Infinite Black 2 Overview

Infinite Black 2 is a rom hack for Pokemon Black 2 designed to enhance the nuzlocke experience. It addresses several aspects of the game, but the most important features are as follows:

* Massively expanded encounter pools
  + Every non-legendary Pokemon available before the Elite 4
  + 8-12 possible encounters on most routes to add variety
* Balance changes and reworks to many Pokemon, including a few new Pokemon
  + Similar changes made to many moves and certain abilities in the game
* New battle mechanics including:
  + The fairy typing
  + Adjusted type matchup chart (see below)
  + Adjusted crit rates
* Increased overall difficulty
  + Note the difficulty is not “kaizo” level. Major battles are difficult enough that you have to plan around them, but not difficult enough that they force you to use certain Pokemon or strategies, and the difficulty starts somewhat forgiving before increasing about halfway through the game.
* New areas to explore
  + Pinwheel forest: accessible before the third gym
  + Nacrene City, Route 3, Wellspring Cave, Striaton City, Dreamyard: accessible before the third gym but balanced around the fourth gym
  + Clay Tunnel: accessible before the fifth gym
* Improved experience yields to reduce grinding and dedicated exp farms throughout the game

# How to Install

Provided with this document are the Delta Patcher and a patch file.

First, you’ll need to obtain a legitimate copy of a Black 2 rom that has not been modified.

Open xDeltaUI. In the first field, select the patch file provided. In the second field, select your vanilla rom. In the third field, choose where to save the new rom file. Finally, select “Patch.”

From there, you can open the new rom file in a DS emulator.

# Documentation

If you want to see the Pokemon and encounter changes, they are listed on <https://frostfalcon.github.io/NCB2/>.

Move changes can be viewed through in-game descriptions.

Trainer data is provided in a separate text file.

Type chart changes are as follows, using gen 6+ as a base:

* Steel is reverted to resisting dark and ghost
* Bug is now neutral against Fairy
* Fairy is now not very effective against Bug
* Ice now resists Water, Flying, and Dragon

New critical hit rates are as follows (note that critical hit damage is still 2x):

* 1 in 24 chance by default
* 1 in 8 chance with +1
* 1 in 4 chance with +2
* 1 in 2 chance with +3
* Guaranteed with +4

Certain abilities have had their mechanics altered:

* Truant has been removed and replaced with Slush Rush
* Overcoat now gives a 30% defense boost when any whether condition is active in addition to preventing weather damage
* Adaptability now removes the 1.5x STAB and instead boosts all damage by 20%

Misc. Changes:

* Metronome can no longer use Self Destruct, Explosion, or Memento
* HM moves can be replaced at any time
* Focus band now acts like a weaker multiscale ability, reducing damage by 33% when the user is at full health

# New Areas and Progression

It is possible to progress through the game in the same way as vanilla Black 2, however there are new optional side areas and story content. If you’d like the full experience, everything new is listed here:

* At the start of the game, before you receive your starter, enter the house to the right of the lookout. There, a ditto will offer you a greater selection of starters to choose from. These starters will always have 20 IVs in all stats for consistency. There’s also a selection of starter-like Pokemon for every type to use in monotype runs, though these are not valid for standard nuzlockes. If you receive your starter this way, it is common practice to choose a starter of the same type from Bianca and release it as soon as possible. This ensures your rival uses the correct starter as normal.
* After completing the quest in Flocessy ranch, you’ll gain access to Pledge Grove. There you will find a scientist you can battle who will give you the super rod when defeated. Depending on your team, this trainer may be more difficult than the first gym but can be challenged at any time after it if necessary.
* After the first gym, you can return to Flocessy Town and challenge Alder to a battle. This must be done before completing the second gym, but it rewards you by giving a selected Pokemon a perfect hp IV.
* As soon as you enter Castelia City, you can travel to the southeast portion of the map. In Pinwheel forest, the levels scale as you progress, so it is recommended to start exploring before fighting the third gym leader, then returning to finish the area after your first fight with Colress.
* Nacrene City has a new quest where you engage in a double battle with Cheren and Lenora. This fight is difficult but has significant rewards. After the fight, Colress will offer you one of three Pokemon. Note that the one you choose here will change Colress’s team when you fight him at the end of the game.
* Route 3, Wellspring Cave, Striaton City, and the Dreamyard are also available at this point, but they contain no new story content.
* Clay Tunnel is accessible as soon as you enter Driftveil City. You can explore up until the icy rock room in twist mountain, however the regi chambers are not valid for nuzlocke encounters.

# Nuzlocke Rules

This rom hack is designed with nuzlockes in mind and uses a modified ruleset. All the rules are listed below.

Standard Nuzlocke Rules:

* You can only catch the first Pokemon you find on each route
* If a Pokemon faints, it must be released or stored in the PC indefinitely
* You must use “set” battle mode
* If a Pokemon reaches the level cap of the next major battle, you can no longer use it until that battle
  + You also shouldn’t be min-maxing experience to get as close to the next level as possible
  + This is also recommended for casual playthroughs as Pokemon are strictly balanced around these level caps where any additional level could ruin the difficulty
  + Level caps are listed below
* Legendary/Mythical Pokemon such as the swords of justice and static encounters such as N’s Zorua are not allowed
  + Hidden grottos are also not allowed, including the tutorial one on Route 5
  + This rom hack is about using different Pokemon in every run, so any event that gives you the same Pokemon every time takes away from this idea
* If you find a Pokemon of the same evolutionary line as one you already have, you must catch a different Pokemon from that route
* If you find a shiny Pokemon, you may catch it, and it does not count as your encounter for the route

Additional Rules:

* If you choose your starter from Ditto in Aspertia City, you cannot use the starter you receive from Bianca
* Potions and other battle items cannot be used during trainer battles, however they can be used during wild battles
* You cannot use any duplicate non-consumable held items on your team
  + For example, you cannot use multiple leftovers, but you can use multiple sitrus berries
* Macho Brace and vitamins are allowed for EV training, however power items are not, and you cannot backtrack to a previous area to maximize EVs per level
* Join Avenue, The Battle Subway, and The PWT are not valid for nuzlockes (outside of the one mandatory PWT event where you are free to spend the 1BP on something)
* To avoid confusion over what counts as a “new route” for the sake of encounters, the changelog website lists every area that counts as a unique encounter pool. Areas not included in that list are not valid for encounters
* Before entering an area, you may choose whether to catch a land or water encounter for that area
  + Pinwheel Forest, Lostlorn Forest, and Village Bridge notably have strong water encounters that may be worth taking instead of land encounters
* If your encounter for a route faints due to a random crit, you may find another Pokemon of the same species and catch that
* The daycare has specific rules for how you can use it:
  + You can put any two Pokemon into the daycare, but you cannot take them out
  + You can take one egg out of the daycare. The resulting Pokemon will have perfect IVs
  + Note that in gen 5, only the father will pass along egg moves. You can also use an everstone to give the child a specific nature

Level Caps:

* Second Rival Fight: 9
* First Gym: 14
* Second Gym: 20
* Third Gym: 26
* Fourth Gym: 32
* Fifth Gym: 36
* Sixth Gym: 42
* Third Rival Fight: 45
* Seventh Gym: 50
* Eighth Gym: 56
* Final Zinzolin, Colress, and Ghetsis Fights: 62-64
* Elite 4 and champion: 70-72

# Known Issues

* The pokedex has been known to crash the game or provide inaccurate data. It’s recommended to avoid using it entirely. Refer to the changelog site to see where Pokemon are found. <https://frostfalcon.github.io/NCB2/Pages/Encounters.html>
* Route 2 is inaccessible, even during the postgame. The bottom right of the map is not currently a part of the main playthrough for nuzlockes. There are no plans to account for any content after defeating the Elite 4.
* Color Shift (aka conversion 2) doesn’t work properly and converts to effectively a random type. This is seemingly a bug in the fairy type implementation, not this hack