= Paper Mario : The Thousand @-@ Year Door =

Paper Mario : The Thousand @-@ Year Door , originally released in Japan as Paper Mario RPG (???????RPG) , is a role @-@ playing video game developed by Intelligent Systems and published by Nintendo for the GameCube . The Thousand @-@ Year Door is the second game in the Paper Mario series .

The Thousand @-@ Year Door borrows many gameplay elements from its predecessor , such as a paper @-@ themed universe and a turn @-@ based battle system with an emphasis on action . For the majority of the game the player controls Mario , although Bowser and Princess Peach are playable at certain points . The plot follows Mario 's quest as he tries to retrieve the seven Crystal Stars and rescue Peach from the X @-@ Nauts .

The game was well received by critics , attaining an average score of 88 percent from Game Rankings . Critics generally praised the game 's engaging plot and gameplay , but criticised it for not being a big progression from its predecessor . The Thousand @-@ Year Door won the " Role Playing Game of the Year " award at the 2005 Interactive Achievement Awards .

= = Gameplay = =

The Thousand @-@ Year Door has a unique visual style . The graphics consist of a mixture of 3 @-@ Dimensional environments and 2 @-@ Dimensional characters who look as if they are made of paper . At different points in the game , Mario is " cursed " with abilities that enable special moves in the overworld , all of which are based on the paper theme . Mario can fold into a boat or a paper airplane by standing on a special activation panel , and roll up into a scroll of paper or become paper @-@ thin . The game 's environments also follow this theme ; for example , illusory objects that conceal secret items or switches can be blown away by a gust of wind due to the environment 's paper @-@ like qualities . In certain parts of the game , the player controls Bowser in multiple side @-@ scrolling levels based on the original Super Mario Bros .. Additionally , the player controls Peach in the X @-@ Naut Fortress at the completion of most game chapters .

Battles in The Thousand @-@ Year Door borrow elements from the original Paper Mario and Super Mario RPG . The turn @-@ based system , in which players select an attack , defense , or item from a menu , is augmented by timed button presses that can result in substantial attack or defence bonuses when performed correctly . A similar " action command " was also used in all released Mario RPG games . In The Thousand @-@ Year Door , each of Mario 's party members now have their own heart points (HP) and may receive any attack that Mario can receive . When a partner 's heart points are reduced to 0 , the partner becomes inactive for the rest of that battle and later battles until recovery . If Mario 's Heart Points are reduced to 0 , however , the game ends . Flower Points ? which are required for special moves ? are shared among Mario and his party members . Defeating enemies awards various numbers of Star Points to Mario ; for every 100 Star Points , Mario is able to level up . Mario can choose to upgrade his heart points (HP) , flower points (FP) , or his badge points (BP) . The battles take place on a stage in front of an audience ; if the player performs well in a battle , the audience can assist Mario by replenishing star power , throwing helpful items on @-@ stage , or inflicting damage on the opponent . Conversely , the audience may throw damage @-@ causing items at the player or leave if the player performs poorly in a battle . For every 10 levels , the stage will increase by fifty audience members for a total of 200 after level 30 .

Outside of battle , the game contains some strong role @-@ playing video game traditions . For example , Mario 's strength is determined by multiple statistical fields and status @-@ boosting items that can be used in and outside of combat . The effects of these items range from healing Mario or his partner to damaging the opponent . Mario can also purchase badges from non @-@ player characters or occasionally obtain them from defeated enemies ; when equipped , these badges can permanently enhance a particular skill or aspect , or , in some cases , give Mario new moves , including Power Jump and Quake Hammer . Throughout the game , Mario is permanently assisted by a party member . Each party member has a specialised skill , some of which are required to solve puzzles to advance progression in the game . More party members are gained as

the player advances through the game .

Plot

The Thousand @-@ Year Door is not set in the Mushroom Kingdom , but in a cursed land across an unnamed ocean far away . The majority of locations are not featured in previous Mario games . Most locations consist of a set theme ; Glitzville , for example , is a floating city centered around a fighting arena known as the Glitz Pit . The enemies and town inhabitants in the game range from recurring Mario characters , like Boo , to characters exclusive to the game , such as the X @-@ Nauts . For many stages in the game , the story is presented in the context of a novel , and is divided into eight chapters (nine counting the prologue) .

Characters

The Thousand @-@ Year Door contains several characters , the majority of whom are not playable . Progression in the game is sometimes dependent on interaction with non @-@ player characters , although many are used in the game 's various subquests . In particular , the Goomba Professor Frankly , who knows the most about the mysteries relating to Rogueport , must be visited every time Mario retrieves a Crystal Star . The game continues the tradition of Paper Mario , in which Mario can be accompanied by one assistant character at a set time . There are seven party members in total : Goombella the Goomba , Koops the Koopa , Madame Flurrie the wind spirit , a Yoshi (named by the player) , Vivian the Shadow Siren , Admiral Bobbery the Bob @-@ omb , and Ms. Mowz , who is available as an optional character .

Mario is the main character of The Thousand @-@ Year Door , although the game will frequently cut to Princess Peach in the X @-@ Naut Fortress . Much time is spent on her interaction with the computer TEC , which has suffered from a glitch and has fallen in love with Peach to her surprise . The main antagonist of the Mario series , Bowser , tries to collect the Crystal Stars before Mario does instead of directly opposing Mario . Luigi 's role in the game consists of recounting his adventure , which also involves the use of secondary characters in the form of party members .

Story

The game opens with an introduction about a seaside town which was damaged by a cataclysm and consequently sunk into the depths of the earth . A town named Rogueport was later built at this site , with the fortunes of the lost kingdom fabled to exist behind the eponymous Thousand @-@ Year Door , located in the ruins of the old town . Mario becomes involved when Princess Peach contacts him about a treasure map that she bought in Rogueport , but becomes part of a larger adventure after learning that Peach has gone missing . With the help of Goombella and Professor Frankly , Mario learns that the map can potentially reveal the location of the 7 legendary Crystal Stars , which are required to unlock the Thousand @-@ Year Door . Under the assumption that Peach herself is trying to find the Crystal Stars , he uses the map in an attempt to locate her .

In actuality , Peach has been kidnapped by the Secret Society of X @-@ Nauts (" X @-@ Nauts " for short) , a group led by Sir Grodus that are also searching for the Crystal Stars . While held captive , Peach uses e @-@ mail via the main base 's computer , TEC , to inform Mario about the quest and consequently help him to attain all 7 Crystal Stars and locate the treasure . However , the " treasure " is actually the Shadow Queen , a demon responsible for the ancient cataclysm that destroyed the original town 1 @,@ 000 years ago . The X @-@ Nauts had kept Peach so that her body could be possessed by the Shadow Queen in a bid to recover her full power . This happens , but the arcane power of the Crystal Stars is then used to separate Peach from her possessor . The game ends when Mario defeats the Shadow Queen and returns home with Peach .

Release and lawsuit

Nintendo first revealed The Thousand @-@ Year Door at the Game Developers Conference of 2003 . Before its release , the game was confirmed to be a direct sequel to the N64 game Paper Mario and was known tentatively as Mario Story 2 in Japan and Paper Mario 2 in North America . A preview of the game was available at E3 2004 ; it included Hooktail Castle and a Bowser bonus level as playable stages . The game was released on October 11 , 2004 , in North America .

A sequel to the game , Super Paper Mario , was developed by Intelligent Systems and released for the Wii in 2007 . It has a stronger emphasis on platforming than its predecessor . Super Paper Mario 's plot is unrelated to the story of The Thousand @-@ Year Door , but it contains many easter eggs referencing characters from the previous two games .

In 2008 Morgan Creek Productions filed a lawsuit against Nintendo alleging that they illegally used the song " You 're So Cool " from the film True Romance in an advertisement for the game . Morgan Creek dropped the case six days later , after Nintendo revealed that the advertising agency , Leo Burnett USA , Inc . , had licensing for the song .

= = Reception and legacy = =

Paper Mario : The Thousand @-@ Year Door received largely favorable reviews from critics . They particularly praised the plot ; GameSpot 's Greg Kasavin stated that " each [chapter] provides a thrill of discovery . " Similarly , Eurogamer welcomed the whimsical storyline in comparison to traditional role @-@ playing games , commenting that " [it is] something closer to Finding Nemo than Final Fantasy , which is very much a compliment . " The game 's characters were also well received , with reviewers complimenting the use of NPCs and text . Despite this , some commentators complained that the story developed slowly in the game 's beginning stages . Eurogamer rated the high level of text as " the only major stumbling block " of the game .

One of The Thousand @-@ Year Door 's main features , the use of a paper @-@ based universe , was welcomed by reviewers . When referring to the paper theme , 1UP commented that " It 's a cohesive , clever approach that turns the game 's visual style into more than just a look . " Critics also commented extensively on the game 's battle system , which deviated from traditional RPGs . GameSpy praised the use of timing in the battle system , stating that " these twitch elements were designed to be fun and engaging , and they succeed wonderfully at this . " Reviewers also praised the concept of having an audience to reward or berate Mario during battle .

The game 's visuals received a mixed response from critics . GameSpot enjoyed the game 's presentation , writing that " it exhibits a level of visual artistry and technical prowess matched or exceeded by few other GameCube games . " Conversely , other reviewers complained that the graphics were not much of a visual upgrade from its predecessor , Paper Mario . For the game 's use of audio , IGN declared it " game music at its purest " , but proceeded to question the absence of voice acting in the text based game . RPGamer commented that the music " for the most part is done very well " , but that the perceived repetitive battle music was " one of the biggest flaws " of the game . The game won " Role Playing Game of the Year " at the 2005 Interactive Achievement Awards . The game was ranked 56th in Official Nintendo Magazine 's " 100 Greatest Nintendo Games " feature .

In its first week of release in Japan , The Thousand @-@ Year Door was the best @-@ selling game , selling about 159 @,@ 000 units . It proceeded to sell 409 @,@ 000 units in the country and 1 @.@ 23 million copies in North America . The game has since been included in the Player 's Choice line .