

Paper Mario Kent C. Koopa Guide

by triemlem

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P a p e r   M a r i o           b y   t r i - e m p l e m
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Summary:

Considering the fact that you are here, I assume you know who 'Kent C. Koopa' is. He is the biggest, meanest, toughest enemy you may ever encounter in the world of Paper Mario. I am here to give a quick run down on how to defeat him with different methods.

Consider this a tribute to my favorite (... yet most hated) boss in Paper Mario, second only to The Master in his Dojo.

(now, I don't mean to offend anybody here... but I did not find the other FAQs particularly helpful with defeating Kent C. Koopa, so I decided to make this tribute to the behemoth.)

Update Log:

11/10/01 - V1.1

Some nice fellow decided to give his say here ...
Yay to RPGMaster77. (grins)

08/03/01 - V1.0

Sitting here with Paper Mario in my N64 deck, and I meet up with some gargantuan tortoise sitting in the middle of the Pleasant Path. Being the foolishly daunting gamer that I am, I decided to boast Mario's strength and take the titan on. Guess what, I lost. Now I'm coming back for some revenge, and I'm taking every bloody Kent C. Koopa with me! Lets just hope this gets posted.

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1. The Story Thus Far ...

Mario and Kolorado are returning from their venture on Lavalava Island. After defeating a disgruntled egg-bat-spike hybrid (Koopa Jr.), Mario heads back into town to find Kolorado

standing just outside the path from Toad Town to Pleasant Path.
Telling of a giant Koopa Troopa blocking the way, Mario sets
forth to vanquish the being or finding another way around ...

2. Strategy: The Lethal Berserker

Strategy Evaluation and Ranking

- Rated 2/10
- A very wasteful method, and requires a keen sense of timing.

Minimum Stats:

(these are highly suggested and at most times are required.)

- HP: 30/30 (preferably higher, but thirty will do)
- FP: 30/30 (after FP Plus badges are on)
- BP: 24 (an absolute minimum. add more badges if you
have the resources available to you.)

Equipement:

- Super Boots
- Ultra Hammer

Items:

(these item numbers are suggested, but should be followed if
possible. Improvisation is acceptable.)

- Five; Super Shrooms
- One or Two; Maple Syrup (s)
- One or Two; Whacka's Bump (s)
- One; Life Shroom

Badges:

(these will help you finish the battle quicker, and help your
survive. While often mandatory, you can generally live
without. Feel free to add more if you have extra room.)

Close Call	BP 1 (if you get low on HP, you're going to want to dodge the bullet ...)
Group Focus	BP 2 (with the whole group focusing, you can return to battle with less down time.)
Deep Focus	BP 1 (a vital badge that helps you recover Star Power faster.)
Dodge Master	BP 2 (finger accidentally slipped? This badge makes sure you don't screw up.)
HP Plus x2	BP 3 each (for longevity purposes)
MP Plus x2	BP 3 each (you can not depend on a low maximum MP, you have to store as much as possible.)
Def Plus	BP 6 (reduced damage induced by one

point, which can make a world of difference.)

BP Total 24

Party Member:

(absolutely mandatory for this strategy to work)

- Bombette at Ultra Rank
- A rapid-fire controller or really fast fingers for 'Bomb'.

Star Spirits:

- Eldstar; Refresh - One Star
Recovers 5 HP and 5 MP.
- Misstar; Smooch - Three Stars
Recovers 20 HP.

Strategy:

-Kent C. Koopa- "This is Kent C. Koopa.
 He seems pretty greedy for such
HP 70 MP Unkown a large Koopa.
ATK 10 \$\$ None
DEF 6 SP 20 ...

-The Battle Plan- He sometimes does a stomp
If he spins, be prepared a stomp attack with his shell.
to defend against it, else That attack has a power of 3.
Bombette will be knocked
senseless for THREE turns, His shell attack also damages
so be careful. party members (like me!),
 so be sure to defend!

If he marches up to you,
he will leap on you. A As with all Koopas, your
blocked attack results in chances will greatly improve
8 points of damage, so if you can flip him over.
be careful with the His defense power will drop.
timing.

 Watch it though! He'll
'Okay, lets whip this tub attack as soon as he's back
of lard! Start off the on his feet.
battle strong by timing
a jump correctly so that And by the way, is he not THE
you can knock him over. HUGEST KOOPA EVER!?!
 Somebody told me that he used
Once on his back, get to live in Koopa Village."
Bombette to Bomb Kent
for seven points of damage per turn. You will be
required to do this successfully for ten turns.
They are not required to be in succession.

Unfortunately, it's not that simple. Ken sure loves to imprint his butt-cheeks onto Mario's head, so watch out otherwise you're down 9 hit points. When you are low on HP, summon Misstar to bring you right back up

to pace.

However, when you do not have the resources available to summon Misstar, either summon Eldstar or use your items. Don't be afraid of dishing out your whole array of Super Shrooms, they're cheap and expendable.

(Okay, if you ever use up your Star Power, don't be afraid to use a couple of turns to re-charge it. This is where Group Focus and Deep Focus come into play, as they help you get back on your feet in no time. Just don't let your guard down, and always keep the mushrooms on hand.

In the occasion that Bombette get knocked out for the three turns, use that time to replenish your star gauge or heal yourself. Attacking will be futile as no damage will be inflicted, and Kent will just get up again.

Keep up the pace for a while, and the victory is yours! You can now stomp around the house wailing, "I am the Lethal Berserker!!". Remember, loincloth always helps the tribal feeling to surface.'

3. Strategy: The Subtle Sandman

Strategy Evaluation and Ranking

- Rated 8.5/10
- Simple, fairly cost-efficient; probably the best way to go about defeating Kent.

Minimum Stats:

- HP: 20/20 (preferably higher, as always)
- FP: 40/40 (after FP Plus badges are on)
- BP: 21

Equipement:

- Super Boots
- Ultra Hammer

Items:

(these item numbers are suggested, but should be followed if possible. Improvisation is acceptable.)

- Five to Seven; Sleepy Sheep
(Three less if you have the 'Sleep Stomp'
Badge)
- Two; Maple Syrup (s)
(Three more if you have the 'Sleep Stomp'
Badge)
- One; Super Shroom
- One; Whacka's Bump

Badges:

(these will help you finish the battle quicker, and help your survive. While often mandatory, you can generally live without. Feel free to add more if you have extra room.)

Sleep Stomp (!)	BP 1 (consider this a jump and a Sleep Sheep/Lullaby joined together. Saves turns, saves time, save items.)
Close Call	BP 1 (if you get low on HP, you're going to want to dodge the bullet ...)
Group Focus	BP 2 (with the whole group focusing, you can return to battle with less down time.)
Deep Focus	BP 1 (a vital badge that helps you recover Star Power faster.)
Dodge Master	BP 2 (finger accidentally slipped? This badge makes sure you don't screw up.)
HP Plus x2	BP 3 each (for longevity purposes)
MP Plus x2	BP 3 each (you can not depend on a low maximum MP, you have to store as much as possible.)
Def Plus	BP 6 (reduced damage induced by one point, which can make a world of difference.)
Atk Plus	BP 6 (might as well get the job done quick, but this one is totally optional.)

BP Total 19 (25) (!) = Vital!!

Party Member:

- Whom ever you like the best works here.
- I suggest Bombette or Sushie...
Whom ever is at ultra-rank.

Star Spirits:

- Eldstar; Refresh - One Star
Recovers 5 HP and 5 FP.
- Mamar; Lullaby - One Star
Puts all enemies to sleep.
- Misstar; Smooch - Three Stars
Recovers 20 HP.

Strategy:

-Kent C. Koopa- "This is Kent C. Koopa.
He seems pretty greedy for such
HP 70 MP Unkown a large Koopa.
ATK 10 \$\$ None
DEF 6 SP 20 ...

-The Battle Plan- He sometimes does a stomp
If he spins, be prepared a stomp attack with his shell.
to defend against it, else That attack has a power of 3.
your partner will be His shell attack also damages
knocked senseless for party members (like me!),
THREE turns, so be so be sure to defend!
careful.

If he marches up to you, As with all Koopas, your
he will leap on you. A chances will greatly improve
blocked attack results in if you can flip him over.
8 points of damage, so His defense power will drop.
be careful with the Watch it though! He'll
timing. attack as soon as he's back
And by the way, is he not THE

Use Mamar's Lullaby!! HUGEST KOOPA EVER!?!
Use the Sleepy Sheep!!
Use Sleep Stomp!! Somebody told me that he used
Each one of these give to live in Koopa Village."
you four rounds to wail
on Kent without having to worry about retaliation.
By doing this, this battle is a piece of cake!!
You can just walk all over the guy while he takes his
power nap.

Once asleep and on his back, he will not return to
his feet until awake. This means that you can use
both Mario and your selected party to bombard
Kent C. Koopa over, and over, and over ...
Anything that inflicts more than two points of
damage will help whittle away his stock of HP.

4. Strategy: Slow and Steady ...

Strategy Evaluation and Ranking

- Rated 6.5/10
- For the paranoid, concienious, and the perfectionists.
Me, I'm a perfectionist.
- Also for those with fairly low BP.
- Takes a while, and is slightly taxing on your items ...
But this way, you can make absolutely sure you won't
lose. This method is advised for the 'very cautious'.

Minimum Stats:

- HP: 30/30 (preferably higher, as always)
- MP: 30/30
- BP: 18/18 (preferably 24/24)

Equipement:

- Super Boots
- Ultra Hammer

Items:

(these item numbers are suggested, but should be followed if

possible. Improvisation is acceptable.)

- Three; Sleepy Sheep
- Two; Life Shroom (for 'emergencies')
- Two; Maple Syrup
- Two; Super Shroom
- One; Whacka's Bump

Badges:

(feel free to add stat-raising badges if the space is available.)

- | | |
|--------------|---|
| Sleep Stomp | BP 1 (play the safe side, put him to sleep ...) |
| Dodge Master | BP 2 (don't want to mess up your defense) |
| Close Call | BP 1 (play it safe ...) |
| Group Focus | BP 2 (you always want to make sure Misstar is available.) |
| HP Plus x2 | BP 3 |
| Def Plus | BP 6 (...) |

BP Total 18

Party Member:

- Bombette, Sushi, Kooper, Parrakarry, and Goombario are acceptable. It is common knowledge that Bombette is priority over the others as she deals the most damage.
- Sushi and Watt are going to be aiding you by charging your attack and defense statistics.
- Initiate the battle with Sushie in the group so you

Star Spirits:

- Eldstar; Refresh - One Star
Recovers 5 HP and 5 FP.
- Mamar; Lullaby - One Star
Puts all enemies to sleep.
- Muskular; Chill Out - Two Stars
Lowers enemy's attack strength.
- Skolar; Star Storm - Two Stars
Deals seven points of damage to the enemy.
- Misstar; Smooch - Three Stars
Recovers 20 HP.

Strategy:

- | | |
|-----------------|---|
| -Kent C. Koopa- | "This is Kent C. Koopa.
He seems pretty greedy for such a large Koopa. |
| HP 70 | MP Unkown |
| ATK 10 | \$\$ None |
| DEF 6 | SP 20 ... |

-The Battle Plan- He sometimes does a stomp
If he spins, be prepared a stomp attack with his shell.
to defend against it, else That attack has a power of 3.
your partner will be His shell attack also damages
knocked senseless for party members (like me!),
THREE turns, so be so be sure to defend!
careful.

If he marches up to you, As with all Koopas, your
he will leap on you. A chances will greatly improve
blocked attack results in if you can flip him over.
8 points of damage, so His defense power will drop.
be careful with the Watch it though! He'll
timing. attack as soon as he's back
And by the way, is he not THE

Never, EVER go under ten HUGEST KOOPA EVER!?!
HP. Thanks to the Def Somebody told me that he used
Plus Badge, Kent only to live in Koopa Village."
deals out nine points of damage instead if ten.
You never know when you may miss the next action
command...

Use your Sleepy Sheep, Mario's Sleep Stomp and Mamar's
Lullaby! These will keep Kent off your back for a few
turns, if they work. Just make sure you have at least
thirteen HP before you try any of them. They do have
a failing rate, and you don't want to be knocked out
just because the roll of the dice was bad.

Use Watt and Sushie's stat-boosting powers to your
advantage! It may help a little; but a little goes
a very long way.

Don't be afraid to use your Whacka's Bump, it's not
the end of the world if you use it up. Whacka can
afford a few more concussions, right?

It's all such a d'uh. Just keep up the pace, and
you'll be fine. Stray from the routine, however ...
and you'll end up doing one of three things.

- 1) kicking the bucket
- 2) kicking the bucket while flailing madly
- 3) survive a few more hits, because you chose
to be 'careful' above the other berserker
nuts

5. Evasion of the Giant

-- First Method:

Pay Kent 100 coins ... uh, that's not a good
thing.

-- Second Method:

All you need is the Stone Hammer (the one that

can destroy grey blocks) and access to the Toad Town sewers.

So, go down to the sewers, destroy the stone block to the left, and walk through the door. Deafeat the Blooper found there, and a switch panel will drop from the ceiling. Once pressed, three pipes will appear. The middle one is linked to Koopa Village.

That's it, you have successfully evaded Kent C. Koopa.

6. Contributed Strategies

Quick Note:

All contributions are left as sent ... but tweaked so they fit the 79 character per line rule. (nods)

-----GUIDE TO BEAT THE #*\$& OUT OF THAT ANNOYING KOOPA-----
(by RPGMaster77

Rank: Well, it worked for me!

Efficiency: Well, it worked for me! Timing is essential, and if you don't have a lot of Star Power, you're going to be doing some SERIOUS improvising, so be prepared for anything to go wrong.

Minimum Stats

HP: At LEAST twenty-five -- the more, the better!

FP: At LEAST twenty

Equipment

Super Boots (But Ultra boots won't hurt, either, if you can stand the wait.)

Ultra Hammer

Items required

You'll want the following for sure: At least one Life Shroom and one of Tayce T.'s ever-so-useful HP- and FP-replenishing items. You'll also be wanting a few Sleepy Sheep and a Volt shroom or two, in case you screw up on a sleep-inducing attack.

Badges you might be needing

Damage Dodge (lowers damage if you successfully pull off a defensive action command), Sleep Stomp (invokes that "sleepy jump" technique), that badge that allows you to know that power jump thing, and Defense Plus are absolute necessities. If you can spare the points, HP plus, Deep Focus, Close Call, and that attack plus badge will help tremendously. Throw in a Dodge Master if you fingers have a mind of their own, and a Group focus if you'd like. Also, keep in mind that the Deep Focus' effect is cumulative, so if you have more than one equipped, the effect is increased.

Party Member

NO EXCUSES HERE. PICK WATT AND STICK WITH HER AS THOUGH YOUR LIFE DEPENDED ON IT (because in effect, it does!).

Star Spirits you might be needing

Eldstar and Misstar will help big time, but your biggest asset will be Mamar. Keep that star meter up, because if you can't Lullabye, you can kiss your butt goodbye. (Hey, that rhymes!)

STRATEGY

First and foremost, use a sleep-inducing attack, such as Lullabye or Sleep stomp. Try to avoid using Sleepy Sheep, because they don't work for me as much as the other attacks. Anyhoo, you are GOING to want Kent konked out at all times possible. If for whatever reason he doesn't feel like taking a nap in the heat of battle, attack with Watt. Now, there's something you absolutely must remember about Watt-- while her flat-out attack power isn't all that great, she is the ONLY CHARACTER IN THE GAME that can punch through enemy defenses, which will help you tremendously in fights such as this. Now, back to the battle; if Kent is still awake brace yourself for one of his attacks. After he's imprinted a lovely picture of his buttcheeks on your face (or shelled you), bounce back with another sleep attack. Once he's out, don't let up on the pressure at any point. Keep whacking him with your hammer, and have Watt keep zapping him with normal attacks. Focus and use items to keep yourself in the pink if you've been hit. To end the battle quicker, have Watt boost Mario up so that he does more damage. And make sure that Kent is flipped over (which you can only do with a power jump), so that not only does Mario do more damage, but when Kent wakes up, he'll take a turn getting up, allowing you to flip him over again. When you run out of FP (which is unlikely as long as you focus and use Lullaby regularly), summon Eldstar to boost your FP a little, and your HP while you're at it. In the event that Watt is knocked dizzy by Kent, just send Kent off to dreamland and concentrate on increasing your star meter or HPs/FPs. If it strikes your fancy, you can kick 'im while he's down, too. Just make sure your health is above ten at all times, and NEVER let Watt do anything else but attack unless you want to boost Mario or focus in dire situations, if you have Group Focus.

7. Contribute to this FAQ and Contact Me

All rants, flames, insults -will- be read, and even responded to. However, I do expect a genuine letter instead of random vulgarness spewing from a diminutive mind.

Fan mail, however is always appreciated. Regardless of length, please feel free to send them in.

Contributions have to be related to Kent C. Koopa in one way or the other.

All of these can be sent to 'triemblem@hotmail.com'.

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