

# Dead Cells - Queen Guide

## **V1.4: Rewrote some sentences for clarity!**

This is the first-ever detailed guide about the Queen, a rather complicated and fast boss from the “Queen and the Sea” DLC! For this we had to analyse the Queen's attacks, phases and much more to find all the stuff we have written down in this document, there should be lots of useful information regarding her fighting AI and how to counter it. *The [official Wiki page](#) has been updated with this information as well.*

The Queen is the most complicated boss in the game. She appears as the fourth and final boss and can only be fought when you own the “Queen and the Sea” DLC. Upon beating the Queen on the highest difficulty you can play on and without having any Aspects enabled, you will receive the next Boss Stem Cell. Upon ending the run you will also receive the blueprints for her items (which are the [Queen's Rapier](#) and her [outfits](#)).

Her kit consists of a lot of unique attacks, combos, an enraged state, some unique interactions and lots of phases where she gets harder to deal with – but she doesn't have as much health as other bosses, with the right build you'll be able to shred through her and end the boss fight quickly without being overwhelmed by her attacks before you receive the finishing hit.

Because this document is so detailed, you should use the content table and head to the section where you struggle the most, although we recommend that you read through every section if you do struggle with this fight. It can help you understand some of her attack patterns and give you an idea of how to dodge them correctly.

At the end of the day, you still have to practice this quite hectic fight. With the help of the [Training Room](#) you should be able to test different builds on her, but know that the Training Room scales differently than the main game does: you will deal less damage and also receive less damage (in most cases at least).

*With this [link](#), you can go back to the general “Tips, Tricks & Guides” document!*

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# ATTACKS

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## Normal Attacks

The Queen uses 3 basic attacks in all of her normal combos:

### **Stab**

The Queen holds her rapier in front of her upper body and stabs in front of her.

- Can be rolled, parried, double-jumped, or ducked under.

### **Lower Stab**

The Queen lowers her rapier to her feet while crouching down, then stabs in front of herself at a slight downward angle towards the ground.

- Can be rolled, parried or jumped.

### **Slash**

The Queen raises the rapier above her head and slashes downwards, covering a large area in front of her.

- Can be rolled or parried.
  - You can also double jump to move above or behind the Queen to avoid this attack, due to this attack's hitboxes only extending in front of her (the slash won't hit the player if they are completely above/behind her).
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## Special Attacks

The Queen has 9 special attacks, most of which are used at the end of a combo or during an enrage phase.

### Fire Sword

The Queen manifests a broadsword behind her and thrusts it forward, then immediately performs a slash identical to the one used as a normal attack.

- The broadsword thrust can be rolled, parried, double jumped or ducked.
- You can dodge the slash by rolling or parrying.
  - She can turn around between both attacks, so either roll away from her when she uses the broadsword or parry twice.
  - While far less reliable, hitting her after rolling through the broadsword will delay the slash significantly due to breach, allowing you to recover your roll. This isn't the most consistent strategy, but if you roll through the broadsword by accident it may save you from being hit by the slash.
  - Ducking under or (precisely) double-jumping over the initial broadsword thrust will also save your roll, allowing you to use it for the slash.
- This attack is used more often if the Queen is near the Beheaded.
- While extremely rare, the Queen may enter a melee counter parry after summoning the Broadsword, cancelling the Slash. She will end her combo after the melee counter and will not perform the Slash even after the counterattack is finished.

### Fire Wave

The Queen raises her hand, then moves it downwards, creating a moving wave of fire near-identical to the one used by the Concierge.

- Can easily be jumped/hopped over, but cannot be rolled or parried. Like the Concierge's attack, the fire columns don't deal damage – only touching the 'fiery' (orange-coloured) ground beneath them will harm you.
- This attack is more likely to be used when the Queen is far away.
- The Queen will dash away before doing this attack if the player is too close to her.

### Fire Tornado

The Queen pulls her hand behind her before sweeping it forward and upwards, creating a fire tornado that quickly moves forward.

- Can be rolled through, but not parried.
  - Like all attacks, even unparryable ones, it can still be parried with the Cocoon skill.
- This attack will destroy any fire, oil, or burning oil on the ground – as well as any toxic clouds – that it touches.

- This attack is more likely to be used when the Queen is far away.
- The Queen will dash away before doing this attack if the player is too close to her.

## Fire Aura

The Queen puts her hands on her chest and quickly moves them away from her body, which releases an aura around her.

- This attack will mostly be used if the Queen is near the Beheaded.
- Cannot be rolled nor parried. While the aura fades out slowly, only the first few frames of the attack will damage the player.
  - Like all attacks, even unparryable ones, it can still be parried with the Cocoon skill.
- This attack is used more often if the Queen is near the Beheaded.

## Grab and Throw

The Queen kneels, drawing her hand behind her before thrusting it forward to grab the player. If the player is grabbed, the Queen will raise them from the ground while inflicting six ticks of damage before throwing the player upwards & behind her, inflicting a brief stun effect that dissipates when the player reaches the apex of this vertical movement. While the player is grabbed, no in-game inputs will work.

- This attack is the Queen's most dangerous one, it should be avoided at all costs.
- Can be rolled, but not parried.
  - The Queen can still turn around during the windup animation for this attack. Rolling through her with precise timing will allow you to avoid the attack, either during the thrusting animation (when she can no longer turn around) or by countering the attack with the I-frames from the roll.
    - If opting for the I-frames method, only the timing of the roll matters. However, when opting to reposition during the end of the windup animation, you should always roll behind the Queen due to the long reach of the grab.
- The Queen can grab the player through global shields (such as those provided by Force Shield and Rampart).
  - Though it can still be 'parried' with the Cocoon skill, the cooldown of the skill will not be reset as it normally would when parrying any other attack.
- This attack will not trigger the Disengagement mutation, the One-Shot Protection mechanic or the short global shield granted by taking damage with a shield equipped.
- After the Queen grabs the player, the duration of the grab is based on a separate timer that progresses even if the Queen is not damaging the player due to being internally stunned/frozen/etc.
  - This can be exploited when using Ice Armor; although the Queen will still grab the player, this will cause Ice Armor to explode, freezing her. While frozen, she will not

damage the player, but this timer will still progress, resulting in a lower amount of damage taken.

- Possibly due to a bug, heavy weapons' 'Cannot be interrupted by an enemy's attack' affix prevents the attack from being interrupted, even when the Queen grabs the player. This can be used to regain some health mid-grab through recovery and will prevent a small amount of damage due to the breach stunning the Queen, though the animation will continue.
- If the Queen throws you off the edge of the arena with this attack, you can recover by double jumping back after the stun effect runs out.
- This attack is used more often if the Queen is near the Beheaded.

### Down-Strike

The Queen leaps forwards and stabs downwards, ignoring shields (but not global 'bubble' shields):

- Can be rolled, but not blocked or parried.
  - Like all attacks, even unparryable ones, it can still be parried with the Cocoon skill.
- This attack can only be used at the end of the Queen's combo if the player parries her attacks too often, and is used as a counterattack in such a scenario.
- This attack can appear during her enraged phase even if no shield is carried and the parry requirement has not been met.

### Ground Slam

The Queen raises one of her hands above her head and then slams it into the ground after a considerable delay, creating a small shockwave around the impact.

- Can be rolled or parried.
- This attack can be interrupted by attacking the Queen **once** during the windup, which will also stun her briefly.
- If hit, you will be knocked back far further than usual (even if parried or blocked, you will receive a bit of knockback).
  - However, this attack deals much less damage than every other special attack and since it won't stun you, it's easy to avoid being knocked off the side of the arena by it. Combined with the long windup and cancellation upon attacking the Queen, this attack is relatively harmless.
- This attack will only be used during the Queen's enrage phase.

### Dashing-Strike

The Queen holds her rapier in front of her, accompanied by her screaming and her voice getting higher, before attacking with a high-distance lunge.

- Can be rolled, parried or double-jumped over.
- The Queen will only begin to use this attack after reaching her second phase.
- This attack is only used if the player is too far away from the Queen when she starts a combo, it will replace her combo if it's performed. This attack is only used under these conditions and isn't used at the end of a combo or during her enrage.
  - The duration of her defensive stance afterwards is much shorter (similar to the stances she enters after a counterattack).
- The lunge movement will cover about a third of the arena (about the distance from the outside of the edge of your screen to your player).
- The Queen will lunge off the edge of the arena if the player is directly above the void when she initiates her dash.
- This attack will deal more knockback than most other attacks, parrying it will cause the Queen to be knocked back slightly.
  - The knockback from parrying this attack can be used to push her off the edge of the arena. Though it's difficult as it requires the player and the Queen to be very close to the edge of the arena when the attack occurs.

## Taunt

The Queen will stop attacking and bow down while taunting the player with a line of dialogue (which appears in a blue-green text box). This attack cannot damage the player in any way.

- This happens more rarely than her other special attacks.
  - This attack provides a good opportunity to heal with a health flask or deal damage when it occurs, as it poses no threat.
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## **Counter Attacks**

The Queen can use a wide array of abilities to counter the player's attacks and abilities:

### **Fire Tornado**

Identical to the special attack by the same name, the Queen will use this attack if fire, oil, burning oil, or toxic clouds are present in front of her when her combo begins.

- Can be rolled through, but not parried.
- The attack will replace the Queen's combo if used, like many of her counterattacks, causing her to go into a defensive stance for a brief moment after performing it.
- Unlike many counterattacks, the fire tornado will directly damage the player if not rolled through. It is advised to be wary of this counterattack if using an item that can spread fire/oil/toxic clouds, as the attack can occur at the very start of a combo due to fire/oil/toxic clouds existing in the arena may catch you off-guard.

### **Down-Strike**

The Queen will add the down-strike to her special attack pool if the player parries her at least once during her combo, allowing it to be used at the end of her combo. If this occurs, the down-strike will be used as the Queen's special attack around 50% of the time.

- Can be rolled, but not parried. Global 'bubble' shields and the Cocoon skill can still block damage from this attack.
- The Queen will not use this attack if the player is too far away from her at the end of her combo.
- While this attack specifically is used if the player parries the Queen's attacks with a shield, several of her innate special attacks are also unparryable.

### **Banish Summon**

If a pet is alive when the Queen starts a combo, she will instead reach out towards the pet with her hand, luring it in. This counterattack can be interrupted.

- This counterattack can be interrupted (through damage, stun, breach, freeze or even displacement).
  - If the Queen is not interrupted, she will banish the pet, putting it on cooldown and despawning it.
  - If this counterattack is interrupted, she will not attempt to banish the pet again unless it's resummoned.
  - Regardless of the success of this counterattack, it will replace her combo, and the Queen will enter a short defensive stance afterwards.
- If the Queen banishes the Mushroom Boi, he will only have a 1-second cooldown.



- Serenade will still be banished by the Queen, even if switched to the main hand (buggy visuals - [Video](#)).
- This counterattack has a very long animation, longer than most other counterattacks.

## Turret Execution

If a deployable is active when the Queen starts a combo, she will instead target it and initiate a counterattack, standing above the deployable and raising her rapier, before stabbing downwards and destroying it if she is not interrupted.

- If the Queen is interrupted while performing this counterattack, she will not attempt to destroy the same deployable again.
  - If the Queen performs this counterattack, regardless of whether or not it is successful, it will replace her combo, causing her to enter a short defensive stance afterwards.
- Deployed turrets will stop firing when the Queen is attempting to destroy them, preventing them from interrupting the counterattack.
  - Although the Crusher and Wolf Trap don't have a health bar, the Queen is still able to destroy them with this counterattack.
  - She can still destroy a Wolf Trap even if she is trapped by it.
  - The Barnacle deployable, which hovers in the air, can still be destroyed by this attack. *And it looks really funny.*
  - Explosive Decoy will not be targeted by this counterattack.
  - Emergency Door will cause the Queen to move very unexpectedly when performing this counterattack on it.
    - *We don't know what causes this and we will not investigate why this happens, mainly because it's the Emergency Door, a rather useless skill. (If you want to see this, go test it in the Practice Room, it's a very rare occurrence).*

## Splitting Grenades/Thrown Deployables

If a grenade or deployable projectile (the brown barrel that contains the deployable) is thrown to the Queen when she starts a combo, she will instead hold it in place and cut it in half.

- This can be interrupted by damaging her.
  - The projectile will continue on its previous trajectory if she is interrupted while performing this counterattack.
  - If the Queen performs this counterattack, regardless of whether or not it is successful, it will replace her combo, causing her to enter a short defensive stance afterwards.
- If a grenade or deployable is thrown far away from her, this counterattack will not occur.
- Because grenades and deployable barrels usually exist for very short periods, this counterattack is much rarer, as it will only occur if such a projectile exists at the exact instant the Queen starts her combo and is nearby and in front of her.

## Melee Parry

The Queen will crouch and create a barrier in front of herself, resembling the semicircle that appears in front of the player when parrying. If the player attacks the Queen with a melee weapon on the side where the shield is, the attack will be parried while briefly stunning the player and slightly knocking them back. Afterwards, the Queen will perform a forward thrust immediately.

- Can be parried or dodge-rolled.

*This can occur in two ways:*

- If the player has hit the Queen with at least 3 melee attacks and initiates a melee attack near her while she isn't in a combo (can be during her defensive position, dashing away from the player after ending one, or running towards them).
  - This replaces the Queen's normal combo if it occurs, and she will enter her defensive stance afterwards, whether it is successful or not. When this happens, she will not be able to parry the player again during the subsequent defensive stance.
- ??? It can happen during her combo, just not on the first hit. *Still figuring out the conditions.* Replaces the relevant combo hit, and can replace her special, but doesn't break combo. *I'll come back to this later because this attack is giving me a headache.*
- The force field can be ignored by moving behind her (rolling, jumping over her, Phaser skill, Katana dash, etc.) or by using shield-piercing weapons (Tentacle, Wrecking Ball, Valmont's Whip, etc.).

## Deflect Projectiles

If a projectile is fired at the Queen during her defensive stance, she may raise her hand, sucking in all projectiles, before throwing them back at the player.

- Can be parried or dodge-rolled.
  - The Queen can still turn around during the windup, so rolling through her to avoid the projectiles is not recommended – but it can work with precise timing, as, just like with her grab attack, she will be unable to turn when thrusting her hand forward at the end of the animation.
- This counterattack replaces her combo.
- This counterattack will occur every fourth defensive stance in which the Queen is damaged by a ranged attack.
- If hit with your projectiles, you will get damaged and receive any status effects present on your weapons (burn, poison, bleeding, root, frozen, marked).
  - Even your own affixes will affect you! ([Example](#))

- Because of this, it is advised to avoid reflected DoT projectiles like those of the Throwing Knife at all costs. While projectiles' direct damage is reduced when thrown back, DoT damage is not, making this attack extremely deadly.
    - Only the direct hit of the projectile will affect the player; environmental effects like the fire on the ground from Fire Brands won't damage the player, but will still damage the Queen.
  - All redirected projectiles will be stacked on top of one another, but if multiple projectiles are sucked up and the player is hit by the redirected shot, each projectile will deal damage.
  - Projectiles set to deal critical damage, such as those from a well-timed Nerves of Steel shot, will display the same larger yellow damage number if they are redirected and hit the player rather than the usual red number associated with player damage.
  - Unique item interactions:
    - The Queen can't catch Boomerang's projectiles.
    - The Queen can rarely catch barrels from the Barrel Launcher. Sometimes she can catch the barrel and redirect it to the player and other times the barrel will bypass this counterattack and damage her.
    - The Queen can catch War Javelin, but the player can still teleport to it at any time. The War Javelin will be embedded in the ground as normal after being redirected and can be safely picked back up.
    - [Ice Shards impact will not damage you](#) (We don't know if affixes affect you).
    - The Firebrands can [lock the Queen in this animation](#), though you won't be able to damage her with the item (we don't know if turrets can abuse this)
    - She can't catch the Wrecking Ball's throw and recall.
    - Scarecrow's Sickles will home in on the player if thrown back from this attack. They will inflict a significant amount of damage, so using them against the Queen is not advised.
    - Redirected projectiles can be reflected with Flashing Fans, and will enable critical hits.
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## Reality Slashes

These are screen-wide attacks that indicate a change in the Queen's phase, during which the Queen will be an easy target.

- The Queen will move to the middle of the arena, elevate into the air, laugh menacingly and initiate this attack.
- If you deal enough damage you can force her to use her reality slashes back to back.
- Can be rolled, but not parried.
  - Can be parried with Cocoon.

There are 3 different Reality Slashes:

- The 5x Reality Slash:
    - One slash at a time appears, and after every slash, all the current slashes get triggered.
    - Each slash appears slowly. This should be used to heal & deal out some damage.
    - Initiated when the Queen is at 75% HP.
  - The 10x Reality Slash:
    - Same as the 5x Reality Slash but with 10 slashes.
    - Faster, and can be used to heal & deal out damage (only for ranged builds), but it's way riskier.
    - Only move a bit after each slash, you will need the space.
    - Initiated when the Queen is at 50% HP.
  - The 30x Reality Slash:
    - All 30 slashes appear rapidly & will trigger at once after the last one has been placed.
    - Too fast, should be dodge rolled (screen wide attack, timing is important).
      - If you are lucky, you won't have to roll, [like here](#).
    - Initiated when the Queen is at 25% HP.
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# MECHANICS

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## Combos

### Specifics to her combos

The Queen doesn't randomly use her normal & special attacks, they have a set pattern! A sequence consists of her three normal attacks in a random order, but the same sequence of 3 attacks will be applied to the whole combo! (If she uses her Slash first, then it will be used on the 4th, 7th, and 10th attacks). After the combos have been executed, the Queen will usually add a special attack before returning to a defensive stance.

- This can be taken advantage of, if she uses the Slash first, then you know that her two next attacks won't be a Slash.
- Combos that are merged together (e.g. a combo of 6), will have multiple groups of three. The order of the attacks from the first combo carries over to the second combo.
- During a combo, she will usually dash to you before an attack.
  - In her later phases, her dashes will happen more frequently & hectically.
- After a combo, she *can* use one out of her 9 special attacks.

## Phases

- Phase 1:
    - She will use 3 attacks and on 1 BC+ add a special attack to the end of the combo.
  - Phase 2:
    - She can now use the Dashing-Strike instead of executing her regular combos.
    - The pauses after her combos are finished will now be shorter.
    - She will use 3-6 attacks and can add a special attack to the end of the combo.
    - She can execute 2 combos back to back with no pause in between.
  - Phase 3:
    - The pauses after her combos are finished will now be very short.
    - She will use 3-7 attacks and can add a special attack to the end of the combo.
    - She can execute 3 combos back to back with no pause in between.
  - Phase 4:
    - The pauses after her combos are finished will now be even shorter.
    - She will use 3-9 attacks and can add a special attack to the end of the combo.
    - She can execute 5 combos back to back with no pause in between.
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## Enrage

### When does the Queen enrage?

- The Queen will enrage if you either parry her too much, throw her off the cliff too often, interrupt her attacks too often or deal too little damage.
- During an enraged phase, the Queen will use as many different special attacks as possible.
  - Some attacks can be used twice during her longer enrages (*but mostly on her 7th special, we're still not 100% sure about that*).
- She can enrage multiple times in a row.
- If interrupted during an enrage, she can continue her special attacks.

### Phases

- Phase 1:
    - She will use 3-4 special attacks
  - Phase 2:
    - She will use 3-5 special attacks
  - Phase 3:
    - She will use 3-7 special attacks
  - Phase 4:
    - She will use 3-8 special attacks
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## Knockback/CC

- You can interrupt her attacks, these items can knockback/pull/interrupt her:
  - Assault Shield (movement + disrupt; Use the Super-Dash trick)
  - Knockback Shield (can interrupt all of her parry-able attacks)
  - Grappling Hook (disrupt + low cooldown)
  - Wave of Denial (disrupt + low cooldown)
  - Mushroom Boi (knockback + disrupt)
- She has strong knockback resistance.
- You can make The Queen fall into the void.
  - This damages her a bit, but she will have a force shield for a second after teleporting back to the platform.
    - She can teleport back to the stage before getting damaged if done too often.
    - She will attack (normal/special attack) almost instantly if she teleports back to the stage without taking damage.
    - Will enrage her if done too often.
- You can use her Dashing-Strike in your favour:

- You can make her dash into the void by standing very close or jumping outside of the arena before she lunges at you.
  - Parrying her Dashing-Strike will knock her back, which can result in her falling off the cliff (she must be closer to the edge than you are).
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## Revive

- This can only happen once during the fight and only while the Queen is above 50%.
  - The Queen will revive you after the death screen pops up. Your body won't vanish, instead, it will float towards the Queen.
  - You will be healed back to 100% (your flask amount won't change) and the Queen will lose 10% of her total HP while reviving you.
  - This can be taken advantage of to receive a free heal and reduce the Queen's HP by 10%.
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# STRATEGY

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## General

Even though the Queen is complicated as she is, the fight is relatively simple. You just have to make sure that you prepare well enough in the Biome before the Servants so that you can deal with the two boss stages back-to-back. Because both fights are fast-paced, you can use one build for both of them! Any form of CC helps with interrupting them, but that will make the no-hit harder. If you are going for the no-hit, use a build with a lot of damage and focus on dodging (*this is also the easiest way to beat her, just get so much damage that she's stuck in her Reality Slashes*).

Though, if your only goal is to beat the Queen, then make sure you are adjusted to her speed. Counting the number of her attacks during normal combos or her enraged phase is a good idea, you could then predict when she will stop her attacks (*and if she does continue to attack more often than we mentioned, then please send us a clip so we can fix the information given*).

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## Combos

Dodging her normal combos is relatively straightforward, all you need to do is run away from the Queen and roll when she attacks. That way you'll be able to dodge her combos, even in her final phases! But if you want to deal damage during her normal combos, be ready to parry her attacks or time your rolls very well to dodge every normal attack of hers, though be prepared for her Down-Strike and the melee counter!

Remember that she will dash to you before attacking, but sometimes she also attacks without dashing in her earlier phases and sometimes she dashes twice without attacking in her later phases!

Sound cues are great to distinguish between her normal combos, her defensive counters and her Dashing-Strike!

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## Defensive Counters

Before you start the fight, make sure to check your loadout, some of your weapons might force out some counterattacks! Think about all the possibilities, if you have a weapon with projectiles, will you then dodge her counter or are you going to parry it? If you have a pet, are you ready for dealing enough damage to stop her from banishing it? If you have fire/oil/toxic clouds, are you ready to dodge roll her Fire Tornado that counters it? Etc.

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## Enraged Phases

The Queen will enrage during the fight, either from receiving too little damage, being pushed off the cliff too often, getting parried too often or getting interrupted/cc'd too often! During her enraged phases, you should only focus on dodging her attacks because sometimes you can get pinched between two special attacks. Some of her attacks can get interrupted, some can be parried and some can be jumped, but there is no answer to every attack of hers! You will need to learn the dodging strategy for the attacks.

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## Reality Slashes

Her Reality Slashes are a good opportunity to dish out a lot of damage but be careful if you are using melee weapons! Sooner or later the Slashes will prevent you from getting close to The Queen. And if you move around too much during her Slashes (notably during her 2nd transition Slash), then you will run out of space, so move only a bit every time and be efficient with the space you use to dodge this attack.

If you deal enough damage to her before she enters a Reality Slash and if you then keep damaging her enough, then the Queen will transition from her 1st Reality Slash into her 2nd & 3rd Reality Slashes! This can easily be done with builds that are primarily focused on only dealing damage.

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## Interrupting

If you interrupt her attacks too often, be prepared to face her enraged phase. But if you can deal with the barrage of attacks during the enrage, then interrupting her attacks is a great way to stop her combos to deal more damage. But be warned, the general concept of using interruption & cc isn't helpful when trying to do a no-hit, because this can change up her combo and leave you with having to guess what comes next instead of being able to just count her attacks and counter them.

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## When to heal

The best time to heal is either during her Taunts or shortly after her Dashing-Strike, during these periods you'll be able to drink a potion even without using [Emergency Triage](#)! Also, it is highly recommended to not heal during her combos or enraged phases. Rather focus on dodging instead of trying to heal or dealing damage. Besides that, trying to force a revive is a great way to receive a full heal while damaging the Queen for 10% of her HP, but you'll have to do that while the Queen has more than 50% HP!

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## CREDIT

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This guide was **created by SpeedyCookie & TheViralMelon**. It took a lot of time and effort to create this detailed guide, which might be the first-ever complete Queen Guide! It's only this detailed because of the cooperation between these two, without constantly adding information about the Queen, her attacks, her mechanics and even her attack patterns and then questioning the other person if the information is correct, this Guide wouldn't be as thorough (or in other words, complicated) as it is right now.

We hope that this helps you to understand the Queen a little bit more, because, in all honesty, we still don't know everything about the Queen, even after putting in so many hours of intense research.

**This is the end!** If you've found any mistakes and want them to be fixed, then just mention us on the [Official Discord](#) (our tags are [speedycookie](#) & [thevirmelon](#))!

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# VERSION HISTORY

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## **Version 1.0 (09.08.2022)**

- Completed this boss guide!

## **Version 1.1 (02.09.2022)**

- Overall text, grammar & spelling improvements.

## **Version 1.2 (06.09.2022)**

- Corrected stats & numbers.

## **Version 1.3 (02.11.2022)**

- Rewrote some sentences in [MECHANICS](#) for improved clarity.

## **Version 1.4 (09.03.2023)**

- Added some links and the Version History.
- Found confirmation that affixes on projectiles also affect the player.