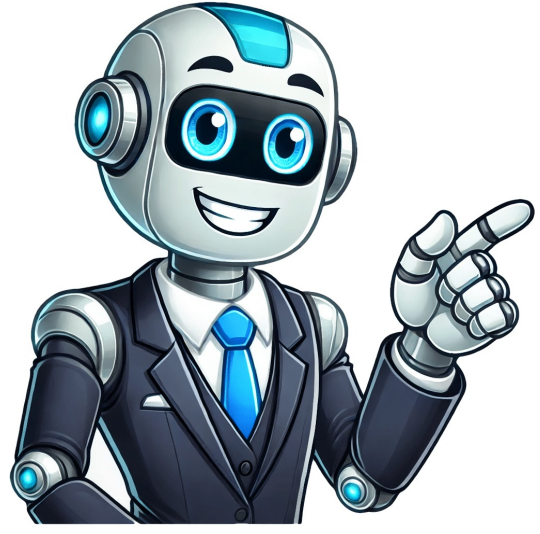


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the process will fail

At a glance, here is a list of some features and additions you can expect from Redux. The ability to catch all 649 Pokémon. A revamped trainer roster and two optional difficulty modes, detailed later. The addition of the Fairy Type, as well as changes to the Steel type introduced in Gen VI. Documentation of all Pokémon changes, Item locations, important NPCs etc - as is standard in Drayano Hacks. Select moves from later generations have been implemented, replacing old and broadly unused moves. This includes (and is not limited to) Power-up Punch taking the place of Comet Punch, Dual Wingbeat the place of Vice Grip and Lunge the place of Barrage. A new level curve. All Pokémon can be fully evolved by the Pokémon League. Several brand new story additions and character encounters. For example, instead of heading to Pokéstar Studios, the area is now optional. Instead, you'll now remind Brycen of the joy of Pokémon battles! All legendary encounters have been revamped and extended. You'll travel to a new Faraway Island to catch Mew, meet Morty hunting down Suicune or travel to the Entralink to catch Celebi. The Postgame has been expanded, now including ~2-3 hours of additional content in a questline surrounding Unity Tower, a returning fan favourite character and the very fate of the universe. This will serve as the way to catch Dialga, Palkia, Giratina and Arceus in Redux. Pokémon across the Pokédex have been updated to their modern stat distributions, held items, type combinations and abilities. Furthermore, Pokémon have had their dream world abilities (were useful) swapped into their regular abilities, so that they can be obtained via regular gameplay. In the complete version of Redux, Pokémon have received additional changes to abilities, moveset and type combinations. For example, Serperior is now Grass/Dragon, Weavile gets Technician and Butterfree has a higher BST. If this kind of thing isn't for you, a Classic Patch is available which omits these changes. The need for trade evolution has been removed. Pokémon which used to evolve by trade now evolve by using the new 'Link Cable' item on a new evolutionary stone. In addition, all Pokémon which previously evolved by holding an item whilst being traded can now have said item used upon them like an evolutionary stone. For other types of trade evolution, the new method to evolve is listed in the provided documents. All Pokémon have seen their level-up learnsets completely revamped to include Egg moves, Event moves and in select cases, moves they couldn't learn before. These changes include learnset changes up to and including Gen VIII, where appropriate. A number of moves have received balance adjustments, including changes made in official games since Gen V. There have also been some custom changes, like those seen in Drayano's previous hacks. Item distribution has been completely overhauled. You'll have access to the Muscle Band before the first gym and all TMs by the Pokémon league. Powerful items like Leftovers have been restricted though, you'll have to work a little harder to obtain them than in the Vanilla titles ;). The ability to revive Fossils has been brought forward from Narcene City to the Desert Resort. Select NPCs will now gift you Fossils, whilst the rest can be found in the Overworld. Clay Tunnel has been opened early, no longer requiring the player to have beaten the Pokémon League to access. The Hoenn Leaders from BB2 and VW2 have returned, now with revamped teams and their aces standing proud next to them in the Overworld! The selection of Gift Pokémon has been overhauled. Gone are the season dependent starter gifts from BB2 and VW2, in their place are new NPCs who give you a choice of starter. There are also a couple of new NPC gifts, including an Egg with Random contents, an Elemental Monkey (like in Black and White) and a special Corsolai Marts and Vendors have seen their inventory overhauled, it is now possible to buy Evolutionary Stones in Driftveil market and EV reducing berries in Castelia City. Speaking of... Returning from Platinum is the inclusion of a dedicated EV trainer and Pokémon leveling trainer. These additions are sure to help with team building and reducing the time spent Audino Grinding. Indeed, Audino grinding has been made more convenient and there are new nurses to help with grinding in Castelia Gardens and Victory Road. Furthermore, Audino grinding is now possible before the first Gym via NPC! The amount of required TMs has been cut back, no longer shall you find Cut trees blocking your way. Furthermore, the need to use Flash has been eliminated from dark caves. The Shiny rate has been increased to 1/512, like in Renegade Platinum. NPC trades have been fixed and overhauled to give more useful Pokémon than before. Attempting to fish in a body of water should no longer fail. Instead, the player should be guaranteed an encounter with each cast of the rod! The Medal Guy has been moved to the upper levels of the Pokémon Center. This should stop the player accidentally talking to him for 5+ minutes when they just want to use the PC! Regarding difficulty Black and White 2 feature an inbuilt difficulty selection system. Redux has expanded upon this significantly. Across all difficulties, Trainers retain their aesthetics from the original Black 2 and White 2, including their type focuses and signature Pokémon. Here are the quick things to note about each individual difficulty: Normal Mode - The standard difficulty of Dray's other work. For example, Normal mode is equivalent in difficulty to Renegade Platinum or BB2 and VW2. Trainers shouldn't be impossible to beat and generally stick to single battles, but are definitely a much greater challenge than in Vanilla Black 2 and White 2. You can expect some of your Pokémon to faint in battle unless you bring some strategies of your own to the table. Gym leaders start with fewer Pokémon, building up to a full team of six. Easy Mode - A casual, laid back experience. All trainer teams are shared with Normal Mode, but have reduced Pokémon levels and a.i. difficulty. Perfect for experiencing the new changes to Unova, without any of the difficulty headache. Challenge Mode - In the era of Radical Red, many in the community crave a more challenging Pokémon experience. However, many yearn for the Vanilla feel of such a challenge. Redux delivers on both accounts, with a difficulty option built for serious veterans. Of note here: Gym leaders will all use full teams of six from the get-go. Important trainers will use a mix of Single, Double and Triple battles against you. For example, Burgh is now a double battle and Elea a triple battle! Furthermore, the E4 each use a different battling format. This keeps the player on their toes and forces them to consider different strategies between battles. Redux features a selection of exclusive challenge mode encounters and battles, including Lance and a double battle with Lenora and her Husband! Other regular trainers all have their levels dynamically scaled, depending on the number of badges earned, like in Vanilla. This scales upto a maximum of +7 levels, depending on the area. Important trainers generally don't use items like Full Restores in battle, to help prevent player abuse of their predictability. Resource management is much more important in Redux than in past titles. The player is given far fewer items and opportunities to farm items. Notably, the BP exchange cashiers vanish until the postgame on challenge mode! Regarding Complete and Classic Versions of Redux Not everyone is a fan of Dark/Electric Luxray, Intimidate Fearow or 600BST Flygon. For such a player, the 'Classic' version of Redux strips these changes back. Pokémon are only updated to match their Gen VIII appearances From Bulbapedia, the community-driven Pokémon encyclopedia. Jump to navigationJump to search This is the Bulbapedia walkthrough for Pokémon Black 2 and White 2.These pages follow the sequel versions, not Pokémon Black and White. The guide for those games can be found here. Contents Main Storyline Part 1 Introduction, Aspertia City, Route 19, Floccesy Town Part 2 Route 20, Floccesy Ranch, Pledge Grove, Aspertia Gym Part 3 Virbank City, Virbank Complex, Virbank Gym, Pokéstar Studios Part 4 Castelia City, Castelia Sewers, Castelia Gym Part 5 Route 4, Desert Resort, Relic Castle, Join Avenue Part 6 Nimbasa City, Nimbasa Gym, Anville Town, Route 16, Lostlorn Forest Part 7 Route 5, Driftveil Drawbridge, Driftveil City, Driftveil Gym Part 8 Pokémon World Tournament, Plasma Frigate, Relic Passage Part 9 Route 6, Mistralton Cave, Chargestone Cave Part 10 Mistralton City, Route 7, Celestial Tower, Mistralton Gym Part 11 Lentimas Town, Strange House, Reversal Mountain, Undella Town, Undella Bay Part 12 Route 13, Lacunosa Town, Route 12, Village Bridge, Route 11 Part 13 Opelucid City, Route 9, Opelucid Gym, Marine Tube, Humilau City, Humilau Gym, Route 22 Part 14 Route 21, Seaside Cave, Plasma Frigate, Giant Chasm Part 15 Route 23, Victory Road, The Pokémon League Post-Game Part 16 Aspertia City, Floccesy Town, Cave of Being, Castelia City, Nimbasa City Part 17 Driftveil City, Clay Tunnel, Underground Ruins, Undella Town, Abyssal Ruins Part 18 Route 14, Abundant Shrine, Black City & White Forest, Route 15, Marvelous Bridge Part 19 N's Castle, Tubeline Bridge, Route 8, Moor of Icirrus, Icirtus City, Dragonspiral Tower, Giant Chasm Part 20 Skyarrow Bridge, Pinwheel Forest, Nacrene City, Route 3, Wellspring Cave, Striaton City, The Dreamyard Part 21 Route 2, Accumula Town, Route 1, Routes 17 & 18, P2 Laboratory, Nuveuma Town Part 22 Reversal Mountain, Nature Preserve, The Pokémon League, Round 2 See also Encounters Boss battles Gym Leader fights Elite Four fights Rival fights Evil Team fights Mini Boss fights Other fights Summary Pokémon Blaze Black 2 & Pokémon Volt White 2 are essentially the sequels to my Black & White hacks known as Blaze Black and Volt White. The usual rules with my hacks apply; the main feature is that all 649 Pokémon are available for capture somewhere in the game, and the trainers have all had their rosters changed in order to maintain a much harder challenge than the original game, as well as having an increased variety of opponents to fight. There's also a large amount of alternative features these hacks offer, which range from differences to the Pokémon themselves to the presence of a couple new TMs. If I'm not mistaken, these are also the first Black 2 and White 2 hacks on offer. Additionally, the two versions only differ in terms of their aesthetic differences, such as the appearance of Opelucid City, the title screen, etcetera. So basically, just pick whichever colour takes your fancy! Thread Views 527076 Downloads 387486 Submitted November 25, 2017 Published November 25, 2017 File Size 11.51 MB Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. HomeTextPokemon Blaze Black 2 and Volt White 2 Documentation Related: Pokemon Blaze Black 2 and Pokemon Volt White 2Author: DrayanoSource: C3%A9mon-blaze-black-2-pok%C3%A9mon-volt-white-2/Note: Search inside the Page by pressing ctrl+f or use the 'Search' option on your browser to look for a specific area.While I'm no advocate of cheating to allow you to get powerful Pokémon to sweep throughout the game, there are certain action replay codes that make the game more convenient, and thus a lot smoother to play. In this guide, I've compiled a few of them for you from variousources (though most are found in a public usrcheat file).However, to use these codes on flashcards, you will need to edit your own usrcheat with theGame ID, as well as the codes. The IDs are as follows:BLAZE BLACK 2, COMPLETE :: IRE0 5F291275BLAZE BLACK 2, VANILLA :: IRE0 62F5FEFDSVOLT WHITE 2, COMPLETE :: IRD0 9687F042VOLT WHITE 2, VANILLA :: IRD0 92E9B389The Double Movement code is a usual one that will make your character move twice as fast.Basically, this means ordinarily walking is the same as running speed, and the running speed istwice as fast as before. However, the bicycle is unaffected this timeThis is a nice code that removes the darkness you find in areas such as Mistralton Cave andVictory Road. Decide for yourself whether making Flash useless is worthwhile.Hold L for Grass Shaking, Dirt Spot and BubbleAn incredibly useful code that will generate a rare patch just by holding down L and walking astep or two. This is great for Audino grinding, and will work near any grass, water, cave orbridge tiles. Note that you still need to have the first badge for it to have any effect!If you mess up and forget to save before receiving the Easy and Challenge mode keys inAspertia City, then you can use this code to unlock all of them instead.If the low HP music drives you crazy, then you can use this code to stop it playing altogether.The regular trainer music will just carry on.Hold R to Speed Through Battle Messages / AnimationsThis is a fun one that can make things really quick. The first part is for the messages, thesecond is for the animations. It's fairly self-explanatory.This one will allow you to change the seasons quite easily - just input the combination andthen exit a building. You need to do Select + Up for spring, Select + Right for summer, Select+ Down for autumn and Select + Left for winter.Automatic Hidden Grotto RegenerationThese codes, when activated, will cause all Hidden Grottos to spawn something new themoment you take a step. Note that they have to be empty first for anything new to appear!This includes hidden items, so do check for those.Although this is relatively unnecessary with the fast text speed in fifth gen, these will cause alltext messages to appear instantly rather than being scrolling based. Note that it does causesome text to not appear at all, such as the "You are challenged by " when a battle HACK INFORMATIONs Hack Name: Pokemon Blaze Black 2 Based On: Pokemon Black 2 Language: English Author: Drayano Version: Completed System: NDS Initial Release: 2012 Pokemon Blaze Black 2 is a game hack developed by Drayano. You can play the Completed release now. Next part, let's find which differences between this modified game " Pokemon Blaze Black 2" and the original game Pokemon Black 2.New Features The wild Pokemon have been edited in each and every area of the game The rosters of almost all of the trainers in the game have been edited There's been a large number of edits to Pokemon Some attacks have also been edited, for example the Pledge moves having 100 base power or Cut now being a Grass-type move Items that you receive and find lying in the field have been changed considerably - this is generally done in order to bring almost all TMs available before the Elite Four are defeated There have been some text edits; a couple of these are sprinkled references, but for the most part it's to made the item changes make sense with the dialogue One-time encounter Pokemon such as Cobalion, Virizion, Volcarona, Braviary etc. have had their levels raised in order to fit with the new level curve There's also been some TM replacements If you like Pokemon Blaze Black 2's features, you can view screenshots, videos, cheats, walkthrough of it and get download link below. Screenshot Images Video Trailers Pokemon Blaze Black 2 WalkthroughPokemon Blaze Black 2 Cheats & Action Replay codes(For Hack based on US ROM Version. Insert Master Code or Must Be On first.) Remember to save all your progress before try any codes. They may harm your game.Max Money (Press SELECT)94000130 ffb0000002266e4 0098967fd2000000 00000000No Random Encounters521a07e8 7d527d11521a17e8 bdf82000121a17e4 000046c0d2000000 00000000521a17e8 bdf8200094000130 fef0000121a17e4 0000e002d2000000 00000000Hold B + Press R for Instant Encounter in Tall GrassAll Pokemon in Party Earn EXP After Battle521aef84 42819903121aef88 000046c0d2000000 00000000100% Capture Ratio521AF850 7820D203121AF850 000046C0D2000000 00000000 Pokemon Blaze Black 2 Download At the present, you can get Pokemon Blaze Black 2 with Completed version. Do not forget to bookmark and subscribe this page for the latest updates.NOTE: Please read it first. Hit COPY button below > Paste into the new tab & Enter > Wait 5 seconds and SKIP > The game will be automatically downloaded. If it does not work with your browser, just hit Ctrl+C or Copy manually. If not working, try this Mirror Thank you, friend. Please contact us if you need help.Leave a comment if you love this hack! Creator: AphexCubed & Drayano Version: Completed v1.4.1 Hack of: Black 2 Updated: June 24, 2023 Pokemon Blaze Black 2 Redux is an NDS ROM Hack by AphexCubed & Dryano based on Pokemon Black 2. And it is now available to download. It was last updated on June 24, 2023. Also, be sure to try out Pokemon Volt White 2 Redux This REDUX Project Is An More Enhanced Edition Of Original Blaze Black 2! Maximum Evolution Methods Changed! More Good Variety Of Gift Pokemon. Used Drayno's Engine & New Important NPCs. 3 Game Modes: Easy, Challenge, Black City! Every Legendary & Mythical Can Be Captured. Redux Documentation Added In The Game File! Item Locations Changes & Updated Pokemon Moves. Changes For Type Combo, Trainers, Trade & Wild Area! The wild Pokémon have been edited in each and every area of the game. Most areas now contain at least 8 Pokémon species, and in most cases, more! You'll be able to attain a complete PokéDex within the limits of the game itself, and the majority of Pokémon are available no later than the seventh badge, meaning you can form basically any team you want! There are a couple of legends that you can't get until after the Elite Four, but aside from that... The rosters of almost all of the trainers in the game have been edited. The exception to this at present is the Dome trainers, as they aren't really necessary and there's no proper trainer editing tool available for B2W2 yet. This has also raised the level curve of the game, meaning you can expect to beat the first round of the Elite Four somewhere in the 70s level-wise. Most notably Gym Leaders, your rival, and the Elite Four have all been made significantly tougher. Gym Leaders will also have differing Pokémon amounts depending on the mode you play; Normal Mode will have them with anywhere from 3 to 5 Pokémon, whereas Challenge Mode will pit you against a full team of six. The Elite Four and Champion also hold some surprises in Challenge Mode... There's been a large number of edits to Pokémon. These can include the level-up moves they learn, the abilities they get, their compatibility with Move Tutors and TMs, and even their base stats. There's a document included that will tell you all you need to know. This also makes Dream World abilities significantly easier to obtain. However, if this particular point doesn't appeal to you, the Vanilla version of the hack cuts it out. Some attacks have also been edited, for example, the Pledge moves to have 100 base power or Cut now being a Grass-type move. This is also removed from the Vanilla version of the hack. There have also been some changes to evolutions. The majority of these involve editing the trade evolutions; in most cases you will now simply be able to 'Use' the item like an evolution stone - for example, using a Magmarizer on a Magmar to evolve it - to do what you would normally need to trade for. For those who evolve by trade but don't need an item, a new item called the Covenant Ore has been introduced and is available in several places throughout the game; it works as an evolutionary stone, so you're still able to evolve them at any time. Leafeon and Glaceon are now obtainable through new items known as Woodland Ore and Frozen Ore, to get around their areas being postgame. Shelmet and Karrablast instead follow a Mantyke routine where the other needs to be in the party for them to evolve. Finally, some of the Unovian Pokémon such as Scraggy, Mienfoo, and Larvesta have had reductions in their evolution levels to make them more usable in comparison to the older species. Items that you receive and find lying in the field have been changed considerably - this is generally done in order to bring almost all TMs available before the Elite Four are defeated. Notable changes include much earlier Flamethrower and Thunderbolt TMs, and even an Earthquake TM as early as the fifth gym! Doesn't quite beat Platinum, but it's close to. You'll also be able to find a lot of evolution items on the map somewhere, such as the Reaper Cloth, Up-Grade, and Protector. A couple of the Poké Marts around the region have had some edits. Examples include the ability to buy Luxury Balls in Virbank City, Heart Scales and shards in Driftveil City, and any sort of evolution item you want in the Route 9 department store. There have been some text edits; a couple of these are sprinkled references, but for the most part, it's to make the item changes make sense with the dialogue. In addition, Juniper's speech at the beginning has been changed; this is the tip-off that you've got the hack working correctly. One-time encounter Pokémon such as Cobalion, Virizion, Volcarona, Braviary, etc. have had their levels raised in order to fit with the new level curve. In addition, there's also a much bigger variety of one-time encounters, mostly dealing with legends. Ever thought you couldn't find Articuno in front of Twist Mountain, or Kyogre within the Abyssal Ruins? Well, now you can! You'll be able to unlock a fraction of these around the eighth gym badge, then the rest sometime after the Pokémon League. Are you up to catch them all? Some of the trades within the game have also been edited, and given much better IVs. Players will now be able to trade for a Togepe, a Gengar, and an Exeggutor before the Elite Four is dealt with. Note that any trades with Yancy and Curtis are not changed. New events have been added to the game. Apart from the aforementioned overworlds, there are also Gym Leader rematches outside the PWT, the ability to challenge Hoenn Leaders at various points in the game, Harlequins who will give out starters, and even the ability to battle with Hilbert and Hilda! You'll also be given the keys for Easy Mode and Challenge Mode almost right at the beginning of the game! The Pokémon that appear within the Hidden Grottos around Unova have also been changed. This is a primary way to get the starter Pokémon that you don't receive, but also has a large assortment of other Pokémon. If you play the Vanilla version, that'll be important in order to keep your Pokémon on par! Most Pokémon with useful DW abilities will be present somewhere. There have also been some TM replacements. Say goodbye to Sky Drop, Quash and Struggle Bug, for they've now been replaced by Hurricane, Sucker Punch, and Bug Buzz respectively. Balance Changes: Walrien line. Speal now evolves into Sealeo at level 16. Nerfed Normal mode Burgh's Masquerain. Bug Fixes: Eevee now evolves into Glaceon correctly. Snorunt now evolves into Glalie correctly. Other: All Hall of Fame screens show the project's version number. Pokemon Locations / Wild Area Changes AphexCubed & Drayano