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Paper Mario: The Thousand-Year Door



PLATFORM  ESRB RATING 

GAMEPAD RATING

8

This two-dimensional RPG has Mario on an adventure in the seedy town of Rogueport. He's got a map and he's meeting friends along the way to help him on his journey.

GP REVIEW

Lots to look at and lots to do in Thousand-Year Door
Reviewed By: [gp_boogiewoogie](#)

Paper Mario is back for the GameCube in the Thousand-Year Door. And if you didn't catch it the first time on N64, you're in for a treat! This time around Mario's off to Rogueport, at Princess Peach's request. He's got a map and he's meeting friends along the way to help him on his journey.

Thousand-Year Door is divided into Chapters, which is a cool twist. I mean it is Paper Mario after all and you really do feel like you're in a book at many points throughout the game! But before you even get to the meat of the game, you may lose yourself in boredom.



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Don't get too discouraged by the first couple hours of this seemingly super-long RPG. When I initially cracked the seal and got this bad boy into my 'Cube, I was in the mood for some action. But for at least the first hour and a half I was frustrated by the set-ups and explanations. Argh! It proved to be worth it, though.

The long, drawn-out learning process in the beginning really pays off later in the game. Make sure you're paying attention to the story details because you'll be called on it. Several trivia games pop-up throughout just to make sure you're paying attention.

After the sluggishness out of the gate, I really got into it. In fact, I didn't want to go to bed; I could've played all night! And I'm actually thinking of playing right now. After only five or six hours of gameplay, I can see this game is going to be occupying a lot of my free time in the next little while.

The turn-based battles are really neat. You attract quite a crowd... literally. Whenever you get mixed up in a melee, you've got an audience to check you out. They scream, they cheer! Heck, sometimes they even throw stuff at you! Mario's even got some cool moves and you can even get him to ham it up for the crowd.

Of course we can't talk about Paper Mario without talking about the awesome graphics. The colours are so bright and crisp; it's so nice to look at. It's like playing a cartoon. Many times, I just stopped to check out the scenery.

The music and sound effects in the game are good. Basically if I'm not annoyed by music in a game, then it's good. But Mario has some very cute sound effects that made me chuckle from time to time.

I'm not exactly an RPG fanatic, but this game really has me excited about the adventures on the way for Mario. Cool story, cool graphics, fun turn-based play; I can't wait to soak it all up. RPG fans will get a kick out of it and those of you who aren't as big on RPG will definitely find it a fun play as well.

OVERALL:	GAMEPLAY:	8	SOUND:	9
8	GRAPHICS:	9	▶ ABOUT OUR RATINGS	

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