

Paper Mario: The Thousand-Year Door Final Boss Guide

by Ddawg

Updated to v1.2 on Feb 11, 2011

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a guide for beating the shadow queen in Paper Mario TTYD
created by Ddawg
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-----===INTRO===-----
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What's up? As you may know, my name is Ddawg. That's pronounced "Dee Dog" and no other way. I've been a game junkie since...well, as long as I can remember. I love Paper Mario and have been playing it my whole life. If you're having trouble beating the Shadow Queen I'm sure I can help you out.

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--=VERSION INFO=--

V1-
Created the guide :D

V1.2-
Fixed a few spelling mistakes
added the title thingy
added other places to get items
added the thing on Repel Capes

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-----===PREPARATIONS===-----  
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The Shadow Queen is one tough sumbuck. It won't be easy beating her, but I know a couple of tricks that are sure to help out. If you think you're ready and don't require this section, that's fine. Skip right to "The Fight". But I assure you, you're gonna have one heck of a time.

--=ITEMS=--

The basic stuff we want is defense and healing items. If you haven't been to the Pit Of 100 Trials, you'll need to go down there (to the 50th floor) and collect an item called "Strange Sack". It doubles your inventory space, and trust me, you NEED that. If you're low on cash, check out the "Cash and Star Points" part of the guide. (Ironic, huh? :P)

--BOO SHEETS--

WHAT THEY DO:
Boo Sheets are super awesome items that make Mario invisble and COMPLETELY unable to hit. I know, awesome, right? They

only last about 2 or 3 turns, so we need a few of them. Get around 15. (depending on what you can afford) I used a number like 13 or 14, so it doesn't matter as long as you have somewhere close to 15.

WHERE TO FIND THEM:

onboard train shop going to Poshley Heights in Rougeport -20 coins

--LIFE SHROOMS--

WHAT THEY DO:

These items bring back 10 HP once Mario or his partner faints. Mario, however, since he has the Boo Sheets, won't be dying. So his partner is going to use all of these. Stock up on about 3, 4, or 5.

WHERE TO FIND THEM:

Shop in Twilight Town -40 coins

Shop in East Rougeport (The one beside the pianta parlor where the ghost works) -50 coins

--ULTRA SHROOM--

WHAT THEY DO:

if you have any inventory space left, fill that space up with Ultra Shrooms. Ultra Shrooms are mushrooms that heal 50 HP. These are mainly back-up items, just in case Mario runs out of Boo Sheets and gets hit. (we're not worrying about partner's HP)

WHERE TO FIND THEM:

Town underneath Rougeport, the item shop right beside the Fortune Teller -200 coins

The Pianta Parlor - 67 Piantas

--ALTERNATIVE TO BOO SHEETS--

WHAT THEY DO:

if you can't afford Boo Sheets or for whatever reason you can't/won't get them at all, you can always buy Repel Capes. They raise Mario's evasion. Not as good as Boo Sheets, but they'll do.

WHERE TO FIND THEM:

Shop in Glitzville -15 coins

Alright, that does it for items. So in total, you're gonna need somewhere remotely around 850 coins.

--=BADGES=--

okay, next prep. We need BADGES. These really aren't ALL that important, but they do help some. Mainly we want badges that save/increase FP, (partner's) HP, and help defense and offense. We don't want any extra hammer or jump moves, those are just a waste of BP. Speaking of BP, you'll need a lot of it. Don't forget to increase it when you level up sometimes.

--HAPPY FLOWER--

WHAT IT DOES:

Slowly and automatically restore FP during battle.

WHERE TO FIND IT:

?

--HAPPY HEART P--

WHAT THEY DO:

Slowly and automatically restore your partner's HP during battle. We won't be needing the regular Happy Heart badge, Mario's got the Boo Sheets. ;D Now, your partner's HP isn't all that valuable, so this badge isn't really that important.

WHERE TO FIND IT:

?

--FLOWER SAVER P--

WHAT IT DOES:

Drop FP used when your partner attacks by 1. This is kinda useful, not really necessary. Use it if you're max FP is low.

WHERE TO FIND IT:

?

--HP PLUS--

WHAT IT DOES:

Increase maximum HP by 5. Use it only if you're not confident, we have Boo Sheets after all. as for your partner, like I said, his HP doesn't really matter.

WHERE TO FIND IT:

Pianta Parlor- 100 piantas

--FP PLUS--

WHAT IT DOES:

Increase maximum FP by 5. Use as many of these as you can. FP is very valuable when fighting the Shadow Queen.

WHERE TO FIND IT:

Pianta Parlor- 100 piantas

--CLOSE CALL P--

WHAT IT DOES:

When your ally's in Danger, cause foes to sometimes miss. Your partners are gonna be in danger alot, so I reccomend this big time.

WHERE TO FIND IT:

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--MEGA RUSH P--

WHAT IT DOES:

Increase attack power by 5 when your partner is in peril.

WHERE TO FIND IT:

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Alright, that's it. If you have any BP left, use whatever else you want.

oh, and here's a tip: There's a badge shop in Rougueport. Go into the inn, go upstairs, walk out the door to the left, and you're on the roof. Find a door, and there's the badge shop. Check it often, (I think) they change inventory every so often. You might find a badge you need in there. ;D And to get extra cash, sell the sucky badges or badges you don't need.

(also, you'll notice I don't really know where to find some of the badges above. Please look at the "help me" section of the guide if you know where to find them. Thanks)

--=OTHER STATS=--

When I fought the Shadow Queen, I was Lvl. 26. I don't have a particular level to get to, but it needs to be at least 20. Whenever you level up (I'll get to that), choose FP or BP. HP is the last thing you'll need since we'll have the Boo Sheets.

I had 45 FP (not including the FP Plus badges) when I fought the Shadow Queen.
I had 45 HP (not including the HP Plys badges) when I fought the Shadow Queen.
I had 30 BP when I fought the Shadow Queen.

As for your partner, I had everyone (except Ms. Mowz) rank 2 (2 shine sprites) when I fought the Shadow Queen. Focus mostly on Bobbery, he's our man. Get him to the point where he can use Bob-ombast. If you can't, go to Vivian. Get her to the point where she can use Fiery Jinx. If you can't, your last resort is Koops. Get him to the point where he can use Power Shell.

If you've got extra Shine Sprites, focus on leveling up the following partners:

Bobbery
Vivian
Koops

In that order. You'll need back-up partners incase you run out of Life Shrooms, so once you get those guys leveled up, go ahead and level up a few of the other guys, too.

Go look up a guide on Shine Sprites, too. You use those to level up your partners, and you'll need a few.

--=CASH AND STAR POINTS=--

Need cash to buy Boo Sheets and whatnot? No problem. I've got a few methods to earn cash. Need some Star Points to level up? Also no problem.

As you may know, enemies drop coins when you defeat them. Drop into the Pit of 100 Trials and go down a couple levels. I got the max 999 coins by going to level 60 or so. For some extra cash, solve certain troubles, and the troublee might give you coins.

The higher level you are, the harder it is to get Star Points. So go into the Pit of 100 Trials, the deeper you go, the harder it gets. Some of the toughest enemies in the game are down there, so just keep going. Eventually you'll start

getting 8, 10 star points per fight. It may sound slow, but it's actually pretty helpful.

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-----==THE FIGHT==-----  
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...what? We're ready to fight her already? Okay, hold onto your hats, this is gonna get bumpy!

Before you go in, use that heart box. You want to be in tiptop shape. Nextly, if you don't have the Peekaboo badge (makes enemy HP visible) switch Goombella to your partner. If you do have the badge (and want to use it) switch to Vivian.

Save the game and walk inside. ooh...intimidating, right? Don't worry, this won't be THAT hard.

press Y and make sure your partner is ALWAYS in front of you. If you've got Goombella as your partner, hurry up and use tattle. Then as Mario, use the first Boo Sheet on yourself. If you used Goombella, switch to Vivian. If not, use Vivian's Shade Fist. Then use Mario's hammer attack.

Continue using Vivian's Shade Fist and Mario's hammer. When your Boo Sheets run out, use your partner to equip another one onto you. Then use Mario's hammer.

Continue doing this until you get her weak enough and she wants to change into her real form. Once you get that done, switch your partner to Bobbery. Start using the Super Nova special attack whenever you get enough SP. When you DON'T have enough SP, just use the hammer.

When the hands are alive, use Bob-ombast to send them away. (and damage the queen) When they're not, just use Bomb on the queen.

ALWAYS use your partner to equip the Boo Sheets onto you, as you want to use Super Nova whenever you can. Never attack the hands as Mario, (unless of course it's with Super Nova) just use Bobbery's Bob-ombast to kill them. (or Vivian's Fiery Jinx, or Koops' Power Shell) Equipping Boo Sheets onto Mario is top priority, so forget about Bob-ombast or Bombing when he runs out.

Never appeal to get SP, just use stylish moves. Appealing takes a whole turn and doesn't even get as much SP as stylish moves. Mario's hammer move has 2 stylish moves. Right when he slams it down, press A to make him backflip. When he lands from this backflip, press A again. When Bobbery lands from bombing, press A.

Continue Super Nova'ing, Bob-ombasting, hammering, bombing, and equipping Boo Sheets until she gets angry and makes herself invincible. At this point, just use Bobbery's bomb move and Mario's hammer on the queen. Forget the hands are even there.

Eventually, the Cyrstal Stars will channel everyone's encouragements to Mario. Peach will give the last of her power to Mario and weaken the queen down. Now you can hurt her again, and your HP, FP, SP and everything gets filled.

Start the same old strategy again. Super Nova when you can, Bob-ombast when the hands appear, equip Boo Sheets when they run out. Just like all enemies, her HP will fall.

So there you have it. I really hope that helped you at least a little bit. :D

Oh, one more thing. Sometimes throughout the fight she boosts her defense and offense.

Take that as a good thing, she doesn't attack that turn. Mario's wearing Boo Sheets so her boosted offense can't harm him anyway. Bobbery's Bob-ombast is still really powerful with her defense up, and so is Super Nova.

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-----===OUTRO===-----  
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Well that does it for the guide, hope you enjoyed it.

---=THANKS=---

Firstly, I'd like to thank YOU for reading this...and for putting up with my sarcasm. :P

I'd like to thank a couple of people on neoseeker for posting those tips, which I morphed and combined to create this.

Thanks also to my friends on the internet, without them I wouldn't have made this. (I wanted to rub it in all their faces :D)

And one last thanks to Nintendo, for creating the Paper Mario series. ;)

---=CONTACT ME=---

I don't really like giving out my E-mail, so just PM me on neoseeker. My username, as I said in the first line of the guide, is Ddawg. :D

---=FAQ=---

None so far, I just put this here in case. XD

---=HELP ME=---

I've been kidnapped! Just kidding, help me make the guide better. Look at the section of the guide called "Contact Me" to find out how to...contact...me... Tell me of any spelling mistakes, grammar mistakes, mistakes, or mistakes, or what you think I could add to or take away from the guide to make it better.