

# Pokémon White 2 Any% [Naughty Route]

Credits to crafted for original notes. There's a lot here, BW2 is a bit more complex. If you have questions ask in the PSR DS Speedrunning Discord or shoot me a DM on SRC/Discord

Anything written in Orange is for my DS only, you need to work out your own manipulations.

ENG: 1/10/17 at 14:04:06 holding B-X-Y. Timer faces Left. Use Movie/YT For movement  
Tepig: 6607E7CB871EBCF6 | Frame **15** | 30/29/31/30/29/25  
DS Info: Scott | Top row all 'e'. | Purple

JPN: 07/08/09 at 08:30:20 holding Start-Select-Up, Timer faces Down-Right  
Tepig: | Frame **17** | 31/29/30/29/21/25  
Info Same as Above.

## Aspertia City

Set options. Go and get your starter.

### **Hugh 1**

- Spam Tackle

Go through a wonderful tutorial section.  
When leaving, talk to gatekeeper to obtain a potion.

## Route 29

Watch Bianca capture an innocent Purrloin. (Hugh triggered)

Proceed to Floccesy Town. Go north.

## Route 30

### **Youngster**

- Tackle x2/3

### **Lass**

- Tackle x2 (Ember if growled)

Catch a Pidove (Tackle to weaken).

Proceed to ranch.

## Floccesy Ranch

### Hugh 2

- TW, Tackle x2

Catch a Psyduck (Tackle to weaken).

Get X Attack below Spinner.

### Spinner

- Tackle, Ember.
- Tackle x2/3

Say No to the grunt.

Go back to Alder, get the X Speed before going inside.

### Schoolkid 1

- Ember x2

### Schoolkid 2

- Tackle x3

Get some Medals!

Return to Aspertia and head straight to the gym.

X Att

Early = 669 -> 707 (Walk 1 tile) | **L->R 823**

Later = 668 eNCOUNTER

Late = 665->696 (Don't walk the 1) | **Hold R 817**

**If only U, walk**

**If U->R, run all?**

==823==

851 (**R | U**) -> Walk 1, U1, 3 Tiles in grass then up (Video on YT)

853 (**R->D | D**) -> 1U, 2D in 1st batch of grass

==817==

842 (**R->U | D**) -> 1U, 1 tile grass, then up (Video on YT)

JPN:

U1 for the only frame i routed

## Aspertia Gym

### **Youngster**

- Tackle x2 (Ember)
- Tackle, Ember x2.

### **Lass**

- Ember x2/3 (6(7), 7-9(10) at -1)
- Tackle x2 (Ember) (6(7), 7-9(10) at -1)

Heal to full if below 33HP and register Berry Pocket.

### **Cheren**

- TW, Tackle x2 (7-9(10), 10-12(13) at +1, 15-16(18) at +2)
- Tackle x2, Blaze Ember. (10-12(13), 15-16 at +1, 19-22 at +2)

Deposit both Slaves.

Buy 5 Super Potions (D3), 5 Repels (R1), 2 Escape Ropes (U1).

Go back to Route 29, Repel at Grass and Oran Berry if below 7HP.

Say no to Bianca, re-use Repel.

Talk to Hiker at centre.

### **Hiker**

- Ember x2/3 (6)

Equip Pecha and oran if below 6HP before Spinner.

### **Spinner**

- Tackle x2 (Ember one of the turns if in Blaze)

### **Virbank City**

Go to gym.

### **Virbank Gym**

Start with Girl.

### **Rockstar**

- Ember (Tackle)
- Spam Ember. (7-8(9))
- Potion if Koffing will kill.
- Teach FC over Odor Sleuth.

Heal to 8-16 Ideally. (If on 7, go to 27). Equip pecha if used previous one.

### Drummer

- TW+FC x2. (FC x2 in Blaze)
- Spam Ember.

Heal to 45HP+, equip Pecha if used previous one.

### Roxie

- TW x2, FC x2
- FC x2 (16-18(19))
- Heal on Koffing before kill if Under 18HP.
- If 24HP or less and/or no Pecha for Whirlipede, can TW+FC to kill.

Off to the Movies, Ice Punch the Pawniard. (*Top Right*)

Go to the Docks to fight Team Plasma.

### Team Plasma Grunt

- FC

Backtrace, repelling at grass and dodging the spinner.

### Spinner

- Tackle (Ember if in Blaze)

### Team Plasma Grunt

- FC

Re-use Repel, go back to Docks. Take boat.

### Castelia City

Get Bicycle, unregister Berry Menu and Register Bike. Go to building left of the clown.

Get Exp.Share, talk to clown, talk to guy in front of gym, then go to Sewers. Repel.

### Plasma Double

- FC x2 Scraggy. (Go for Sandile in Blaze in case Dewott misses)
- Dying is okay here.

Drilbur Manip.

ENG: **01/10/17 12:59:05 holding Select-Left-Down** (0D904F7A87F089F8 | 10F4, Frame 106)  
Adamant 31/31/31/18/31/31 (Female)

JPN: **07/08/09 04:36:06 holding Down-X-Y** (015ACAE293298BD2 | 10F9, Frame 105)  
Adamant 31/31/31/26/31/31

Chuck a Great Ball and pray.

Give Exp.Share to Drilbur and Dig out.

Go to final building on the way to gym, talk to clown, proceed to gym.

### **Castelia Gym**

#### **Clown 1**

- Ember
- Ember

#### **Clown 2**

- FC
- FC

#### **Clown 3**

- FC
- FC
- Ember x2

Switch Drilbur to front, Heal Pignite to 45HP+

### **Burgh**

- Switch to Pignite, FC (8-9)
- FC, Switch to Drilbur, MC x2 (13-15(16)/12-14(15))
- Switch to Pignite, FC. (18-22)
- If Pignite has 55HP+ on Dwebble, use Ember+FC before switching, then 1 MC to kill. (If Burn w Ember, switch.)
- Teach Hone Claws over Fury Swipes

Heal Drilbur to 27HP+

Go to building on left after Gym, 2F, talk to clown. Exit and proceed to Colress.

### **Route 4**

#### **Colress 1**

- MS x2 (13-15(16) w/ Magnet Bomb, 20 w/ Sonicboom)
- Dig

Proceed to Join Avenue, and get roped into owning a massive straight line.

### **Nimbasa City**

Go to old Nimbasa Gym.

#### **Trainer 1**

- Dig (11-13(14) Speed-tie)

## Trainer 2

- Dig

Talk to girl for Parlyz heal, go to centre.

Heal through PC and withdraw slaves (Drilbur to box, Drilbur swap with Pignite, Pidove in 2, Psyduck in 3).

Get shards.

Buy 4 Parlyz Heal (R1), 9 Hyper Potions (U3), max Revives (D1).  
Can do 8 Hypers and 1 Awakening!

Go to actual gym and Dig everything.

Teach Slash over Mud-Slap.

Heal to 29HP.

## Elesa

- HC, Slash x2 (73.8% to 2HKO) (15-17(18))
- (Heal if below 29HP) Dig (23-27(28))
- Dig (24-28(29))

## After Elesa

- Candy to Lv29 (Teach Rock Slide over Metal Claw)
- Use Protein and heal to 22HP+

Go fight Grunts, starting with one in the centre.

## Team Plasma Grunt

- Dig

## Team Plasma Grunt

- Dig, Slash.

Note: Hitting yourself in confusion does 17-20(21)

Proceed, say yes to Bianca. Immediately exit grotto.

## Charles

- RS, X.Attack, Die
- Slash Sigilyph (33-39)
- Dig Tirtouga (32-36(38))
- RS Turn 2 on Sigilyph if missed Turn 1.

Heal to full, revive slaves.

Proceed to Driftveil.

## Driftveil City

Talk to Team Plasma, watch Hugh body them, and go to the Plasma house.

### **Rood**

- RS x2, Slash (37-43(45), 57-66(67) at +1, 75-87(88) at +2)
- RS (Slash) (21-24(25))

Go inside, enjoy some dialogue, say No. Exit, go to building left of Pokecentre and talk to the guy on the left.

Teach Iron Head over Slash (RU2)

Go to gym.

## Driftveil Gym

Iron Head all trainers.

### **Puzzle**

- Fight
- R, D, R
- Fight
- U, U, U, R, D, R, U.

### **Clay**

- Switch to Psyduck, die. IH
- IH (Switch if Speed Drop), IH (60-68(72))
- Dig

Bike to PWT. Enter on the left.

### **Hugh 3**

- Dig (IH)
- IH
- IH

### **Cheren 2**

- (HC if Intimidate) IH (IH)
- IH
- IH

### **Colress 2**

- Dig (IH)
- IH
- Dig

Buy 1 Carbos (D4) on the right. Go south to Frigate.

## **Team Plasma Grunt**

- IH (IH)

#### **Team Plasma Grunt**

- IH

#### **Plasma Double 1 (Cheren)**

- RS
- IH Krok (IH)

#### **Plasma Double 2 (Hugh)**

- IH Grimer
- IH Raticate
- IH
- Go for Watchog if Dewott gets Koffing

Bike back to Mart.

Buy 1 Escape Rope (R2U1), 11 Full Heals (U1), Max amount of Max Repels (R1U1).

Bike west, max repel.

#### **Route 6**

##### **Spinner 1**

- IH

##### **Spinner 2**

- IH
- IH

##### **Scientist**

- IH/RS

##### **Spinner 3**

- IH
- IH

Make sure to Keep 2 IHs.

#### **Chargestone Cave**

Go through cave as normal, dodging one spinner.

##### **Spinner**

- RS

#### **Mistralton City**

Talk to Juniper, proceed to Celestial Tower, stopping to get an Elixir. Get the Lucky Egg from Juniper.

Give Lucky Egg to Excadrill. Teach Strength, Surf & Fly. Back to City and to gym.

### **Skyla**

- X Speed, HC, RS (RS) (11/16)
- Teach EQ over Dig.
- RS (15/16)
- RS x3 (If missed range) / RS,IH,RS (if hit range). (17-20(21))
- If Def Boost, HC again.

Board the Plane, say no to Juniper.

Heal to 33HP (105HP for Safety)

Bike West to Reversal Mountain.

### **Reversal Mountain**

Traverse through, and stop to fight two Ace Trainers.

#### **Ace Trainer Double**

- IH Vibrava (3/4 Range, does 60-72)
- EQ
- IH Drifblim

Exit the Mountain (Saying yes to Bianca)

### **Undella Town**

Go to gate, only to be stopped by Hugh once again.

#### **Hugh 4**

- HC x2, IH
- EQ (66-74(78))
- RS

#### **Hugh 4 if Taunted**

- HC, RS
- RS, EQ (66-74(78))
- IH

Head North, dodging all trainers. Pick up the Max Ether near the Ranger.

### **Lacunosa Town**

Go to north of town and listen to an amazing story.

Heal to 62HP. Exit house, say no to Juniper, head down and talk to Hugh.

### Zinzolin & Team Plasma Grunt

- RS
- IH Sneasel (Golbat if missed T1) (18-21(22))
- EQ
- Note: If miss Cryogonal, IH it, then EQ.
- Cryogonal does 51-60(61)

### Teach Swords Dance over Hone Claws

Travel west onto Route 12.

### Route 12

Pick up hidden Rare Candy. (Pick up from the bottom!)



Go to Village Bridge

### Village Bridge

Go down and left, collect Carbos. Heal to 96HP, use both Carbooses and Rare Candy and revive slaves.

Note: Delay Carbos/Candy/Revive until before Triple Battle if 823+ extra exp)

### **Opelucid City**

Head to the gym

### **Opelucid Gym**

#### **Trainer 1**

- IH x2 (35-42 or 53-63)

Right trainer.

#### **Trainer 2**

- SQ, EQ (42-50)
- EQ

Right Trainer, Switch Excadrill to second, heal to 69HP. (Carbos/Candy/Revive if haven't yet)

#### **Triple Battle**

- Gust Druddigon, SD, TW
- EQ (If below half, check health)

Heal to 75HP (switch Excadrill to first if healing)

#### **Drayden**

- SD, IH
- IH
- IH (28-33)
- Need 6 IHs and 3 EQs after this fight.

Exit gym, follow Drayden.

Exit house.

### **Icy Opelucid**

Enjoy some dialogue, then fight the guy in front of the centre.

#### **Team Plasma Grunt**

- IH
- EQ

Head up to next grunt.

#### **Team Plasma Grunt**

- RS
- EQ

Heal to 46HP+ (Switch Excadrill to first if healing)  
Head right and down to next grunt.

### **Team Plasma Grunt**

- IH
- IH x2

Heal to 35HP+ and Switch Excadrill to first if you haven't already.  
Head North to Gym.

### **Zinzolin**

- IH
- IH
- EQ

Follow the Shadow Triad east to the gate.

### **Team Plasma Shadow**

- EQ
- EQ
- EQ

Enjoy some dialogue including catch-up between Cheren and Drayden.

Fly to Undella Town and go to the Marine Tube.

### **Humilau City**

Talk to Hugh, go North and activate Marlon.

Go to Gym

### **Humilau Gym**

Go through as normal, fighting only 2 mandatory trainers.

#### **Trainer 1**

- EQ
- RS

#### **Trainer 2**

- EQ (EQ)
- EQ
- If Golduck uses Soak, IH+EQ Starmie.

#### **Marlon**

- IH, EQ (IH T2 if Shell Smash) (102-120(122))
- SD+EQ (108-126(128))

- EQ (116-134(138))
- If Carracosta burns, EQ it, EQ Wailord, taking the death. Then IH+EQ Jellicent

Exit gym, say yes to Marlon. Head north to Route 22.

### **Route 22**

Get Colress Machine. Say no to Colress.

Head south.

### **Route 21**

**Spinner (Doesn't matter if you hit her)**

- EQ
- EQ

**Trainer (Fight if didn't hit spinner)**

- EQ

Head into Seaside Cave

### **Seaside Cave**

**Ranger**

- IH
- IH x2 (44-52(54))

Max Ether EQ at any stage when you don't have EQ PP for next pokes and heal if below half.  
Also revive Psyduck if both slaves died.

Surf a bit, make a Crustle mad, exit.

Onto the Frigate.

### **Plasma Frigate**

**Team Plasma Grunt**

- EQ
- IH

**Double Battle**

- IH Golbat
- EQ
- IH Garbador.

Go downstairs, immediately left. Talk to girl.

### Team Plasma Grunt

- EQ
- EQ
- EQ

Back up, enter password.

2202

### Double Battle

- IH Cryogonal
- IH Cyrogonal
- EQ
  
- IH Cryogonal
- IH Cyrogonal
- If no missed; RS (IH to finish Weavile)  
(If any missed, IH Weavile, IH Rest)
- Weavile does 34-40(42)

Fly to Himulau, north to Giant Chasm.

### Giant Chasm

Set South Warp point.

Go back in. Go down to see the confrontation.

### Team Plasma Grunt

- SD, IH (SD Again if Haze, often Explodes)
- IH+

Across the Ice, into the Frigate. Down once you're on it.

### REMEMBER PP AFTER THIS FIGHT

### Double Fight

- SD Until Pidove dies, EQ
- IH Scrafty
- RS
- IH Garbador (EQ if missed Whirlipede, or had to RS Scrafty/Golbat)

### Fight w/o Slaves

- IH,IH,IH

### Second w/o Slaves

- EQ
- EQ
- IH

Deactivate barriers. Remember to get Max Elixir. Use it if you don't have enough PP for Zinzolin heal to 137HP and use moves with a ~ beside them.

### Zinzolin

- IH
- IH
- EQ/~IH

Elixir (unless you used the Max Elixir), heal to 103HP+, go right.

**If Elixir AND have 1-2 IH and 1 EQ after Zinzolin, Elixir on Magnezone. (May Explode + Extra EQ)**

### Colress

- IH, EQ (30-36)
- IH, EQ (45-53)
- EQ
- IH, EQ (36-42, 52-62 at +1)
- EQ

Go back, go to the left.

Listen to Ghetsis drivell on.

### Team Plasma Shadow 1

- EQ
- IH
- EQ (12-13(14))

### Team Plasma Shadow 2 (Right)

- EQ
- IH
- EQ

### Team Plasma Shadow 3 (Bottom)

- IH x2 (EQ if Colress Elixir) (FA 16-18(19), Slash 12-14(15))
- IH (30-36)
- EQ

Go through Ice to back of Cave. Watch a few majestic cutscenes.

### White Kyurem

- IH

Receive a free heal.

### Ghetsis

- SD, EQ

- EQ
- IH
- RS
- IH
- IH

Say yes to Hugh, escape rope out. Go to Route 23.

### **Route 23**

#### **Spinner 1**

- EQ (Will Switch)
- RS

### **Victory Road**

#### **Trainer 1**

- SD, RS
- IH

#### **Spinner 1**

- EQ
- EQ (RS)

#### **Spinner 2**

- RS, IH
- RS x2 (RS)

### **Pick up the Full Restore**

#### **Trainer 2**

- SD, EQ
- EQ

#### **Spinner 3**

- RS
- RS

#### **Trainer 3**

- EQ
- EQ
- IH/RS, IH (116-140)

#### **Trainer 4**

- SD, IH
- IH/EQ
- IH/EQ

- Note: Can go without SD here, ranges are below. (Outcome can be very bad if you miss ranges)

#### All Victory Road Ranges and Damages:

Beartic: 70-84 / 90-96 with brine under half

Golurk: 140-168 (5/8 at 67, 7/8 at 68)

Throh: 80-96 (7/16 at 67, 3/4 at 68)

#### Hugh 5

- SD (Persim Berry), IH/RS if <8 IH PP (25-30)
- IH
- EQ
- IH/RS if <6 IH PP

#### Pokémon League

##### Marshal

- IH x2 (56-68, rarely 116-138)
- IH
- IH, EQ (204-242)
- RS, IH (138-164)
- If Conkeldurr uses Bulk Up, use IH/RS then EQ

If low before Grimsley, heal during fight instead.

##### Grimsley

- (Max) Elixir, SD, IH (9-10, 21-26)
- IH/~EQ
- IH/~EQ
- EQ

If Below 63HP, fight Caitlin first.

##### Shauntal

- SD, (Full Heal if Burn) EQ (25-30, Burn does 32)
- EQ
- IH
- RS

##### Caitlin

- SD x2, (Heal on T2 if T1 Reflect) Full Restore, IH
- IH
- IH
- IH

Heal to full if Below 243HP.

##### Iris

- SD, IH (92-108(110))
- IH
- EQ
- IH, EQ (138-164, 206-244 at +1)
- EQ
- IH

Extra Iris Notes:

Take Death (Revive Slave) if Burned and below 109

Heal on Aggron if below 151

If Killed by Haxorus, TW w/ Psyduck before Max Revive.

Enjoy the Credits Music.