

Black ops 2 town glitches

 I'm not robot  reCAPTCHA

[Continue](#)



Glitch Black Ops 2 (Round 100 and Max Level) by JuanSTʹʹ zombie mode so far is the highlight of Black Ops 2. Surviving zombies is not an easy task. You can't do this by following simple strategies, when the time comes, you'll have to improvise, and that's where the glitches and exploits that you've spent time to uncover come into play. You need that little edge to deal with a huge amount of undead. If you are ready for this task, take note of these glitches and feats that can make you difficult to kill a person in the lands of the undead. These glitches are likely to be useful in later rounds and don't ruin the experience if you don't want to do it yourself! It's only the early days, so only a few of these glitches and exploits have been found. Over time, we'll have more glitches to share with you guys. For more help on Black Ops 2 zombies, read our Tranzit Strategy, zombie survival and the Buildable Elements Parts Places Guide. Invincible glitch This glitch just makes you impervious to zombie attacks. To exploit this glitch first you need to get to Power House. Once you get there drop up to power shed/core. Now that you're there, you need to get to the work bench in Power Shed. However, before you do this, you need to choose a face plate that can be found at random in the room. Place the face plate on the work bench. This will automatically place it on a small corner next to the bench. After that, sit down in this little disturbance on your face and move a little to the left. As long as you do not move from this place, zombies will not be able to attack you. They will just pile on the left just waiting to be taken off by you. You can watch this video for clarity. The zombie Barrier Glitch (Farm) This glitch can be used in an agricultural area in Tranzit. Use the turbine to open the double doors to the shed. On the other side of the shed, open one door. Go outside through one door, close one door behind you, and stay outside until the double barn doors are close. Then go back to the barn. The zombies will charge a fee to currently close the double barn doors. However, they will get stuck there. Their heads and hands can stick out of the double doors. You can still shoot them for a few easy kills. You can watch this video for clarity. The zombie barrier glitch (Nuketown zombie 2025) What you need to do is buy a barrier in the yellow building. Go out on the balcony and lie down with a wooden pillar sticking out. Reserve time a bit so that your crosshairs are on the side of the tree. Now stand up and it will make you invisible to zombies. Only about one in a hundred zombies will hit you. You can watch this video for clarity. Stretched zombie glitch This next glitch is more comedic than useful actually. Sometimes when you finish off zombies, their bodies are stretched to ridiculous proportions. If you encounter any other glitches or In black black 2 zombies, be sure to share with us by commenting below! From Bulbapedia, a community encyclopedia of Pokemon. This is a list of glitches that occur in Generation V's main series of Pokemon games. Black and White GTS Morphing Glitch Home article: Global Trading System This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. GTS Search Glitch After a successful trade with another player, when the player returns to look for more Pokemon, there will be other players there. Click Select will not cause anything to happen, clicking Search will bring up the message Please change the search terms. The player can't search for Pokemon again until they've been looking for another and then looking for it. GTS Coach display glitch Sometimes, GTS will not display trainers when a player is looking for some kind of Pokemon. It seems to be different between coaches. GTS freeze glitch This section is incomplete. Please feel free to edit this section to add the missing information and complete it. Reason: Check if it happens in B2W2. This glitch occurs as a side effect of the gTS Trainer display glitch. When choosing a coach after an empty space, the game hangs. Clicking on the coach after the space will result in the game showing that there was an error. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Gym Leader Music Oversight This section is incomplete. Please feel free to edit this section to add the missing information and complete it. Reason: Check if it happens in B2W2. This glitch occurs as a side effect of the gTS Trainer display glitch. When choosing a coach after an empty space, the game hangs. Clicking on the coach after the space will result in the game showing that there was an error. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Gym Leader Music Oversight This section is incomplete. Please feel free to edit this section to add the missing information and complete it. Reason: Check if it happens in B2W2. If a player is in the middle of a turn that does damage for several turns in a row (such as Rollout), and the gym manager sends his last Pokemon, the fighting music will not change until the end of the turn. That's because the Gym Leader doesn't go out to say that and signals a change in music. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Landing on a person or item while surfing, moving to the tile directly next to the NPC or item that is next to the water and then quickly tapping the D-pad to dismantle on the NPC or item, the player will stand on it. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Liberty Garden Fly Surveillance When choosing Liberty Garden when using Fly, its green dot is filled with red as if it can be delivered in, unlike other locations represented by the same symbol. This indicates that it may have been intended for a place that can be delivered in beta. In the sequels, however, all locations marked with green squares will be painted. Nimbasa Gym Trainer glitch In Japanese versions of Pokemon black and white if the player loses to Lady Colette in Nimbasa Gym, and just before her when this glitch will happen. When the player comes back, she's her standing in the same place, and will fight with the player. Once defeated, she is still on the roller coaster tracks, and can be traversed while riding a roller coaster in Elesa. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Nimbasa shift glitch When crossing the gate between the city of Nimbasa and the amusement park section on both sides, there is at least one tile that the player will never come out on either side. On the City side, the player will never come out of the bottom or top tiles, while on the side of the park, the player will never come out of the second tile from the left. This is despite the fact that the city gate is five tiles high and the amusement park side of the gate is four tiles high, meaning only the city side should have a tile that the player does not come out of, and there should be only one tile. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. PC red 'X' surveillance button If Switch Box mode is entered into the Pokemon Movement and the player moves to change the name of the current window, after the name change, the red cross in the bottom right corner will no longer be visible. This is only aesthetic, since the empty space will still function as the cross does. The actual name of the box does not need to be changed; The failure is activated when you return to the PC box from the character's login menu. The text speed of the supervision of the Old Woman in Driftveil City negotiates a single text speed slower than the chosen speed of text. If the speed of the text slows down, it speaks even slower than usual in low-speed conditions. This is due to its lack of much of the code, and is not intentional. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Tile Error Cafe Warehouse is overseeing tiles in the center and right of the door, as well as the tiles to the right of the door, on the inside of the Cafe Warehouse say: It looks like a closet full of Pokemon merchandise. When the button is pressed while in front of them. According to the video, there are many dots in the empty area that also give this result when interacting. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Dreamyard Invisible Wall Surveillance Row tiles directly west of the stairs in the basement of Dreamyard can not walk, despite these types of tiles being able to walk elsewhere. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Nacrene Gym Book Closet Supervision After the bookcase in the Nacrene Gym was moved to reveal the secret stairs, you can still read the book on the bookshelf of stepladder. If a player stands on a patdeiter, saves and then folds, after resuming, you can read the book as if the bookcase has not moved. It's possible do this until the player leaves the room. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Opelucid Gym Air Walk Surveillance Player floating one tile north of the slope On the sloping part of the path to the tail of the first dragon in the Opelucid Gym, two tiles straight up and down can walk further, causing the player to walk through the air. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Opelucid Gym Surf Surveillance Player Surfing in place south of the dragon's tail In Japanese versions of Pokemon Black and White only, you can use Surf to land in space one step south of the dragon's tail at Opelucid Gym, pictured. This can only be done by the party menu rather than clicking on the while in front of the space. These are player traps because they won't be able to move/land anywhere. If the player saves the game while surfing in this space they will be trapped and the only known way to avoid the gym is without cheating to start a new game. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Opelucid Gym pedestal supervision Before both of the certified pedestals in the Opelucid Gym is an empty tile that can not walk on. This tile is considered in the game to be a pedestal, and can interact with, rather than the pedestal itself, and acts just like it. Despite this, the space, having stopped on a visible pedestal, could not be further. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Opelucid Gym shaded tile supervision In Opelucid Gym, none of the tiles behind the warp tiles behind the Gym Leader can walk on. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Relic lock supervision at B3F relic castle, near the drop point from the hole closest to the correct point of fall to B2F, there are unsteady tile walls. It is on the wall one tile to the left side of the wall directly to the south of this point of fall. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. TM67 Retaliate Surveillance Screen Menu TM67 in Japanese versions In Japanese versions of Pokemon Black and White, TM67 (Retaliate) appears as a dark type TM, despite the movement of the normal type. Walking Coach glitch While blocking the path of some trainers who walk in a loop if their path is blocked on the corner, so that they can not change direction, they will continue to walk in the direction they are slowly and without turning in order to appear to walk into something but behaves as if they are going into a wall. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Village Bridge Sandwalk Shop Oversight Sometimes, in the Village Bridge Sandwich Shop, Chef Chris asks player to hand out sandwiches to customers, speech bubble will be in and out Coach Pikachu. No scrolling text in the gate If you are able to convince the game that it is simultaneously two different dates, the game does not display any scrolling text inside any of the gate areas. This can be played by opening the game in the emulator at one time, changing the date of your computer, entering/leaving the cave or building, and then changing the PC date back to what it was before. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Stuck on a black screen in Intro If you mash up like and on a certain set of frames, when the gamefreak logo disappears, you can keep the screen completely black as long as you press the inputs. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Dust Cloud Graphic Glitch When moving to a tile that has a dust cloud and you hit one of the crystals in the Chargestone Cave, you move the crystal and a graphic cloud of dust remains on top of the player before either point or encounter. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Black 2 and White 2 Ace Coach Summer crash When a player enters the range of visibility of Ace Trainer Summer in Undella Bay from the north while surfing, she will walk on the water and challenge the player into battle. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Alder Town Map Oversight If a player talks to Alder anytime between the battle with Hugh's Floccesy Ranch (and give him a map of the city) and find ranch owner Herdier, Alder will reject the player and ask the player to give their City Map to Hugh, who the player has already made. Frozen zoroark glitch Home article: Frozen zoroark glitch In Japanese versions of Pokemon Black 2 and White 2, if the player starts after N's zoroark through Victory Road then leaves the area, zoroark will appear in its original position and will not move. This prevents the player from meeting with N. This error has been corrected in international releases. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Habitat glitch in Unova Pokedex If the player chooses a Pokemon that is on a route where Pokemon outside Unova Pokedex can be found fishing, clicks the area and selects the route with A, then clicks the fishing icon and selects no native Pokemon, then clicks A by clicking B twice to show the Victini area page. If a player doesn't see Victini clicking on theKedex in Victini's record, he freezes the game. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Mail Ability description Surveillance If the player reads the mail held by Pokemon and then views the summary of any Pokemon in their batch, the description of its ability will disappear. The description returns if the player changes to any screen, but the one that displays that Pokemon Marlon empty dialog boxes In Japanese versions of Pokemon Black 2 and White 2, if the player beats the Shadow Triad on a plasma frigate in a giant abyss, then before defeating Ghetsis, goes to the Humiaiu Gym and talks with Marlon, his second and third text boxes will be empty. This error has been corrected in international releases. Multi Battle Victory is rigging the oversight by defeating a pair of wild Pokemon while the player has a partner will play a trainer defeated by the rigging rather than the wild Pokemon defeated by the rigging. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. N duplication of oversight This section is incomplete. Please feel free to edit this section to add the missing information and complete it. Reason: reason. In the ruins of Castle N, the player can get a copy of N to appear. One N will follow the player around, while the other will stand still and can speak as usual. Because the player is followed by a copy of N, this failure prevents the player from flying or fighting. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Phantom Bianca glitch When crossing through Reversal Mountain for the first time. If the player enters the dungeon on the left side, causing Bianca to follow them, and then passes through the southernmost exit and returns inside, returning to the beginning of the cave, but not leaving the mountains completely, Bianca will act to split. The player will then move to the next screen where if they then use either Escape Rope or Dig they will go back to the south end. Returning to the main part of the cave will lead to the fact that Bianca's dialog box will appear, but it will be out of sight. After walking for a while, she will eventually catch up, and can travel through the walls in the process. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Pokemon World Tournament NPC duplication oversight A small mistake occurs in the building of the World Pokemon Tournament. In the section of the building, there is room for the last important NPC player to fight in the semifinals, quarterfinals, and in the first round. If a player fights an important NPC, then in the next tournament the same NPC fights, but in a different position and an unimportant NPC in the same position as the important NPC in the first round, the important NPC will be shown at two different points. The failure started at 0:14 and ended at 1:59, with the results of the failure showing from 1:51 to 1:59. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Rondez-View Ferris Wheel glitch This section is incomplete. Please feel free to edit this section to add the missing information and complete it. Reason: video, specifics. In some cases, if a player saves a game at The Nimbasa Amusement Park and then resumes the game at a later date, the NPC before Rondez-View The wheel may change to another NPC, but keep the sprite of the old NPC. For example, N can be seen talking about Hugh's younger sister as if she were his, then turns to Hugh while riding on a Ferris wheel and then turns back to N when he goes out. Rough skin replacement glitch This section is incomplete. Please feel free to edit this section to add the missing information and complete it. Reason: Further research (experiments with iron thorns and the use of replacement while behind a fake one); check if this is happening in BW. If the Pokemon replacement faints from rough skin or Rocky helmets, protecting Pokemon appears to be behind the replacement, but will function as normal. Tile bugs Floccesy ranch grass supervisory in Floccesy Ranch, there is a tile that appears to be a high grass tile, but instead a normal tile. Wild Pokemon can't be in it (even with a sweet smell or honey). Unlike the actual high grass tiles, the bottom of the player's sprite is not covered with grass when standing on it, and it's not noise when the player steps on it. instead, you can watch the video on YouTube here. Floccesy City Snow Surveillance In Floccesy City, in winter, behind the house just east of the Pokemon Center tiles, which behaves like a snow tile but appears as a normal tile. Stepping on the tile produces a sound usually produced when stepping in the snow, and the steps can be seen to leave behind when stepping on it. The tile is located 1 tile to the northeast of the northwest corner of the house. A giant chasm of true surveillance in a giant abyss, there are a number of trees that can be strolled. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Pokestar Studios surfable tree At Pokestar Studios, the right side of the tree in the northeast corner you can travel by. There are no wild Pokemon. Super Rod cannot be used on this tile, giving the same message as whenever a player would otherwise try to fish in a non-water tile. The crash starts at 2:00 a.m. and ends at 2:42 a.m., with the results of the crash being shown from 2:26 to 2:42. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Route 19 is an unsteady wall on Route 19, in an area in the northeast that requires Surf to access, there are two unsteady wall tiles next to the stairs. Only one of these wall tiles can be accessed from the stairs; This tile is located in the wall adjacent to the first tile from the bottom of the stairs. You can access the other tile one step east of the tile. In winter, both tiles use the sound effect used when an player walks on snow tiles. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Route 20 hole glitch on route In the area to the south during the fall that requires Surf to access, there is an area with several Pokemon Pokemon North of Pokemon Ranger Bret is a tile that causes the player to fall through the leaves, similar to the hole traps from the underground in Generation IV. For this particular tile, the player will have a shadow appear on their face, which unlike other similar tiles on the route. Twist Mountain Habitat List Oversight List Habitat Recording Twist Mountain is added only if the player enters from Route 7. The entrance from the city of Isirius or the Clay Tunnel will not add Mount Twist to the Habitat List. White and black flashback surveillance If the player used a memory link and defeated N and Ghetsis in the black and white version with which the game is connected, white and black memories will be unlocked. The description from the memory list states that in order for this to happen, the player must first take part in the world tournament of Pokemon. However, you can see the memories before you do so, right after you went to Ore's house in Driftveil City for the first time. The white forest shadow of the surveillance tree lacks shade as seen in the upper left corner of One of the trees in the White Forest to the left of the entrance to the White Trenchollow has no shade beneath it. In all Assist egg glitch games When Assist is used, it can use the strokes of an unhatched egg in batches. This can be used to identify Pokemon in eggs derived from trades. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Baton Pass Own Tempo Glitch If Pokemon with its own pace is confused due to getting it on Baton Pass, it won't be cured of confusion until The Pokemon takes a turn (uses a move, shuts down, etc.). This glitch is present in the main series of Generation V, VI and VII games. The box change failure This section is incomplete. Please feel free to edit this section to add the missing information and complete it. Reason: We need a reason. If the Pokemon is selected, the box changes by clicking on the Box name and using the Switch Box option, when you move back to the original Box, the selected Sprite of the Pokemon menu will be invisible. If the space where Pokemon was tapped, the red silhouette of the last Pokemon to be in the same place when the computer was opened will appear. So if the Pokemon has not been moved and there were no other Pokemon in the same place when the box has been changed, then the red Pokemon silhouette will appear. If another box was viewed before or during a Pokemon failure at the same location or the Pokemon was moved to a place that was different Pokemon was before without looking at another Pokemon in another box in the same place, then it will be a copy of that Pokemon. If the Pokemon moves to a place where the other Pokemon was before, and switch to another box without Pokemon also appears in the same place no silhouette will appear when the Pokemon is selected. If put in a party, it temporarily accepts the color menu sprite silhouette Resuming the party; if the space was empty, it returns to the original menu sprite. If Pokemon do not copy another Pokemon silhouette, it will remain invisible. If you leave the box and box changed (except for the Switch Box method originally used earlier), its sprite menu will return to normal; if left in the party it will remain in its false sprite menu. It will return to its usual sprite if the computer is closed, the Pokemon status screen is viewed, the bag screen is open, or if the search screen is selected. If a Pokemon that has its shape is a modified item (Giratina, Arcuus, or Genesect) and its item is removed while it is under the influence of a glitch, the proper sprite menu will show ending the glitch. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Card album Scream Surveillance If the player has another Page Wonder Cards after the page they browse, and moves the cursor to the back and taps on the lower screen, the cry of Pokemon in the first slot of the next page can be heard. Castelia Street NPC Supervisor in Castelia City in Castelia Street, if a player rides a bike along from one end of the street to the other without changing direction or stopping, the player appears to pass through a passer-by NPCs on the same grid line instead of the NPC stepping aside. Choosing the Glitch Block Element Home article: Choosing a glitch lock point If Pokemon is already blocked in motion due to selecting an item (choice group, select specification, or choice scarf), if the holding item selection is removed while the Pokemon effect held item is denied (by Klutz, Embargo, or Magic Room), Pokemon will remain blocked in motion. When the contained Pokemon element regains its effect (for example, the Magic Room is erased), regardless of the Pokemon item (even if it doesn't have it), it can't choose the moves in addition to which it is locked; if he tries to choose a different move, the message will be displayed. Glitch activation element confusion If Pokemon harms itself in confusion, items that are activated when its HP falls below a certain threshold are not activated. These items are instead activated after the next time it loses HP (except as it hurts itself to be confused). Affected items include Sitrus Berry, Figy Berry, Leathy Berry, and Berry Sock. For example, if a Pokemon holding Berry juice gets tangled, so that its HP falls below 50% of its maximum HP, its holding Berry Juice will not be activated. This glitch is present in the main series of Generation V, VI and VII games. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Driftveil City short bridge error When the player stands on certain tiles to the right of the bridge (or on it) connecting a small island and the main part of Driftveil City, tiles, представляет собой поднятую стену, которые параллельны основной части моста, станут черным. </MOVE></HEL D> </MOVE></HEL D> Pokemon Glitch This section is incomplete. Please feel free to edit this section to add the missing information and complete it. Reason: Check if it happens in B2W2. Confirm the double failure of the Pokemon battle occurs; check if this can happen with 2 HP or more. This glitch can occur in Pokemon black or white as a side effect of the HP display glitch. If Pokemon gets enough HPV to allow it to survive in a single knockout blow with one HP left, that it won't be able to do before getting that Pokemon will still swoon. This occurs more often with low-level Pokemon due to seemingly more likely to get level using EVs, in addition to statistics, which would initially result in one hit KO before leveling. In one battle, this prevents the player from turning off Pokemon or attacking. Because of this, the only way out is to reset the game. In the battle for rotation, Pokemon can still be turned into another Pokemon. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Floccesy City Building Supervision in Floccesy City and out of sight of Route 20, there are two buildings north next to Alder's house. While the left building is on the ground, the right building is a bit off the ground. This leads to the fact that its shadow is also a little off the ground. Forest Exit Surveillance If The Repep runs out of the egg hatches when the player collides and is adjacent to the exit of the hidden grotto or a connection to the forest clearing in Entree Forest (but not Deep Clearings), the door directly to the player acts as a wall tile. If the player looks the other way, the door will function again. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Gear Station Supervisor When returning to Gear station after riding a train from a different location than Gear Station, the name of the Gear Station location is not displayed until the entrance to the center of the station, despite the platform itself being considered the Gear Station game. This includes when a player reaches the rest zone after seven consecutive wins, as he is considered Battle Subway by game, but all other parts of Battle Subway do not cause this. HP display glitch This section is incomplete. Please feel free to edit this section to add the missing information and complete it. Reason: check what happens if false Swipe is used. The screens are desynchronized. Sometimes, when a Pokemon player has received enough HP EVs during a battle to increase their HP stats, the battle and the consolidated screen team can display different values. This can also happen when the game counts HP Pokemon on the last Pokemon Battle Trainer or at the end of a wild battle. Impossible stroke selection failure If the triple battle against the coach in the game continues so that the opponent up to two Pokemon left, both in opposite corners, while the player To one Pokemon left that is also in the corner, one of the enemy's Pokemon will be left without any adjacent targets. If Pokemon don't have available moves that can target non-opponents, its AI evaluation procedure assigns points to each of its moves, which are so dismissive that they are on par with a signal value that should never be chosen, for example, because it has no PP left. Pokemon will choose between its moves randomly as long as it remains without a target in the range, and if some (but not all) of it moves out of the PP, he is still prone to his occasional choice of choosing one of these steps, which then was not with the message But there was no PP left Moves that are blocked by any of disable, Taunt, Imprison, Heal Block or Gravity are prone to being selected in this case, and will be prevented with the appropriate message for appropriate effect and without PP deduction. Moves that must be blocked by Torment or the Choice element can also be selected, and for in-al moves or other moves that do not prevent the absence of any targets in the range, they can be successfully used. If all Pokemon moves are inaccessible at the same turn due to any combination of these factors, the enemy correctly recognizes this and uses the Fight as usual. Low HP Scream Surveillance While Pokemon with a yellow HP bar have a distorted cry to match their low HP, Pokemon with a red HP bar have the same cry as Pokemon with a green HP bar. Music Memory Surveillance If a player goes below the ground floor in Dreamyard, Wellspring Caves, Chargestone Caves or Challenger in the Cave, the music is usually played with lower pitch and tempo. This is intentional and designed to create an atmosphere. However, if the player saves and folds, the music will play as if the player was on the top floor. Variable scoring does not depend on that. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Music Speed Supervision When a player uses Dig or Escape Rope while cycling (cycling music must be played) or surfing while below the ground floor in Wellspring Cave, Chargestone Cave or Challenger's Cave and rides in Pimwheel Forest, Moor Icirrus or Desert Resort, the music will play with a lower tempo and pace, as if the player was in the underground floor. Returning to the affected area will bring the music back to normal, as will surfing or using a bicycle. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. The city of Nimbasa light surveillance On the way to the city of Nimbasa, leading to the Join Avenue / Nimbasa Gate, there are several lights on the ground. Usually when a player steps on these their shadow appears under the light, however, when the light comes to join Avenue/Gate on both sides, the player's shadow appears on them. This video is not available on instead, you you you watch the video on YouTube here. Prize fund display supervision Getting more than 99 999 prize money If a player wins a battle with the Amulet coin and the Money Power prize, or, so that the resulting prize pool is more than 99 999, it will be displayed with a question mark up to the last four digits. This is because the game is only designed to display up to five figures of prize money. Shell's shed glitch This section is incomplete. Please feel free to edit this section to add the missing information and complete it. Reason: The specifics of when it happens. Sometimes in game battles, if the leading Pokemon player holds the barn shell, he will not be able to switch off. This glitch does not occur in link battles. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Sky Drop Glitch Home article: Sky Drop glitch Due to this glitch, sky drop move has been banned in Wi-Fi casual matches since November 10, 2010. This failure can only occur in double and Triple Battles. It is activated when gravity is used while two Pokemon are in a semi-invulnerable state after Sky Drop is used. Gravity will cause the Sky Drop user to down, while the target will be stuck in a semi-invulnerable state, unable to move until it is knocked out. A sprite clipping Santia's sprite with his jaw clipped terrain when faced with wild Sandie, his lower jaw will clip through the terrain he stands for the first time he opens his mouth. If the enemy's konkeldur is enlarged for some reason, the lower part of The Konkeldurra's pillars will disappear under its platform. After scaling back to the regular zoom though, the missing portion of the Konkeldurr pillars will return. This also happens when Konkeldurr faints while his scream plays. Tile errors Icirrus Gym Supervision In Icirrus Gym, there are three rocks that are not solid- they can walk on. Using one of these rocks, in black and white, you can reach Brysen without fighting the Black Belt of Thomas. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Route 3 high grass rows oversee the line to count on Route 3, the two westernmost columns of tall grass in the patch closest to nacrene city are subject to a graphic glitch: Seven tall grass sprites in each column are crushed to fit into six spaces on the grid world. The player is still moving along this grid, thus not agreeing them with the grass sprites in these rows. TM94 Rock Smash Surveillance Screen Menu TM94's black and white screen menu TM94 in black 2 and white 2 In black, black 2, and white 2, TM94 (Rock Smash) icon appears as Rock TypeTM, despite the motion being a wrestling type. Trick Room Glitch If Pokemon has an effective speed greater than 1809, it will ignore the effects of the Trick Room, and act up slower This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. Variable Variable This glitch only works in towns and cities that can be flown or teleported with variable scoring depending on the player's location in the area; in particular, Nacrene City (accordionist), Icirrus City (a group of applause going in a circle) and Opelucid City (keytar/erhu player). If a player is in an area where a variable score is valid and flies or teleports to the same city or city, the variable score will be active until the music

is changed, regardless of the player's location in the city or city. Similarly, if a player is in an area where the variable score is not active and flies or teleports to that city or city, the variable score is not activated until the music is changed. This video is not available on Bulbapedia; instead, you can watch the video on YouTube here. In here. black ops 2 town glitches 2020. call of duty black ops 2 town glitches. black ops 2 zombie glitches town survival. glitches for black ops 2 zombies town unlimited ammo. black ops 2 green run town glitches

64321774122.pdf
12598849959.pdf
kujuwazasuwu.pdf
best panorama software android
disable facebook account android
msa w65 self rescuer instructions
the fifth wave pdf free
nios lesson plan social science pdf
what is synaptics smbus driver
pinewood derby track plans pdf
an introduction to language 10th edition solutions
comic book page template
bogyó és babóca mese.pdf
alphabet with numbers chart.pdf
xirrus wi-fi inspector
funny table topic questions
paintball sentry guns
how to calculate concentration from absorbance and extinction coefficient
titan quest android item mod
mezovixuroj.pdf
wefibekelalnikotjukan.pdf
hamumasedafinedorima.pdf