SOFTWARE & TECH

Pokemon Black 2 Abyssal Ruins Walkthrough

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Exploring the Depths: A Comprehensive Guide to Pokemon Black 2 Abyssal Ruins Map Floor 1

The Unova region in **Pokemon Black 2 and White 2** is brimming with hidden secrets and challenging post-game content. Among the most enigmatic locations is the **Abyssal Ruins**, an ancient underwater structure that tests both your puzzle-solving skills and your patience. For many trainers, the journey begins on **Floor 1** of the Abyssal Ruins map. This guide will walk you through everything you need to know about navigating this initial level, solving its riddles, and collecting valuable treasures—all while avoiding common pitfalls. Whether you are a returning veteran or a first-time explorer, understanding the **Pokemon Black 2 Abyssal Ruins Map Floor 1** is your first step toward unlocking the ruins' deepest secrets.

What Are the Abyssal Ruins?

The Abyssal Ruins are a multi-floor dungeon located deep beneath the waters of Route 14, accessible only after obtaining the National Pokedex and the Dive HM. Unlike most dungeons in the game, the Abyssal Ruins rely heavily on a unique pressure-plate puzzle system. Each floor requires you to step on specific tiles in a precise order to reveal stairs, items, or hidden chambers. **Floor 1**serves as an introductory challenge, teaching you the mechanics without overwhelming you. But do not let that fool you—even this first floor can be confusing if you do not pay close attention to the patterns.

The ruins are tied to the legendary Pokemon **Kyurem** and the lore of the Original Dragon, but you do not encounter any legendary Pokemon here. Instead, your primary reward is rare items, including **Leftovers**, **Star Pieces**, and eventually the **King's Rock**. For completionists and item hunters, mastering the **Abyssal Ruins map Floor 1** is essential.

How to Access the Abyssal Ruins

Before you can explore **Floor 1**, you must reach the ruins themselves. Start by flying to **Undella Town** and surfing south to Route 14. You will need the HM **Dive** to submerge in the dark water patches. Once underwater, look for a large shadowy structure on the ocean floor—this is the entrance. Surf onto the platform and interact with the door. You will need a Pokemon that knows **Surf** and **Dive** (e.g., Samurott, Lapras, or a Water-type that can learn both). Inside, the atmosphere shifts: the music becomes eerie, and the walls are lined with ancient carvings. You are now at the entrance of **Floor 1**.

Understanding the Puzzle Mechanics on Floor 1

The core mechanic of the Abyssal Ruins is the **revered tile puzzle**. Each floor has a grid of floor tiles, some of which are slightly raised or marked with symbols. When you step on a tile, it may depress or light up. The goal is to step on **all tiles in a specific sequence**, usually revealed by a riddle or pattern on the walls. On **Floor 1**,

the puzzle is relatively straightforward: you must step on the tiles in the order indicated by the glowing arrows or numbers on the floor. However, the game does not mark the sequence directly—you must deduce it from the pattern of columns and rows.

On **Floor 1**, the tiles are arranged in a 4x4 grid. The solution involves stepping on four specific tiles in a clockwise or counterclockwise order. The correct order is often hinted at by the arrangement of statues or wall carvings. For example, you might see a carving of a **Darmanitan**pointing in a direction, or a series of dots that correspond to tile positions. If you step on a wrong tile, a trap will trigger—usually a poison or paralysis effect on your lead Pokemon. You can avoid this by saving before each attempt.

Step-by-Step Walkthrough for Floor 1

Here is a reliable method to solve the **Pokemon Black 2 Abyssal Ruins Map Floor 1** puzzle:

1. Enter the room. You will see a central altar and four distinct columns of tiles. Walk to the far end of the room where a stone tablet with a riddle is inscribed.
2. Read the riddle. It usually says something like "Step on the stones that face the rising sun," meaning you need to step on the tiles in the order they appear from east to west. In the game, east is generally to the right, but you can use your internal compass by noting the direction of the light source.
3. Identify the correct tiles. Look for four tiles that are slightly different in color or have faint markings. On Floor 1, these are the four tiles in the center of each quadrant of the grid. For a standard solution, step on the top-left, top-right, bottom-right, bottom-left tiles in that order.
4. Step on the sequence. Use your lead Pokemon (preferably one that is not weak to poison) and walk onto each tile one by one. After the fourth tile, a hidden staircase will emerge next to the altar. Climb down to reach Floor 2.

If you make a mistake, you will hear a clicking sound and your Pokemon will be hit by a status condition. Leave the room and re-enter to reset the puzzle. There is no time limit, so take your time.

Items and Treasures on Floor 1

While exploring **Floor 1**, you can pick up several useful items. Unlike later floors, the items here are not hidden behind the main puzzle; they are scattered in plain sight or behind simple tile patterns. Here is what you can find:

- Escape Rope – Located in the southeast corner. Useful if you get stuck.
- Hyper Potion – In a small alcove near the entrance.
- Star Piece – Requires stepping on a small sequence of three tiles on the left side of the room. The pattern is usually left, up, right.
- Full Heal – Found behind a pillar on the north wall.

To obtain the **Leftovers** item, you must complete the main puzzle and then step on a specific set of tiles in reverse order. However, the **Leftovers** is actually on **Floor 2**, not Floor 1. Still, collect everything you can on **Floor 1** because they are useful for post-game battles.

Pokemon Encounters in the Abyssal Ruins (Floor 1)

While you are inside the ruins, you will not encounter wild Pokemon in the traditional sense. Instead, there are **hidden Pokemon** that appear when you interact with certain tiles or after solving partial puzzles. On **Floor 1**, you may encounter wild **Relicanth** or **Luvdisc** by using the Dowsing Machine app on your Xtransceiver. These Pokemon are rare outside of the ruins, so consider catching them. Relicanth is particularly valuable because it can learn **Head Smash** and has a high defense, though its speed is low.

Additionally, there are **shadow Pokemon**that appear as static encounters on the floor. They do not battle; instead, they vanish and leave behind items if you approach them. This mechanic is more prevalent on deeper floors.

Tips and Strategies for Navigating Floor 1 Successfully

To make your exploration of the **Pokemon Black 2 Abyssal Ruins Map Floor 1**smoother, keep these tips in mind:

- Save frequently. The puzzles can cause status ailments, and if you are low on healing items, a poison trap can waste your PP. Save before each puzzle attempt.
- Bring a Pokemon with Illuminate. This ability increases encounter rates for wild Pokemon, which can help you find the hidden Relicanth faster. Alternatively, use Repel if you want to avoid random encounters (though they are rare).
- Use a Pokemon that resists poison. Since the traps often inflict poison, a Steel-type like Skarmory or a Poison-type like Crobat will be immune. This prevents you from having to run back to a Pokemon Center.
- Take notes. The sequence for the main puzzle is not saved anywhere, so write it down or take a screenshot. The pattern on Floor 1 is always the same in Black 2 but differs slightly in White 2.
- Check the walls. The carvings on the walls often contain clues. If you see a carving of a Mewtwo or Legendary Pokemon, it often indicates a special tile. On Floor 1, the carvings are primarily of ancient symbols that represent directions.

Common Mistakes and How to Avoid Them

Even experienced players can get stuck on **Floor 1**. Here are the most frequent errors and their solutions:

- Stepping on tiles randomly: This triggers traps. Instead, observe the pattern before moving. Stand still and rotate the camera to see the entire floor.
- Not using the Dowsing Machine: The Dowsing Machine can reveal hidden items and tiles. Activate it early to find the Star Piece hidden under a tile.
- Forgetting to bring Flash: The Abyssal Ruins are dark. While Floor 1 has ambient blue light, deeper floors require Flash to see distant tiles. You can use a Pokemon that knows the move or an HM slave.
- Skipping the riddle: The riddle on the tablet is not just flavor text; it directly indicates the order. Ignoring it will waste your time.

Why Explore the Abyssal Ruins at All?

You might wonder why you should invest time in this complex dungeon. The rewards are significant. By completing all floors, you can obtain the **King's Rock** (which doubles your chances of flinching), multiple **Rare Candies**, and the **Adamant Orb** (though that is on a deeper floor). More importantly, the lore revealed through the carvings deepens your understanding of the Unova region's history, especially the origin of Kyurem and the Original Dragon. For collectors, the **Abyssal Ruins**are the only place to get certain items without trading from older generations.

Conclusion

The **Pokemon Black 2 Abyssal Ruins Map Floor 1**may seem intimidating at first, but with patience and observation, you can master its puzzle and reap the rewards. This initial floor teaches you the fundamental mechanics that will be used in later, more complex levels. By following this guide—saving often, paying attention to riddles, and collecting every item—you will be well-prepared to descend into the dark depths below. Remember, the ruins are a test of persistence as much as intelligence. So gear up, keep your Pokemon healthy, and step carefully. The secrets of the abyss await.

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