

As with the first Blaze Black and Volt White, many of the item balls you pick up around the region have had the items inside them changed, to allow you to pick up many TMs much earlier than the original game, which generally forces you to get some of the nicer TMs (Earthquake, Stone Edge) after you've beaten the Elite Four.

You're also able to get other important items such as evolution stones and such a lot earlier, since of course, a lot more Pokémon are now available for you to use. Wouldn't be much fun if you couldn't evolve them to their last form!

Although not mentioned elsewhere in the document, there's also been changes to a couple of the secondary PokéMarts in cities. Virbank City now holds Luxury Balls, the Driftveil City holds all the four shards and Heart Scales, and the Route 9 Dept. store now holds a huge assortment of evolution items. This Route 9 store is key for the Electirizer, Magmarizer and Dubious Disc, so don't forget it's there!

Every trade in the game that isn't done by Yancey/Curtis has also been edited. The postgame ones have simply had an IV boost, but the three pre-credits trades have all got new Pokémon to get, and want new Pokémon to be given to them. Everything's available anyway, of course, but some of them can be useful...



Aspertia City	
● Poké Ball * 10> Poké Ball * 30	[Gifted]
Route 19	
● Nest Ball> TM31, Brick Break	[Ground]
Route 20	
<pre>Pecha Berries * 3&gt; Super Rod Antidote&gt; Miracle Seed</pre>	[Gifted] [Ground]
Floccessy Ranch	
<pre>Potion&gt; Soothe Bell Poké Ball&gt; Quick Claw Parlyz Heal&gt; Exp. Share X Attack&gt; Oval Stone</pre>	[Gifted] [Ground] [Gifted] [Ground]
Route 20 Gatehouse	
<pre>     Great Ball * 2&gt; Cherish Ball * 30 </pre>	[Gifted]
Virbank City	
<pre></pre>	[Ground]
Virbank Complex	
<ul> <li>X Accuracy&gt; TM47, Low Sweep</li> <li>Great Balls * 5&gt; Sun Stone</li> <li>Super Potion&gt; TM59, Incinerate</li> </ul>	[Ground] [Gifted] [Ground]
Castelia City	
<pre>TM76, Struggle Bug&gt; TM81, X-Scissor MooMoo Milk&gt; TM48, Round Miracle Seed&gt; Moon Stone Revive&gt; Up-Grade Bicycle&gt; Shiny Charm</pre>	[Gifted] [Gifted] [Ground] [Ground]
Battle Company	
<ul> <li>Miracle Seed&gt; Leaf Stone</li> <li>Charcoal&gt; Fire Stone</li> <li>Mystic Water&gt; Water Stone</li> </ul>	[Gifted] [Gifted] [Gifted]
Castelia Gatehouse	
● Quick Claw> TM88, Pluck	[Gifted]

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Castelia Sewers
● Pearl --> Life Orb
● Repel --> TM34, Sludge Wave
● Pearl --> Life Orb
                                             [Ground]
                                              [Ground]
Relic Passage
● Protein --> TM10, Hidden Power
Escape Rope --> TM23, Smack Down
Big Pearl --> TM52, Focus Blast
Ultra Ball --> Muscle Band
                                             [Ground]
                                             [Ground]
                                             [Ground]
                                              [Ground]
Route 4
₱ Protein --> TM03, Psyshock
                                             [Gifted]
■ Mystic Water --> Prism Scale
                                             [Ground]
Desert Resort
■ Nugget --> TM78, Bulldoze
                                             [Ground]

₱ Blue Shard --> DeepSeaTooth

                                             [Ground]

❷ Yellow Shard --> DeepSeaScale

                                              [Ground]
Nimbasa City
■ Sun Stone --> Frozen Ore
                                              [Gifted]
Route 5
Hyper Potion --> TM43, Flame Charge [Ground]
Route 16
● Heal Ball --> Dawn Stone
                                              [Ground]
Lostlorn Forest
[Ground]
                                             [Ground]
                                            [Ground]
Driftveil City

■ TM78, Bulldoze --> TM26, Earthquake [Gifted]

■ Calcium --> Covenant Ore
                                              [Ground]
Relic Castle
■ Ultra Ball --> Wise Glasses
                                             [Ground]
PWT
● PP Up --> TM79, Frost Breath
                                            [Ground]
Route 6
● PP Up --> King's Rock
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Chargestone Cave	
Escape Rope> TM24, Thunderbolt Revive> TM91, Flash Cannon Carbos> Light Ball Hyper Potion> Focus Band	[Ground] [Ground] [Ground]
Route 7	
■ TM81, X-Scissor> TM89, U-turn	[Ground]
Celestial Tower	
Revive> Covenant Ore Hyper Potion> Light Clay PP Up> Thick Club	[Ground] [Ground] [Ground]
Mistralton Cave	
● Yellow Shard> Covenant Ore	[Ground]
Reversal Mountain  TM30, Shadow Ball> Smoke Ball  Smoke Ball> Charcoal  Escape Rope> TM35, Flamethrower	[Ground] [Ground] [Ground]
	[Glound]
Strange House Full Heal> TM30, Shadow Ball	[Ground]
Undella Town	
● HM06, Dive> Master Ball ● Prism Scale> HM05, Waterfall	[Gifted] [Gifted]
Route 14	
● Heart Scale> Lucky Punch	[Ground]
Abundant Shrine	
● Heal Ball> Covenant Ore	[Ground]
Route 13	
■ Luxury Ball> Dragon Scale	[Ground]
Lacunosa Town	
● Full Heal> TM76, Bug Buzz	[Ground]
Route 12	
<pre>Max Potion&gt; TM93, Wild Charge</pre> ● Green Shard> Stick	[Ground] [Ground]

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Village Bridge
■ Big Pearl --> TM17, Protect
                                           [Ground]
Route 11

☑ Zinc --> TM75, Swords Dance

                                            [Ground]
Route 9
■ Iron --> TM84, Poison Jab
                                            [Ground]
Poké Doll --> TM87, Swagger
                                            [Ground]
Humilau City
● Heart Scale --> Mystic Water
                                           [Ground]
Plasma Frigate
Magmarizer --> TM60, Sucker Punch (B2) [Ground]
Electirizer --> TM60, Sucker Punch (W2) [Ground]
Giant Chasm
■ TM03, Psyshock --> TM90, Substitute [Ground]
Route 23
■ TM35, Flamethrower --> TM01, Hone Claws [Gifted]
Max Potion --> TM50, Overheat
                                           [Ground]
Victory Road

    Star Piece --> Protector

                                            [Ground]

₱ TM24, Thunderbolt --> HM06, Dive

                                           [Gifted]
■ TM93, Wild Charge --> TM71, Stone Edge [Ground]
● PP Max --> Reaper Cloth
                                           [Ground]
Tubeline Bridge

■ TM43, Flame Charge --> Choice Band [Gifted]
Route 8

₱ TM36, Sludge Bomb --> Choice Scarf

                                         [Ground]
Moor of Icirrus
● TM84, Poison Jab --> Toxic Orb
                                            [Ground]
Route 15
TM26, Earthquake --> TM20, Safeguard [Ground]
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Dragonspiral Tower	
■ TM02, Dragon Claw> Choice Specs	[Ground]
Pinwheel Forest	
■ TM22, SolarBeam> TM51, Ally Switch ■ TM86, Grass Knot> Woodland Ore	[Ground] [Ground]
N's Castle	
■ TM50, Overheat> Flame Orb	[Ground]
Wellspring Cave	
■ TM52, Focus Blast> Dusk Stone ■ TM47, Low Sweep> Covenant Ore	[Ground] [Ground]
Twist Mountain	
TM71, Stone Edge> Frozen Ore TM90, Substitute> Shiny Stone TM91, Flash Cannon> TM77, Psych Up	[Ground] [Ground] [Ground]
Route 2	
■ Repeat Ball> TM32, Double Team	[Ground]
Nuvema Town	
<pre> Shiny Charm&gt; God Stone Super Rod&gt; Sacred Ash </pre>	[Gifted] [Gifted]



## Trade Changes

All Pokémon you receive have IVs that are 30 across the board. The full list is only shown for the first three trades, as the post-game trades have not had any changes aside from having their IVs raised to 30 each.

## **ROUTE 4 TRADE\***

WHAT YOU GET	POKÉMON INFORMATION	WHAT THEY WANT
#175 TOGEPI	<ul> <li>Level 22</li> <li>Super Luck</li> <li>Modest</li> <li>Male(B2)/Female(W2)</li> <li>@ Covenant Ore</li> <li>Skorupi found in the Desert Resort.</li> </ul>	#451 SKORUPI

<sup>\*</sup> This trade applies to both Blaze Black 2 and Volt White 2.

## **ROUTE 7 TRADE\***

WHAT YOU GET	POKÉMON INFORMATION	WHAT THEY WANT
WHAT YOU GET	<ul> <li>Level 44</li> <li>Levitate</li> <li>Timid</li> <li>Male</li> <li>@ Covenant Ore</li> </ul>	WHAT THEY WANT
#094 GENGAR	Torkoal found in Reversal Mountain.	#324 TORKOAL

<sup>\*</sup> This trade is a reference to Blaze Black and Volt White!

## **HUMILAU CITY TRADE**

WHAT YOU GET	POKÉMON INFORMATION	WHAT THEY WANT
	<ul> <li>Level 52</li> <li>Harvest</li> <li>Rash</li> <li>Female</li> <li>@ Covenant Ore</li> <li>Lumineon found in Route 11*.</li> </ul>	#457 LUMINEON

<sup>\*</sup> Only by fishing in rare spots! Evolving a Finneon is an option.