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- - -

All right, well you're the host you guide us through it

But you know, you know, you know what we need to talk about and you've got the list and the ranks

But we see raccoon. We do want to rain. We still want to rank them though for consistency sake one of you is a lager

And one of you is a Boris

Anonymous Loris is editing

Bread for their skills in magic

Okay, I was about to say do you not know Napoleon dynamite? I

Know but I'm wondering why not now is an anonymous chameleon

Do I know weird holy and dynamite? I probably know in a plane dynamite more than anybody in this call right now

I probably cite half the film definitely more than me. That's a work of art. I'm sure I

Showed Abby that for the first she saw it for the first time maybe a year ago. Maybe two it blew her mind

What is something else that he's making?

The Napoleon dynamite guy. Yeah, he is making him. I think he's making a movie

Yeah, he's making he's making something like crazy that I heard the other day and I was like, wait what? Yeah, he's making a movie

Do you remember when oh, that's right. He's making the Minecraft movie starring Jason Momoa

Yes, he's direct that's what it was because everybody was like freaking out about like Minecraft movie Jason Momoa

Oh my gosh, and then I was like, wait a minute Napoleon Dynamite director is directing this

Oh the director of Napoleon Dynamite not the director of Napoleon Dynamite

No, the director of Napoleon Dynamite is directing the Minecraft movie. What?

I mean why not?

perfect

You're gonna do today Minecraft Steve. What do I feel like I wanna do? Gosh!

Hope

Steve I hope he is Steve. What is the dragon in Minecraft called the nether dragon right come here nether dragon

Another dragon teeny fat Lord come get some dinner

Who would try and throw football over the mountains

I've been chatting with babes all day

Wanda this whole like Doctor Strange stuff has been it's making me want to watch which make I guess makes sense

It's been making me want to watch through all the Evil Dead stuff because I never watched the TV show. I've never seen

So I want to watch the so the first movie is Evil Dead. Second one is technically a remake of the first one

How does that work? I

It's interesting and then army of darkness is the sequel to Evil Dead 2

It's like it's the first Evil Dead like kind of serious and then it just gets stupid from there. I mean it's

so yeah, here's the thing it's serious, but it's also made on like a

Very low budget. So it's very corny like you'll you'll understand why it's like a really

Goofy cult classic and why like that is the Sam Raimi movie. I think yeah it like

you'll see that you like, "Oh, okay." All of that stuff is weaved into just about

every single movie he's done after that. And then, yeah, Evil Dead 2 is

probably my favorite one because it's equally goofy and it's fun. It's still

kind of, it's still very horror based. Army of Darkness is just like wild sci-fi.

Like, he teleports back in time to like the medieval times and he's

like fighting zombies and stuff with a chainsaw thing he says he has a

boomstick and that's what he calls his shotgun it's really good stick baby yeah

I so the budget for the original Evil Dead three hundred and seventy five

thousand dollars yeah and then Evil Dead 2 has 3.5 million dollar budget and then

Army of Darkness had an 11 million dollar budget so they yeah, they ramped up. Yeah, they ramped up and then that ended

That's all the movies they have and then they did the ash for see full

Well, then they have Evil Dead the new one isn't this one of Mario's favorite franchises as well?

Yeah, it is my father-in-law apparently likes it a lot too. Oh, they're great. They're so good

I mean if you if you could if you're good with the campiness, it's it's great

Oh, yeah, who doesn't love a little bit of camp?

But the ad then they did the TV show which is like a direct not direct sequel, but it's like a couple you a few years later

after army of darkness and ashes working at a grocery store and

then all the zombies start attacking again and

My website has a hundred and seven views today, but only nine visitors like what is going on?

What is this? I just kept on reloading the page over and over and over again

Okay, folks

Let's get going kind of soon Oh

By the way max before we start. Did you actually really want to see that avatar trailer or no?

What do you mean? What are you actually looking forward to that or no? Oh, no. No, I just I really

Cheesy, I can't believe it's happening. You know, like that's the part I can't like that. I'm glad can I can't

So long I can yeah, but James Cameron's literally done nothing else the past. I know

Years, this is the only thing he's talked about that. He's like no. I'm not doing anything else

I'm just all avatar all avatars. Oh wait alien covenant just for like a blip and then I just say he did do something

He's produced. I think he produced alien covenant produce. I don't know how much that

Directors, it's just one of the like I you know, I'm it's finally here. It's just weird. Well, I

There gonna be another one next year aren't they filming?

Mares there's

There will be four total at the start. I don't know

But I did the math the other day. I was 15 when the first one came out. I

Will have a two-month-old baby by the time the second one comes out like that's weird that steak in a long time

The funniest the funniest thing about these films is I saw when they like we're talking about them again the other day

Goodness doggy

As you guys are like he in there with you. Yeah, cuz he's cooped up while I was at the movie someone around

But they were talking like oh, yeah, we're gonna release this we're gonna release five Avatar movies

And they'll all culminate in a six film and I said they said something dumb along those lines if people are like, well, yeah

That's usually how film sequels work. They culminate as they go on

They lead to the next thing like that. Thank you for that information

I thought it looked good like visually, you know, it's a very pretty. Yeah

Okay, the film's oh my gosh

Avatar 3 has been subject to eight delays with the latest occurring on July 2020. It's scheduled to release in 2024

And two additional sequels are already greenlit to release in 2026 and 2028

Yeah, every two years is their plan and they originally this is who knows what he's near originally

That was gonna these are all out. They were gonna flip-flop with Star Wars

So like one year was at one Christmas was Avatar

The next Christmas would be a Star Wars movie and then the next Chris they were gonna just each every other year you were gonna see

one of them

now who knows what they'll do with Star Wars film wise but

I avatars take a great name as serious as see a single character from those movies

What from avatar name a character name?

Sigourney ever know

the actress

Anybody's name?

I'm sure there's a John in there John. There's a

character's name is Jake

Mr. Wheelchair Sam Worthington who becomes a blue walking. Oh, he says name is Sam see

I don't even know the name. No, it's the actors name again. We only know the actors names. What is it?

No, wait, hold on. I'm sure there's a man named John

No, his name is Jake in the movie. That's what I said. Well, congratulations

You know, I may actually see the re-release of this movie

They're up there re-releasing the first one with updated visuals. They're like patching the movie. It's a next-gen port of the movie

I don't know why they're so obsessed with making sure that this stays the top grossing film of all time

But I think James Cameron really wants it

And what is Disney Care?

They own it all so okay. I can confirm there is no John's in this movie

Hello everybody and welcome to chapter select a seasonal podcast where we bounce back and forth between a different series of games

to explore their evolution design and legacy. I'm your host for this episode

Logan Moore and today we are going to be talking about the Banjo-Kazooie series

once again for our season 3-E that we are in the midst of and we are talking

about nuts and bolts in today's episode. Joining me as always is Max Roberts. Hi

Max. Hello are you ready to build a car? Uh isn't that the song that they

in Frozen. Can you build a car? Can you build a car? No, I don't think that's quite how it goes.

I mean, you could probably build a snowman car. You probably could in this game. They do give you

a lot of customization tools to build things, and that's probably the best part about the game.

Spoiler alert. Spoiler alert for how we feel about this game. So, this episode we will be joined by,

I guess later on and we will get to that in a bit.

But per usual here on Chapter Sucked we wanted to open up and talk about Nuts and Bolts.

What is this game?

When did it release?

Who made it?

Let's talk about all the staple things about Banjo-Kazooie Nuts and Bolts.

The game, like its predecessors in this larger Banjo-Kazooie series, was made by Rare.

The game was published by Microsoft though.

This was the first game, I mean Rare had been purchased and they had released Grunty's Revenge

and I guess technically Banjo Pilot under Microsoft even though Microsoft did not publish those games but this was the first game since Rare had been acquired by Microsoft that they published with Microsoft Studios.

Therefore the game only came to the Xbox 360.

It launched on November 11th, 2008.

The game director once again, same game director as Kazooie and Tooie, which is pretty interesting

when you think about how much this game zagged compared to the others.

Game director was Greg Mails.

It was produced by Roger Carpenter at Microsoft Game Studios.

The music was done by Grant Kirkhope once again, the composer of the previous games, alongside Robin Beanland and David Klinik, I believe.

Yeah, that looks correct to me.

The three of them actually are all Rare composers, so they kind of all came together for this game.

Rare has had a lot of composers over the years that have, like David Wise is another big one that I think of the guy who did the Donkey Kong Country series.

They've always had a lot of different talent over there in the music department. Even though Kirkhope and Wise I feel like get a lot of the credit for a lot of things they do. They've always had some other people over there working behind the scenes. The game's Metacritic score was a 79 out of a hundred which I think is kind of surprising maybe to a degree because this is the entry in the series that people bash on pretty frequently. So you would think that maybe before you come to listen to this episode that the game would have Metacritic average maybe in the 60s or so but nope it's teetering on an 80 there at 79. So it's essentially the same score as Mario Kart Double Dash. Sure, is that actually the Metacritic average? I don't know if that's the Metacritic average. I do know that IGN's review was a 7.9 though. Yeah, I feel like Mario Kart Double Dash would have been higher overall, but I know that was always the joke about IGN's score. So yeah, this game was not really hated widely by critics when it came out. Over the years though, that tune has sort of changed, I think, amongst general audiences and a lot of fans who have played this game over the years. So yeah, there's a lot to dive into with Banjo-Kazooie Nuts and Bolts here and so let's dive into it with our guest for the episode.

Our friend Michael Ruiz. Hello Michael. Hello Howdy, how are you guys?

Uh okay I guess. I mean we're talking about Banjo-Kazooie Nuts and Bolts so it can only do so well I guess I guess I'm flying sky-high because you're here with us

Michael thank you so I guess to explain why you're here to some degree let's talk about our experiences at this game and Michael the reason you're here is because you have always loudly told us that nuts and bolts is your favorite banjo game was I meaning yeah I do you regret now saying that problem

No, I don't regret it, but I guess we could get into that.

What is your actual history with the game then?

Uh, it was a game that I rented at a blockbuster.

Uh, when it came out, it is the one that I always remember as far as that, like as like one of the ones that.

It's one of the games I remember playing from a blockbuster.

It's like, that's the nostalgia factor for me having those memories attached to that kind of thing.

Um, especially during that time.

Cause the Xbox 360 was like, Oh, well there's the game queue, I guess.

But the 360 was like my game system.

The GameCube I was still sharing with people, but the 360 was my system.

I also connected with, this was the first game I remember.

Cause yes, Xbox connect.

This was also the first game.

I think it was like the same.

It came out around the same time where you were able to download games on your Xbox 360 from the disc.

So then it was faster to load video games.

Like you could install from the disc instead of reading it off the disc.

It was like a new update they put, because what this came out 2008.

But it still wasn't that fast.

No, it wasn't that fast, no.

And, and this, and I thought like, Oh, maybe I could just download games into my Xbox 360 and never pay for a game ever again.

Doesn't work that way.

Turns out.

It reminds me, the PSP did that too.

Like with Birth by Sleep or Peace Walker, you could install chunks of the game to help it load faster.



- Well, I mean, that's how Xbox Series X and PS5s are.

When you download a game, you download it off the disc.

Well, yeah, but I mean, you're still downloading,

I don't know.

It's that same kind of install procedure.

So, yeah, it's just a game that I liked,

Banjo-Kazooie, the first one.

I played only a little bit of the second one,

but the first one's one of my favorite platformers

of all time, so I went into this one like,

"Oh, this will be fun and stuff."

And I like it, but it's definitely very different.

- 2008, you remember it a little differently?

- Yes, definitely.

- Max, what's your story with this?

'Cause if I'm not mistaken,

you were kind of more blind to this one, right?

- I really have no history or experience with this game.

It's more been just kind of through

the social talk about it,

just people memeing on it and joking about it.

I really was never, I didn't have a 360.

My first Xbox I got when Halo 5 came out,

so kinda right after Halo 5 came out

is when I got an Xbox.

And I never played this, never really saw gameplay.

I do remember the reveal trailer.

I rewatched that today and knew that I had seen that before

because it's all this like pencil animation

with the 3D model of Banjo and Kazooie.

It has none of the construction element in it.

I suppose you could allude to it

through the pencil drawing kind of blueprint style,

but really I have no,

there's probably an E3 demo that I saw at one point,

but I've washed that away from my brain.

- Yeah, so my memory with this was,

it's weird 'cause I can pinpoint the exact second

I realized that this game existed,

And it was via a Game Informer magazine, I believe, because back then that was

still kind of a, uh, like things like, I dunno, I was watching X play at that time

and I'd watch E3 each year, but I wasn't following game news like moment by moment,

second by second, kind of like we can do nowadays, like in the age of Twitter and

social media and things like that, where you can keep up with those things a

little bit more easily.

So yeah, literally the first time I found out that this game existed and it was

coming out was in a magazine and I remember freaking out and being so

excited that they were making another Banjo-Kazooie game because I had

obviously loved the original one as a kid and so to know that this was coming

back I was just thrilled about I didn't really know anything too much about it I

mean again I read the descriptions for it in the magazine and I watched a

couple things for it and I just generally knew when it was coming out

and then I asked for it for Christmas one year and I got it for Christmas and

And I played it for a couple hours. I think my old save is actually was actually still

Actually, no my old save wasn't still active when I played this

This time around but just looking at my achievements that I had gotten before. I think I got around 20

Or so jiggies in the game mm-hmm, so I had played it

But I stopped and I always said that I would get back to it, and it's funny cuz like over the years I've

dunked on this game and joked about this game and kind of everything

Played along with everything else that people say about it. But at the time when I played that I didn't really like I

Didn't cognizant Lee know that I hated it. I was like, oh this isn't bad. It's more

Banjo, I'll play this at some point

but there's a reason it like fell by the wayside on my backlog and that's because

The game stinks. Yeah, it's not fun to play and I I knew that in the time

But I just like was not willing to admit that and admit that I had no desire to play well

It's that mental hurdle of like well you

Well you didn't but your parents bought the game and that's the game that you have and so you yeah

Decide that you like it because that's the game you can play now

So I mean and it came out in tooth it came out in 2008 so I would have been

14 years old so I didn't have a job or any sort of steady income so yeah

I was like one of those things where it's like. Oh, this is the game. I got I I

Want to play this at some some point

I probably will and never did especially because like

It was one of those things where I was such a huge fan of banjo even though I had never

Played to E or anything like that literally I was just a huge fan of the first game

so it's a huge fan of that IP in that franchise and I felt like I need I owed it to myself to play that game, but

Yeah, I did it for one reason or another which I guess leads into us talking about just our general impressions on having played it

this time around

I mean just for myself. Yeah, I think this game still stinks. I think this game sucks actually

I think I mean we're recording this a little bit later since we I think we've played it at least for myself. I beat it

So I'm not is I'm not as raw in my feelings in this moment as I was if we would have recorded this a couple days

Ago, but in a general since yeah, I think this game sucks

I think this is one of the worst games we've ever played for chapter select and I will get into

Great detail about why I feel this way as we go on with the episode

But I just feel like there are it's not even just I think the core of the game is bad

But there's a lot of like little small nitpicky things that I also just cannot stand with this game

You know, I'll bring up some of those more later and I don't think that I don't think the game as a whole is

Unsalvageable or anything. I think there are some good aspects of it. But

Yeah for the most part this game sucks. I do not like this video game

Michael is this still your favorite banjo game?

It's not

It's not my favorite banjo game. It is I am more I am probably way more positive on it than you are though

I do the thing that I just don't like about it is that there's nothing to really

There's no reason to actually do any of the objectives that they want you to do

It's just you're just doing them and I'm like, okay

This is just what like I'm at I did not beat the game

I'm at like I think I'm at 30 jiggies or something like that and

I've done like two or three of the boss fight things with

Gruntilda or whatever and I'm just like is this this must just be the game. I'm at 30 jiggies

It's like halfway through the game. That's what we what the game is the game. Yeah until the end so

That's the only thing there's no like real draw to actually do any of the stuff that it's asking you to do

It's just like oh

You know use these things to build vehicles to then finish these objectives

the thing that I do like about it is like all the I think you could get really creative with some of the vehicle stuff and

like

Building something and then doing the objective that they want you to do. I

found very satisfying like there was one time where there was like a hoverboat race and I just put like three medium engines on it and

Went super fast around it like clapped everyone like this is sick. Like this is really like that was great

But when it wants you to do certain things and you're like banging your head on stuff

It is so annoying and garbage and I hate it

So when it does, it has, in my mind, it has really high highs for like the satisfaction stuff, but when it's

really frustrating, it is so unsatisfying. I just want to turn it off.

Max, what are your general thoughts on Nuts and Bolts here?

Yeah, same.

It...

It's interesting. I think

Upfront without having read or watched or done any research beforehand this game feels like

Something that was designed

One way and then Banjo was just added. Yeah

The old Star Fox adventures exactly

dinosaur planet turned Star Fox turns out

allegedly

According in this video. I saw that I think was included in rare replay

The original plan for this game was like remake Banjo and we don't want to do that

We'll have like Al Grunty and Banjo and then you play as Banjo in the same world

and then that didn't work and they're like let's build cars and I just it's

like it's actually a pretty neat game mechanically speaking of building

vehicles and traversing these environments but the the fact that

Banjo is and all that that entails is just wrapped up in it where it's trying

to be an exploratory platformer, but car, vehicle game. Like the two don't mesh. If

this was just a build-

But it's not even pushing you to explore either. It's like making you go to set points on the map to interact with people and do things.

It's just go from A to B. Yeah. And they conflict with each other. And so it's... that's the frustrating part. And it's like Michael said, there are some challenges where it's "do this" and it is so unnecessarily difficult.

I think, you know, we'll talk about it

in the gameplay and stuff,

but I think some of the vehicle handling type stuff

is really terrible.

But in general, this game just feels like an amalgamation,

almost like the vehicles you're building itself,

an amalgamation of parts,

and I don't think it sticks any sort of landing

or crosses any sort of finish line

or floats across any body of water.

So, to provide some context here, we're still gonna rank the levels and talk about a couple other aspects of the game here in a little bit, but based on my own notes that I have here, I just kinda wanna go down a list of the things that I think are wrong with this game.

And I don't mean like dump 'em all out there at one point, but more just use them as jumping off points for us to have larger discussions, because I think, 'cause there are a lot of problems in this game and I think it's with a lot of the core elements of the game itself.

I mean just for starters like like the story is terrible in this like not well not that it's

it's not an existence yeah like in my mind yeah it's just well like it's terrible in I like the opening I like the idea that I like the idea that banjo and kazooie haven't gotten to do anything for years because Grunty's just been dead, so they got fat and washed up. But then you introduce this character, Log, the lord of games, who just appears out of nowhere and is like, "Hey,

I know. What if I whisked you away to my world and you just drove a car all the time? How does

that sound?" Like, it doesn't make any sense why he's showing up. I like the meta elements of this

game a little bit, but that's almost something that was done in the previous games as well,

So it's not even an aspect of

This game exactly. I think some of the writing is still

okay, but it's the overall story that is just

There's no point to it. Like he like even log himself like whisks you away to this other world is like

Oh, here's this world

You can get into these doors if you have jiggies and there's a big door at the top and you if you get that many

Jiggies you can get in up there and it's like, okay. Well

Is there any point to any of this and he's like, oh, well, yeah, you can fight grunty sometimes to you. Okay, that's about it

see ya. Like there's no... like at least in the other games in Kazooie and Tooie like

Grunty did a bad thing and they had to go out and like in the first game she kidnaps

Tootie, in the second game she starts nuking Jinjos and nuking Bottles the Mole or whatever.

Like she starts killing people and they feel the need to go after her. And this it's just

like "Hey I'm gonna bring you to this world and you guys can just fight for old times

sake I guess it's like what why huh what is this yeah it feels like it's more of

like a like a cell it's supposed to be a celebration of banjo-kazooie like that's

what I feel like they're going for and they kind of just fall flat on it

especially with like all the worlds right that they're that are in there

like you got the banjo land or whatever you got like the log box 720 right now  
what it's called all that stuff feels like celebrations of the game itself and  
stuff like that, and even the writing,  
especially in the beginning, seems like  
that's what it's supposed to be.

But then you just end up, to celebrate it,  
you're going into, like, to celebrate a platforming game,  
you're then building cars to just destroy things.

Like, it's kind of weird and awful.

- Let's celebrate the past by doing these weird things  
that have nothing to do with Banjo-Kazooie  
being the slightest.

- Yeah. - It's like, what?

- I think it's almost, it's too self-aware.

It breaks the fourth wall too much,  
and I think it's at a detriment.

It's almost like a comedian that gets up on stage and then only makes fun of themselves in  
really bad ways

Like it's not a funny way that they poke fun at themselves. There's like a Mario reference in this  
game, isn't there?

There is. Yeah, they made you an Italian plumber? Yeah.

I just I don't I actually don't like that Banjo and Kazooie are like fat gamers that eat pizza

Like I love it. I think that's a funny jumping off point. Banjo is a bro and you could tell from his  
little shark tooth necklace

he said. I think that's a very funny jumping off point for a better story.

Sure. If they had gone somewhere with it, yeah. But I noticed a theme throughout of  
they had all these jokes about reusing assets or cutting content.

They even call back the... Literally the first thing you do in the game is it's like, "Oh,



Okay, we're gonna make this a classic collect the thons and like a bajillion things appear on the screen at once and they're like go

collective go yes

But that was actually kind of that was funny. That was a little bit more funny because it was gameplay

Like there was a gameplay aspect. Sure. They're late. Yeah, it's just they it was like

Almost as if they were saying making games is hard and we're just gonna reuse there was one mission with bottles

Where you go up and bottles describes this thing you're gonna do I forget exactly what the thing was

But as soon as the mission starts, it's like it's just another race and he's like, whoops

I guess the devs ran out of time. So do a race for the 50th time. I'm like

No, please give me something different than the three different versions of a race. You've given me before I

it's so

Aware and I think the wrong ways and the story

The ending is Grunty is packaging games

Yeah at Rare. Yeah, it's implied and then she says she's gonna make a new game

That will be the one where she wins

So now she's become a game developer and she's gonna create a video game where she'll beat Banjo and Kazooie

It's yeah, it's weird it's so

Odd I think my other big problem with the story and this was less of a issue that I had with the first game

But it is it is prevalent here these games have these openings where it sets up the narrative and sets up

What you're supposed to do in the game, and then there's really no

There's nothing

Story wise that really happens now from the first cutscene until the end cutscene and again

That's something that happens in the first game, but I think that's a little bit more forgivable in some senses

Because that's an n64 game and that was just a character platformer

So it's really not supposed to be focused on story and this is I'm not saying I need

Hideo Kojima length cutscenes in this game or anything like that, but but something to move the plot along

Yeah, that's what I'm saying

There's such little context that there was multiple times in this game where I didn't even know what I was supposed to do

The grunty fights are a good example of that where it's just all of a sudden like oh now you're fighting grunty

It's like well, why why is it like why is right here now? Why why is grunty showing up now?

Why do I need to fight her now?

what are what's even - I mean I get that she's the villain but like why are we

just going at it for no reason yeah like and a lot of the can there's there's a

lack of contextualization as well when it comes to going for two certain worlds

within the hub world because some areas I tried to go to and again we talked

about this with the first game max is that there's instances where you can't

get to certain areas or unlock certain things because you haven't gotten

abilities that you don't need but the game does a poor job of conveying hey if

you beat Grunty at each world you're gonna get a new ability for your cart

that you can use in the overworld and then that'll allow you to unlock those

areas so like I got enough there was a point in the game where I had gotten

enough jiggies to unlock like the fourth level but I couldn't unlock the fourth

level itself because I hadn't gotten a certain upgrade for my car and so I was

trying to like deposit one of those sphere things to unlock the level itself

but I couldn't even get to where it was telling me to go because I hadn't beaten

the Grunty that would give me that upgrade but the game doesn't tell you

that at any point because there's just no context contextualization really at

any point in this game. Yeah same thing kind of happened with me where like I

think it was the when you try to unlock the Colosseum level and yes I just I

I just got, I just went into it like by happenstance, like I went and drove like around there and then like the ball I was carrying, like just randomly got sucked up by the magnet, I'm like, why is this doing this is like, obviously it must be doing something here.

And then I think I was talking to you while I was doing it, Logan.

I was like, all right, I don't even know where to go.

Yeah.

You told me how to do it.

I was like, why would, like, why would they make you go into the lake to then go up?

like it never points you in that direction to be like oh go into the lake to go up the hill oh yeah

i'm like i kept trying to climb that building next to the crane i got the car up there and was trying

to drive it and like find the switch and there was nothing yeah i'm like this is kind of weird like i

don't but the game never even bothers to give you the slightest hint in that situation which is fine

i don't mind games not giving you hints occasionally it allows you to figure your own

things out but like when you're literally trying to unlock something that you can't unlock but

there's not even designed to point you in that direction it's just it's just how it exists yeah

yeah a couple other things we'll just go down the list here things i have written down and we'll see

if we want to have larger conversations about them i think there's too many steps as well in

this game like unlocking all the levels like i would have liked if i just unlock the level why

Why do I have to deposit this sphere and do all this other stuff?

Why do I have to earn jiggies in the levels and then go to a jiggy machine and then

throw the jiggies in my car and then take the car to the jiggy deposit?

Like, that's just a...

Like, why is that a thing?

Like, I get that they're wanting to incorporate the cars again.

It all comes back to the cars.

Please use your car.

Please hop in your car as much as humanly possible.

But like, for stuff like getting the jiggies, like, I didn't understand why they kept making me do that. I don't know if you guys felt the same way. It never bothered me I guess? Yeah it's not it's not like one of the more egregious aspects of the game it was just something that I was like why is this a thing? If the jiggies would like constantly like fall out if the physics of the game were like the jiggies are actually just loose things and are not actually attached to your cart and they would just like flop around everywhere and then you'd have to re- because one example that would happen is like when When you get the first ball, I think when I first got it, the ball rolled off and then I had to go back up and grab the ball.

If that were to happen with the jiggies every time I did that, if they fell off like that, if they weren't stuck onto that cart pretty well, that would have been atrocious.

That would have been the worst thing ever.

But luckily-

Because you're usually leaving the area with five, seven jiggies.

Yeah.

I've straight up, with like three or four jiggies, jumped off of the riverbank thing

And then off of the thing and like they didn't fall off so it's like okay

I did for giving in that way for sure at least it's forgiving

It's I don't know. It's fine. It's just I think the thing that amplified my annoyance about this was when the cops start showing up later

There's like a weird like become a GTA game GT. Yeah, there's like a GTA aspect of this game

I don't know Mike you didn't get it as far into the game, so I feel like I just got to that

Yeah, I feel like it's a ramping up like all of a sudden these cops

Just start appearing and just start crashing into you as you're trying to get the jiggies and it's like why is this a thing?

Why what why are we just trying to block off the easiest thing here to me?

Like especially in the beginning of the game like the vibe of the game is just like, you know

Oh, we're just doing this thing. We're you know, celebrating banjo-kazooie

We're having a good time and then to just add something like that where they're just trying to crash into you for no

Yeah, they're like, hey, what's a popular game GTA 4 is real big right now

Let's throw some of that in here the thing that I didn't like is where they like the placement of the dispensers of the actual

Jiggies, I hated those like the the one for the Coliseum

Sucks, I hate where that one's place

It's like in the it's caged in the building and they put these fences over there and there's a way where like you'll get

You could get your cart like kind of stuck in the fences as you plow them down

I'm like dude, this feels like garb. Why am I doing this? Why is this like this?

That was like the one time where I was like, this is terrible. Like why would they do that?

And then also the one that's for banjo land where it's like off like far away from any entrance of any of the other

Like for their acts or whatever like why is it out?

Like I don't know like you have to drive pretty far you have to drive over like the water to get to it

Yeah, it makes no sense why it's placed like that about about the jiggies in particular. Just it's interesting

in a bad way.

That kind of, if you look back at Kazooie and Tooie,

they kind of, Trailblaze may not be correct,

I'm not quite sure historically where it fit in,

but when you play those games, you grab a jiggy,

you just collect it immediately, it's boom.

You do a little jig and jingle and you're good, you're good.

And you know, that compared, and you stay in the world.

And then you compared that at the time with Super Mario 64  
and it was, you went in and got one star  
And sometimes you could collect other ones,  
you know, 100 coins, red ones, whatever.  
But then you would be spit out  
and you'd have to jump back in.  
And so people would compare those one way or the other.  
And Banjo kind of led the way of,  
you get to stay in the world and engage with it.  
But then Nuts and Bolts almost reverts back  
to a 64 galaxy style approach of the world  
is now split into five, six different chunks, acts,  
which is environmentally interesting  
'cause you could change the lighting  
or daytime or whatever,  
and then there's jiggies within those acts  
that you could collect,  
but then, like Logan was saying,  
then you collect 'em in there,  
then you gotta cash 'em outside,  
and then go deposit them in your little piggy bank.  
And I think it's interesting  
that the series almost reverts that way,  
and I wonder if it wasn't actually  
because of Super Mario Galaxy,  
which had come out a year prior in 2007.  
And this mechanic could have been incorporated then.

If the game was announced in 2006,  
you know, I don't know how long that dev cycle  
particularly was, but I mean,  
the game wasn't fully revealed until 2008, it seems,  
based off, you know, according to my research.

- I think, yeah, like early part of the year  
and then it was on the latter part of the year.

- Yeah, and so you look at, you look at game like Galaxy  
where it was praised for what it had done

the Wii and stuff and it's hard not to imagine that they took inspiration from  
that but then fused with this whole car thing it turned out even worse.

Yeah I was what was my train of thought I wonder if like the reason why they  
they designed like where does the dispensers were like how they do that  
with the jiggies where you have to dispense them well so then you actually  
interact with that overworld because otherwise you probably wouldn't interact  
with it at all. But then why is it an overworld in the game? I mean yeah. I'm not gonna argue  
that. I mean I guess there's always been an overworld in the Banjo games so I get that  
to a certain degree. It's gotta have some sort of hub world. But it was like a poorly  
constructed- it's clearly trying to ape on like GTA or something like that. Like even  
outside of the cops trying to run into you constantly. Like it was clearly built with  
that sort of style in mind. I just thought it was interesting that no one else is driving  
a vehicle, I guess until the cops show up, but for a game that is all about the vehicles,  
no one else is moving around in them outside of a race or mission involving other vehicles.  
The game even yells at you if you get out of the car sometimes.  
It's like, Log will be like, one of the few things he will say is, "Hey, why are you running  
around?

Go hop in a car, it'll work out better for you."

That's one of the few things that the game does yell at you for, which is funny.

Yeah, I think that this is the biggest problem I have with it. This is probably a larger just this is probably the largest talking point I think we might have. I wrote down this game shouldn't be called Banjo-Kazooie Nuts and Bolts. This game should be called Mundane Tasks the Game.

Like the entire runtime of this game, I cannot think of a single activity in this game that I did that is memorable. Like I collected all these jiggies, I did all of these dumb little tasks for all the different people in all these different levels.

I cannot think of really any of them that are super memorable.

There are a couple that I can recall that I'm like, that was kind of interesting and unique for the most part though, like Max was saying, it's just like races and weird, like shove a bunch of junk into this designated junk corner.

Like, I don't, I don't know.

There is like a bunch of, none of the tasks in this are interesting at all.

and I think the interest level comes with building a car that can do the task and that's supposed to

be where the fun is is oh I'll put together my own vehicle that can do this but they give you the blueprints to a lot of vehicles that can more than adequately complete these objectives that they're throwing at you and I don't think that it ever really the game doesn't ever really push you

I think until maybe the later levels to do the building stuff very heavily.

I was able to use the basic blueprints and maybe fine tune them a little bit here and there.

Like throw an extra engine on this if I'm going to a race or throw an extra gun on this if I need more firepower. Like just like small little tweaks like that here and there for the vast majority of the game. And again maybe you could say well if you would have had more more fun if you built your own thing, but also if I'm able to get the dumb trophy Thomas trophy with these small little tweaks I'm making to the basic blueprints, why would I do anything else? So, I don't know.



I actually really appreciate that they give you a library of blueprints, because this is a game they easily could have said you have to build your own thing every time or build off of it, but they thankfully give you a store, and they pretty handily just give you a bunch of blueprints too, but they also let you buy pretty much whatever you would need for any type of situation.

I'm not in general a very creative person in games where you have to build or make something.

And having the shop be there and generally having all the parts to make a vehicle work naturally as you play was a huge relief because if you could also just take that blueprint from Wamba and then tweak it like you were saying Logan like you can get the helicopter with the the magnetic ball beneath it and tweak that with more power or whatever you even need and that relieved a creative pressure for me the really the only time I felt truly pressured was for the final boss having to figure out gun placement and things like that because they really force it on you pretty drastically there.

But I was happy that they gave players an option.

- Yeah, I feel like I'm with you in that it is just a ton of mundane tasks and I mean this is just me I guess repeating what you guys are saying, but I feel like if you're not into the process of building these vehicles and stuff, to me that was what made the experience memorable. Is like, I'm building these things to complete these tasks That's the fun of it.

And if you're not into that kind of thing, this game is very much not.

In your wheelhouse, like even for like the picking the blueprints and just tweaking them, I think that's good as like a beat, like a, especially if you're not good at that stuff, it's, it's good to have those, but I think eventually if you really want to have the fun with it, like building your own thing, seeing what goofy thing you can make and it actually work, I think is like, what makes the game fun at all.

Because all it is is it's all the same task in, in every single level.

It's all the same stuff.

Yeah.

Uh, all the gun stuff sucks by the way, but it's terrible.

I hate anything that had to do with gun combat.

My least favorite one.

It's a good thing.

You didn't do the final grunty.

Yeah.

Racing racing was great.

I thought I had fun with that kind of stuff.

Um, but yeah, I think if you're not building, like this is just going to be pretty average to not fun game but I think the building aspect of it is what makes it really good. I think it's a I mean like I said I think it's a pretty good game and it's because of that kind of stuff. I mean the building is so fundamental to the game I mean it's it's the name of the game essentially built you know nuts and bolts. I think the building is good well mechanically I think they found a good spot with the rules of this world where, you know, a wheel can go anywhere and a motor can go anywhere and it just works.

Like if you slap the motor on the side of the vehicle, it gives power.

It just works.

The classic Todd Howard quote, it just works.

And one of the great things about having a fully dynamic game engine is all of this just works.

I'm not kidding.

Yeah.

I think that's the right approach for this because that also alleviates creative pressure.

When I came to a challenge where I needed to create something, all I needed to focus on was getting just the types of parts somewhere on the vehicle.

And that let me do some interesting things.

I remember one challenge in particular.

in Nutty Acres and you had to protect this certain trophy from flying attackers. And

I tried the mission three times or so flying and shooting, just trying to take them out and it wasn't working. Shooting, not great. I know the exact one you're talking about.

Yeah. So what I did, I built a tower, but it had an opening on the front, but I built the tower out of heavy blocks, put four wheels and motors and gas on it to get up the hill, and I just drove over the trophy and just sat there for the two minutes or whatever of the clock. The planes were kamikaze diving down trying to take it out, but they couldn't get to it because I had positioned the vehicle where they couldn't hit it.

That was a creative moment where it wasn't a blueprint. It was me just like, "This is how I will solve this problem."

And it gave me the tools without having to worry about this vehicle is clearly way too top heavy and your wheels need to touch the engine.

None of that mattered.

It had cartoon physics, laws of physics I should say.

And that is freeing.

So it's a really good building system, I think.

But you have to enjoy what you're building toward.

You know what I'm saying?

Yeah, exactly.

What's funny about that though, again,

is I kind of mentioned this with the blueprints,

is like, why would you waste any time

building something like you built, Max,

when the game is giving you things kind of on a silver platter in a lot of instances that you can just use, uh,

use that they're giving you? For example,

in that exact

task or mission that you just talked about,

if you just drive up the hill,

Right off to the left is a stationary turret

that they put there next to that trophy

that you're supposed to block

that you can just jump out of your car

and then jump into that turret

and you can just look up at the sky

and you can just shoot them all down.

And that is just there by default.

They just put that there for you.

- I never even saw that.

- Yep, that's just sitting there.

So you're just supposed to hop out of,

so the car you choose in that level really doesn't matter

'cause all you need to do is drive up the hill,

hop out of your car, hop into the turret,  
and then you can just shoot up there.

That's it.

Huh.

[LAUGHTER]

So that's what I'm saying.

Like, you built this wild contraption  
that accomplished the task and did what you were supposed to.

I was just like, oh, hey, look, they gave me a free thing.

I'll just jump in it here and complete the mission as well.

So--

I think that in itself is kind of neat  
that you guys were able to solve the same thing with different--  
in a different way.

But I think like the draw-- and I don't-- again,  
this is not like necessarily defending it or anything.

But I think the draw for like doing that kind of stuff is just to, is  
playing it like an arcade game, getting the best times on stuff, which honestly.

I don't think would be fun in this game, but I see that draw like that being a  
draw, like there's the leaderboards and stuff like that.

And I mean, at the time, at the time, at the time that this game was came  
coming out, Xbox three 60 leaderboards were all the rage.

So, uh, doing that kind of stuff would make sense, especially when it was.  
much more active. I mean now where you get the leaderboards option it's just like kind of it's  
kind of dead or whatever. I always when I tried to click on it it didn't really show anything.

- It doesn't look like it's uploading new times because I couldn't see either of your guys's  
times.

- Yeah.

- But it does have a multiplayer mode where you would compete in challenges with your friends.

So not just trying to get to the top of the leaderboard but you could, you know, theoretically the three of us could have like done a race together.

And that almost reminded me, Mike, of our like drivers license testing Gran Turismo.

Where it's like, I'm going to beat Mike. Now, we weren't choosing our cars or customizing.

I know that's an option in like GT Sport or whatever, but I totally could see it where

Mike is faster than me. Like I've got to tweak something on this vehicle. I've got to make it

lighter. I've got to add a motor or something. So I do see it almost would have been a better

like Diddycon racing type game like a Banjo-Kazooie racing game which it is in the multiplayer aspect

it's but if it was only a Diddycon racing where you could fly, drive, or sail a boat

around these worlds it is it's like Diddycon racing and Banjo-Kazooie and Minecraft all in

one game. Yeah and I mean we're playing this game like how many years after its release and

Almost 15. Yeah. So I don't think there's anything active about this game whatsoever.

So it's not like we could have actually really tried it. Yeah. Like to at what it would,

what it maybe was, I don't know how well the multiplayer, I, I highly doubt it did like

super well, but I'm sure like in its first year or so it was probably all right.

I'm looking it up here, uh, as we record and it's just basically the same thing. Like

you can complete in certain tasks like do a race or do a thing where it's like a sumo like one of

these is like completing like a sumo challenge so a bunch of people get in like a ring and they got

to like blast each other out of the ring with whatever contraption they can make and then

there's other ones that are races and there's other ones that are dog fights things like that

Yeah, I, I, I do think that there is a version of this game and maybe there is

now because hundreds of thousands of games have come out and I'm sure

somebody has made something to this.

But I'm sure there is a version of this game that is actually really good.

I think.

And the problem with this is that they strap, uh, maybe not that they strapped the Banjo Kazooie name, cause it sounds like they use like this was their vision for this game was for the banjo-kazooie game was this kind of, but I think there is a really interesting thing here.

I just don't think one, I'm not the audience for it necessarily, but two, they just kind of put this, they just strapped this like story mode on it. When they could have just made this a really fun arcade experience.

Yeah.

That's where, that's where my head was at the entire time.

Like if this was just like an arcade game where they had like, oh, here's the racing mini game and you have like a bunch of different tracks and you have to build your own car in order to do this and then you do time trial modes of that and just do that like that would be pretty fun to do that you know or here's this here's the domino thing which I think sucked but here's the domino thing and you have to crash into it and figure out a way to knock out all these dominoes and how fast you do it and how many dominoes you do it will determine your leaderboard score or whatever like that kind of stuff is really fun but to have it baked into a story mode, one makes no sense, and two is it just draws out the story mode that is just like there's nothing like really reeling you into it at all other than these games.

So it just becomes uninteresting.

I think the cherry on top of this bad Sunday of all the troublesome things that we're talking about with this game is something Max mentioned earlier which is the driving in this game is just bad they made a game all about driving and the driving sucks it's I disagree I think it feels terrible and I think the thing that makes it feel even worse is the clipping it is so easy to clip into other

object being another car is bad I was really terrible like especially the

Races when you're like on tight tracks and you're kind of bumping up against other people. That's awful. Like that is objectively awful

I will not disagree with that. I think the driving feels

pretty darn bad and it's very

Like you can get used to it and you kind of start to understand how it works and stuff

Like the helicopters are weird to control but like you kind of learn how it works and you get used to it

I think the general driving of the cars though specifically just does not feel good. It feels very

Blocky feels very much like you're just I don't know

It does not feel like you have any maneuverability in any of the vehicles that you make in this game

even the ones that are I think the racing cars the ones that were

Titled as that I thought felt fine. I thought that I mean obviously it's not like I'm playing

Forza or something like that or I guess at the time project Gotham Racing or whatever was around at that time

But it's not like I'm playing one of those games. I'm for to work around at this point

I think I think so. Yeah, I think for to to would have been out. I

Don't even think project Gotham Race. I think that was done by then. Anyway, whatever

Yeah, I think the driving like the racing car stuff was fine the helicopters were not great

But I thought like the airplane flying stuff was fine, and I thought the general driving was fine

I thought initially the initial cart driving was what was bad

I thought and it leaves a really bad first impression

And if they just given you a car that handled better like those racing cars. I think it would have been

fine from the beginning, but they don't do that so yeah my biggest issue with the

Navigation of vehicles was the clipping that Logan talked about if you yeah

The clodger rock is you get spun out you're stuck do a front flip or something like that

If you if you even get close to another racer you will both lock and just do like a hard



90-degree turn in either direction and spin like you can't touch anybody

My bigger problem was the flying

I wrote flying is like trying to steer an inner tube covered in oil and shaving cream on a frozen lake

Like the flying is just like

All over the place you can just hard bank if you even touch the stick

I did not care for the flying missions at all

The flying I had actually I thought it was fine

It's anytime I had to use a gun on a vehicle was the time I was like

Please know how you want nothing to do with guns on vehicles in this game. This is no twisted metal

No, is there anything else specific?

That you guys want to talk about before we maybe get into talking more about the levels specifically and maybe ranking them

I know there is one thing well

Maybe you get you and I can just touch on this briefly here max because I know Mike didn't beat the game

Just how did you feel about the ending stuff?

The I did look it up the final world

Because that final boss is terrible

but I think the things that happen before are also terrible like the game is even self-aware to the point where it's like

How can we fit a quiz in the end of this Banjo-Kazooie game and they make you take part in a six part trial?

And then they make you answer questions in the middle of this?

And it's...

I looked... Okay, here's what I'll say. I looked this up and I'm like, "Thank the Lord I did not make this game!"

I don't think I could stomach what they made you do in the end of that game.

I was screaming... It's... I'll say this.

My funniest anecdote about the end of the game, it was 2, it was like 2.30 in the morning when I beat this.

And I was slowly losing my mind against the final boss.

Because it is so... that last, I didn't have any problem with the final boss except for the final one.

Where she hops on her dumb broomstick and starts flying around.

literally screaming at my TV like, "This is what you did? This is the final thing you did with this IP rare?" I was screaming mad in the middle of the night because I realized that this is the final thing that has ever involved Banjo-Kazooie in the past 15 years is this dumb boss fight that is so horrible and this dumb final trial. It's literally

the last thing that those characters have ever done other than like whatever appearing in smash

I guess but that is the last thing that we have seen banjo kazooie do is that stupid fight and it like literally it made me so mad that that is how the franchise has ended at this point is that like when you look back on the last thing that banjo kazooie ever done it's that it's so anyway go Go ahead, Max.

- It's a terrible fight.

It's a whole terrible thing.

Initially, people had told me,

I think including you, Logan, you were like,

"You're ready, the final world, you have six challenges."

I was prepared for six different markers on the map.

Thank goodness it's just two.

Go to Log and he makes you do six easy things and then you fight Grunty in a five phase or four phase fight.

I think it's five.

- I think it's five, yeah.

- My problem, Logan, and you've laughed at me for this,

I just thought if you beat Grunty, credits will roll. You have to beat Grunty and get the jiggy

for credits to roll. And so I got through all of her phases except for the broom, Fine and Dandy, but at that point I had lost my wings and so I couldn't fly anymore. And I didn't have, I had the homing missile because Logan said get the homing missile, but the homing missile does not just go straight there.

It's almost like a really terrible red shell.

- But it's better than the alternatives.

Because I don't know how many times you--

- But it would just, what it would do is go towards her and then just go wide and fly around her in a circle that would never close.

And so the missiles would never hit her.

And so I drove up to the top of Spiral Mountain and would wait for her to be in the line of sight on the same level and fire and hopefully hit her.

And that took about half an hour.

And then I beat it and it was like,

"Well, sorry, you need to do it better."

- Max literally messaged me as soon as he beat it.

He's like, "Wow, I did it."

"It took me 20 minutes or something."

And then I was like, "Oh, well then you didn't do it."

And he's like, "Wait, what?"

(laughing)

- 'Cause credits enrolled, they just made fun of me and said, "Nah, you gotta get the jiggy."

And so then I re-tweaked the vehicle added an automatic like bird missile and homing and I took better care of my

wings I couldn't see I couldn't see Max's face but I felt like his soul definitely left his body when he learned that it did it absolutely did and the ending is just so stupid you know you're like back at your house Grunty's packing up boxes it's just a it's a big big old bummer and all the other bosses are just as bad. One of them is play water polo. One of them is just tip Grunty over and you do-- multiple ones of them are actually just tip Grunty over. Or take something out of her vehicle. Yeah, I did three of them and they're not great. Yeah, they're not fun. Yeah, but you would think they would try to find a way to make them a little bit more fun because this is the only game in the series, to my knowledge at least, where you're fighting Grunty multiple times. Well you know it's kind of like the in battle and they don't do anything with it really. Saying this now actually is reminds me earlier when you mentioned Game Informer it was when you became aware of it I started doing a deep dive to try and find the issue. I think it may have been May 2008 the cover game was Gears 4 2. But anyway like right before that magazine came out NeoGaf and Game Facts and stuff were talking about a leak from Game Informer and the quote was that that Rare said there were 15 different challenges spread across six different levels. Well, that sounds about right. But I'm wondering if those 15 different challenges includes each variation of fighting Grunty because one of them is like, take something out of her vehicle. One is tip her over, one is a water polo. So that beefs up the different types of challenges because really the different types are races, fighting, and pushing things or moving things out of the way, fluffing up their own count.

Yeah, yeah, there's uh

There's just not much in this

Like I said, there's really not a lot of depth the tasks. They make you do throughout the entire game are very bland and boring

Yeah, there's a couple other things that I want to touch on here in a bit. We'll talk about obviously

the legacy of this game and

Maybe talk about the music and stuff like that and in just a second. I do want to rank the levels though really quickly

So this is something we have been doing to catch Michael up to speed

We've decided to rank all the levels and all the banjo games throughout the course of season three here

So we did this in our first episode of banjo kazooie. You can go listen to that episode if you haven't already

but

The levels here in nuts and bolts. There is not many there is showdown town, which is the main hub world

There's nutty acres log box 720 banjo land

jigosee jigoseum, which is such a weird thing to say

the terrarium of terror and

spiral mountain

I will come out I

Would like to rank these wake more quickly than we did with the last time around because that took a lot of time previously

Michael what was the last lovely you played out of curiosity in this game? Did you say you got to the jiggos?

See him jiggos see him. Okay, and I mean like I technically saw spiral mountain in the very beginning of the game

So real realistically the only one I didn't see is terrarium of terror. Okay. Well, I have news for you

That's probably the worst one.

I hate that level.

I think the bottom-- - That one is atrocious.

- I think the bottom three for sure

is Terrarium of Terror, Spiral Mountain, Showdown Town.

I think those are terrible.

I think Showdown Town's a bad hub world.

I think Spiral Mountain is nostalgic

and I guess it's cool to see it.

- It's ugly though.

They've made Spiral Mountain very ugly.

- What you are doing there is also just abysmal.

Like we just talked about.

The final boss sucks and then the little six level trial there also is terrible.

So it's like, I would say that's the bottom three for sure in my opinion.

I don't know where you're at with that Max.

I wouldn't disagree.

Okay the worst is Terrarium of Terror and the problem with that one is they are spheres like all placed around and so really the only way to truly get anywhere is fly in the fly like the helicopters.

There's no cohesiveness to it.

There's no flow to it.

There's no most disjointed level, for sure.

I like the theme idea of it.

Plants, aliens, it's kind of an interesting mix.

But structurally that level has no flow, it's chunky, it's chopped up, it's not good.

I think that one's dead last for sure.

And I know Michael you can't speak to that, but trust us.

It sucks.

I'll trust you.

It's very, very bad.

Because I remember unlocking that level and I was getting a little bit burnt out with all the others and I was like, "Oh wow, okay yeah, unlock the final level.

I hope that this one's actually at least a little better.

It was not better.

- My thing with your spiral mountain in showdown town,

spiral mountain is just, it's a nostalgia trip

and you're absolutely right

about what you're doing there is not great.

I do think spiral mountain is very ugly now.

I think it's a very drab and dirty.

It's nothing like what it was on N64

and I guess that's part of the point,

like time has passed, but they've made it pretty ugly.

but I think that the penultimate worst level

is actually the Jago-seum.

It is an oval.

- That one's pretty bad.

- There is no, sports is the theme,

but it is just an oval.

- Yeah.

- There is no, that's like we ran out of ideas

for a world design, so we will make a coliseum.

I think it's weak.

- How do you guys feel about Log Box 720?

It's not great, but it's probably top three.

Cause I, I, I, the ones that I played, that one was probably my least favorite.

It's too vertical.

It is all lyrical.

It's way too vertical.

And I don't think there's any semblance of like logic of how you're supposed

to even go around that thing.

There's no flow to like, how do I get up here?

Let's just fly.

Let's just say this.

I think all of these are pretty bad.

If I'm being honest.

I think Banjo Land is kind of neat.

Banjo Land is the only level I truly walked away liking and most of that is nostalgia.

Yeah, exactly.

I think I will say I think Banjo Land is the best in the game,

but I also hate that it totally relies on nostalgia. Like it's very much just go around

to the separate parts of this map. I like playing soccer at the Stonehenge thing or whatever.

There is one motorcycle trick thing that you can do on Banjo Land that I kind of had some fun with.

Yeah, they had a race there I think I like.

I don't think that level's good, but it's better than the others, I will say.

It's the best one, I would say.

If you'll allow me, Logan.

I think Banjo Land is actually a really good point to bring up the music.

Go for it, yeah.

Because Banjo Land is the only music I really liked in this love game.

I thought all the music was good in this game.

I like all the music in it

Personally a lot of the music just felt like repackaging the voice

Maybe it's a little I was gonna say maybe it's a little different for me because I did not play the first game like how

You guys are playing all of them, so it might be a little different for me. Yeah back to it

It's like oh this music's race



Grant Kirkhope music like this is yeah

I mean in that sense like banjo music is largely good, and I do not think that this score is bad Grant Kirkhope makes

Good soundtracks. Yeah, I think that he does that here as well, but it is very much more

I mean you talked about it before Mike how this game is in some ways like trying to like pay homage to the older games and I really do think that a lot of the music in this game is

Pulling almost too heavily from the previous soundtracks

I I would I would argue that they're basically the same songs just that they have better audio equipment

Now and they just there is original music in the game for sure

Yeah. But it's... I think my... Banjo-Kazooie music stands out. It's very front and center, and sometimes that's to its detriment, I think, especially in the sound design department. Like, some of the sounds just get annoying very quickly. But the music was always bold and kind of used

unique instruments to make a unique sound and this just feels very subdued

yeah very muted very quiet like there's no boldness to it it is not in the

forefront at all right you do not they don't want you to even really know it's

there and the only time somebody played banjo-kazooie yeah my memory of that

game is like you start off you like that's what happens like every time you

play it. I mean if you yeah you could you could introduce somebody to Banjo-Kazooie right now in

2022 and I think that would still be one of their big takeaways is the music like it's so hard to

play that game and not come away with some sort of feelings on the soundtrack. Yeah and this one is

just so muted but Banjo-Land stands out again because the whole world leans on that whole world

not the world we live in but that game world relies so heavily on nostalgia that a lot of the

themes shine through and I just like the way that they wove all these different

level themes together into one big world theme for Banjo Land and I that was

really well done I thought. Yeah okay so Banjo Land we got first I think we'll

get back to the bottom of the list in a second I think based on what we're saying here it sounds like we think that Nettie Acres is probably like the second best. It is not good, but it is not horrible. It's way more cohesive than the others, and there are different aspects to it that stand out a little bit to me. Like, oh, you got the volcano up here, you got the airplane ramp, you got the water parts that you can run around. There's a little bit of diversity here, especially once you get a little bit into the further, like you unlock the fifth level or sixth level. Yeah, the act. They start making you do some different things here and you start to realize like, "Oh wow, there's a lot more that you can actually do here on Nutty Acres, especially compared to some of the other levels." I just wish it had a better gimmick is all. It's just kind of whatever, you know? Yeah. But I don't think it's... I have distinct issues with some of the other levels in this game. This one I don't really have a problem with. It's just kind of... It's a good burst level for you. And it has, I think importantly for this game, it has different types of terrain. You've got the hilly grassy plain area, you've got the beach and the water, you've got the volcano with its different steeps and slopes plus lava. And then obviously they make you take part in some flying stuff. And I think even the sky here is cool because they've

They've got the clouds that are attached to lines and stuff like that.

Wire.

Yeah.

It's got a little bit of a unique design to it, I think, as well.

It's a solid intro level for the design of this type of game.

So yeah, I agree with it being ranked number two.

So then what would we say is third?

Because I think Spiral Mountain sucks.

Jago-seum sucks.

I think...

Log Box, I guess?

I personally think Showdown Town would be next.

Right. Yeah, I think show it on town would be next to know because what you're doing there is very interesting

It's mostly driving to different places

but I do like as you beat grunty you unlock more parts on your car and you get to navigate and kind of

Peel back more of this world and get to different places and I think that's just what's interesting

My my big problems with showdown town is just it's too populated with characters that just run into you

And yeah, I think like no one's driving annoyed me so much. Yeah. Yeah

I think it's a product of the of the time in a way just because I'm like, you know

Like you said GTA was so big at the time. I mean it's big now it's big for since three

Basically GTA 4 came out in 2007 though, I believe yeah, so this would have been too

Yeah, like the GTA 4 was all the yeah at that moment

Yeah, and like having those big open worlds and stuff like that was like all the rage at that time, especially at that time

So and having like a live city was cool

So I get why they did it

What I don't like about it is that it's it's literally just all rhinos basically and then the cops so well

It lacks the personality of those kind of things in a way

GTA 4 came out April of 2008. So it came out like five months before this game

Okay. Yeah, but I mean like, you know, I mean GTA is around beforehand. Yeah, it's not like GTA was new

I just I thought that was kind of interesting. Yeah, it was more like the open-world craze

Like, you know, you had that you had your true crimes. You had your yeah

This was definitely when open-world started becoming really big, but I I think I think showdown town would be third

Cuz it's it's not as offensive as what we have afterward. Okay, I'm fine with that

And I do agree that once you start to unlock more the things there are some aspects of the town that I did

Enjoy exploring and uncovering to a degree. I guess log box 720 in the middle again

I do not think this level is good

But I do not hate it in the way that I do jiggly see him or I think it has a way cooler gimmick than

Jiggo see him does yeah, at least it has personality. Yeah, it's got a personality -

Ghoulies on it. Yeah, I grabbed by the ghoulies. I like that. I had the banjo-kazooie disc spinning

I thought that was neat like when I saw them like oh, that's cool

And then did they have any no Viva pinata wasn't out yet, right? It wasn't out. I think it was out

Yeah, there was a Viva pinata. I think they had a Viva pinata thing in there. Also, they had a weapon on there called

Folgore's hand or something. Is that supposed to be

Folgore from killer instinct and is that supposed to be his hand?

Probably I don't know. I don't know anything about killer instinct personally killer instinct is a rare game. Yes, probably do know that

So I was wondering that I didn't check what his hand looked like but like is that supposed to be the full gore

But the I would assume so a log box 720

I will say it's just so hard to get around like yes, the whole level is definitely made for flying

But even when you are flying there's constantly something in your way in this

Above you so you're bumping up into stuff

Also, it's like the first level like where you even get to unlock any sort of flying things. So you're one learning

flying in this like mass, like super complicated, weird unorganized level.

It's just a, it's just a big vertical cube box that you're stuck in with like a

little different, yeah, weird things going on on certain levels. There's no, I mean

there's a major lack of cohesion in this level, but I mean, terrarium of

terror is way worse in that regard because everything's siloed.

Which I, Jigoseum I think has like the opposite problem where it is pretty easy

to get around because it's so barren but it has a really boring gimmick I will say I will say that the one thing I will say in favor jiggly see him over spiral mountain I think spiral mountains of worse mmm I would like to put it spiral mountain at 6th personally rather than fifth because I think jiggly see him the one redeeming quality of it is that there are some fun things to do there are I like the ramp jumping off of that it's very basic but I did try to build as fast as the cars I could for a while there and blast off that ramp.

There's one mission later on where you just have to get a bunch of basketballs and drop them in hoops, and it's very simple

to do. I think I even got the trophy Tommy trophy for that one.

But it's I kind of enjoyed it. There's like another the Domino's one was weird, but it was also kind of unique in some ways. It was unique.

I got excited when I saw that I was like, "Oh, this is gonna be so fun."

And then I did it and I'm like, this is terrible.

Why they do this?

I think Jigosium as a level, like just the design of it sucks.

But I will say the redeeming quality is when I think of some of the more memorable tasks in this game, they are tied to this level would be my defense of it.

So I feel like this is the level that they kind of got into.

Okay, I'm going to make a comparison that might not make sense, but where they were getting into like burnout like quality of stuff where you just crashing into stuff and like it gets into that moment of like oh it could like that was where I find out I'm like this could be like like a burnout game you could build your own stuff and you crash into stuff and it's just like everything's flying everywhere you just like whatever like crashing a car into dominoes sounded like a like oh this is gonna be fun I'm gonna jump off this giant ramp and then when I did it was like, well, it was kind of like a wet fart kind of thing.

You know, the best thing to do with the domino one is just attach explosives

in on your car and then as a helicopter drop into the middle of them and then hit the self-destruct button and explode outward.

That's what, what, what you need to do in a certain Sanzo, Logan.

Yeah.

Go watch the YouTube video.

We attached above in our chat.

Mike link it down in the comments below.

If you want to see this guide that we used for this it'll be in the show notes

As max said it's it's art from a long forgotten era of YouTube

Okay, so I'm putting that one at five because I do literally seriously think that one has some redeeming qualities

Which means spiral mountain goes to six. I'm sorry spiral man. It was just the things you do on that level suck that boss fight is

Bar none probably the worst thing in the game. So I really think it deserves to go that well

With that in mind if we're ranking the levels from this game, then it goes banjolain first nutty acre second showdown town third

log box

724th

You go see him fifth spiral mountain sixth and the terrarium of terror seventh

So yeah, basically Mike you not getting the terrarium in spiral mountain is just is only you saved yourself

Congratulations great. I think we've mainly touched on everything

unless I am wrong otherwise I would like to talk about what we think this game's

legacy is. Max is there anything you wanted to talk about beforehand about

the game itself maybe before we start? Not specifically no really my only

comments left are legacy related. I can start here I think because I kind of

mention it before. When you were raging at 2.30 in the morning? Yeah, this game does suck and it makes it that

much more frustrating to me that this is literally the last Banjo game we've ever

gotten. Like, this game sucks so bad that when people say they want a new Banjo game they say "I hope that we get here that Banjo 3e is announced soon" and people are like "oh well there is a third Banjo game" and it's like no there's not. People like to just, myself included, like to just pretend that this does not exist in a lot of ways, like I think that is this game's legacy in some ways, is that not only is the game itself just not good and not fun to play and is pretty boring, it's so bad that people like to just not even acknowledge that it's part of the larger Banjo series and they still hope that we get something else in the style of the old games eventually. And I think that's how I feel too. I think the general, a lot of times I think the general public's feelings on certain things is somehow gets misconstrued over the years or gets like people people like the general consensus among larger audiences for certain games or movies or different pieces of media I think can get really warped based on how the general public can talk about it but no I think the general public is spot-on with how we all talk about this game um it is not great and yeah it bums me out out that this is seriously the last thing we have gotten Banjo related in the last 15 years or so, no matter how much we keep yelling at Microsoft and Rare to do something else with the IP. Mike, your thoughts?

Mikey: I think, again, I'm kind of slightly opposite of you. I do think the game has redeeming qualities, and I do enjoy my time with it. I will play more of it. I'm going to beat it, because I was playing it a little bit before we were recording and I was like, "Oh, this is a real fun... I'll turn a podcast on. I'll just do a couple challenges, call it a day." I'm having fun doing that, but in terms of its legacy, yeah, I mean it is the forgotten stepchild kind of thing or whatever where people don't recognize it really and that's totally... like it totally makes sense it like I said I think it has its redeeming qualities it was made at a time I feel like rare was trying to do weird new

things like he has stuff like Viva pinata and they were kind of on like a downward downward spiral kind of thing here too with like they had perfect dark zero and what did they do before it was dick cameo before that yeah right yeah Cameo perfect dark zero then it had viva pinata, which I think is a good game I think that's a great game actually and then this and then

Just continuing down from like after this. It's like I mean what what is really done or not?

Yeah, I was gonna say yeah

Like me and max actually looked this up the other day before we recorded and in some ways

It's really ominous when you look back at what rare was doing because you like you said like they did like perfect dark zero and conquer

Live and reloaded and be of a pass right they were doing some different things for a couple years there

This game came out there was a two-year span where they didn't release anything and then they came back and they were the Kinect studio

Yeah

So this game almost feels like it cursed rare in a sense in a way

Yeah

I mean now they have Sea of Thieves which again like I

Did review that game for dual shockers actually and it didn't open up very well

but now it's obviously a beloved thing and

It worked out and maybe rares now on the upswing on stuff

But I don't think this game is bad and I don't think it deserves the like, this is what curse

Rare and all that stuff because I don't think it's a bad game at all

Like in comparison to some other studios that have come out with really bad games and totally have been fine with it

I mean you could look at something like no man's sky like those guys were even able to

You know make salvage something out of that garbage heap that when it first came out

Which I actually liked when it first came out anyway, but yeah

It's just it's very interesting that



This was the game that kind of ended rare from regularly coming out with like with bangers kind of I mean

Maybe it's not that maybe it's cameo that actually kind of started it or perfect dark zero actually cameos fine

It's a it was a launch game. That's it is what it is

You know, but like perfect dark zero was not good and it was like one of the most, you know, I don't know like

Anticipated games from I can remember when as an Xbox 360 player at the time

That was the thing that I think started kind of like the downhill trend thing and then they got viva pinata

Which was like such a weird thing

But I think is a really great game and I think is like one of the more beloved rare stuff that is even out now

and then they came out with this which is like

When people are looking for the banjo-kazooie game, they're now looking for a building game

They're looking for you know a character platformer like and that's just what it is

So it's, it's really interesting to see it as like this weird game that is just

kind of the last thing that rare did until like really sea of thieves.

You know, so killer instinct, I guess would be the other note.

Well, but they, but didn't they not like, yeah, that was like a co-developed thing.

Right.

Cause iron galaxy, like they do the brunt of it.

They like, they helped on it, but they didn't.

Yeah.

Solely develop it or anything.

Yeah.

Yeah.

I mean, killer instinct, great game.

That was actually a really good fighting game.

Or it turned out to be one, because I think at first I wasn't really into it.

But anyway, yeah.

Maxwell, your thoughts?

I think this is one of those games that...

It reminds...

Stick with me here.

It reminds me of Below.

That Capybara game.

And I reviewed that for Dual Shockers.

And that was a game where--

and Logan was our review editor at the time,

which I think is important context.

But I was reviewing that game, and I got to a wall.

And it was like, Logan, I cannot get past-- like, I'm done.

You know, I need to review this.

And I was shooting for a low score.

I don't remember exactly what it was.

It was a 4 out of 10.

And Logan told me to keep pushing and kind of not

worry so much about the embargo or getting it out sooner or whatever. Just like keep pushing.

And I did. And I got deeper into the game and further and found the parts of it that I really

enjoyed amongst what I thought was poor design at the time. And actually, I ended up giving it a 6

out of 10. And it's one of the games that still sticks with me that I think if I reviewed it again today, especially if I had reviewed it on hardware that was more stable at running it because I

I played on a base Xbox One if I had played that on a Series X or a One X at the time,

I think I would have given that game an 8 out of 10 or something like that. And I'm

not saying that Nuts and Bolts is an 8 out of 10, but the more I played Nuts and Bolts,

the initial was like, "This is not good. Why is Banjo fat? Why am I designing cars?"

This is not what I wanted, but the more I played it, the more I saw the good parts in it. The tools that they give you to build cars and design things. There are nuggets of good, fun game design in here. The problem was that Banjo was grafted onto it. And I think it kind of boils down to this one point that I wrote down in my notes. If you look at a game like Breath of the Wild or Just Cause 3, they gave you tools to engage with the world that then reacts to those tools and what you do. The world reacts back. Nuts and Bolts gives you tools, but in a world that is not reactive. You're in a sandbox that doesn't react, but Just Cause 3, you're flying around shooting. You could attach rockets to a cow and it'll fly and spin around and react and blow up in the world. In Banjo-Kazooie, world doesn't do anything the cars do, but nothing. And so I think the legacy of this game was like, they were close but they missed it. And one decision as far as just pushing the vehicle stuff onto you but in a way that wasn't engaging beyond designing the vehicles I think is what really makes this game miss in the long run. And then with the banjo stuff on top of it. It's just, it's too different from the rest of Banjo. And I get that Banjo was in racing games and vehicles are a part of Banjo's history, but it's just, just off enough that I think it, it overshadows a lot of the good in the game.

You said Just Cause 3 and I was like, wait, when did Just Cause 2 come out? Cause like that was the big, that's like before that, like what you were saying about like a more interactive world and stuff like really I think that's why I mean that's why GTA was so beloved like GTA 3 why that ended up being so beloved if you play GTA 3 now it's like whatever it's probably garbage and you're saying you don't like

the remastered Definitive Edition version of the game? Probably not. Just Cause 2 came out March 23rd of 2010.

So two years after. So like and before like this it was really just like GTA

games and GTA clones. Like I always say True Crime Streets of LA. That's someone I played a lot of.

But Driver. Like Driver. Like that kind of stuff. And then if you look at that, like how, like how

much could you actually interact with those worlds and then look at this game, which came out 2008,

that allowed you to like create your own stuff and to like put something that was yours into its world. If that makes any sense. Yes. I think the worlds are barren and there's not really a lot of liveliness to it, but it does give you the tools to kind of interact with it, at least at the time, in interesting ways.

Now, going into Just Cause, and you said Just Cause 3, like Just Cause 2, I remember being this huge thing because you were able to interact with the world in such crazy, crazy ways that were not really being done at the time, giving you the tools to do all,

Yeah, it kind of changed stuff like for those kinds of open world games.

Um, especially when they started adding like the multiplayer mod stuff that was getting pretty wild.

But, uh, yeah, I mean, again, it's just being so disconnected from it and then going back to it, it's like, well, yeah, obviously this seems like.

Garbage because we are so used to playing games that are so like you are ingrained into a world and you like feel like you're kind of, I'm going to use really corny language and say like, feel like that you're there and stuff like that, you can actually interact with stuff, even in something like, like a no man's sky, like you're able to actually craft like the terrain you're.

Yeah, that is in front of you.

You can explore all these things and whatever, and really make it your own.

Whereas like this, you're kind of just like, I built the, I built the car and I could drive around in the world and whatever, and all that kind of fun stuff.

So, I mean, it's putting that, I guess, into perspective, but again, like, I

think this is like a weird thing of like rare trying to do weird stuff because they've been trying to do weird stuff like especially for those like five or so years and they missed the mark one too many times and then this was the one that really kind of missed a bit and then they became a connect studio the last thing the last thing I want to say about this person I know I kind of said my piece already is yeah I don't think this game is like this like if I was to review this I don't think I would give it like a three out of ten or a four out of ten like I don't think this game is like so bad or unforgivable that it is like a sin like I joke that it cursed rare I don't think it's so it's just a very mediocre not it's it's almost so it's almost more one of those instances where it's worse that the game is boring more so than it is bad and I have some legitimate issues as we've talked about over the course of the episode yeah so So it's not just that it is a boring bland game.

There are some serious problems here.

But also, just moment to moment what you're doing in this game is just never engrossing or fun.

And so I think it is just, yeah.

The biggest problem with the game is that it is boring.

So yeah, I don't think it's a sin against humanity or even a sin against the Banjo series.

But when you do look back at what this franchise has been up to and you see that this is the last thing that has happened. It leaves a definite sour taste in my mouth and I wish someone would come along rare or otherwise that would fix that. And I know we're obviously not playing it for this season or anything and I know they've done stuff like Yooka-Laylee which kind of tried to fill this character platformer niche or audience here in recent years. They did an okay job of that But yeah, I think that's largely banjo-kazooie nuts and bolts.

- What, I have a question. What would you have, I mean, maybe you guys don't do this,

but what would you have given this, like, what score would you have given it now that you've completed it? - Probably like a five or six, personally. - Yeah. - I don't like giving scores anymore, but probably a five out of ten. Because it's, like I said, like, there's good in it, But that's also pretty drab. It's interesting to look

At the scores and stuff too back then. I mean it has an average of 79. So is I probably if if

It's the same thing like this and I don't hate the end

I am I would be at like a seven probably for me and it's too bad the end gets worse fun fact

Yeah, fun fact giant bomb gave it a perfect score. So there you go. Thanks

Thanks Brad. I

Think that was him and I think it was him. I think g4 gave it a g4 gave it a four out of five

And they said nuts and game is how solid?

Has solid single player but multiplayer has even more potential making this banjo because we get him worth the buy

Game informer was eight and a half out of ten

So that's what I say. Like when you think about it at the time

Like what this game was it probably was pretty wild at the time

But looking at it now with all the with all the knowledge we have of all this crate like with post Minecraft

you know like that kind of stuff like

Obviously, this is nothing nothing even compares to it. You know, it's exasperated by the fact that like I said

We've had literally nothing else banjo in the last 15 years. Yeah, so when you look back and you're like, oh, what's banjo been up to?

Oh nothing. This is the last game that released and it's not really a true banjo-kazooie game in a lot of ways

That sucks because feel because then I mean we really haven't gotten a true banjo-kazooie game in 20 years

So I mean other than sea of thieves we haven't really gotten another rare game like in the traditional sense

Since this game. Yeah, really so and I want to have a larger discussion with you at the end of this season max about maybe

what?

The future of banjo can hold but we'll have that discussion in later episodes as for this episode Michael

Thank you for joining us to talk about banjo kazooie nuts and bolts

Thanks for having me. Thanks for playing this with us

I thought for sure that this would be an episode where we would not be able to get a guest

But yeah, we've gotten Michael to play nuts and bolts. We got Tomas to play color splash. I mean

We're on a roll. We've gotten some people to play some not great games with us

I'm just here the campaign the Yakuza chapter select. So whenever you guys get to that, please I'll join every episode you and Ricky

Yeah, both of us will just both be on each episode

So, yeah, this has been chapter select this is a as a reminder

This is episode 2 in our third season

if you would like to listen to previous seasons

You can obviously go back in our podcast feed here or YouTube channel wherever you're listening or watching

We've got previous seasons first season is all about Paper Mario second season's all about God of War third season here

We will be continuing next time with episode 3 that will be all about banjo 2e and then episode 4

We will wrap things up with banjo kazooie grunty's revenge for the Gameboy Advance

a good

That is an episode spoiler alert that no guest will be joining us on so

That'll be just for you max and myself

But anyway, if you would like to keep up with the show, you can find us on all kinds of podcast services. You can also

Find us on is it the max frequency YouTube channel max?

Mm-hmm

You can find the videos there that max uploads and spends a lot of time editing

If you would like to subscribe or leave us a review in any of the places where you may consume the show

That would be wonderful and definitely helps us out a lot

You can also hit us up on Twitter if you want. I am at more me and 12 max is at Mac max

What are you guys forget now max Roberts one for three? That's right

Yeah, max Roberts one for three and Michael is that Michael J Ruiz?

The Michael J Ruiz or yeah the Michael J Ruiz

Yeah, so you can find us on all socials and the show socials is on Twitter at chapter select

That's true. I forget because I don't know if I have the login for that you don't so I

Will follow you this Twitter so we do have a chat

Yeah

We do have a dedicated chapter select Twitter account as well

Be sure to follow us there if you would like to keep up with our uploads for this season as we move forward

But yeah until episode 3 when we were back talking about banjo 2e

We hope that you have a good rest of your day or evening or whenever you're listening to this and we will see you back here next time. Bye bye! Adios, peace.

Chapter Select is a max frequency production. This episode was research produced and edited by me, Max Roberts. Season 3 is hosted by Logan Moore and myself. Season 3 is all about Banjo-Kazooie. For more on this season, go to [chapterselect.com/season3](http://chapterselect.com/season3). Follow the show at chapter select and check out previous seasons at [chapterselect.com](http://chapterselect.com). Keep recording by the way.

And never stop. Good. Yeah. Can't stop. Won't stop. Can't stop. One time. I'm a content. Is it a crime that GTA four is largely, well, it is inaccessible on modern consoles. I mean, you can play it on game sucks. I'm going to say it right now. That game's terrible.

I haven't played it in a very long time. What game? GTA 4. I'm just... That game does suck.

I haven't played in a long time but I just think it's interesting that such an influential game you can't really play it on modern console hardware. Not that they really treated the



GTA 3 trilogy any better apparently. That's because that game's garbage. That's why.

You don't like driving your taxi around? I hated that game. I actually hated it.

I was so excited for it too, but also I don't know is weird. I have such a weird history with GTA

I just I just bought GTA 5

Did you yeah, they put the new for the first time ever. No, I bought it launched for ps3

And played the campaign

Yeah, I never played it on ps4

And then the new the next-gen version was on sale for 20 bucks

So I snagged it I have it on PC because they gave it out for free on the Epic Game Store

okay, at one point so I

Could play it up on PC. But I mean I haven't so I want well, it's almost 10 years old

I haven't touched it since I wanna I want to play through

Red Dead Redemption 2 really bad

I'm hoping that's that they give that game the next-gen treatment and that's what I'm like waiting for but the same time

they're gonna give me ray tracing in Red Dead and I'll a whole saddle up I will I

will play the game yeah it could be at 30 frames I don't care that'd be great

that game is movie quality right there - is so special the thing is is that like

Red Dead 1 is like one of my favorite games of all time mm-hmm I did

everything in that game it's one of the few games I tried to platinum quote

unquote I guess get all the achievements you probably get all the achievements I

I did most of the achievements in it and in undead nightmare and that game is amazing. I love I

miss single-player

Rockstar DLC one dead nightmare. Oh GTA 5 DLC is coming. They already said that. Oh, yeah

Yeah

Leave me lost and danged up in the ballot a gay Tony

Like I just I miss the single-player DLCs. We had to choose our

Undead night where was so good somehow are my work avatar

In our slack for the month somebody chose favorite DLC

choose some which from your favorite DLC I chose

Wait, yes, you wouldn't know this max at all. What would what were you going to guess?

I had a thing about it Logan's favorite DLC is

Bioshock

No, it's not buried at sea

No, the Murray's den ran Minerva's ever even play. No, I don't think he's played that

It's Mass Effect related or I

Think the more likely thing is it's like the bio shock the bio shock infinite DLC

No

Close on Fallout or bio shock infinite fallout. Oh, is it the fallout 3 DLC? No in the Skyrim

No, the steel dawn or whatever. Oh

What else is Bethesda done that he would like my Skyrim I said closer with Skyrim oblivion  
oblivion

What deal season oblivion?

Shattered Isles or whatever the shivering shivering Isles baby. Yeah when the man who rules at  
all. Shaya Gorath

Do you remember it? Did you ever play horse? Yes, I did. That is a good DLC

You get to like a weird wacky island where this man who rules it. He's like a crazy person

Remember when DLC was cool

Yeah, what was that Far Cry 3 one blood dragon?

Yeah, that's good. Good times. That wasn't really DLC though. That was like a standalone

I think it was one of those that started as DLC and then turned into yeah turned into think of  
any

DLC that I really like though, honestly undead nightmare is probably but that's also it

I guess maybe not DLC technically speaking of speaking of DLC

I this is kind of funny that we're talking about this because I think so I've blasted through to eat

I'm done with to eat now. I've done it. I've finished it. Huzzah

I'm gonna play it after the show tonight. I think the thing I'm going to play now

Finally, I think I'm gonna play the doom DLC. I think I'm going to finally

Eternal here's here's what I decided going to do that

before

There's a part of me that should play the rest of blood-borne I

Should do that

And then I should probably play Yakuza's four five and six

So I could finally beat them all and then I want to play through all the doom video games all the doom games

Yeah, I own them all on multiple platforms

My request is you played the first doom on a calculator. I

Don't own a calculator

(laughing)

But I own a phone with a calculator.

I could play it on there probably.

- I'm sure you could.

- Yeah, I have Doom on,

I think I have the first three Dooms on PS5,

technically, Xbox One, and PC.

And Switch, I have it on--

- Do you still own your PSVR?

- I do.

- You should play Doom 3 and VR.

- I should play Doom 3 and VR, and I should play Doom VFR.

- Yeah.

all the dooms I will play I do want to have that I bought doom 3 VR because the apparently the physical version of that game is a GameStop exclusive really so

I'd it was one of those deals where it was like it was on sale for five bucks or something and I used a coupon to get it or whatever so like I have a sealed copy that I would maybe someday I play it who knows but right before I went to Vegas like literally the day of I started I played like the first level of doom 2016 I was like wow what a game and then you missed your flight for Vegas because it was so long no no I didn't yeah the first level took nearly four hours to complete that's sometimes how it feels like for doom eternal it feels like two hours a level but yeah I've been like trying to check out which games I want to play blood-borne I keep on thinking about though I beat the gas coin man I'll get those games someday that's gonna be one of our seasons is the souls games call me when you want I'm itching to play Sekiro again I want to play it so I can only give a big talk about this game lately and I'm like dang dude I kind of want to play Sekiro which is the dumbest part of it here's the I played Elden Ring and I wanted to go back to Sekiro.

It's the only game that makes me feel anymore.

Yeah.

Telling you games have died.

The next game I want to play after we finish Banjo, which also, Mike, we're gonna play Conker as well, but we're not telling anyone.

Nice.

That game sucks.

That game's terrible.

I will say, oh my gosh, I will say one quick thing about that.

thing about are you doing live and reloaded or are you doing their original original because it's in

rare replay i will say one quick thing man i was looking forward playing conquer that has dipped a

little bit after tui because save save it save it save it save it i mean i don't think too he's like horrible but man like i know but just save it so anyway after we finish all that the next game i really want to play is tunic tunic you would love yeah and I haven't I didn't I never beat it max game and I'm dying to play it I never beat it and I heard about stuff and I'm like this is this is not me I am NOT big brain I am NOT big brain for this I'm so pumped to play it I did I did Fez without a guide and I felt like a freaking brainiac after I was a mind reader after playing that game but I am not that guy anymore I'm not the I want to write out pen and paper in notepad draw out what I need I'm not that guy anymore that's tunic is that game it's insane it is crazy I am I'm very much looking forward to playing that game yeah it's really cool it's one of the more like cooler games I guess I've played this year but I probably will well you know I should just beat it I'm like more than halfway done with it. I'm prob I probably have like three more hours of it left to be honest, so Hmm just get a guide just move me through it something new cuz I I saw what it was What I had to do. I was like I would have never guessed that Ever I am my old 30 year old mind cannot fathom that anymore Yeah, I'm still I live which is why I want to play doom where I just shoot to go forward That's it. I want to play doom and I want to play ghost wire Ghost wire is also a shoot to go forward game. So Ghost why I want to play because I just keep hearing people say oh, it's pretty short and I'm like, okay It is if you were to yeah, if you mainline it, it's real short I think I beat it and I was doing I did every side mission in it and I think I beat it in 20 something hours Yeah Maybe less maybe 18 hours. I beat it doing every side quest so

