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- - -

Uh, yeah, I that script sucked in my opinion. I think that's the biggest problem with that movie the script interesting

It is bad. I think that and by that I mean

every character is trying to crack a joke or equip every two seconds in the movie to the point of like

exhaustion like I think comedy has become like a pillar of Marvel but

like

These characters are just like one-liner machines now. That's all they are all of them

basically yeah I mean like basically a point of exhaustion this is a good

specifically I think it's just a Taika thing it is this because what they did

is they do not want to see another Taika Marvel movie don't worry he's doing Star

Wars movies now yeah I know um he I mean clearly what they saw was Ragnarok was

a huge success and they said make more please and we had please double down on

that idea. And they've taken that and I think a lot of it is inspired by James

Gunn's style The Guardians as well. But those still have like an emotional

center to them. They do. Like this movie I feel like does not at all. I think it tries.

Like the characterization and the character moments that The Guardians movies has is

drastically better than this. It is, I agree. I think they tried to do that here, clearly. But I

But I really, my biggest complaint is like the total waste of characters and casting.

They just, like Natalie Portman, just done with her after this big hop up to get her back.

No, didn't you see she's back?

I will say though, I don't know how much you know about this, I'm pretty sure, I haven't actually read the arc but I know like the Cliff Notes stuff, I'm pretty sure the arc that they went with in this movie is the one in the comics.

That's how she becomes Lady Thor is she like has cancer and she turns to the hammer

So that that is pulled from the car that was cool. That actually was really neat how they brought her back into the narrative

But then she died but quote-unquote dies at the end and that was a big waste. I thought I thought Christian Bale was a waste

Because he's he was really good. That's what sucked and he's like barely in he's barely in it

I actually thought his performance was a bit weird cuz like when he's with the kids, he's all like creepy clown

But then when he's fighting Thor he's like I am the destroyer of I don't know

It fell and all over the place like all over and then Russell

Crow was a big if like that was not the type of Zeus I expected and I think that was a big crude waste. I

also thought the movie was like

unnecessarily crude at parts like

For a Marvel movie. I think they went over the the crude line

Like what like let's play in the orgy. Let's say orgy four times. So everyone knows

That was funny cuz that's like how gods are depicted a lot and those things

It's I think Thor having Thor be like lost and not really knowing what to do

Made the movie feel lost and not really know what to do

Yes. Yeah, but he has like no like the best scene is finally when him in

The best scenes were like him and Jane just like talking and hashing out their passes

And then like they don't do anything else like with that stuff and I liked like I go out. I liked the final

Fight I thought having giving all of the kids the power of Thor was actually pretty funny

Like I hated that it just got like what's to keep him from doing that all the time like everybody gather around

I'm gonna give you the power of Thor now. Like why didn't he do that in the battle earlier?

Why doesn't he why I think literally all the other movies. Well, it was funny. It was funny to see a bunch of kids

Like that was yeah, that was the moment when I was like okay

This is Iron Man 3 because that reminded me of like oh, no the Iron Man suits are flying it out of nowhere

No, there's no I'm like okay. This is too much, and this is getting into stupid territory

I thought that was a rule-breaking dumb thing and the other thing that I don't understand is that they're like oh

Storm breakers the key to opening this thing and going and getting a wish I'm like what's the keep Thor from?

Leaving this realm just grabbing stormbreaker me like alright well

I'm just gonna go open this door back up again

And then wish for Jane to be back alive like they did say it was only the first person to make it to eternity gets

the wish

Okay, did they yeah, so that's the one person gets a wish and now it's just gone forever

I guess I don't know. I thought the eternity silhouette looked like the big

Maybe he's called drug or not. I feel like he's an x-men villain like the massive

Massive person who is that? He's like pink and stuff not magneto Galactus. That's a fantastic for villain. Okay

Well, it kind of looks like that like the helmet thing. I don't know sort of I thought

like

Thor adopting doors daughter

Horrible. Yeah. Well what I wanted to text you after the movie. I have to wait till you see it was like

Oh, wow, Thor copied the last of us

it's so it's just like I

Mean, maybe they could flesh her out and make her like a character we care about

Just like it didn't feel yeah, it doesn't feel earned

It's just like oh this kid has now dropped in Thor's lap and the only time it's ever mentioned at all

And any part of the movie that like oh maybe Thor

Could be like a dad is just when korg just off-hands has like oh, I think you'd be a good dad

Well, also why would see the baby through the window in like the dating montage? Oh, yeah

Yeah, like they drop hints and stuff. It just didn't feel earned

But like that was more implied like he specifically wanted to have James baby a child with Jane cuz he loved her

not just

Pick up a child that fought as falls into his lap out of nowhere. Yeah, I didn't feel earned

I will say this though. I really in hindsight

I do really like the use of sweet child of mine and all the advertising now

Like that all the movie was Guns and Roses. I don't know if you knew that. Oh, yeah, it was a rain. Yeah

Yeah, all of it. It was all in there.

Paradise City was in there, Welcome to the Jungle was in there.

I liked Sweet Child O' Mine being the advertising music, and I liked the name of the movie,

Love and Thunder again at the end. I thought that was good.

But I hated that even at the end when they tie in the...

I liked it.

I just didn't like the kid at all, period, full stop. I thought that was a terrible idea.

It would have made sense if he would have been like, "Please watch over her."

And Thor's like, "Okay, I'll bring her to Asgard and people can watch over her there."

But for him to be like, "Sure, I'll adopt this kid and give her my hammer and we'll

travel the galaxy and fight people."

It's like, what?

Yeah, it didn't feel earned.

It's just a bummer.

But then, there's no setup for things right now either.

Like this is the other thing I'm struggling with.

And I don't need all the movies to constantly build towards something, like I think that can get a little annoying on its own sometimes, but even the stuff they set up at the end of this, I'm like, "Well what is, what are we establishing here if you're the future?"

Hercules felt like Star Fox in the way of...

Hercules is a cool character in the comics, I like Hercules in the comics.

But I'm saying it's the same sort of tease, like, "Ah, a character."

Yeah, they just show a character and then...

this in the TV shows and it's just like what are we doing like what nothing feels I don't know like everything in the other phases at least felt like it was like oh I know how this will affect this and I know like it gets to the end of this and it's like oh well James and Valhalla cool what exactly does that set up like I don't under I don't understand like and then I I've I've seen some other people say like, "Well, does this establish that mainline MCU canon Loki is also in Valhalla and running around there and they can bring him back if they want to do something with that?"

It's like, "Okay, we're getting a little too crazy here."

This is what I've told you before too and we're totally entering comic book territory with this for real.

No one's ever really dead.

Ever.

Ever.

Yeah, no.

Ever.

because Robert Downey Jr. doesn't want to play around anymore.

I mean, but the character of Iron Man will come back in Iron Heart.

If he wan-

fart noise

If Robert Downey Jr. wanted to come back-

If Robert Downey Jr. wanted to come back, though, ever,
they could bring him back into life in a heartbeat.

Like, "Oh, it's a very interesting..."

Actually, the only people that are really dead is Black Panther.

Rip.

Yes.

Unfortunately.

Do you think-

Again, no one's ever really dead, but do you think Chris Evans would ever come back?

I don't think so.

I think him and Robert are done.

I do genuinely think they're done.

I think Chris Evans would, I think the Russos could talk him into it, but it would have
to be the right script.

I don't think Robert Downey Jr. wants to come back.

I don't think I will.

The one thing is they can never take the Infinity Saga away from us.

We'll always have those 22, 23 movies.

I don't think it's like, I don't think what they're doing now is bad.

just like I don't care like even last night I was like well I guess I'll go
see this movie and then I saw it and I was like okay I really didn't like it's
reaching the point where I'm I'm going to just start wishing for Disney+ for
some of these and I already did that I guess with Eternals I am but like I had
even beyond that like I am just not yeah caring they're just coming out with all
these things I don't I hope Black Panthers good I have faith in Ryan
Coogler I have faith in Ryan Coogler but I have a zero faith in that film
unfortunately yeah it's a really tough spot but I'll small also because they're

introducing Namor in it and Namor I'm sorry is a fantastic for character that should be introduced with them like I don't know yeah it's a lot like there's

There's there's there's just too much that this is the actually this is the biggest way I can boil it all down right now

There's just too much. It's overload. They are reaching

I think I would be I think I would be more fine with going and seeing Thor last night

If it was one of like four or five Marvel projects that come that came out annually and even if I didn't like it

I'd just be like, okay, like, you know, but now it is like for these for TV shows

Yeah, they bridged the gap from year year beginning to year end like this year alone. It has been what on the

What what have we had so far this evening? It's Marvel. Yep. Dr. Strange spider-man was at the end of December

Now Thor Black Panther she Hulk is next month

yeah, so it's been like it's been spider-man leads into

Was there anything I thought there was another TV show

I guess it was spider-man led into moon knight which led into dr. Strange or slide in Marvel which led it or you miss my home

So I didn't Marvel which led into this which will lead into she-hulk which will lead into Black Panther which will lead into

Guardians of the Galaxy holiday special the holiday special this year. Yeah, I think so

And then I think early next year is ant-man

Which someone told me Kang is the villain in that? Yeah, I'm looking forward to so like that theoretically would

kickstart something?

I don't know. Oh, we also had Hawkeye at the end of last year. So within the past

Within the past couple months alone we have had okay just since December of last year. We've had Hawkeye, Moon Knight, Miss Marvel

Spider-man, Doctor Strange, Thor

Six different things in a span of seven or eight months. When was Sean Chee-

He was like it was like August or September I think okay, and then Eternals was like November

I want to say yeah, and then Black Widow was before that in the summer

It's just Eternals was in November

So if we go it, I mean it's like eight or nine things. What's in the past

It's just there's too much of it and none of its linking together

You've got and the other problem is too right now

They're trying to introduce new characters, which I'm fine with like I really like Shang-Chi for the most part other than

Big CGI dragon fight at the end. That's my only problem with that movie. Otherwise, I thought Shang-Chi was really good

But you've got this mix of like new characters

they're wanting to introduce to get people to like and you've got old characters that they're

trying to continue to do things with and old characters just feel like they're kind of just floating other than spider-man and

That's only because they did the thing that people have been telling them to do the thing with

There's almost like fans wrote that movie. So that was just like a surefire win for obvious reasons

But everybody else just feels like they're treading water right now post endgame like Black Widow was that movie didn't need to happen

Doctor Strange was good, but it relied on a 10 episode TV show to watch it and a

Lot of other stuff honestly like the best moments of that movie are things that don't really have a lot to do with Doctor Strange

Directly, I really like that movie though for the most part apparently there's a Halloween special for Marvel this year

Untitled Halloween special of the holiday special is this year and then

Secret invasion Ironheart armor wars and in a Wakanda series like I'm drowning over here

Have you even started miss Marvel or moon night? No, no

I just I'm burnt. I'm just burnt out on all of this Star Wars the other day

I started trying to watch book of Boba Fett again. Just totally I got through like one episode

I was just like I do not care like I cannot care about this right now

Rise of sky Star Wars is his own thing though. Like I've said this before but I'm

thousand percent serious like Rise of Skywalker

legitimately damaged

My love of Star Wars. I think though that trilogy as a whole sucks. Well

All together, sure. I still do think that, um...

Oh, why am I blanking on the name of it now?

The Last Jedi?

Yes, The Last Jedi is a good movie.

Grumpy Luke is good Luke. I like it a lot.

Mmm.

I think...

I think there are aspects of that movie that are fine, but as a whole, like...

That movie's great.

It takes things that...

I just don't think any of it's good.

I don't think any of it's good because I can't separate it from the other films around it.

I think Seven set things up well, and then Rian Johnson came in and said,

"Let's not do half the things that Seven set up!"

Or the things that he did do...

Not having a unified vision for the trilogy hurt.

Yeah, it's just totally incoherent.

Say what you will about the prequels.

They had an end destination to get to.

Yeah.

And something that tied it all together, which is great.

The sequel trilogy is just incoherent and it's directors and writers

Fighting over the things they want to do or actually it's not even fighting over things they want to do

It's them not knowing what to do and basically just making it up as they go with a multi-billion dollar

franchise and then the whole time you've got

Kathleen sitting at the head saying oh, we've always had these ideas and known what we're gonna do with this trilogy

We've been planning to bring the Emperor back the whole time. No, you haven't. What are you talking about?

Yeah, it's I heard

Like in in the weeds with this stuff lately - I've been doing like a bunch of like retrospective look backs at that movie

Daisy Ridley said they were shooting the movie and still didn't know if she would be related to Palpatine or not

That's bad. She said that like a year after the movie came out

She's like yeah, JJ

just kept kind of broaching the idea on set with me and asking me how I thought what I thought about it and

Stuff like that and then we decided to do it. I don't disagree with any of that

I guess I can just take them as individual movies and like I think the last Jedi is really good by itself

I can't separate I can't separate them from each other and it sucks because I like force awakens a lot and I thought last Jedi

was I

Like the last Jedi more before I saw how they capitalized on it in the next movie

Which is to say they did nothing with any of it

Yeah, that's a shame

but I'm you know because I do think there are interesting things that they set up in that movie and

Then literally in nine they're like what if kylo Ren put his own back together and what if he was evil?

very evil

Hello smooch

Yeah, I just can't I don't get I don't I don't disagree

I can't let I can't look at the things that the interesting aspects of the last Jedi without seeing like well

How did they then capitalize on these later? Oh, I think killed off kylo Ren and they smooched and then the Emperor came back

I have friends who will not listen to my recommendations anymore because I think The Last Jedi is the best Star Wars movie

They they feel that strongly. I think that movies just bloated - I think they could have chopped out like 20 minutes of that movie

Oh weird. It's like the casino scene is about 18 minutes total

Well that could have been trimmed down a lot

There's just a lot of stuff that could have been trimmed down. Remember when Leia flies through space?

That's horrible. She should have just died there

Like that's what I'm saying like there are aspects there

I'll say this there are thematic aspects of the last Jedi that I liked and

Then there's a bunch of stuff like that that I just loathe

Leia flying for no reason

Finn doing literally nothing the whole movie, but I gotta help

They set him up to be like the main character in

the previous film other than they set him and Rey up to be like co-leads of the trilogy and

Then they get to the second movie. They're like, well, we don't know anything to do with this guy

We'll just go have him run around and do a whole lot of nothing for two hours

Yeah, whatever

I'm I think the exhausting thing about Star Wars for me is when I heard that and or is like 12 episodes or something in

The next season. Yeah, I was like I can't do it

And I think obi-wan they botched a lot of obi-wan which really upsets me you finish that right? Yeah, I did

Yeah, I think obi-wan was a big bummer

Which is sad really sad

But whatever again bloated

like

Normally, I'm not a fan of the six episode runs because I think they're too short. I think they're too short when you're introducing

Like new characters like the thought of moon night being six episodes. I'm like, wow

I feel like you need like 10 or 12 to really flesh out this character and I haven't watched moon night again

But just and face value. It's like six episodes to introduce a new character seems short to me

Oscar Isaac is great. The rest of it is a whole lot of fun

But yeah obi-wan it was just like

drug out yeah that um

That whole fifth or third or whatever number sister she was

absolute atrocious I

Didn't like her

No, they lost me when she like ran like a cheetah on top of the roofs in the second episode parkour, baby

Yeah, that was terrible. I her whole plot and motivation and everything was I don't understand how she got off the planet

After being stabbed they're like, okay, we're gonna stab her and then she's like, oh

this kid is

Tied to obi-wan. Don't worry. There's just a ship nearby I guess and I can get off this planet in jettison over to

Tattooing in five seconds. Yeah. No, it was terrible. I thought her characters involvement was yeah, not good

They could have found another way to lure obi-wan out and get him to go

Totato with Vader without having to involve

her and just

The other thing with her too is like they they they showed their hand with her immediately

Yeah, like as soon as they started with the flashback and the kids and then they showed her later

I was like, oh, well, she's just one of those kids like I knew that episode one. Yeah, it was not

There's not any and then they get to the episode five or whatever and they're have this reveal moment. I'm like, okay well

Shocking Wow, I can't believe it

Oh

Well, yeah

I think the worst the worst thing about her in that whole show the thing that I think is unforgivable that I can't still cannot believe that they did is

That they had the reveal of Anakin being alive and being Vader just her saying

Just her saying that to obi-wan. That was it

I wanted obi-wan to like come face to face with Vader and be like what the who the heck is this guy and then

Vader like

Make it known to him who it is and then and then he can freak out and go from there like that would have been

Really cool if he didn't know Anakin was alive until he came face to face with Vader instead

She's just like hey, he's alive. Did you know who the heck didn't you know that?

While I'm hunting you between boxes

Yeah, yeah, it was it was it was not bad like the final scene. I thought was cool too even though

I don't understand how like

About like three or three or four dozen boulders just explode off of Vader's body like it's nothing like oh my gosh

That was a rocket you you would okay. No no crumble that whole fight

Was that was my biggest problem. It was a mix of cool and terrible

It was cool. I thought the lighting was awesome. It was completely lighting was very good. It's completely out of character for obi-wan

To long. I just don't understand like I will kill you now and then well

They're making us a guess in 15 years that he peacefully just surrenders to Vader and turns into a force guest

No, no, no, obi-wan was never going to kill Anakin and that's totally out

I had a buddy saying that now you gotta watch Clone Wars to like truly understand everything going on and I'm like guys I

Can't do this. I don't I just I don't understand

How they

I just had a brain fart.

Dang it.

Oh the cool part was the mix of Hayden and James Earl Jones' voice when he cut the helmet off.

I thought that was really cool.

That was super good.

The thing I don't understand though is that they keep showing in these shows, and this has been a problem with Star Wars progressively over the years.

This is something I heard red letter media bring up too,

is like, why do these people keep fighting

with laser swords when Vader can rip a ship out of the sky

and tear it open with his fist and Obi-Wan can hurl rocks

at it, like, why are they fighting with laser swords?

Why doesn't Vader just try to crush Obi-Wan's skull

with the force or tear him in half or like,

what are they, they're fighting with laser swords

they can do all this wizard magic like it used to just be like they had like basic moves like oh we

can push each other and we can do this this and now i can now it's like they're going yeah it's

getting like force unleashed levels of stupid but it just makes it weird that they opt to fight with

swords lightsabers but things can you you gotta admit how cool it was when he ripped that ship

down to the ground. No, I hated it. Oh, I thought that was cool. I hated it. I hated

it because it was so, I thought when it was, I thought he was just going to stop there

and like hold it and then the ship would get away and then I was going to be like, okay,

that'd be, that's like a cool show that that alone I thought would have been a cool showing

of his power that he's even able to briefly hold the ship back I thought would have been cool. No, he straight up rips it out of the sky and tears open and then only for you to find out that was the fake ship actually our real one was behind the ship and it was like, How does that make any sense at all?

No, I liked it.

I thought it was cool.

The fight with him in whatever number sister she was, I thought that was pretty neat.

The third sister?

Well, okay, correct me if I'm wrong, in the video game.

What is the video game called?

With Cal Kestis.

Uh huh.

Uh huh.

Jedi, Fort.

Fallen Order.

You fight a sister in that game too, right?

Like a bunch of them.

The fifth sister?

Yeah.

I get them mixed up.

I can't remember what number she is, but yeah, it's another sister. I hope that they're inquisitor. I hope that game is good survivor

I think it'll be good. That's probably my favorite Star Wars thing. I've seen in the past couple of years, honestly. Mm-hmm

especially since

I'm excited. That's early next year. Right Walker sucked March or something

It should be they haven't come from that or announced it yet, but based on like EA's

Like physical outlook it seems like that's what it'll be. Okay

I think the biggest problem with Thor now that I think about it is that Loki wasn't in it.

Oh, what are you talking about?

Loki was there at the very beginning doing a wonderful performance on stage.

I think Thor needs to play off of Loki in order...

I think that's what makes a lot of Ragnarok really good.

Is that they're playing off of one another throughout and they are good.

It was fun to see Matt Damon do it again though.

That was pretty cool.

Yeah, but then they kept bringing him, like I would have been fine with just the one scene and then he shows up again and he's like "Hey, how about we make a production about this?"

I'm like "Alright."

No, I like that.

I was, cause it also showed- We're running the joke into the ground a little bit.

But it also showed how old he is, oh my gosh.

His hair's all gray.

How old is he?

Probably like 50, he's 51, okay.

That's younger than I thought, honestly.

55. A lot of people are getting old man. Yeah who else is in... I don't know

I've been seeing like a lot of movies lately and I'm like wow this person's getting up there and then I think about what that means for me I'm like oh no

George Clooney and Julia Roberts are in a rom-com together later this year.

Yeah I know it looks really good. It doesn't it? I'll watch it. I'm so pumped for that movie.

I like rom-coms. I feel like we haven't had that stuff. I reached my mid-20s and I'm mid to late 20s I'm like I think my favorite film genre is rom-coms.

It's the only thing that consistently pleases me.

Hello everybody and welcome to Chapter Select, a seasonal podcast where we bounce back and forth between a series of games exploring their evolution, design, and legacy.

Legacy. For the season 3 we are back with a special bonus episode related to the Banjo-Kazooie series.

My name is Max Roberts and I am joined as always by Logan Moore. Hi Logan!

- Surprise! We told nobody about this.
- It was a top secret operation over here.
- We teased it with shipmunk emojis and that's about it.
- This guy over here.

We are talking about Conker's Bad Fur Day, one of Rare's other 3D platformers on the N64 era.

It all started when Logan one day says, "Hey, maybe we should play this game since we're already playing a bunch of Rare games."

Yeah, I just thought it would be a good idea because the Banjo season was obviously on the shorter side.

We've done lengthier seasons with our... outside of the initial trial season we did with The Last of Us,

season one and two with Paper Mario and God of War were both much longer.

So this Banjo season, by comparison, especially when accounting for Grunny's Revenge, which is like a three or four hour game, was way shorter!

And I wasn't trying to artificially lengthen the season by any means,

but I thought it might just be a good, fun time to go play this game,

because I know that a lot of people when they think of that old school era of Rare and their platformers they talk about banjo and they talk about conquer

and I, I mean we can get into this but I think for both you and I, we've never played this game, we have no real exposure to this game

because our parents listened to the warnings on the box art I believe and uh

probably

didn't get, I have a distinct, we didn't get into this with our histories in a bit but I have a distinct memory of my mom mentioning that I was never allowed to rent this game

Which is kind of funny.

Anyway, yeah I thought it would just be a good time to...

If we're not going to play this game now, then we never would have probably ever.

So may as well do it now.

But yeah, let's get into...

We're going to run down the...

The structure of this episode will obviously be a little bit different.

We're going to keep things the same for the most part.

Obviously we are not going to be exploring the evolution, design, and legacy of Conker because there is really only one game.

- Actually, there are like four,

but it's even worse than Banjo.

- Yeah, but one of them's a remake.

We'll talk about it here.

But we are still gonna run down the basics of the game, which is it was again developed by Rare.

It originally released on March 5th, 2001 on the Nintendo 64.

A remake, like I mentioned before, came to Xbox in 2005.

that was called Conquer Live and Reloaded,

which is after the Microsoft acquisition, if I am correct.

Game director on the game was Chris Seaver, the producer.

We don't have any specific producing credits that we could find for this.

- Couldn't find a single one.

- The game itself was published by Rare, though, even though it was in tandem with Nintendo, again, and maybe we'll talk about that a little bit more with the history here, Nintendo was very much,

Again, probably just a marketing partner on the game.

If you watch some of the footage that you and I both watch, they talk about Nintendo being a partner on the project, and I assume that's just,

insofar as giving them space at E3

and helping to promote the game and stuff like that.

And then the music was done by Robin Beanland, so not Grant Kirkhope this time around.

The Metacritic score on this game was a 92 out of 100, which makes it very high.

What was Banjo?

Again, I feel like I've brought this up a couple different times this season.

As you can tell, we don't record all these back to back to back to back episodes.

So I forget this stuff over the months.

- Banjo-Kazooie had a Metacritic score of 92.

- That's interesting.

Live and Reloaded, the Xbox version had a 78 out of 100.

We're not gonna be talking about Live and Reloaded over the course of this episode,

but really that was a full-blown remake of the game.

Really just the big alteration was the visual style.

- And the multiplayer.

- The multiplayer was changed a bit as well, yeah.

And yeah, before we get too much talking about our own experiences with the game

and what we thought of playing it here for this episode,

We did want to bring up a couple other things about this game's history because it is really kind of a

fascinating project at Rare

Like this is something along with Banjo-Kazooie that they had been working on for quite some time the

Bad Fur Day as a project evolved a couple different times. Conker again, his first appearance was in

Diddy Kong Racing much like Banjo and I think that was in

So they had been working on a Conker game that they were going to release, which is why he showed up in Diddy Kong Racing, same as Banjo, but this game didn't see the light of day until three years after Banjo had released, which is why it was one of the final swan song games for the N64.

The game itself started out as, it started in 1996 and it was just called Conker's Quest at first, am I right?

Yeah, and then that evolved into 12 Tales Conquer 64, where players could play as either Conquer or Barry, who was a chipmunk.

The game was kind of conceptualized.

If you're interested, they talk about a lot of this on Rare Replay and some of the developer docs that they included in that release of the game.

The game was set over the course of the 12 Tales name, I guess, was set over a bunch bunch of different worlds and things like that and Conker would go to different worlds with different themes and stuff like that and he would have different powers and I know they talked about how they would give him different hats and things like that that he would be able to do so it's kind of similar to how Bad Fur Day turned out in that way at least with the different worlds and stuff like that although Bad Fur Day had a lot fewer worlds by comparison. That project though ended up getting retooled because they felt like the market was getting highly saturated with QT 3D platformers where it even invoked

its own release of Banjo.

When you think about getting into the late 90s there really was a ton of that stuff.

I always remember Rocket Robot on Wheels as one of the big ones.

I don't know why.

I think that was done by Insomniac I believe or Sucker Punch.

It was one of the two.

No, it may have been Sucker Punch.

I think Sucker Punch did that one.

It was done by Sucker Punch, yeah.

And published by Ubisoft.

I always remember that game for some reason because that was one I rented from Blockbuster quite a bunch.

But yeah, the market was...

Glover and Mario.

Yeah, Glover, Mario, you got it.

The Banjo games.

So yeah, it was definitely an oversaturated market so they decided to then turn it into what it is now, which is this more mature, crude platformer game that kind of parodies other platformers and also has like a rougher edge to it and kind of throws off your expectations

of what you would expect from a game of that type, which in general I think is a really good idea. Like I love the idea for what Conker is personally.

>> MATT: Execution.

Execution maybe not so much

Other than that live and reloaded again. We said like we said came out in 2005 rare was bought or acquired by Microsoft in 2002 and so then they

So then yeah, I mean max you noted here in the notes that they once they got acquired they made live and reloaded

So they had been working on Conker in some capacity since 1996

so it was a long period of time that the studio was working on something related to

Conker which yeah, perhaps makes sense why

He then went away for a very long time until he randomly showed up in

Project Spark in 2015 which was always a weird

Crossover return for that character and then there was the HoloLens was that was it just like a demo wasn't it that he showed up in

2016 the Wikipedia says it's a platform application release for the Microsoft HoloLens featuring a younger version of Conker

So it's just like a tech demo essentially of Conker interacting with furniture and things in

We also didn't mention the Game Boy Color game that came out to that was Pocket Tales Pocket Tales. That was technically his first

appearance outside of Diddy Kong racing his first own full-fledged game and that one was made for like kids and the story is much more cutesy and

Similar to what you'd expect from something of this up of the genre

So yeah, bottom line is Rare worked on a lot of things related to Conker for the better part of a decade at that studio.

And the only two things we ever really got from it was, I mean, Pocket Tales obviously, but that's a Game Boy Color game, was never hugely notable, but then bad for a day and then you had Librarian reloaded.

This brings us to talking about our own experiences playing it here this time around.

And maybe our exposure to it prior to playing this. Max, I'll start with you. I mentioned I

kind of have my own brief history with this, but did you ever have any exposure to this when you

were younger in any way? Just at the Hollywood Video in Brownsburg there, which I don't even even know what that building is now. You know, it's just one of the games you would see on the shelf. A squirrel and a bunny leaning against a logo and it says "For Mature Audiences Only."

It was that and the... I think it was a Rockstar game that was like rated AO. I don't remember those two games being on the shelf. I forget what that was, Manhunt or something along those lines.

And I just remember, I don't recall ever asking to rent it. I just remember the box and the rated M.

It was kind of this juxtaposition of a cartoon character and the 17 and older rating on it. Beyond that, really nothing. I mean, Conker's kind of one of those, if you follow video games long enough, Conker kind of just seeps into your consciousness of, "Well, this is a big, you know, he's a crude, rude, cursing squirrel who drinks a lot, and he had a, and his game's very expensive on N64 because it didn't sell a ton and it was at the end of the console's life. I think the GameCube may have even been announced or even available near the time, so Conquer was super late, and basically in development the entire life of the N64 in one way or another. And so that's really all kind of just osmosis until now when I've actually played it here on the Xbox.

What's your story?

Yeah, the GameCube would have surely been announced because the GameCube came out later

that year in 2001.

So it surely would have been shown off or people would have known it was coming.

Yeah, my own experience, like I mentioned before, I had played a lot of these platformer style games or even just rare games in general back in the day, whether it be Banjo and then GoldenEye and I had Jet Force Gemini 2 back on my N64 that I like to play a lot.

So I don't know if my mom specifically knew that, which is why she then said don't print this game, but I remember there was one point where I was playing my N64 and she just walked

in the room and I think I may have been playing with my dad.

She may have said something like, "Oh, this game right here, we're not, Logan's not allowed to play this and I was like what?

And so that was kind of my exposure to it and I remember the ads for it as well and I was very confused.

This game had a very strange marketing campaign.

I don't know how deeply you may have looked back into that back in the day, Max.

Yeah no, I've looked at it now.

I don't remember any of it but I've seen what it was now.

Yeah the marketing was very much trying to make it clear that, it was bad marketing but

But it was, they were trying to make it clear that it was not for kids.

And the way that they did that was they made it stand out quite a...

If they would have just shown commercials with "Hey, come buy Conker's Bad Fur Day"

and it was just a bunch of clips from the game, then most people by proxy would have just thought it was a game for kids.

So they did some weird things with the marketing and put a mature, edgy slant on it, much like the game to make it clear that this game was for older audiences. Which I think is how

my mom became aware of it, I'm going to guess, and which is why she annotated that I wasn't allowed to play it because there was a squirrel with a beer on the cover of the box and stuff

like that. So yeah, that was really my only exposure to it. I think for a lot of kids,

like when your parents say "You're not allowed to do this!" then there's a part of you that's

I want to do that because my parents won't let me and that was never how this was with conquer for me

I knew that this game existed. I knew it was a mature

Game because of how old I was though when I knew about this game, which would have probably been around when it came out

So 2001 I would have been six or seven at the time

And I really did think like it was for older audiences and I did think that it was

There was like bad stuff in the game. I didn't know what to think obviously at the time. I just thought it was very

It was for adults, and it's not for me, and it's funny now

I mean we'll get into talking about our own general thoughts on the game now

It's funny now that I have played this game because even coming into it

Within the past couple weeks that we've been playing I was very much expecting this to be a mature

Crude game and in some senses it is but it also feels like a game that's made for 14 year olds

It's just

This game is not as mature as I think it leads on to me is it mature for the platform?

It's in our for the genre. It's in yeah sure

especially at the time

Nowadays though this is tame you see worse things on TV. I was even thinking about it. I feel like I

Feel like if you removed like the large bouncing boobs in this game that are somewhat prevalent

I feel like this the game would just get like a t-rating nowadays. That's the only thing I really feel like modern

Wise that would really push it into that M rating area would be the sex

sexualization that is somewhat prevalent otherwise I

Mean they swear every now and then but like the f-bombs are all bleeped out anything

that's really would be considered the worst curse words are all bleeped out

other than that like it very much feels tame by modern standards which is

something that surprised me at least when it comes to the game's reputation

as being this crude mature game for adults so I don't know it is written it

feels like it was written by a bunch of high schoolers yeah just jostling around

the locker room. It's just about beer and just cursing and women and just being

silly and killing people and stuff. It's very immature for being such a quote

unquote mature game. It's actually immature. It's an immature game for

anyone over the age of 17. It's kind of eye-rolling worthy now. Like you're just

Like, "Oh, of course. I have to pee to douse these flames."

Or...

Yeah.

It's just...

dumb.

- Like, very dumb humor. - Yes.

- And... - Poop jokes.

- Poop jokes. Quite literally. - Quite literally.

Yeah.

Yeah, it's just...

I'm...

It's... My eyes roll in my eyes. I...

I mean, let's just get right into it. I don't think either of us have blatantly said this.

We think this game sucks.

I wrote absolute trash.

This game is abysmal.

We both think this game is bad.

I don't understand the love for this game.

I don't understand it either.

I want to say this though.

This is the thing that I mentioned before I think I will say some things about this game that will potentially surprise you.

For the most part I think this game sucks.

I think it's very bad.

I think it has not aged well whatsoever.

However, if I can roll the clocks back 21 years and think of myself playing this game back then I think I would have

Understood why people feel about it the way they do now you and I have played this game for the first time

21 years after it came out and

My goodness, does it not hold up in any regard whatsoever?

like this game has not aged gracefully in the slightest and that's compared to

Like where's other platformers that we banjo we just played and we talked about how well we thought banjo held up

Especially the original - we got a little play control wise

Design wise a lot of those things hold up. Um

This game just doesn't feel good to play

No

It's janky

Even the basic stuff like the floating with that like even the most basic moves like floating through the air with the tail that

invented like the ponytail hover in Donkey Kong Country 2

They can't seem to nail it for their their squirrel companion with the same power

like this should be just like Dixie or tiny and it's not and I'm

I'm baffled really a lot of the design decisions here I think are

trash

so the thing that I really like about the game and this is one of the goals that they had is that

It feels constantly fresh

Because it is changing up the game mechanics constantly and on paper

I think that that is a good idea for a game

Maybe not a you not even a platformer

but a game of this style where it's throwing a lot of different things at you and you don't really know what to expect around the

Next corner whether that be in the form of a boss fight or some sort of

Minigame or just whatever there's so many different encounters in this game that are wildly different from from one another and I think that's really cool

for the most part the problem is that

the baseline

platforming mechanics suck and

therefore every other game play mechanic in this game sucks too and it's changing up things mechanically on a

minute by minute basis in some instances like every hour you're presented with

Two two to three different things that are completely unique to that section of the game for the most part

And they all feel horrible

so it in a general sense I like this idea of
throwing a lot of stuff at the wall and
coming up with variations of the gameplay.

But none of it is good, and that's the problem. This game
is such a slog to play.

That's just the most basic way to state it, is that everything
that you do in this game is just mind-numbingly
dull, it's not engaging, it doesn't respond the right way,
and then there are certain sections that are just horrible.

I think about the laser section at the end in the war sequence which I was texting you about
yesterday

because I had finished the game yesterday at the time we were recording this
and like the gameplay mechanics themselves don't feel good already
like the crawling and the jumping and then they put you in these scenarios where it's like
oh now you gotta dip and dive your way through all these lasers or else you'll die
and it's like oh my gosh like ha-
uh it's- it's absolutely miserable

It is repetitive as well. You have to do everything. Every puzzle is at least three times you have
to go back and forth to deliver something or bring something somewhere.

Gotta bring the cheese to the rat three times. Gotta...

Right. You gotta roll the poo ball to three different locations and if you go up the wrong hill then
you're screwed.

Yes, they really don't spell any of that out either in some situations like this game doesn't even
give you prompts for

The controls outside of press B over the breach over the B platform other than that like context
sensitive

Yeah, you and I were texting each other things like you're like, oh by the way a pro strategy

You can crawl in the war sequence, which I did know that

But then you're like also you can be harder if you pull if you hold down the left trigger like the
game doesn't

Tell you any of this it just introduces these gameplay mechanics, and it's like okay figure it out

I don't know like like I don't know

I didn't know all the moves at my disposal and some of the more unique boss fights like I think about the ending boss fight

Too where I had tried it probably 25 times and lost and then realized

Oh, there's a block feature to this too where I can block the things

Snapping animation at me that aliens

It does not spell any of this out whatsoever, especially compared to again

I don't need the games to hold your hands constantly

But if you're gonna introduce a game play mechanic like like banjo's got the right idea with it where it's like, oh, hey

I'm gonna teach you this move now. Here's how you do it. Here's how you do your briggles bash or here's how you do your

Or even think donkey Kong Country where they show you an animation of like what it is like you yeah this and that it's so

Just aimless in a way. I also think think about this too is I feel like it's two different games that

Kind of mashed together. This is arguably not even arguably

This is one of the longest games that rare was working on and you can tell it was started out as one project and turned

Into something by the end because it feels like a definitive halfway point where the game goes from

Here are these like made-up environments to here is every movie reference we could get from the 2000 from 2000

and put it in one movie or one game and it feels

disjointed mashed together held together by tape

none of the

Nothing feels good. This is from the same studio that gave us Goldeneye

banjo Donkey Kong

and all of Conker's shooting sections

a lot of those of which are like revolutionary from a mechanics standpoint Goldeneye

revolutionized the shooter genre on console especially pre halo

like before the dual sticks came about with Xbox and halo like goldeneye was the I mean

Pun not intended, but it was the gold standard for four shooters on consoles

Absolutely, and then you get into this game, and it's like they have so many

Mechanics that are in here, but they don't tell you how to do any of them

And then on top of that even once you figure them out. They don't feel good like it's all it's actually

it's kind of convenient or ironic timing. I'm actually reading The Making of Goldeneye,

which is a boss fight books book right now. I'm reading a press copy for review,

and they're talking about how they made Goldeneye and stuff in this book. It's the history of that

game. But one of the tidbits I kind of learned about Rare, which I didn't know, was essentially

the studio was on a farm in the countryside and there were a bunch of barns. And basically,

each barn was a team making different games and there was no cohesion between the teams.

It wasn't like this guy from Banjo is now working on this game or we can go over here and talk.

They were all kind of internally competing with each other. And you can tell this wasn't made by

the people that made Banjo or Goldeneye or Donkey Kong. Like this, I mean, I'm sure some people from

those games were brought onto the Conker team, but it is, this was not their A team or even their B

team. This feels like they're... this is a bad team. I don't know how this wasn't cancelled.

Yeah, it is kind of fascinating. I think honestly if they had not come up with the idea to make it more crude then the game doesn't see the light of day because it's clear that they were already wavering on the idea of 12 Tails and thought it wouldn't be good to release that. It's only after the retooling that they really had confidence in the project and even then it didn't do well. I

I mean there's a reason there hasn't been another one of these games outside of just a remake in the past 20 years

There's so much I have to mention on the negatives with this game, and I'm sorry

We just if you're somebody who like actually I'll mention this right now

I literally wrote down in my notes if you like this game you only played it as a child

Like pretty blank like anybody anybody who anybody who modern currently?

Says that they love this game is lying to you

because if you play this game in 2022

if you go play it on Rare Replay right now and you play the whole game from start to

finish, I do not see how you can get out on the other side of that and be like, "Yeah,

wow, one of the greatest games of all time, I love it." Like, it's not good nowadays.

I wrote down, "People who think this is good have the thickest Revs tinted glasses on."

Yes. You can love the game, that's fine. I played some stuff back in the day that I would

acknowledge now as trash as a child, like, that's fine. But this is fundamentally not

a good game, not a good platformer, it's not a good shooter, it's not a good puzzle game,

it's not even good visually, I think there's a lot of jank in the game.

And perhaps that's the end.

It's not even a good storyline.

I think the best thing, the one thing I will say is I think visually it looks pretty good

for the system, like it's pretty impressive, some of these sequences they were able to

get run on the N64, like I think a lot of this looks like it would be more well tailored

to like the GameCube for the era. Obviously there's a visual gap between the two. But

there are some pretty impressive sequences in this game, even stuff that you wouldn't

see in Banjo. I think the character models and stuff were pretty expressive and had a

lot of character and charm to them. I think that stuff was really quality. I think the

camera though, it's just... The camera is horrible! I don't understand. That's the one

One thing that I was trying to wrap my head around is how the camera is so bad in this

but not in Banjo.

Like I know you mentioned there's not a lot of crossover between the teams, but I didn't

have a lot of trouble with the camera in Banjo.

This game's camera gave me issues constantly.

Like significant issues.

Yeah, like all the time.

And maybe that's because we played the 360 version of Banjo, maybe they tweaked that a bit and we aren't aware of that.

But I really don't think it is.

I think that there were sections for me where the camera straight up got caught on walls and I couldn't see Conker and I had to find a way to like either quit out of the game and restart or I had to like find a way to maneuver the camera in such a way that I could get it around this corner that it had literally gotten stuck on.

So the camera is very bad.

I want to talk about the story because a lot of people the thing that made me feel like I was losing my mind the most with Conquer fans is after I beat the game yesterday and I started looking up a lot, I wasn't even looking up a lot of stuff.

I was watching some videos and I was reading Metacritic and a lot of people were like "Oh wow, this game is one of my favorites not just because of the gameplay and the crude jokes and stuff but also because of the story.

It tells such a deep story and really hits you by the time you get to the end of it."

I'm like "What are you talking about?"

Like look, we've come a long way with video game narratives since this time.

I'm totally fine with that, but a deep story.

What are we like the only thing the main bad guy, the main bad guy wants to, and I get that it's supposed to be funny, but the main bad guy is this Panther that just wants a table fixed so he can put a glass of milk on it, which again, fight him.

You don't even fight him or run into him or have a like you, your, your confrontation is with this person that Conker's not even aware of that exists. So it's weird in that regard, like at least with something, again, pointing back to Banjo, like Grunty's pretty front and center and is very clearly the antagonist going against the protagonist. Conker doesn't

even know that the Panther exists until the final 10 minutes of the game. I also wrote down the big thing that people think is like the emotional point at the end of the game is Barry dying. Barry sucks! She's horrible! Why do people like her?

And Conker doesn't really care about her.

He does! That's the other thing I saw people care about is like, is people are like, "Oh, you get to the end and you realize Conker just always wanted to get home and he just wanted to be with his girlfriend." I'm like, "Well, Barry treats him like garbage in this game." Like even, even when they reconvene at the end and do the stupid Matrix sequence, like she's treating, like she's belittling him and treating him like garbage, and then She just dies and like the game opens with him like intentionally trying not to go home to be with her so he can stay out and drink with the boys.

And then like and people are like oh it's so heartfelt when Barry dies at the end and Conker's so torn up I'm like why?

They've done nothing to establish them.

Conker's not torn up.

They've done nothing to establish them.

Conker forgets to bring her back.

Conker cares more about killing the alien than his dead girlfriend.

The game is just mashed together. It really is nonsensical. Which is fine, it kind of fits with the idea of just bouncing between genre and game and movie reference and things like that. But there is no plot or story here. Not even the sub-villain, who you don't even realize he's the one that sends out all the teddies to do this war with all the other squirrels until you show up later and he says "You killed all my teddies, grrr." It's just They kind of tease it in his workshop at one point. I did see you can see some teddies but even then like

well, he he's he's also the professor guy is just

He's the one invoking all of these movie references to or not invoking them

But he's causing all of them like i'll call i'll make a war which is then supposed to be saving private ryan

and then i'll uh

Impregnate the panther with an alien a xenomorph will pop out of him. It's just like dude what like like

And again, if I had played this 20 years ago,

then I probably would have thought

that stuff was much funnier.

Maybe we're just inundated with the references

and remember this?

Like, nowadays--

- I wouldn't have gotten these references

'cause I hadn't seen Alien or Saving Private, Ryan.

I probably would have thought it was silly.

- Imagine if you were 25

and you were playing this in 2001.

Maybe you would have got it.

You probably would have gotten it.

- Not as a seven year old.

- That's what I'm saying.

Imagine if you were the age you are now

and you had played this back then.

- Oh, sure, yeah, I would have gotten this.

'Cause you weren't supposed to play this game as a seven-year-old.

The box does that.

This is true.

The box does say that.

But even, but yeah, like, the story is not good, and then a lot of the story beats themselves

are just ripped off of movies?

Like how am I supposed to care about this war sequence when the war sequence is just supposed to be a dupe of Saving Private Ryan?

And not even that, but like, it's, it's supposed to be a parody?

This is what I was struggling to wrap my mind around with some of these sequences.

Is that it's supposed to be a parody, but it's just one to one mimicking the scenes of the movie essentially.

Which is not, like when I think about parodies of things I think about how even something as terrible as like the scary movies or whatever, the old scary movie movies.

Like it's clearly trying to be a parody of I don't know Saw or something like that, but they throw a wrench in this scene that you're familiar with for... that makes it a parody.

I guess in this, the parody aspect of it, or the thing that you're supposed to find funny, is that "Oh, this is like Saving Private Ryan except it's squirrels instead of people."

Like that's not... like... that's not funny? I don't know. Like it's just they're just changing what the characters are that are these reference points I guess. It's like same with the bale of hay like oh this is like Terminator now except it's not Terminator it's it's not a man it's just a bale of hay. It's like okay sure. So like I don't know the parodies are a little yeah.

They beat you over the head with it and that's what apparently people love so much about it. I think it's exhausting. There's no consistency in this game at all. It's just a frustration point.

Every new mechanic is something you've got to learn. Every new challenge is some obstacle with

a very small margin of error. You mentioned the laser hallway earlier. That reminds me a lot of nuts and bolts where if you just touch the wall, you're stuck on the wall. You spin around like you're grabbed. The margin for error is small. The controls are not adaptable to said margin.

It's just a game that punishes you constantly, but you're supposed to enjoy it because it's funny.

The final escape sequence from the War chapter, which is far too long, you have to one-shot these

enemy teddy snipers with 90 seconds and if you don't you're gonna die and it's just they one shot you too exactly you can't even run past them you have to use these shooting controls that

are some of the most atrocious things i've ever seen in a game that i i don't the thing that sucks about how we played it too like we played it through rare replay like i would have loved some quality of life improvements like freaking inverting the controls for god's sake.

Being forced to play this the shooting sequence was were especially bad because you can strafe

with the right stick but the controls on that aren't inverted but they are inverted on the left stick so you're like inverted aiming with the left stick and then you're not inverted moving with

the right stick. And it's just like your brain is juggling. And again, when this game came out I understand there wasn't a two-stick layout so maybe it was a little bit more easier to wrap your mind around. But like these are the things that they needed to add to this release of the game. Just little things. I don't feel like they would have been that hard to do. And you have to know if you're releasing Rare Replay 2 as a package, like what are the games people are going to play in this? They're going to play the Banjo games, they're going to play this, they're going to play Jet Force Gemini, probably maybe like the Viva Pinatas or something.

Like those are the main things I feel like, yeah, Perfect Dark, like those are the things people are gonna wanna play.

So maybe if you can add a little couple quality of life features for that release, that would be great, but no, like they can't.

They, or they didn't at least.

- I will say this, I was probably, a fool is probably what you could call me.

Like I bought Live and Reloaded as well,

which you can still buy digitally for \$10.

That game is not included in Rare Replay.

That game is not included in Game Pass.

No. Which is surprising to me. Just you would think Microsoft would put everything in there.

It controls much better, thankfully. It does feel better. The platforming, the jumping, the control there just feels much better. It's more modern, thank goodness. Which is nice to see after a four-year gap, essentially, between the two versions. But they do the thing that you definitely don't like, which is they give Conker like real fur and graphically just make it very, you know, more real than cartoony. The font for the speech bubbles is totally out of place. It's not cartoony or charming at all. It feels very corporate, which is just strange. But at least control-wise, it does feel better in Live and Reloaded. I don't know why it's not included in either of these options.

It's a remake of the campaign and the multiplayer was the big difference.

You and I both didn't play multiplayer in either game here, but it's just this kind of deathmatch shooty hallway game and different modes like capture the flag and things like that just renamed different things.

It's just not good, fundamentally.

Which is a big shame.

I would like to stress again, I want to invoke a couple other things that really bothered me about this.

I mean, I don't have to spend a lot of time on any of these.

But before I do, I would like to again stress, I think the more I played this game, the more I did appreciate it in a weird, weird way.

I appreciated what it was going for and the structure of it.

Again, like I mentioned before, I think the idea of this game that is throwing a lot of different worlds at you, a lot of different characters, and it's trying to keep you on your toes with different gameplay mechanics and different objectives and things like that.

I think that is cool, but again, it just doesn't land any of that because the mechanics suck.

I wrote down "Why would I like Conker?" and by that I mean the character specifically.

A lot of people I've seen have invoked like "Oh, this is one of the best characters ever in gaming, blah blah blah blah blah."

I'm like, I don't, like, there's nothing he does over the course of this game that makes me like him.

He's just kind of the conduit for this, for all this crude stuff that's going on.

And even then he's not even like the crudest part of the game.

He's kind of somewhat innocent in some ways.

Not all of them.

I didn't think anything he did was likable.

Yeah, but he's just, he's just, he's just a squirrel that drinks beer and he barfs and he's uh, he's so relatable.

He's like me.

He drinks beer and yeah, I don't know.

There's nothing really about Conker in this game that I liked.

His voice is also kind of annoying.

I wrote, we already touched on this, but I wrote "Main plot with the panther is stupid beyond repair."

Another thing I did like, this is a positive, I liked that this game was very clearly influenced by cartoons.

Like, that's one of the elements I did really like.

Like Conker whipping out a frying pan out of nowhere and smacking people with it, like I like elements like that where it's very clearly trying to be like old school cartoons with its nonsensical nature.

That's something that I think is readily apparent throughout the entire game and is one aspect of it that I did like quite a bit.

Even when you hear them talk about 12 Tales and what Conquers Quest and stuff like that was originally going to be, they mentioned that there was a focus on trying to make this game like old school cartoons.

And I think that still is, you can definitely still see that here in Bad Fur Day.

And that is one thing that I do personally like.

I don't know if that's something that you have any feelings on really.

I can appreciate it.

I didn't really care too much for it because the frying pan didn't work on every enemy.

No.

It just, I can appreciate it from a style perspective, but mechanically none of it really benefits you.

Yeah.

which is super frustrating. The one, I think the one thing that I truly did like from this game, to be my own little ray of sunshine or positivity here, is the great giant poo or whatever it's called. That is a good- The mighty poo.

The mighty poo, that was what it was. That's a good section. The boss fight itself, getting to the boss fight is not good but the boss fight itself is actually decent funny original that actually made me laugh good job it's clear to see why that's like the most memorable part of the game mm-hmm my bar yeah absolutely there's a whole poop world which is very I don't understand why conquer doesn't need his gas mask inside the mound of poo but he does outside don't think it too much. But the singing was good, the boss fight was tolerable, mechanically speaking. It was, they really went all out there and that was good. Every other boss fight in the game, not so good. Pretty frustrating. One small thing I wrote here, again we don't need to talk about this too much, is that the fall damage in this game is insane. Like very very insane. Because there are sections where you're climbing up and bouncing off all these things and the camera's terrible so you can't see. The depth perception is also atrocious. I

think specifically of the one underwater section with the spinning fan things or whatever.

Yeah, the blades. Oh my gosh, dude. That whole sequence made me want to lose my mind. Because

the depth is so bad that you cannot tell how close or far you are away from some of these things especially in that whole section I hated it fall damage is atrocious though it really really is especially during some sections where you'll climb up something really tall like I think about the the tower seek the bat tower sequence where you got to climb all the way up there and then you got to get back the road physics if you don't grab the rope just right you'll fall you immediately just yeah forces you down the rope and you fall to your death

There's no margin for error in a game that doesn't give you the tools to even stay within that margin.

I wrote down, I already kind of touched on this and this isn't about the game itself, but I just wrote, I hate the fans. I hate you, I'm sorry. If you like this game and you're on the internet praising it, I seriously spent, Max can tell you, Max if you're editing the video version here, feel free to splash all those images I sent you on this section of the video so people

can see what I'm talking about. Some of the way people talk about this game makes me feel like I am turning into the Joker. I... what is wrong with all of you? Please, I implore you, go play this game right now. It is not good. Last thing I had written down, and then we can move on and talk about some other things. This is something that, it's not really a positive or a negative, it's just something that I noticed much more with this game compared to Rare's other games is that this game is incredibly British, way more than their other stuff, which is funny. I mean, Rare's a studio from UK, but I don't feel like that's really present in their other games. And maybe it's because there's voice acting in this and stuff like that that kind of shows that element of it. But even the sense of, even the humor and stuff like that. Like I feel like the humor in UK is much more dry compared to what we experience over here in the US I think for the most part, which is why I think something

like "What's the main plot of the game? Oh, the Panther wants a new leg for his table

and it's gonna be Conker." Maybe that's something that, I don't know, busts up the guts of people

over there in jolly old England. But here I'm like, "What?" I like absurdist, goofy stuff,

but that was just like... just dumb? Like that's... yeah. I don't know. There's a lot of the game's humor you can tell hails from that region, for sure, I felt like. Yeah, it's just...

it just feels very slapped together. Really, and I think that's why I wanted to include all that dev history stuff kind of toward the top. You can tell this game was stuck and broken and they just had

to get it out eventually and that's it. And Rare was really cranking out some bangers at the time and this kind of limped across the finish line at the end of the console's life cycle.

and the lack of a clear goal or like what you're supposed to do like I felt like I was missing

something in the opening hour or two of the game I don't know if you felt that way as well but uh

you just kind of get let loose and it's like go get home and like well am I actually supposed to be

trying like what are we doing here like again banjo it's very clear your sister's kidnapped

going this witch's castle and go from there and it's clear what you're supposed to be doing

This game, it's just very... you're supposed to get home, but also there's this panther man who's looking for you,

but also there's these worlds and characters, go run around in them, like, I don't know. None of it was coherent.

The first, like, three areas too, it's very open in the beginning. You can go to the barn, you can go to the poo tower,

or you could get to the bat tower at the beginning of the game. It could be the very first thing you do is go to the tower.

And then it's a very linear after that where you go to the cavemen dinosaur land and then it's the vampire and then it's war and then it's the matrix.

That stuff's much more on- the back half of the game is definitely much more linear which I liked because it wasn't-

It helped.

It wasn't fraying my brain feeling like I was missing something.

Yeah, because they definitely kind of, because personally I don't know about you, but as soon as I unlocked the poop ball the first thing I did was I rolled it into the water or whatever and opened that whole section and then I've got the bat tower stuff open with the junkyard dogfish or whatever the heck it is.

Like I opened that whole area and I'm like okay am I supposed to go here now?

But I feel like I haven't done, obviously I knew the Great Mighty Pooh was somewhere and poo town and I'm like I supposed to stay here and keep doing stuff here so I

just felt like yeah there's a lot of different ways you can go in the opening

hours of the game and kind of threw me off to a degree for sure it's the word

it's it's certainly the roughest rare game I've ever played I can't I really

don't understand the love for this game again I I can understand it if you

played it 20 years ago and you have not touched it since, then I can get it to a degree.

But there are games from 20 years ago that are good, you know?

There is!

Yeah, and that's where I'm really torn, is the, maybe that's the thing that's making

me go a little crazy here, is the Metacritic score, seeing even what critics were saying back in the day.

Like if you were a kid who rented this game from Blockbuster back in 2001 and you played it and you're like "What the heck is this?"

Oh my gosh!"

how you'd have an affinity for it. But when I see critics, and again, throw this in the video

version if you want to, when I see critics saying "This is the best N64 games, move out of the way

Zelda and GoldenEye" it's like what are you talking about? Like this was bad on Xbox when I just

played it and I can't imagine playing it with the N64 claw controller and it's that much, it's even

Gotta be worse. So yeah, I don't know.

So we don't like the game, if you can't tell.

No, the game is abysmal.

I hope if people do listen to this and they are fans of this game, realize that one, we didn't come in expecting to dislike this at all.

I came into this very much like excited to play this and it wasn't until-

Logan was definitely on the excited train. I started playing before him and was like,

"This is rough, dude." And he was like, "Should we keep going?"

Yeah, we had a conversation of if we should even see this through. And the reason why we did is

because I think this makes for a good conversation piece for us to talk about this game.

It's been a while since I've played a bad game and ripped it. Every now and then you need a bad game

in your critical line of work.

- Yeah. - And this is,

this is some seriously bad gameplay and design.

So it just makes me sad.

It makes me question if Rare was ever really

a good developer or if they just got a few lucky games out.

I don't know, man.

- Put a pin in that conversation,

because I want to come back to that exact point

when we get to our Legacy wrap-up,

because I want to talk about Rare as a whole.

Let's do the thing that we are,

We have done throughout the rest of this season associated with Banjo, which is rank all the levels.

Or I guess in this case we'll rank all the chapters.

This game is cut into a chapter by chapter basis.

There are nine chapters in total.

There's the opening hungover section when you're trying to get into the main area.

There is Wendy, which involves the bee.

There's Barn Boys which involves the boob flower and the cheese rat in that whole area and the Terminator hay bale.

There's the Bats Tower which has got the cogs in it.

There's Sloprano which has got the Great Mighty Poo and stuff like that.

Ooga Booga is the caveman prehistoric area.

Spooky is the vampire section with the mansion and the... we haven't even talked about that whole godawful sequence with the zombies and stuff like that. The war section is obviously the whole war sequence and then the final is the heist/space area which is yeah you uh you do a heist in the matrix and then you end up in space somehow. That's a great way to combine those two things together. Next I'm gonna guess you think all of these are bad but is there one that stands out to you amongst the rest as being either truly terrible or better than the rest?

- I think the worst level by far is the war level.

It's too long and too hard.

- I would say war is the worst.

- It's awful.

It never ended.

You have the tank controls.

You've got the weird boss fight

with the missiles that track you and kill you.

Alright, let's start at the top. I think this will be easier. I'd say Pooh is the best. It's got the great mighty poo.

It's the best boss in the game. It's shot. It's it's it's it's dumb juvenile humor

But I can kind of appreciate an entire world being centered around poop. It's funny

I have the brain of an 11 year old still to that degree

Making cows poop and then swimming through that diarrhea is funny to me

blowing them up after you make them poop is kind of weird, but I'd say poop is best.

Poop is best. Poop number one. You heard it here first. Shouldn't it be number two?

It should be number two technically. Other than that, yeah I don't know. I think war is definitely near the bottom, but I'm trying to compare it to how I feel about some of these other ones.

I think the first half of Ooga Booga is good with the dinosaurs, but as soon as you get in the club

I hated that one way more.

Honestly, more than war, if I'm being real with you.

I just did not like any aspects of that.

The other thing too in that sequence, I was under the impression that when Barry gets kidnapped earlier in the game, she gets kidnapped by the panther, I thought.

I thought that maybe they were coming to the house because they were looking for a squirrel and they knew Conker lived there and then she opens the door and gets kidnapped by the rock people and then later on you find out the rock people just

Kidnapped her for the heck of it. I guess they needed a dancer in the club

I don't know. I don't understand that all of that. I hated cavemen

I'm fine with saying war is the worst if you feel that strongly about it, but I think Oogaboo goes pretty bad

I'm big is bad. The back half of it is for sure the whole the bomb is really terrible

I died on that like five a lot in times because it's so

Tight tight the window to get there is so tight you have maybe like it's that it's that

Margin of error being so slim with yeah, the mommy. Yes. Yes, the margin of error on that is so so small

I think spooky is also really bad

It's funny because they said oh, I appreciate it how linear the later levels work

But those were also the ones where I'm like dear God. This is the worst part of the game

I think barn boys is maybe higher near the top, personally?

Sure.

The barn sequence?

I think--

You feed a rat cheese and then he explodes because he gets gas and then he comes back to life later for some reason?

I don't know, man. It's so dumb.

The bee stuff is inoffensive in the sense of you just have to go into the hive and get that stuff out.

It's really more the hub world that connects everything.

Barn Boys feels disjointed and has a lot of high level platforming up top, in rafters, in the tower above, but at least it's... and to get the flower you have to also like bring bees from five different locations. I... We'll put War 9th because I think the laser and then the beach sequence is probably the worst section of the entire game. Yeah, it's too... the whole thing's too long.

Spooky!

Behind that though I would say, I, dude, I hated the final boss.

Like I almost quit the game.

I was just almost like, when I was playing it I said this game was going to break me.

I uh, the whole, the final boss section was not fair and difficult.

I got through that without any problem.

I did that.

Oh.

I died like 15 times.

What on earth?

I just kept spamming B on the things and jumping back and forth.

Nope, they kept shooting me in the jump.

I would wait until they said group, and then jump, and they, I was abysmal.

- I was just jumping, I was just jumping constantly,
I wasn't waiting.

- That's how I started, and they just kept killing me.

It was abysmal.

- Wow. - And then it's that.

- That means you hated that even more than I did.

Like I hated that, I got through that without a--

- Into the alien.

- Okay, so let's put that eighth.

I think the alien is atrocious.

It is not that bad with just punching it

and then throwing it out the first time.

The third time, because you have to throw it out

the airlock three times, the third time it's a crap shoot

of whether or not you'll get to do it.

It'll let you punch it the first time.

The second time you usually just have to dodge

or block one sequence, then you can do it.

The third time, totally random if you're gonna do it or not.

It just decides. - It's awful.

- It just decides that when you're allowed to punch it,

allowed to punch it. And a couple times, I don't know if this happened to you, but I

would punch it like twice and then it would dodge the other shots and then I wouldn't

be able to finish it all. And you couldn't finish the combo? Yeah. It was just, you mentioned

to me like, oh, it was just dumb luck when I finally did it. Same thing here. I don't

know what I did in the run where I finally beat the boss compared to the ones where I

didn't. It was just, it just let me finally hit it, whereas the previous times it would

not horrible I don't have any single idea what I did and in that successful run compared to the others I don't get it I really hate prehistoric Phil I would have to put that seventh I really do not like it that and spooky I would say the one thing spooky is bad too spooky is just meandering especially we have to fly all the villagers there but at least it's easy yeah I didn't have many problems with Spooky. The three keys thing was the one that annoyed me the most. Super annoying because you have to go through this whole... again it's just these quests of you've got to do something three times and it's far away and slow and difficult and I'm... it's just not good. I think the caveman can be seven. I just hated the caveman more. I have I have problems with spooky but I think that's at towers it's got to be six I would say the bat tower at least is not that long it took me forever because I kept falling off the rope that took me a bit too but I would say comparatively it is not that long comparatively is not that long. But it's also super fetch questy. It is. The worst part of the bats tower was running around in the circle area trying to smack the cogs with the frying pan because the animation of you pulling out the frying pan and smacking them is so slow that by the time you get within smacking distance of the cogs they're already running away. So I just like, there's so many little things like that throughout the game that I wonder like, was this play-tested? Like I understand like okay you want you want to smack the cog with the frying pan so that you can then pick it up. But when they were internally playing this game how how quickly were they able to do that? Because stuff like very simple trivial stuff like that where I knew what I was supposed to be doing when it was simple in theory took me way longer than it should have. And that's just not that's not fun in the slightest like why why is that taken so long? I would say I'm fine with putting Bats Tower fifth. Again, I do think the saving grace is that it's not that long. It really is not. You just swim into the thing, you climb the tower, you pull the lever, you get the clogs, put them on. Then you gotta go into the furnace, into the safe, and then you're swimming.

Oh, the furnace and the safe. I forgot about that.

And you're swimming.

And that's got the underwater sequence. That's really bad.

Yeah, see, I think it's worse than spooky.

yeah that's fine. The worst part of Spooky is, I'm fine with that, yeah. The worst part of Spooky is

writing the barrel down the thing horrible. Oh so hard. I got it on my first try, don't ask me how.

I felt like I almost fell off like six different instances on the way down. Just total luck,

but it was atrocious. And then the first lead up to the gate that the, what's the Grim Reaper's

name? Greg? Greg, sure. I think it's Greg. He opens the door for you to get into that area,

but you have to kill, walk through the graveyard and kill all the zombies. The zombies just pop up

from the ground and you have no idea, like there are certain like invisible lines that you'll cross

where then the zombies will spawn. I basically just got to a point where I tiptoed through the

whole path and then the second I heard them jump up and I, because I crossed some certain threshold,

Then I would run back down the path, then I would turn around and wait for them to slowly stumble towards me.

Interesting. I jumped on top of the gravestones and just shot at them beneath.

That is a better idea. That's a pro strat for that sequence, I would guess.

Yeah, I was- I realized I could get up there safely and took care of business there.

I would not- I would say that the B stuff is higher than, uh, Hungover. Hungover stinks.

I don't like chasing the key around and smacking it with a pan.

Hunt over is better because it's short.

Well so is the bee. The bee you just go up to the hive, take it down.

And then I guess the other time you go back up and then you take it down again.

Yeah, I don't know. I didn't care for...

Barn Boys has got, uh, I will say the Barn Boy sequence.

That's a great example of not telling you what to do.

Because they don't tell you that you have to use the pitchfork dash to like take out all the bales of hay. I knew that. I kind of assumed that. pretty quickly. I kept trying to hit it with a frying pan and nothing was happening. No, no, I assumed that that was the case so I didn't struggle on that front. I was so abysmal. I will say that that sequence had, the best thing I'll say about Barn Boys is that it probably had my favorite characters in the game. I like the paint and the brush and then I like that they bullied the pitchfork into going to hang himself which is just horrible but it was funny. That was one of One of the sections in the game that I actually thought was pretty humorous was that they tell this pitchfork to go kill himself and then he does and then he's like "wait I don't have a neck to hang myself by."

Like that was one, I've seen some people say like "you couldn't make this game today!"

That's one thing that I don't think they would put in the game today.

That joke would not cut it today.

Yeah that and all the boobs would probably not be as prevalent nowadays.

Definitely.

But yeah, I did find that kind of funny.

Otherwise though, the notion that you couldn't make this game today, what are you talking about?

Again, this game is so juvenile.

I feel like there's more crude games out now, for sure.

Especially in like the indie space and things like that.

Okay, so for ranking them, Sloprano.

Sloprano, I guess.

The Poop Area.

Number one.

Number two will say Hungover, the tutorial area, because it's short.

Three is the B area, Windy, because it's also short.

Four is Barn Boys, five will say is Spooky, six is Bats Tower, seven is Uga Bugha, the prehistoric area,

eight is the Heist in Space section, and then nine is It's War.

But if we're being honest, they're all bad. Yeah, I think the one thing we haven't touched on in our discussion so far is just the music and the sound in general. Like I said at the top,

The composer this time around was Robin Beanland, so this was handled by a different composer

compared to the Banjo games that we've been playing here.

What did you think about the music in this game?

Because this is one aspect of Conquered that I was privy to, at least to some degree, before we started playing, so I had heard some of the tracks that were in this game beforehand, but I really didn't know what to think about it until I had played the game.

Do you like it, dislike it, where you at?

I said it's annoying and I don't like it.

And I said how does anyone have a soft spot for this?

I don't know why this soundtrack got a vinyl record release, I think this is pretty abysmal.

I think the thing that I realized the more we played this is that when I had heard the music from Conker previously, just on its own I did not like it.

So yes, if I was to buy a vinyl record of this I would not want to put it on and just listen to the tunes of Conker's Bad Fur Day.

I do think the music in the game matches the game itself quite well though.

Especially the main overarching overworld theme and the variations on that.

I do like that the overworld, similar to Banjo if you go to different aspects of the main kind of hub world the music will change at least a little bit and stuff like that.

I do think it matches this kind of style of world.

I mentioned also before that I feel like it's...

this game is trying to go for like a cartoon sort of vibe to it compared to something like Banjo.

Like, it has the same art style as Banjo and a lot of other platformers of that era.

But this game specifically I feel like is trying to be like a crude Saturday morning cartoon.

And in that sense I think like even the main theme of the game specifically I feel like harkens back to that old timey era.

Which I kind of liked. I think it matches the game quite well in that sense.

Obviously there's other songs in the game. The Pooh song is good. It's funny. It's a great idea for let's have this large turd sing opera. "Me me me me me me me" and throw poop at Conker.

Other than that, there's not anything particularly about the music that stood out to me.

Again, this is not a soundtrack I would just pull up on YouTube.

I feel like listening to the Conker soundtrack today.

It's not one of those.

But I do think it mashes well with the game.

And you're grimacing here in front of me, but I think...

It's so bad.

I just found it annoying.

But what would you have rather than gone for, I guess, with the soundtrack?

You think this game is annoying?

No soundtrack at all?

You think that this game is annoying and bad, so maybe it's kind of fitting that you get an annoying and bad soundtrack to be able to lip it?

Yeah, when you were like, "Yeah, it matches well with the cartoon aesthetic," I'm like,

"It more matches well with the annoying aspect."

It's the only thing memorable is the Pooh song, and that's because there's singing involved.

The rest of it is just, you just, like nails on a chalkboard, like I just want to shut it off.

I didn't want any of it, I didn't think any of it really enhanced the experience.

It was just, I wanted to forget it as much as possible.

I think the thing that annoyed me to the degree that you're talking about here, in relation to the sound, would be the voice acting.

I did not like the voice acting throughout.

That was the thing that kind of graded on me.

The voice acting was also bad.

- It was terrible. - I chalked that up to
early 2000s voice acting, not so much.

- That was what I chalked it up to as well,

but some of these voices, I just,

if there was not speech bubbles,

I would not have any idea what certain characters

are even saying. - Saying, yeah.

- Like the professor is one that I think about,

which I know he's supposed to have an accent or whatever,

so it's kind of why he,

that's why he talks differently,

But again, like I could not make out what he's even saying if not for the speech bubbles that
accompanied the voice acting

Yeah, a lot of these characters just I attribute a lot of it to the the time period and that voice
acting wasn't really a

thing in games back then

just yet

So maybe in that sense that this game this game was somewhat ahead of its time

But yes, I I that was the thing that really graded on me was just all of the poor

Voices throughout and the poor quality. I think I mentioned to you at one point like wow, this is
really terrible

It sounds like lower quality

Microphones than if you were to record this on a snowball

Yeti snowball mic or something current days like it was very very bad

like I don't know what they recorded that dialogue with but it was

Not good, and I think it was it's on a cartridge

I was gonna say maybe it was the compression of the n64 carts themselves and you couldn't do a whole lot

It's tough. I get that. I do log them for trying to put voice acting in the game, but

it's just... I think it just continues to show that this game was in development for far too long, and had too many cooks in the kitchen, and came out a disaster.

I would argue maybe it didn't have enough cooks in the kitchen if some of these gameplay mechanics

turned out the way that they did, even though Rare has shown in the past that it's more than capable

of creating some really good gameplay experiences.

Especially again, the shooting sequences in particular kind of baffle me because Jet Force Gemini felt good back in the day.

Goldeneye felt good back in the day and again maybe if I had played this game when it came out I would have thought it would have felt good at the time too, but that is not the case.

Let's kind of wrap up here, have our final sort of legacy discussion.

Obviously we've already, this is a bonus episode tacked onto the end of this season.

if you want to hear our thoughts about Banjo, and we talked about Rare as a whole, kind of in our previous episode about Grunty's Revenge, but let's have a little bit of a

larger discussion on Rare, especially this era of Rare, before we go. This is something

I mentioned I wanted to put a pin in, but is Rare actually as good as we believe they are?

I don't think so.

I feel like this is the discussion we have at the end of all of these seasons. Like Paper Mario, we got to the end of it and we're like, "Is Paper Mario really as good as we think?"

And then we played some of the God of War games and we're like, "Is God of War really as good as we think?"

No, I think God of War is the exception there.

I think it is. I mean, especially now.

For the most part, God of War games are pretty good. I think the worst God of War games would be like Ascension and maybe Chains of Olympus.

You know, I think the rest of them hold up fairly well.

Paper Mario is a bit interesting because some games, at least these 3D platformers, try different things, different experimentations, and also were made all by the same developer.

But at least some of them do work well.

Well I was going to say, Banjo is the other example of one I know we got to the end of it when we talked about this in our previous episode.

Nuts and Bolts stinks, Grunty's Revenge is just kind of this Game Boy game that's only a couple hours long, so you can't think much about that.

And then I know with Tooie, you and I were really let down with Tooie because it just felt so... so bloated and so much larger than it needed to be and that game does not really hold a candle to the original banjo.

So even when looking at that franchise, it's like, well, there's one good banjo game and the others are either bad or just

not noteworthy at all.

Yeah, but this one for sure

makes me wonder, like, is Rare good, you know?

Kazooie's good. I think there are parts that Diddycon Racing probably still holds up at least as a kart racer of the time

Goldeneye. It was this game. It was Conquer which went into

Grabbed by the Ghoulies which went into Conquer Live and Reloaded which went into

Perfect Dark Zero which is bad which went into Cameo Elements of Power which is unremarkable

Which went into Viva Pinata which people liked but that's like a totally different style of game in a lot of ways

But also people liked it just like they liked conquer. So maybe Viva Pinata is really bad. I don't know. I haven't played that

Yeah, maybe we'll put out another surprise bonus episode playing Viva Pinata. Connect Sports is

Sports Connect games. Well, I wouldn't even think about that

I'd think about you know

Banjo Kazooie Nuts and Bolts as well and that mix and then the connect stuff is kind of its own category. Launched Rough

But yeah, it's pretty good now

But then even then you look at Rare currently and they've got Sea of Thieves and that's in a good position

But this ever wild game they're supposedly coming out with isn't like development hell and who the heck knows what's up with that

So yeah

It really

I'll say this

Rare is very much a good studio back in the day because you got to think about all the Donkey Kong Country games you got

To think about Perfect Dark and Golden Eye being revolutionary console shooters Banjo-Kazooie 1 is legitimately a an

Excellent game and is one of the best platformers. I think to this day. I do think though that when you go back and look at

Conker and then a lot of those other projects like you can start to see the decline in

Quality over like it like I think for some of us

It was like a very sudden thing when all of a sudden you got into the late

2000s and it was like wow rare is really not what it used to be

But no like as you got into the I'd say post banjo kazooie

everything that rare really started to release was a

Bit rare even and even with like Donkey Kong 64 which I know is a game you like

But I would say that game as well doesn't really hold a candle the banjo because we I'd say everything post banjo kazooie has been

a slow steady decline for rare

Because golden I was also golden I was 97 I think if I'm correct

So I think it was 97 Goldeneye 98 Banjo and then from there rare

Started slowly not a million fall off a cliff

But - he was a little bit of a letdown

Donkey Kong 64 was good, but had problems and then you get into this and all the other things I mentioned

So it was like this slow decline over the course of about of a decade or so. We're rare

Really started to fall off a bit. I don't think that takes away from what they did though

From the Donkey Kong Country games on SNES and stuff like that leading up to banjo. I think that span of about

What would that be like?

Six to eight years there was really special stuff. They were putting out

But then once you get into the early 2000s is when it really

Starts to fall apart. I think a little bit for them. I think is a bit like Icarus

They got too close to the Sun they got bloated

I think I think they had too many teams doing too many separate things all

striving to do similar things or push the console to its limits and

They lost their way, I think

It's an unfortunate thing

I think you could argue that some of the things that they were doing that were wildly different worked you had 2d

Platformers with Donkey Kong Country that was working it gold

I was which they were smaller

They were small you had then you had golden eye which is a first-person shooter and that worked for them

You had a 3d platformer with banjo that worked you had to make a kart racing game with Diddy Kong and that was good

So like they were able to find success with having these different teams and bouncing off and doing these different genres

I'm more wondering I

think for me the question is like

Who was potentially leaving or staying at the studio around that time? Like I would need a deeper look into the studio's history of

Who was around and maybe who wasn't or like what things started happening internally?

Within Rare that could have prompted this slow sort of decline and again

I think it fought it was a place that could foster good talent. The gold and I is a good example of it

Like I said earlier, I'm reading the history about that game. So it's very fresh in my mind

but that was a small team of beginner developers that had a love for bond and like that was a good place for them because

rare had

essentially unlimited resources and money and the top-of-the-line tech and they were able to make something really great, but

They were also spread across so many different teams and so almost unchecked

where a game like conquer could fester for

five years and

Be brought out in kind of shambles

I think but then there are teams there that could make banjo and kazooie and that was a really great game that

Excelled at the Super Mario 64 kind of formula that came out at the launch of the console

but it just a

Lot of stuff got let out and I don't think it was tight enough

But there was an ability to foster really great talent and that's just waned over the years. I

think the thing again one or one other thing I really want to stress with conquer is that

You and I have played this game in

2022 like I think we are being retroactively a bit like you said like conquer came out in shambles conquers definitely got problems

But if we had played this game 21 years ago, I do not think we'd be

Anywhere as near as hard on it as we are now. It's just it is not aged gracefully

I think at the time it was much some of the things that I'm mentioning now that I think are still unique and

Interesting about the game. I think would have been that much more so

Unique and interesting at the time again. I'm not trying to say that it was I don't because

The way people talk about it. Yeah, it's mechanically good. Yeah, dude

I think anically good goldeneye is mechanically good

I think I think I still would have had these problems. I'm honestly baffled and I don't know maybe

People were just out in the desert dying of thirst of 3d platformers or something

But we know that's not very nice. I was good mechanically and that has aged incredibly well

Mario's aged well, I

Don't know man. Uh

Don't make me don't make me fight you on Mario agent. Well there

Mario, you know, you know what, you know, I have things to say about Mario 64. Um

Yeah, I don't know like I I don't think again

I don't think that this game came out and was like, oh wow conquers bad fur day sucks. Rare is horrible

I think this game found an audience it did something different and that's fine

Because it is very it say what for all the things we have said mechanically about the game that is bad

You cannot deny that the broad elevator pitch of let's create a platformer because these are so popular now

but the slant on it is that it's for adults and it's crude and it's

It's not made for children like that is a great idea

I think at its core like because it is very subversive and that way

It's just yeah mechanically it just does not hold up it

I don't see how anybody could play this game

Even if you think it is hilarious and you are 12 years old and you are playing through this game for the first time and you

think it's so funny because poop and

Boobs and all the dumb little gags in it are such a huge joke to you

I don't see how you could find the act of actually

Playing the game to be enjoyable whatsoever, which is like the inverse of all the other games we mentioned so I

Don't know. I would not say retroactively that rare is a bad studio because you cannot

undermine the things that they did do.

But yes.

It's... playing this game does finally recontextualize the way I view the studio though,

because when you hear people talk about Rare's best games,

this is often mentioned right alongside Banjo. And this is why we played this game. It's because we were like, "Okay,

if we're going to go play Rare's 3D platformers,

we may as well throw this into the mix." And Donkey Kong didn't feel like it fit well, and we didn't want to play that.

and there's really no great way or well isn't it it's on switch online now I

guess no it's on the Wii U it's not on switch online I thought I was on switch

online anyway oh I think I know what I'm thinking of I think there's like a rumor

that it's coming or a leak or something that potentially teased that it was

coming to switch on the hospital anyway uh yeah I don't know do you have

anything else you want to say about this max no I think that does it yeah I I

will be I'll say this if you listen to this episode you are someone who

has an affinity for this game, I would love to hear from you and I would also just encourage

you to go play the game again right now. Because I cannot stress enough that we have zero rose-tinted

glasses for this game and I feel like a lot of the fandom does for sure. And if you go

play this game now on Rare Replay or wherever else you might want to play it, I just think

there's a good chance that you will come away and have a different conception of the game.

Yeah.

But yeah.

Yeah, I think that does it for Conker.

Thank you for listening to us bash on a game for, you know, the last hour or so.

I know that can be tough to listen to.

I would like to say it is very, I think I briefly may have mentioned this at the top,

but I just would like to say one other thing.

I am very glad I played this though, and I don't know if you feel the same way.

I finished it and I was very happy that I had, like, I can now say that I've played this game because I've had like a morbid curiosity about it for so long and now whenever it's brought up I can immediately interject that it's terrible.

I think if I had stopped after two hours I would have felt fine.

I'm actually not glad I played this game all the way through except for the show.

I think it's fun for the show, but beyond that I would have dropped off very quickly on this game and never touched it again.

But if you want to follow with the rest of what we're doing here at Chapter Select, including season four, which is the Fast and the Furious, and then season five, which is Resident Evil, you can follow the show on Twitter at Chapter Select.

You can follow Logan on Twitter @moreman12 and his writing over at comicbook.com.

You can follow myself on Twitter @MaxRoberts143 and my writing over at maxfrequency.net.

If you're interested in joining alongside in either season 4 or 5, you can send either one of us a message on Twitter.

That would probably be the best way.

Those will be starting production here fairly soon.

And then I think beyond that, that's everything I got.

Thank you all for listening, and until next time, adios!

seasons at Chapterselect.com