
Abyssal Ruins Black 2

*Abyssal
Ruins Black
2* Downloaded
from
remodelicious.com
by Orr & Good

UNEARTHING THE SECRETS OF THE ABYSSAL RUINS IN POKEMON BLACK 2

Deep beneath the waves of Undella Bay lies one of the most enigmatic locations in the Unova region: the Abyssal Ruins. In *Pokemon Black 2* and *White 2*, this underwater labyrinth offers players a unique blend of puzzle-solving, exploration, and lore that sets it apart from standard dungeons. Unlike the bustling cities or sprawling

routes of the mainland, the Abyssal Ruins demand patience, keen observation, and a willingness to decipher ancient riddles. For players seeking rare items and a deeper connection to Unova's history, the Abyssal Ruins represent one of the game's most rewarding hidden challenges.

What Are the Abyssal

Ruins in Pokemon Black 2?

The Abyssal Ruins are an underwater archaeological site located in Undella Bay, accessible only through the use of Dive. In Pokemon Black 2, this location is a multi-floor puzzle dungeon where players must navigate a series of submerged chambers. The ruins are structured in a tiered fashion, with each floor presenting new riddles that must be solved by reading ancient inscriptions. The ultimate reward for completing all floors is the rare Icy Rock, an item that extends the duration of hail in battle, along with other valuable treasures.

The ruins are notably absent from Pokemon White 2, making them a version-exclusive feature that adds replay value for players who choose Black 2. This exclusivity has made the Abyssal Ruins a topic of discussion among fans, as it ties into the game's broader theme of duality and version-exclusive content. For trainers aiming to complete their item collection or simply explore every corner of Unova, the Abyssal Ruins are a must-visit location.

How to Access the

Abyssal Ruins

Reaching the Abyssal Ruins requires progression through a significant portion of the main story. Players must first obtain the Dive HM, which becomes available after defeating the eighth Gym Leader, Drayden in Opelucid City (or Iris in White 2). With Dive in hand, head to Undella Town and surf south into Undella Bay. Look for a dark patch of water that indicates a diving spot. Once underwater, you will find the entrance to the ruins at the bottom of the bay.

It is important to note that the ruins are not immediately obvious. The entrance is marked by a stone

archway, and players must approach it while underwater to trigger the transition. Upon entering, you will find yourself in a vast underground complex filled with inscriptions, puzzles, and treasure chests. The atmosphere is eerie and quiet, broken only by the occasional flicker of ancient torches.

NAVIGATING THE DEPTHS: FLOOR-BY-FLOOR BREAKDOWN

The Abyssal Ruins consist of multiple floors, each more complex than the last. The layout is not random, but the path forward is blocked by doors that require specific riddles to be answered correctly. Missteps can force players to restart a

floor, but the game provides hints through the inscriptions on the walls. Understanding these riddles is the key to progressing.

Floor 1: The First Trial

The first floor of the Abyssal Ruins serves as an introduction to the puzzle mechanics. Players encounter a central chamber with four doors, each marked by a directional inscription. The correct door is indicated by a simple riddle: "The path forward is the one that leads to the light." In practice, this means choosing the door that is illuminated by a faint glow. Selecting the

wrong door causes the player to be pushed back to the entrance of the floor, but no progress is lost beyond that.

On this floor, you will also find your first treasure chest containing a Never-Melt Ice. This item boosts the power of Ice-type moves, making it useful for trainers who rely on Pokemon like Vanilluxe or Glaceon. The Never-Melt Ice is a fitting reward for a frozen underwater ruin, hinting at the elemental theme that runs throughout the location.

Floor 2: Deeper

into the Depths

Descending to the second floor introduces more complex riddles. Here, the inscriptions reference the four seasons, and players must choose a door that corresponds to the correct season based on the riddle. For example, one riddle states: "In the time of cold, the path opens." This points to winter, and the door with a snowflake symbol is the correct choice. The puzzles on this floor require close reading and sometimes a bit of logical deduction.

The treasure on this floor is a Rare Candy, a valuable item for quickly leveling up a Pokemon. While not as unique as the Never-

Melt Ice, it is a welcome find for players working to evolve a Pokemon before a major battle. The floor also contains several cracked walls that can be broken with Rock Smash, revealing hidden chambers with additional items.

Floor 3: The Puzzle Intensifies

The third floor of the Abyssal Ruins is where the puzzles become genuinely challenging. The riddles here involve number sequences and patterns. One

inscription reads: "One, three, five, seven... which comes next?" The answer is nine, and the corresponding door will have the number nine inscribed above it. Players must pay close attention to the sequence and apply basic arithmetic to proceed.

This floor also houses a hidden chamber accessible by solving a secondary puzzle involving pressure plates. Stepping on the plates in the correct order reveals a secret passage containing a PP Up, an item that increases the maximum PP of a move. For competitive trainers or those tackling the Pokemon League, a PP Up can be a game-changer, especially for moves with limited uses like Hyper Beam or Rest.

Floor 4: The Final Descent

The fourth and deepest floor of the Abyssal Ruins is the most complex. Here, the riddles combine elements from all previous floors, testing the player's memory and comprehension. One riddle might reference the season from Floor 2, while another uses the number sequence from Floor 3. The correct path is not simply one door but a series of correct choices in a specific order. A single wrong choice sends the player back to the entrance of the floor, requiring them to start over.

The ultimate reward at the end of Floor 4 is the Icy Rock. This item is exclusive to Pokemon Black 2's Abyssal Ruins and cannot be obtained anywhere else in the game. When held by a Pokemon, the Icy Rock extends the duration of hail from 5 turns to 8 turns. This is a crucial item for hail-based weather teams, particularly for Pokemon like Abomasnow or Vanilluxe that benefit from the weather condition. The Icy Rock is a testament to the ruins' icy theme and rewards players who persevere through the puzzles.

THE LORE AND SIGNIFICANCE OF THE ABYSSAL RUINS

Beyond the gameplay

rewards, the Abyssal Ruins are steeped in lore that ties into the larger history of Unova. The inscriptions found throughout the ruins tell the story of an ancient civilization that worshipped a powerful Pokemon of ice and water. Some fans have speculated that this Pokemon could be Kyurem, the legendary dragon of the region, given its association with ice and its connection to the Tao trio. The ruins may also reference the original dragon that split into Reshiram, Zekrom, and Kyurem, though the connection is left deliberately ambiguous.

The architecture of the ruins is reminiscent of real-world underwater archaeological sites, such as the Yonaguni Monument in Japan.

The stone blocks are precisely cut and fitted, suggesting a level of sophistication that seems out of place in the prehistoric setting. This has led to fan theories that the ruins were built by an ancient civilization that predates the modern Unova region. The presence of the Icy Rock, an item that manipulates weather, further suggests that this civilization had advanced knowledge of Pokemon abilities and weather patterns.

In the context of the game's story, the Abyssal Ruins serve as a side quest that adds depth to the world without being required for the main narrative. This is a hallmark of good game design: rewarding exploration without punishing players who choose to

ignore it. For lore enthusiasts, the ruins offer a glimpse into a forgotten era of Unova's history, one that is only hinted at in the main story. The ruins also connect thematically to the larger theme of duality in Pokemon Black 2 and White 2, as they are exclusive to one version and represent a hidden path not taken.

Connection to Other Ruins in Pokemon

The Abyssal Ruins are part of a tradition of ruin-based dungeons in the Pokemon series.

Players familiar with the Ruins of Alph in Johto or the Solaceon Ruins in Sinnoh will recognize the pattern of puzzles and ancient inscriptions. However, the Abyssal Ruins are unique in that they are entirely underwater, requiring the Dive HM for access. This makes them feel more isolated and mysterious than their land-based counterparts. The puzzles are also more intricate, demanding a level of attention that is rare in Pokemon games. This has made the Abyssal Ruins a favorite among players who enjoy mental challenges.

TIPS FOR CONQUERING THE ABYSSAL RUINS

For players looking to tackle the Abyssal

Ruins, preparation is key. Here are some practical tips to make the descent smoother:

- **Bring a Pokemon with Rock Smash:** Several walls throughout the ruins can be broken to reveal hidden items. A Pokemon with Rock Smash will save you from backtracking later.
- **Save frequently:** The ruins do not have a save point inside, but you can save on each floor before attempting a puzzle. If you make a wrong choice and are pushed back, you can reset and try again without losing progress.

- **Write down the riddles:** Some puzzles require remembering sequences or patterns. Taking notes can help you keep track of which door to choose.
- **Explore every room:** Even if a door leads to a dead end, it may contain a treasure chest. The ruins are filled with hidden items, so thorough exploration is rewarded.
- **Use a guide if stuck:** There is no shame in consulting a walkthrough for the more complex puzzles. The ruins are designed to be challenging, and

some riddles can be frustrating without hints.

Additionally, consider bringing a Pokemon with the Illuminate ability. This ability increases the encounter rate with wild Pokemon, which can be useful for grinding experience or capturing rare water-type Pokemon that appear in the ruins. Staryu and Chinchou are known to appear in the underwater areas, offering opportunities for training.

REWARDS AND TREASURES OVERVIEW

To summarize, the Abyssal Ruins offer the following major items:

1. **Never-Melt Ice:**
Found on Floor 1.
Boosts Ice-type moves by 20%.

2. **Rare Candy:** Found on Floor 2. Levels up a Pokemon by one level.
3. **PP Up:** Found on Floor 3 in a hidden chamber. Increases a move's maximum PP.
4. **Icy Rock:** Found on Floor 4. Extends hail duration from 5 to 8 turns.
5. **Various other items:** Including Full Restores, Ultra Balls, and Stardust, found in chests and hidden spots throughout all floors.

The Icy Rock is the crown jewel of the ruins, but the other items are valuable in their own right. For players building a competitive team, the

Never-Melt Ice and PP Up are particularly useful. The Rare Candy can be saved for a Pokemon that is close to evolving but needs a final push.

WHY THE ABYSSAL RUINS MATTER

The Abyssal Ruins in Pokemon Black 2 represent one of the game's most thoughtfully designed side areas. They offer a break from the standard combat and exploration loop, requiring players to engage with the world on an intellectual level. The puzzles are fair but challenging, rewarding careful observation and critical thinking. The lore adds depth to Unova, hinting at a history that predates the events of the main story. And the rewards, particularly the Icy

Rock, have practical value for players who enjoy strategic battling.

For completionists, the Abyssal Ruins are a mandatory stop on the road to a perfect game. For casual players, they offer a unique

experience that is unlike anything else in Pokemon Black 2. Even for those who have played through the game multiple times, revisiting the ruins can reveal new details and hidden items that were missed on the first visit.