bluebell Seed: Blue

Mallowolf

Converted from a Sour, Mallowolves are in the middle-range of value. They have an ability to immediately scare off Ruffians if you give the order, giving them incredible value until you manage to score the Dragonache.

Appear Requirements	1 Mallowolf is a resident
Visit Requirements	6 Rashberries are residents
Resident Requirements	Has eaten 3 Rashberries
Romance Requirements	Has eaten 1 Goobaa Has eaten 1 Bunnycomb
Variants	Blackberry: Purple Water Lily Seed: Pink Bluebell Seed: Blue

Moozipan

Not much to say about the Moozipan. They're cows, and they can produce milk if you have a milking shed and buy an adult Moozipan a bell from Paper Pets. Milk can, of course, be sold or tinkered as needed.

Appear and Visit Requirements	N/A: Special resident requirements
Resident Requirements	Buyable through Paper Pets
Romance Requirements	18% of the garden is long grass 12 Daisies are fully grown OR 12 Buttercups Has eaten 1 Banana Split (tinkered Banana)
Variants	Sandwich (tinkered Bread): White Banana Seed: Yellow Water Lily Seed & Snapdragon Seed: Very light pink

Mothdrop

One of the first piñatas you'll see, and one of the least valuable as a result, the Mothdrops' advantage is that they are very peaceful and calm. Easy to get all the rewards from almost the beginning, Mothdrops are almost as easy to take care of as Whirlms.

Appear Requirements	Night falls for the first time
Visit Requirements	Night falls
Resident Requirements	Night falls... see a pattern here?
Romance Requirements	Has eaten 1 Thistle flower
Variants	Bluebell Seed, Turnip, & Carrot: Blue body, Orange wings Daisy: White body, Yellow wings Pumpkin & Watercress flower: Green body, Orange wings

Mousemallow

Those ears could probably pick up satellite signals. Mousemallows are easy to take care of and very cheap, but that's mostly because they're on the very bottom of the food chain. You'll want to keep at least two on hand at all times because an unusually high number of other species require them for different requirements.

Appear Requirements	1 Turnip is fully grown
Visit Requirements	1 Turnip is fully grown
Resident Requirements	Has eaten 1 Turnip
Romance Requirements	Has eaten 1 Daisy Seed OR 1 Buttercup Seed
Variants	Cheese (tinkered Milk): Extremely light yellow Daisy flower & Gooseberry Seed: White Daisy flower & Bluebell flower: White

Newtgat

Newtgats are a little bizarre to deal with. They're relatively easy to maintain. They're not exceptionally valuable (1000 CC per Newtgat), but you'll need a large number of them for the Master Romancer award. Selling them all off afterwards will net you quite a bit of cash, but you should use that money only as a stepping stone to get some of the better, more valuable creatures.

Appear Requirements	2% of the garden is water
Visit Requirements	3% of the garden is water 1 Watercress is planted
Resident Requirements	3% of the garden is water Has eaten 3 Watercress flowers
Romance Requirements	3% of the garden is water

Variants

Has eaten 1 Rasant
Bird of Paradise flower: Orange
Water Lily Seed: Pink
Bluebell flower: Blue

Parrybo

If you wanted a rainbow of colors from the various Flutterscotches, but didn't want to take the time and effort to get them all, the Parrybo is your solution. Plus, the Parrybo is pretty valuable (almost 4000 CC each), and always a very cool addition to any garden.

Appear Requirements

Level 32 garden

Visit Requirements

1 Bird of Paradise is fully grown

Resident Requirements

1 Banana Tree is fully grown
Has eaten 10 Bananas

Romance Requirements

Has eaten 3 Bird of Paradise Seeds
Has eaten 1 Orchid Seed
Wearing an eye patch
A Pirate Statue is in the garden. This is a buyable item from Costolot's in the Garden Items category.
Cheese (tinkered Milk) & Oak Seed: Yellow
Venus Piñata Trap flower: Orange
Bluebell flower & Nightshade Berry: Blue

Variants

Pigxie

Valuable but ugly, Pigxies are just a means to an end: that end being extraordinary wealth, of course. And experience petals, let's not forget.

Appear and Visit Requirements

N/A: Special resident requirements

Resident Requirements

Rashberries must have been romanced at least once
Swananas must have been romanced at least once
The "Mystery House" building must have been bought and built by Willy Builder
At least one Rashberry has its romance conditions met
At least one Swanana has its romance conditions met
Both animals in question must be very happy; feed them Joy or Happy Candy to work on this if it's necessary
Romance the Rashberry *with* the Swanana. They will romance in the Mystery House, and Pigxie will be produced.

Romance Requirements

Has eaten 2 Bullrush flowers
Has eaten 2 Acorns
Wearing tap shoes
Garden is worth 10,000 CC. You can view the garden value by going to the Journal, choosing the Player Awards category

(direction down), then selecting Player Stats (direction up).

Variants

Bluebell Seed: Blue
Gooseberry Fool (tinkered Gooseberry): Green
Gem Tree Seed, Water Lily flower, & Poppy flower: Pin

Ponocky

Ponockies are very flighty and territorial. They'll fight with each other at first, and are generally a pain to deal with when it comes to romancing. You'll want to stomach making them work, however, as they'll lead to the much more valuable Horstachio, which further leads to the Chewnicorn.

Appear and Visit Requirements

N/A: Special resident requirements

Resident Requirements

Buyable through Paper Pets

30% of the garden is grass

Wearing a bow

Romance Requirements

Has eaten 1 Carrot Cake (tinkered Carrot)

10 flowers of any kind are fully grown

Variants

Water Lily flower: Pink

Bluebell Seed: Blue

Bread: Light yellow

Pretztail

A natural hunter of Bunnycombs and Cluckles, Pretztails will be among the first 6 to 8 species you will see. Having a couple in your garden during the first week or so of game time isn't a bad idea, especially if you're working on the Bunnycomb or Cluckles awards. Resident Pretztails won't be too violent, but wild Pretztails just visiting will much on your bunnies and chickens often.

Note that their romance requirement requires a Quackberry. As we say below, it takes bread (buyable from Costolot's) to made a Quackberry a resident, something a little bizarre and easy to overlook when you're first starting the game.

Appear Requirements

Night falls for the first time

Visit Requirements

1 Cluckles is a resident OR 1 Bunnycomb

Resident Requirements

Has eaten 1 Cluckles OR 1 Bunnycomb

Romance Requirements

Has eaten 1 Quackberry

Variants

Water Lily flower: Pinkish-purple
Gooseberry Fool (tinkered Gooseberry): Light green
Bluebell flower: Blue

Profitamole

Armed with a creepy smile, Profitamoles sport the natural color of vomit; vomit that

wears blue tap shoes. Not valuable at all (at least not by the time you can tame it), the Profitamole is really only good to get a few more awards. If you have a Profitamole, a mine, and a Diggerling, the Profitamole will destroy the dirt mounds that appear as a result of the Diggerling's work, but such maintenance isn't really that important.

Appear Requirements	1 Profitamole is a resident
Visit Requirements	4 Arocknids are residents
Resident Requirements	Has eaten 2 Arocknids
Romance Requirements	Wearing Bottles Glasses Has eaten 3 Carrots
Variants	Water Lily flower: Pink Watercress flower: Green Nightshade Seed & Bluebell Seed: Blue

Pudgeon

From the in-game Encyclopedia description: "All Pudgeons are filled with state-of-the-art GPS tracking systems, so, like a feathery boomerang, they always come back. Take them on holiday, load them up with duty free and avoid hassle with the customs."

We've got a better idea. Get about 50 of them, stuff them in a suitcase, and fly over to Japan. Buy every console and game you can see, then send 'em back. Provided they manage to get over the Pacific without, you know, falling to deaths and drowning and/or starving, you'll have a ton of imports for all your systems at crazy-low prices!

Appear and Visit Requirements	N/A: Special resident requirements
Resident Requirements	Buyable through Paper Pets Wearing a Camera (neck accessory) Has eaten 2 Corn
Romance Requirements	Has eaten 1 Snapdragon Seed 1 Pirate Statue is in the garden. A Pirate Statue is a buyable item in the Garden Items category of Costolot's.
Variants	Gooseberry Seed: Green Jam (tinkered Blackberry): Deep purple, a really cool color that you normally don't see outside of the Undertaker's ring entrance. Bluebell flower: Light blue

Quackberry

In video games, just like any other media, you have to have a "suspension of disbelief" to accept what's really going on. It's not feasible for Master Chief to *really* fire off a million rounds to obliterate thousands of aliens, after all.

Yet, even with active suspension of disbelief, it's tough to buy the Quackberry. It has proportions not seen outside of Japanese animation, and its neck looks like it can barely

support a few ounces, let alone several pounds.

Not helping out the Quackberry's case is its low monetary value and complete lack of assistance around the garden. The poor little guy is doomed to a life of complete loneliness as it becomes the least significant piñata to ever grace Piñata Island.

Appear Requirements	3% of the garden is water
Visit Requirements	4% of the garden is water 1 Corn Seed is planted
Resident Requirements	4% of the garden is water Has eaten 1 Bread
Romance Requirements	Has eaten 2 Bluebell flowers
Variants	Bluebell Seed: Blue Water Lily flower: Pink Bird of Paradise Seed: Orange

Raisant

Raisants will be a minor curse on your garden. Due to their small size, they are often squished by other piñatas. This leads to Raisants becoming sad and starting fights. Their feud with Buzzlegums doesn't help either, as they'll fight against each other constantly no matter how happy they are. You'll want to sell them as quickly as possible and keep their numbers low to keep the peace.

Appear Requirements	Level 4 garden
Visit Requirements	1 fruit tree of any kind is planted
Resident Requirements	Has eaten 3 pieces of any fruit
Romance Requirements	Has eaten 1 Honey
Variants	Blueberry Seed & Blackberry: Purple Sunflower flower: Yellow Water Lily flower: Pink

Rashberry

Rashberries, like a few other species including Newtgats, really aren't anything special. They're not useful, have little value, and are large enough to be a problem when inducing romance. However, you can't get all the awards in the game without them. At least they're easy to take of, eh?

Appear and Visit Requirements	N/A: Special resident requirements
Resident Requirements	Buyable through Paper Pets
Romance Requirements	Has eaten 1 Rotten Hazelnut. To create a Rotten Hazelnut, buy or produce a Hazelnut, then tap it with your shovel. (That's tap with X, not whack with A.) The fruit will turn rotten and disappear after several game hours, but you'll have enough

	time to order the Rashberry to eat it.
	Has eaten 1 Rotten Chili
	Has eaten 1 Rotten Gooseberry
	Poppy Seed: Red
	Watercress Seed: Green
Variants	Nightshade berry: Purple, not that much different from its original color

Reddhott

Without a doubt, the Reddhott is the most fun to initially create. They're pretty valuable, especially considering that you can get them fairly early in the life of your garden. In short, they're a good species to work on the moment you score your first Taffly.

Appear and Visit Requirements	N/A: Special resident requirements
Resident Requirements	<p>1 Taffly is a resident</p> <p>1 Firebrand is in the garden. Firebrands are buyable through the Garden Items section of Costolot's.</p> <p>Order the Taffly to touch the Firebrand while it is on. This will set the Taffly on fire. Quickly equip your watering can, then just splash the flaming Taffly with some water. The Taffly will immediately change to a Reddhott. After you do this once, Reddhotts will be buyable through Gretchen's, but it's far cheaper to just constantly evolve Tafflys.</p>
Romance Requirements	<p>Has eaten 3 Chilies</p> <p>3 lights of any kind are in the garden</p>
Variants	<p>Bluebell Seed: Blue</p> <p>Water Lily flower: Pink</p> <p>Carrot Cake (tinkered Carrot): Red</p>

Roario

Roarioes are the most valuable piñatas in the game as far as overall worth is concerned. While the all-mighty Dragonache is technically more valuable, monetarily speaking, you can't sell nor breed the Dragonache. The Dragonache, therefore, is only good when Piñata Central give you one of its "Use your single most valuable piñata" challenge, or to increase the monetary value of the garden quickly.

Roarioes however can be bred, sold, and everything else. Colorful and very cool looking, and army of these in your garden will definitely give your entire property a degree of class and dignity. Well, insofar as papier-mâché creatures can be classy and dignified.

Appear Requirements	Level 38 garden
Visit Requirements	<p>5 Doenuts are residents</p> <p>5 Zumbugs are residents</p>

	The garden is worth 40,000 CC
	Has eaten 2 Doenuts
Resident Requirements	Has eaten 2 Zumbugs
	The garden is worth 50,000 CC
	Wears a crown
Romance Requirements	Has eaten a piñata worth 4500 CC
	The garden is worth 60,000 CC
Variants	Bottle of Medicine (tinkered Honey): Pink
	Bluebell Seed: Blue
	Sunflower Seed: Yellow

Salamango

Like the Newtgats they evolve from, Salamangos aren't really that great. They're a little valuable, but by the time you actually get them romancing and selling off the offspring, you probably won't need the money you get.

Salamangos are also annoyingly slow. They will take a long time to follow orders, and will often trigger the "Romance Problem" alert because they take so long to get back into their house after you induce it. There's no reason to have Salamangos other than to complete your award collection.

Appear and Visit Requirements	N/A: Special resident requirements
Resident Requirements	Order a Newtgat to eat a Chili
Romance Requirements	Has eaten 1 Reddhott
	Has eaten 2 Chili Seeds
Variants	Banana: Yellow
	Gooseberry: Light green
	Milk & Nightshade Seed: White

Shellybean

Shellybeans are somewhat useful in that they'll automatically eat any weeds that are in your garden. This keeps your garden pretty, which is all well and good, unless you're actually trying to grow a weed with the intention of fulfilling another specie's requirements.

Our advice is that, if you're going to use a couple Shellybeans as groundskeepers, fence off their house and keep a gate near their door. Keep the gate open, unless you need to start growing a weed for a purpose. Then, when the Shellybeans retire for the night, close the gate and trap them in. Grow your weed, fill the objective, then pop the gate open again.

Appear Requirements	1 Shellybean is a resident
Visit Requirements	1 Thistle is fully grown
Resident Requirements	Has eaten 1 Thistle flower

Romance Requirements

Has eaten 1 Bluebell Seed

Variants

Gooseberry: Green

Corn: Deep yellow

Bluebell flower: Blue

Sherbat

I think the Sour version of the Sherbat looks *much* cooler than the "real" version of it, but whatever. The Sherbat is somewhat helpful in that they can distract Dastardos if ordered to do so, although as mentioned elsewhere in the guide you should never be in a position where you *need* to distract Dastardos this way.

Otherwise, the Sherbats are pointless at best, being not very valuable and not really that useful otherwise around the garden.

Appear Requirements

1 Sherbat is a resident

Visit Requirements

3 Mothdrops are residents

Resident Requirements

Has eaten 2 Mothdrops

Romance Requirements

Has eaten 1 Tulip flower

Variants

Bluebell flower: Blue

Sunflower Seed: Yellow

Chili Seed: Red

Sparrowmint

Probably the second piñata species you see, Sparrowmints are nonetheless pretty high up in the food chain. In my primary garden, my original Sparrowmint is still alive and kicking, even if he's no longer his original color.

They're not very valuable, but you may wind up becoming pretty attached to at least your original.

Appear Requirements

1 Whirlm is a resident

Visit Requirements

2 Whirlms are residents

Resident Requirements

2 Whirlms have romanced

Romance Requirements

Has eaten 1 Whirlm

Variants

Thistle flower: Purple

Water Lily flower: Pink

Watercress flower: Green

Squazzil

Squazzils are annoyingly fast, and are otherwise pointless. Cute, though... I guess.

Appear Requirements

Any level 3 piñata is a resident

Visit Requirements	1 Hazelnut tree is planted
Resident Requirements	Has eaten 3 Hazelnuts
Romance Requirements	Has eaten 2 Blackberries
Variants	Water Lily Seed: Pinkish-orange Watercress Seed: Green Snapdragon flower: Purpl

Swanana

Swananas are pretty and not entirely annoying, so they're quite a decent addition to the garden. They're semi-valuable in theory, but by the time they appear (level 27), you probably won't need the cash very badly.

Appear Requirements	Level 27 garden
Visit Requirements	20% of the garden is water The garden is worth 20,000 CC
Resident Requirements	25% of the garden is water Has eaten 2 Sandwiches (tinkered Bread)
Romance Requirements	30% of the garden is water A Swan Fountain is in the garden. This is a buyable item in Costolot's store under the "Garden Items" section. Wears Diamond Choker Has eaten 3 Water Lily flowers
Variants	Snapdragon flower: Purple Gooseberry Seed: Green Bottle of Medicine (tinkered Honey): Pink

Sweetooth

Sweetooths have some disturbing eye movement, and will more than likely freak you out the first time you see them. Somewhat valuable (considering when you get them) and a little dignified when not jumping around like a hyperactive Mexican jumping bean, the Sweetooth is one of the few species in the game that even hardcore gamers will have trouble disliking.

Appear Requirements	Level 21 garden
Visit Requirements	12% of the garden is water 1 Fir Tree is planted OR 1 Water Lily
Resident Requirements	14% of the garden is water Has eaten 3 Fir Cones Has eaten 2 Water Lily flowers
Romance Requirements	14% of the garden is water Has eaten 3 Bullrush Seeds
Variants	Bottle of Medicine (tinkered Honey): Pink Sunflower flower: Yellow

Bluebell flower: Blue

Syrupent

A pretty basic and early piñata, the Syrupent is one of the easiest to take care of. Their romancing mini-game introduces the concept of bizarre movement in some species, as your controllable Syrupent will tend to "power slide" around corners rather than actually turn. Once you get used to it, though, you'll tear up the mini-game and earn all the awards pretty quickly.

Appear Requirements	1% of the garden is grass
Visit Requirements	1% of the garden is grass
Resident Requirements	2% of the garden is grass Has eaten a Mousemallow
Romance Requirements	3% of the garden is grass Has eaten 1 Lickatoad
Variants	Bluebell Seed: Light blue Buttercup flower: Yellow Bottle of Medicine (tinkered Honey): Light pink, almost white

Taffly

Poor Taffly. Cheap and worthless, unless set on fire, and a natural prey of many species. All they want to do is sniff flowers, but many other species keep wanting to ruin their day.

Appear Requirements	1 of any kind of flower is fully grown
Visit Requirements	2 of any kind of flower are fully grown
Resident Requirements	Has eaten 1 flower of any kind
Romance Requirements	Has eaten 1 Poppy flower
Variants	Poison Ivy flower: Green Buttercup Seed: Yellowish-orange Blackberry Seed: Purple

Twingersnap

A genetic experiment that's gone wrong, the Twingersnap is a Syrupent with a second head for a tail. This begs several questions, including: where do the tails go? Do they morph together too? And how does the Twingersnap... er... relieve itself? These questions are better left to piñata scientists, I think. As a gardener, your mission is to just get them romancing, which is easier than many species out there.

Appear and Visit Requirements	N/A: Special resident requirements
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You must first successfully romance two Syrupents. After they do so, wait for the egg to be delivered by Storkos. Take it to a

Resident Requirements rather open area of the garden, then watch it. It will hop several times on the ground idly, then do about four very large jumps right before it hatches. When you see the large jumps, you have to whack the egg with your shovel. Although this normally destroys the egg, what will happen instead is that a baby Twingersnap will be born.

Romance Requirements Has eaten 1 Squazzil
Has eaten 2 Poppy Seeds

Variants Snapdragon Seed: Light pink, almost white
Venus Piñata Trap flower: Yellowish-orange
Bottle of Medicine (tinkered Honey): Light orange, believe it or not

Whirlm

Very little in this world is cuter than a Whirlm wearing a hat. Whirlms will be your first piñatas, and the least valuable (only 100 CC a pop), but they're integral to your garden. Don't get attached to them, because several species require them for their own requirements. In fact, it's best to have about at least 6 on hand at all times until you start raising up Level 4 piñatas consistently.

Appear Requirements 1% of the garden is soil or grass

Visit Requirements 1% of the garden is soil or grass

Resident Requirements 1% of the garden is soil or grass

Romance Requirements 1% of the garden is soil or grass... I guess I should have copied and pasted that instead of typing it each time, huh?

Variants Turnip: Purple
Water Lily Seed: Red
Watercress Seed: Green

Zumbug

You would think from the name that Zumbugs are some type of insect. You would be very, very wrong... a Zumbug is actually an evolution of the mighty Horstachio, and pretty high up the value list as a result. Zumbugs compete and fight with Horstachios and Chewnicorns constantly, but oddly have no problems at all with Ponockies.

Appear and Visit Requirements N/A: Special resident requirements

Resident Requirements Order a Horstachio to eat 1 Blackberry AND 1 Daisy flower

Romance Requirements 30% of the garden is long grass
Has eaten 3 Orchids
Has eaten 1 Jar of Jam (tinkered Blackberry)

Variants Bluebell Seed: Blue
Banana Split (tinkered Banana) & Carrot Cake (tinkered Carrot): Orange

Water Lily Seed: Pin

Sour Bonboon

All the Sours have a specific activity they do to disrupt your garden. They can each be tamed through a specific action as well; once tamed, a Sour permanently stops coming to the garden, and gets converted to the "real" version of the species. The real versions can be romanced and everything as normal, as shown in their individuals entries above.

Bonboons are one of the most irritating Sour species, as they'll want to pick fights with any and every piñata you've got. They prefer fighting with the Syrupent family, which is good, as that's the key to get them tamed.

Appear Requirements	Level 34 garden
Visit Requirements	Level 35 garden
Resident Requirements	Loses a fight against a Syrupent, Twingersnap, or Fourheads. Note that your chances get better as the species gets better. That is, a Fourheads will almost always win against a Sour Bonboon, whereas a Syrupent will almost always lose.

Sour Coadile

These Sours will seriously disrupt your garden by attacking your helpers, even your Watchlings! If you rely on Gatherlings or Diggerlings, be sure to eliminate Sour Coadiles as quickly as possible.

Appear Requirements	Level 27 garden
Visit Requirements	Level 28 garden
Resident Requirements	16% of the garden is water Has eaten 1 Sweetooth Has eaten 2 Swananas

Sour Crowla

If you run your garden efficiently, the Sour Crowla will have nothing to do and will easily be tamed. You see, it only eats sick piñatas; avoid making your residents ill, and the Crowla will just be frustrated. Of course, if you're *not* careful, the Sour Crowla can disrupt the garden, as it's like having Dastardos hanging out on the property and ready to strike.

Still, if all your little piñatas are well, the Sour Crowla should be the one of the easiest to tame.

Appear Requirements	Level 14 garden
Visit Requirements	Level 15 garden

1 Birdbath is in the garden. This is a buyable item in the

Resident Requirements

Garden Items section of Costolot's.
Has drank 1 Bottle of Medicine (tinkered Honey)

Sour Macaraccoon

You know those stereotypical old men who yell at kids to get off their lawn, and always tell boring stories of their youth? The Sour Macaraccoon goes one step further than them, and actively tries to steal and destroy your piñatas' eggs!

When the Sour Macaraccoon appears, your best bet is to just stop inducing romance and instead concentrate on converting it. It's pretty simple, and your time won't be wasted.

Appear Requirements

Level 23 garden

Visit Requirements

Level 24 garden

You have earned the Master Romancer award of 5 different species

Resident Requirements

Has eaten 1 Cluckles

Sour Mallowolf

Mallowolves are somewhat disruptive as their mere presence prevents *any* piñata from visiting your garden. You can still buy them through Paper Pets or Gretchen's, and you can still romance those you already have, but either way you won't gain any new species until the Sour Mallowolf is removed.

Appear Requirements

Level 31 garden

Visit Requirements

Level 32 garden

Resident Requirements

Has eaten 1 Pigxie

Sour Profitamole

Sporting a huge, ugly mouth, the Sour Profitamole seeks out and destroys any and all flowers you have in the garden. This isn't as disruptive as it may sound, unless you're working on variants. Still, quickly taming one will do nothing but help you out.

Appear Requirements

Level 19 garden

Visit Requirements

Level 20 garden

Resident Requirements

2 Mushrooms (tinkered Toadstools) are fully grown
Has eaten 1 Red Flutterscotch

Sour Shellybean

I honestly can't tell whether the Sour Shellybean is really cool-looking, or really freakin' disturbing. Either way, this is the first Sour you'll see, and the easiest to tame. It will eat your plant seeds, provided the seeds are on the ground and not planted, which should never really be the case (especially that early in the game). Not exactly

what we would call a problem.

Appear Requirements	Level 4 garden
Visit Requirements	Level 5 garden
Resident Requirements	Has eaten 1 Apple Seed

Sour Sherbat

Sour Sherbats will attack your piñatas and suck their blood, or something, making them ill. Not too much of a problem, really, as long as you keep the doctor's number nearby and get ready to tame it as soon as possible.

Appear Requirements	Level 9 garden
Visit Requirements	Level 10 garden
Resident Requirements	Has eaten 1 Jack O' Lantern (tinkered Pumpkin)

Q & A

This section lists some random questions you may have during gameplay that are not answered in other sections.

Q: Can I move buildings around?

A: You can choose where you want them to be initially built, but after that, they're fixed in place. You'll have to destroy or sell the building and order a new one from Willy if you want it moved.

Q: I've got all the conditions to make a species appear or visit, but they haven't in a long time! What gives?

A: When you have two residents of a given species, that species will no longer appear or visit. For example, if you have two Whirlm residents, you will not gain any more Whirlms from the wild. In order to get more Whirlms, you'll need to romance the two you already have.

If you sell off all your piñatas of a species, it may appear and visit again, but you never know when that would happen. It might just be wiser at that point to tap into the hunter's services.

Q: My piñatas keep fighting with each other! How do I tell them to stop?

A: If two piñatas start fighting, you might have a chance to take out your shovel and smack one of them, which would put an end to it. This rarely works, however; if a fight starts, typically it's going to end with one piñata injured.

The best approach is to figure out what upset the piñatas that much in the first place and stop it from happening again. Piñatas fight when they are sad, so make sure you've built houses for everyone. Also feed your piñatas some Happy Candy now and then to keep some amount of peace. Placing a Red Eye Rainbow (buyable from Ivor) in the garden will help reduce tension among all species and piñatas, but

it's not a prevention tool in and of itself.

Finally, remember that some species are natural enemies. Buzzlegums seem to have a personal vendetta against Raisants, so if you have both in your garden, they WILL fight regardless of how carefully you plan. If it's necessary to have both species simultaneously, you'll need to keep your finger on the doctor's speed dial.

Q: Leafos gave me an alert that says my piñatas are trying to romance, but can't. What's the problem?

A: Usually, this happens because your romancing targets can't get to the door of their house. This is generally not a problem for smaller species such as Whirlms, but it's a rather big problem for larger species like the Ponocky, or slow species like the Salamango that take so long that the alert triggers. If too many piñatas are hovering around the door, they may bump into each other and prevent anyone from getting in.

When building a house for a large species, make sure there's plenty of room around the *whole building* before placing it. This way, even large species can circle the whole house, and they can wander away from it to make room for any couples that want to romance.

Note that just because you get the Romance Problem alert doesn't mean the piñatas will cancel the order. This is especially true of the Salamangos, who typically will get inside their volcanic house *just after* the alert triggers unless you induce romance between them five inches away.

Q: I've romanced my piñatas a million times, but I still don't have the Master Romancer award for that species. Is this a bug?

A: Remember that different species have different counts as to how many times they have to be romanced. Tafflys for example have one of the highest requirements to get that award.

Also, in our experience it seems that you may have to have the whole family in the garden. If you've been selling off your piñatas as soon as they pop out of their cocoons, for example, you may be hamstringing your own efforts. Leave all born piñatas within your borders until you see that award just to be sure, then sell them off.

Q: I'm trying to do something with my piñatas, but they're in their houses. How do I get them out?

A: Equip your shovel, and tap the house by hitting the X button. Don't strike it with the A button or you'll damage it.

Tapping the house will encourage the piñatas to leave, but if it's nighttime, they may just go right back in, or even refuse to go out. They need their sleep after all! If it's at night, your best bet is to just wait until they leave on their own in the morning.

Q: How the Buzzlegum do I get more experience petals?

A: Do stuff.

...What, that's not specific enough? Okay, well, the basic way to gain XP is to do something you haven't done before. That means growing new plants, or attracting new species, or getting the Master Romancer award.

It's easier to gain XP in the beginning because pretty much everything you do is new. As you gain more and more creatures however, it may become more difficult to discover what's "new" without some help. You can appeal to both our Advanced Strategies and Piñata Encyclopedia sections to read up on how to go about specifically gaining those precious XP.

Q: What's the deal with variants?

A: Pretty much every species has three color variants, and you get an award for each one you discover. All variants are triggered by having a given piñata eat something specific. No piñata can variant twice, and variants are not triggered through birth. That means even if two purple Whirlms romance, their offspring shall be orange, the default color.

We list how to attain every variant of every species in the Piñata Encyclopedia.

Q: In your Piñata Encyclopedia, some of the requirements are that the garden has a certain amount of terrain. Is there an easy way to check this?

A: Yes, in the journal. At the index, merely choose the top-right option, called "Garden Space." There, you will see 100 squares in a 10x10 square. There you'll be able to graphically see the count. Each square represents 1% of your total garden area. Thus, because the Quackberry requires 4% of the garden to be water to induce residency, you'll need to see 4 water squares on the Garden Space screen. If you have fewer than that, grab the shovel and start digging some ponds.

If any of the squares are simply a red X, that means the garden is actually less than its minimal size. The requirements don't want 4% of your CURRENT garden, they want 4% of your WHOLE garden. That means it's basically impossible to attract any of the aquatic creatures, such as the Chippopotamus, until you max out your garden size.

Q: How useful is Leafos's information?

A: If you're reading this guide cover-to-cover, it's not really. Leafos will drop hints almost constantly about variants or alternate ways to acquire piñatas, and is thus fairly helpful if you're playing the game without help. If you're merely reading this Q&A section rather than copying down all the info in the Piñata Encyclopedia section, then Leafos will be invaluable to finding all the little nuances of the game. Otherwise, you can safely ignore her, or beat the crap out of her with your shovel... your choice as always.

Q: A Sour just appeared in my garden! What do I do?

A: The first step is to not panic, because generally Sours can't do enough damage to really disrupt you (unlike Ruffians or Professor Pester). Look up the Sour's entry in our encyclopedia to see what effect the Sour has on your garden, and prepare for that. Then, what you should do is drop everything to try to tame it. This will not only prevent any other Sour of that species from showing up, but it will open a new species for you to play with and gain awards for.

If you can't tame it, or you don't have time and it's causing too much of a mess, you can always take out your shovel and whack it a few times. If you whack it until it breaks, it will come back within a few minutes. A better idea is to whack it until it turns ill, then just leave it on the ground until Dastardos shows up. This will give you far more time to either set up defenses or ready its conversion requirements.

Q: Do you actually bother with the species that require tons of water? The Chippopatamus is just plain unfair!

A: Yeah, I know. Personally, this is why I think Rare made pooled experience for all your gardens. Having one specifically for the aquatic species such as the Chippopatamus will help you score those rewards without doing a massive overhaul of your entire garden.