

Chapter 1 : Pokemon Black Version 2 FAQ/Walkthrough for DS by RedIsPoetic - GameFAQs

pokemon black 2 and white 2 walkthrough This walkthrough will guide you through the world of Pokemon Black 2 and White 2, the sequels to Pokemon Black and White. Like their predecessors, there are several significant differences between the two games in terms of storyline, locations, and available Pokemon.

Guide Home The Journey Back So we know that we need to head for Victory Road, but we also need to clear Route 23 and train up our team, since it would be a really good idea to have them all at around Level 75 for the upcoming battles, especially considering the challenge we are facing will include Pokemon that are very likely off-type to us and so can do some serious hurt. Bearing in mind that a lot of the XP we need can be had from trainers on the Route we really do not need to stop to grind levels at this point - but it would be a good idea to start this journey with your lowest level Pokemon in the hot seat so that you raise it as quick as you can, right? First thing first though, as you exit the caves you will notice that the Frigate is gone, and while it has left destruction in its path there is also the opportunity to access parts of this particular zone we were not able to reach before. So let us start with that, shall we? On the clearing to the south you will find Rood waiting for you, and chatting him up reveals the events that took place out here, starting with Colress appearing and explaining that you showed him the proof of what he needed to know, so with that managed, he was disbanding Plasma and with that, he flew away! N is safe, you have accomplished the mission that the cabal assigned you, and as far as they are concerned this whole adventure is now over. You now have a choice - you can walk back through the Chasm caves if you want, or you can simply use Fly to return to Humilau City, where your first stop should be the Pokemon Center to heal, re-supply your kit, and collect any Medals that the Medal Man has for you. Save your game and then head outside and east and north through the stilts city to the entrance to Route 23. Make your way west to the entrance to the Giant Chasm and follow it south then west and then along the west wall north to the exit that was previously blocked by Grunts but is now open and accessible! Welcome to Route 23! So with that in mind, bypass the house here unless you need to heal and go south to cut the tree and grab the Heart Scale, then cross the bridge and battle the trainer above. Just past Don is a set of stairs going up - do not take them. Instead Surf to the east to the other side of the river and visit the trainer in the house there, who gifts you with TM35 Flamethrower! Of these Pokemon you should only need to capture Bouffalant, Sawk, Vullaby, and Throh, as you should have all of the others if you have been following the guide. So once you obtain all of them, head up the stairs and have your another battle! After the battle follow your Dowser to the east and grab the Rare Candy from the flowers across the bridge, and then take the bridge south to find a Treasure Ball that turns out to actually be an Amoongus for you to slay. Continue south following your Dowser to obtain a hidden Star Piece, and then continue all the way south to grab the Iron from the Treasure Ball here. Head north and west across the bridge to the tree and cut it to reach the Treasure Ball with another Star Piece. You have cleared this area so backtrack all the way to the split where you battled the Black Belt, and then take the south route over the bridge, where you will encounter your first ninja-hidden trainer! As is often the case with Pokemon Rangers, after the battle they gift you with a berry - in this case a Citrus Berry. Thank you Lone Ranger She tells you that the Badge Checking Station is up the stairs, so in theory we are really close to reaching Victory Road - but that is just in theory, as we have a bit more to do on this Route first So head west past her instead of up the stairs and you will find a tree to use Cut on, and as you work your way through that area another tree to use Cut on. Follow the path up and right to allow the Dowser to lead you to a hidden Ultra Ball, then follow the cliff wall all the way west to get a Repeat Ball from a partly hidden Treasure Ball there. Finally head back and west along the middle path for a trainer battle. Taking the path to the north and west leads you to a Treasure Ball with an HP Up in it, and then you double back to the east, a little south, and take the next path west to have another trainer battle. Cut the tree here and head to the Treasure Ball nearby only to learn it is an Amoonguss, which once you have battled, you can head south from here allows you to make your way beyond the Black Belt that blocked the way to here from above. Cut the tree to access the path south along the cliff face and thus obtain the Calcium from the Treasure Ball at the bottom. Backtrack to the start of this path and head south to the boulder puzzle. There is a

Treasure Ball that turns out to be an Amoonguss ahead, and as you follow the path another with a Green Shard. Remember that the Healing House is at the start of the Route if you need to heal, and continue to work your way through clearing the Route! Head back in to this restricted area via its entrance by the Ranger, and head south, pushing the boulder into the pit. Grab the Full Heal from the Treasure Ball here, then head down and around to work through the boulder puzzle. Once you solve the boulder puzzle you open the way through here, so follow your Dowser to the Yellow Shard, and then head up the stairs to the new area you gained access to thanks to the boulders and have a battle! As you work your way along this path be sure to grab the Max Potion from the partly hidden Treasure Ball, and then cross the bridge and follow your Dowser to the PP Up. Continue along the path west over another bridge and you will find a Treasure Ball containing TM12 Taunt. Double back and return to the Ranger, as we have pretty much cleared this area and it is time to move on.

Chapter 2 : Pokemon Black 2 And White 2 Full Walkthrough | Full HD Movie

The game begins with a panoramic view of your hometown, Aspertia City. A location new in Black 2 and White 2, Aspertia City is located in the far southwest corner of Unova, and has several important locations that the other hometowns in Pokemon games do not have, including a Pokemon Center and a Trainer's school.

The trick to winning this battle is to simply use Tackle, as Rival will waste time using his status move. When you do win, your starter will gain enough experience to grow to level 6. After the battle, Bianca will lead you to the PokeCenter, where she gives you a rundown of everything that is useful in there - a nurse to heal your injured Pokemon free of charge, a PC for storing and managing your party reserves, and a PokeMart where important items such as PokeBalls for capturing Pokemon and Potions for healing Pokemon can be bought. Bianca will give you 10 PokeBalls to start off your journey with, then ask you to come outside. Before doing so, it might be a good idea to buy a few Potions, as they are very handy to have access to in a pinch. The two of them wish you luck on your journey, and Bianca tells you to meet her out on Route 19. Head north through the gate, and the lady at the counter will stop you to give you a free Potion. Head out to Route 19. After getting to Route 19, Bianca will demonstrate to you how to capture a Pokemon, using her Lillipup to catch a Purrloin, and then will set you free to explore Route 19. Route 19 has two Pokemon available to you: Patrat, a Normal-type chipmunk, and Purrloin, a Dark-type cat. Also worth grabbing is the item ball near the hoppable ledge, which contains another Potion. Training your Pokemon here would be a good idea, and you can run back to the PokeCenter in Aspertia if you need to heal up. Turns out that he lives in the neighboring town. After introducing himself and examining you, he declares that your Pokemon are strong, and invites you to join him in town, then heads out. Alder will greet you at the entrance to the town, then head off toward his house. You can follow him, but first go to the house directly right of the PokeCenter. Inside there is an old man who will give you a Potion for talking to him. Then head north, where Alder will direct you to Route 20. Route 20 is important because it has the first regular trainer battles of the game, and contains several new Pokemon for you to catch. Following the path will bring you into the gaze of a Lass with a Purrloin, and after her is the first grassy patch of the route, as well as an item ball containing a Parlyz Heal, which will cure a single Pokemon of the Paralysis status condition. Once you battle the Youngster here with another Patrat, you can turn your attention to the new Pokemon available. In addition to the already seen Patrat and Purrloin, the grass here contains several new Pokemon for your consideration. Sunkern is also a Grass-type, but it unfortunately has very poor stats until it evolves, which can only be triggered by using a Sun Stone on it. While walking around, it is also possible that you will see a patch of grass begin to shake. This grass can contain either Audino, a Normal type Pokemon that has good healing properties, or rarely a Dunsparce, which is a Normal type snake with the Serene Grace ability. While all of these Pokemon are decent for in-game purposes, there are also better options for each type available. However, it is ultimately up to personal preference, so feel free to take whatever catches your interest. Floccesy Ranch Directly to the left of the entrance to the Floccesy Ranch is a patch of grass with several new Pokemon, so head here first. Lillipup is a Normal-type puppy that has excellent attacking stats, as well as a great ability in Intimidate once it evolves. Azurill is a Normal type as well, but evolves into the Water-type Marill and Azumarill. While the Azurill family has mediocre stats at first glance, they also have the possibility of having the Huge Power ability, which doubles their attack stat, so if you choose to use the family, make sure you get one with this ability. Mareep is the first Electric type that you can acquire; with the ability to learn status moves like Thunder Wave and Light Screen, the sheep is a very useful choice for teams. Psyduck is a Water type duck that has the ability to learn several Psychic type moves, setting it apart from other Waters. Finally, Riolu is a Fighting-type with an excellent movepool for both physical and special moves, Riolu also gains the Steel typing upon its evolution into Lucario, which occurs when it has peak happiness during the day. All the Pokemon found in the grass at Floccesy Ranch are excellent for ingame usage, so be sure to pick up a couple of them. When you do, your rival will appear and challenge you to a battle!

Appendix:Black 2 and White 2 walkthrough. This is an in-depth walkthrough for Pok mon Black 2 and White 2 for the Nintendo DS. Pokemon Switch.

Exploring An integral part of any Pokemon game is its sense of adventure and seeing wondrous things. Visiting towns and cities with your Pokemon and speaking to residents to hear many of the entertaining, informative and quirky things that they have to say are just one element of the many that make up exploration. The Pokemon world is made up of a three primary places, which are: Towns and cities Routes Special Wilderness Locations Within towns and cities, there are few trainer battles, except in specially designated areas such as Pokemon Gyms where there are many more. In these places you can buy and sell items, heal your Pokemon and talk to other people, sometimes getting some very cool items! Routes are the primary areas of wilderness that connect towns. They almost always feature many trainers that are itching to battle. They also contain grass or dark sand or another equivalent depending on the climate of the route which can be moved through to find wild Pokemon, which can be caught. The final area type is special wilderness locations. Exploring the Pokemon world is all about imagination and losing yourself in a bit of a child-like fashion. Collecting Collecting and assembling your own unique party of Pokemon is one of the many awesometastic things that you can do in any and all Pokemon games. You collect Pokemon through catching them in the wild. Although you can collect as many Pokemon as your PC can hold which is a lot , you can only carry six around with you at any one time which form your party. These are the ones that you use in battle. Collecting and assembling a strong party is all a part of the fun! Battling The heart of Pokemon games, battling is where the game shines. In battles, one Pokemon is pitted against another. These Pokemon duke it out, attacking each other with moves until one prevails and the other faints. Obviously there is more to it than that, but this gives you an overall idea. There are two types of battles, Wild battles and Trainer battles. Wild battles are against a single or sometimes two or three in double and triple battles wild Pokemon. Wild Pokemon are generally weaker than Pokemon that have been raised by a trainer, but can still be very dangerous. The basic structure of a Pokemon battle is as follows. Each Pokemon takes turns using a move. Both sides choose which move they will use at the beginning of the turn. Play continues until one Pokemon faints. If the battle was against a Wild Pokemon which faints, it ends. If it was against a trainer which has more than one Pokemon and the first one faints, he chooses his next Pokemon and it appears. If your own Pokemon faints, you must choose your next Pokemon. Once all Pokemon on one side have been defeated, the other team is declared the winner. Type Match-Ups come into play here and often decide whether a Pokemon wins or loses. The first is to use an item. Items have a range of effects, from healing to Pokemon to catching them. Items are used before the other Pokemon uses its move. Items are an essential part of battling and using them well can be the difference between victory and defeat. The second option is to switch Pokemon. This costs you a turn, but this means you can send out a Pokemon that is more powerful against the enemy, or just simply stronger. If you fail in running however, you lose your turn and your opponent can use a move. These various features are the basics of what a Pokemon battle is. Besides single battles, there are also Double, Triple and Rotation battles. In these battles, two or three Pokemon are on the field at once, for each side. They each have a variety of special rules. The actions of the two Pokemon on both sides are chosen before anything happens. This can include using items or switching with other Pokemon, allowing for you to use items, switch Pokemon out twice etc. Using moves now also requires you to use select your target. Moves can have a number of target types and you can target both team mates and enemies. After all Pokemon have performed an action, any Pokemon that fainted during that turn will be replaced by another Pokemon, not immediately after they faint before anyone else performs their action. Other than this, battles play out in a similar way to Single Battles. Triple Battles In these battles, three Pokemon from each side are used, totally six Pokemon on the battlefield. Battles work just like Double Battles, except each side has an extra Pokemon to use. Most moves have a Range extending only to those adjacent to them including diagonally. In Triple Battles, Pokemon on the left or right side of the group can only target the enemy on their side, the middle enemy and the middle ally. Meanwhile, the Pokemon in the

middle can target all other Pokemon, both enemies and allies. Pokemon placement is important here. Obviously, in the case of the middle Pokemon, they should be harder than the other Pokemon and should be at least type-neutral to all three enemy Pokemon. A Pokemon, instead of using a move, item etc. When it reaches their turn, the two Pokemon switch places. If the other Pokemon that moved then performs a move after and the target is now out of range, the move misses entirely, so be careful with it. Rotation Battles The black sheep of battle-types, Rotation Battles work similarly to Single Battles, but have three Pokemon on the field at once, per side. Each turn, only this Pokemon performs an action. What differs this battle-type from others is the ability to rotate. Rotating occurs before any moves are used. Obviously, using a range of Pokemon types will be of advantage here, so that you can switch to a strong type whenever the enemy rotates. When you do, select a move to use for them. If an item is used the currently active Pokemon will stay active. Keep these things in mind when using items or switching Pokemon. Type Match-Ups What makes Pokemon battles unique is the use of the type system. Each Pokemon has one or two types, which reflect what kind of Pokemon they are. What does this mean for battling though? Water douses fire and in the same way, Water-type moves used on a Fire-type Pokemon deal more damage. Fire-type moves also deal less damage to Water-Type Pokemon because of this. Not all types are strong or weak against all other types, but there are many that work in this way. Taking proper advantage of type match-ups is what separates the best from the rest. To see the full type match-up chart, click the following link for the Type Vs. These can be caused by a number of ways, most notably moves, such as Sing. Just like they can be caused, they can also be cured. Some moves can cure them, but items and healing your Pokemon at a Pokemon Center are the primary ways to cure status ailments. The primary ailments are as follows: Burn The Pokemon takes some damage at the end of every turn. Caused by some Fire-type moves. Can be cured with a Burn Heal. Freeze The Pokemon sometimes cannot physically move and therefore lose their turn. Caused by some Ice-type moves. Can be cured with an Ice Heal. Paralysis The Pokemon sometimes cannot physically move and therefore lose their turn. Caused by some Electric-type moves. Can be cured with a Parlyz Heal. Poison The Pokemon takes some damage at the end of every turn. Caused by some Poison-type moves. Can be cured with an Antidote. Sleep The Pokemon cannot perform any action. Caused by a variety of moves of differing types. Can be cured with an Awakening. Cures naturally after a number of turns in battle. Upon waking, the Pokemon will immediately perform its selected move. These ailments transfer between battles and can be quite impairing unless dealt with as soon as possible. This is done by beating the Elite Four, four extremely talented trainers. To be able to face them however, you must defeat the eight Gym Leaders in your region, the Unova region. They are spread out among various cities and you must travel to find, meet and challenge them.

Chapter 4 : Pokemon Black Version FAQs, Walkthroughs, and Guides for DS - GameFAQs

Pokemon Black 2 Complete Walkthrough (2/3) - Duration: giancarloparimango11 , views. 78 videos Play all Pokemon Black & White 2 Walkthrough Lueroi;

Chapter 5 : Pokemon Black 2 Forums

Pokemon Black 2 Walkthrough and Guide Catch them all with our complete guide to Pokemon Black 2. As well as a comprehensive playthrough of the main game plus after game activities there.

Chapter 6 : Pok mon Black Version 2 and Pok mon White Version 2 | Pok mon Video Games

Pok mon Black 2 and Pok mon White 2 came out in Japan in June , and was released in North America on October 7, For more information, visit the official Pok mon Black 2 and White 2 home page.

Chapter 7 : Giant Chasm - Pokemon League - Walkthrough - Black 2 and White 2 - Azurilland

DOWNLOAD PDF POKEMON BLACK 2 FULL WALKTHROUGH

Introduction. Welcome to my Pokemon Black Version 2 & Pokemon White Version 2 FAQ/Walkthrough! Straight off the bat - I'm a huge Pokemon fan. I have been hooked since when I first got Pokemon Blue and haven't stopped loving the series since.

Chapter 8 : Pokmon Black 2 & Pokmon White 2

Pokemon Black Version 2 & Pokemon White Version 2 The Official National Pokedex & Guide Volume 2: The Official Pokemon Strategy Guide (Prima Official Game Guide) Nov 27, by Pokemon Company International.

Chapter 9 : Pokemon Black White Version 2 Walkthrough

Welcome to Marriland's Pokemon Black 2 and White 2 Walkthrough! This strategy guide is designed to help guide you through Pokemon Black 2 and Pokemon White 2, showing you how to get through the game, giving you strategies for tough Trainers and Gym Leaders, and even what Pokemon to find.