

This transcription was completed on March 22, 2023 with the application MacWhisper on macOS. This was done automatically, without human input during the transcription process. The application uses OpenAI's "Whisper" model. This produces the transcription as a plain text file, hence the block of text.

My hope is that by offering this transcription – however accurate it may be done by a machine/ AI – will help you, the listener. I'd love to offer full, proper transcription some day, but that is not feasible at this time. Thank you for listening and reading. I hope you enjoy the show and that this document was helpful. Enjoy.

- - -

Brian, I gotta ask. I gotta ask. Okay. How was this creator clash boxing thing?

Because I didn't know it was happening until you said so. Well, I knew it was happening. Obviously you had tickets. Yeah, yeah. I found out through Super Mega, if you know who they are.

And so I was like, that sounds stupid.

That sounds really dumb, just like dumb fun.

I'll go to that.

And the tickets were like 35 bucks.

That's not the worst thing in the world.

- And it's for charity. - So I grabbed a couple of friends.

Yeah, it's for charity.

So, you know, grabbed a couple of friends.

I went and it was better than I expected it to be.

Like a lot better than I expected it to be.

It was so much fun.

But again, it was dumb.

It was stupid.

Who won?

Did iDubbbz win or did Dr. Mike win?

So Dr. Mike won, which isn't really like a crazy surprise.

Right.

He's been boxing for 10 years or something.

It was surprisingly close.

I did not...

I couldn't believe it.

At the end, it had to come down to points.

And Dr. Mike was I think 50 and iDubbbz was like 46.

So it's like a Rocky kind of story.

Yeah.

iDubbbz went the 10 rounds.

He went every round that they had planned out.

I think it was all four rounds.

That's awesome.

Which was wild.

But yeah, it was a little crazy.

It was fun though.

What are there a lot of people there?

It was sold out.

Yeah.

That's sweet.

It shocked me there too, but yeah, it was sold out.

What was your favorite fight?

Oh, man. Well, I don't even know if it was like favorite fights, more of just like moments that I really liked a lot. Like Michael Reeves, if you know who that is.

I do.

Yeah. Okay. So, you know, he came out to Minecraft parody music, which was basically like a 12 year

screaming into his mic lyrics that he made up to Aha's take on me and that was

hilarious and then he won which was even even crazier. Aaron from Game Grumps went against Harley from Epic Meal Time went about as much as like how you would expect it to. Who won that one? Oh Harley won that one. Okay I thought so but it was a big dude huge dude and then um chills was there he was like the after fight interview person like the number 15 Burger King foot lettuce dude and he's a huge dude - sick unbelievably tall oh my gosh just a very weird night it sounds strange you've got you'll have to do it again right like there will be another one yeah I think they plan on doing another one again I think I would hope so because I definitely want to go to it again.

That sounds really fun.

It was.

It really was a good time.

You just look cool based on like everything I've seen about it.

Yeah, it was just like a it was such a weird thing where it's one of those things where you can kind of tell that everyone in the room is like of the same mindset like people are all chanting the same like memes and stuff and like the like every now and again people just chanting like twist his repeatedly which was really funny I think I may have cut out somehow you know you're coming to find on our end one second oh we could hear him cut out during that didn't I know we could hear you you were there the whole time did you not hear us completely yeah you guys froze up and I couldn't hear you weird Logan am Am I coming through fine on your end?

Yeah.

Okay.

I didn't want to make sure it wasn't me.

Yeah.

If it happens again, I'll just very quickly drop out, drop back in.

So it's like not nice.

Oh, you're good.

Well, that's one of the things.

I do a full edit of the show.

So if anything does happen or you got to go to the bathroom or whatever, it's fine.

So if you're having issues, you can signal or say something in chat or whatever and it'll be good.

Sounds good.

You know me with my plentiful issues.

Well, when you said you were going to something called Creator Clash, my brain just went,

"Oh, he's just going to some convention."

Because you've gone to stuff before, so it's like, "Oh, there's another convention in Tampa."

Going to one on Thursday, actually.

See?

It's a normal thing.

But then I saw Chris Reagan was in Tampa.

I was like, "Why is Chris Reagan here in Florida?"

Yeah, he was there, yeah.

And I saw people taking pictures with him or something the day before.

I was like, "Oh, maybe he's at the convention thing that Brian's going to."

And so I looked up Creator Clash and then it took me to iDubbbz and I was like, "Oh my gosh, he's actually doing the boxing thing."

I remember back when he did a video earlier about trying to fight RiceGum.

And I was like, "Oh, it's finally happening.

RiceGum, big ol' baby."

So didn't didn't want to go which is like expected you could argue now that because of that we got

creator clash out of it so it really is like a we came out on top I guess we got something really fun out of it. Yeah we're all the winners. Yeah except RiceGum I don't know what he is.

Alright I don't even know what he does I still barely know who he is.

I only know RiceGum through him from iDubbbz and h3h3 maybe did some stuff about him. I don't know.

I don't remember.

Maybe a while ago. I haven't...

He's the "but did it feel good though" guy, right?

You know, you know from that iDubbbz video?

Yeah, that was him.

Oh yeah, yeah, yeah, yeah.

Why don't we say that to somebody? Oh my god, I feel uncomfortable.

It's coming back.

Like that that's how I know that guy for that line. That's how a lot of people know him

It's got it's gotta be the way

So bad

What a guy also, I think I may have figured out why discord

by the call froze I

Had unity up in the background with

songhouse games next big project open and

It's a lot.

How far along is that?

To being done or to being ready to show?

I don't know.

I remember you sharing screenshots of it.

I think you described some of the premise to me as well.

Very recently, yeah.

Oh no, I'm talking a while ago.

Has it changed?

Yes.

Is it a platformer?

No.

changed we changed projects to projects twice okay sounds like game because yeah it's I I didn't realize how long or how often like we were gonna start up a project and then drop it because it's tedious if you're not like like super confident in what you're doing or your own abilities or if you just think the idea needs to be shelved until you have a better idea of what it's supposed to be or if you aren't quite good enough to make it what you really want it to be then you typically will just drop it. So now in the last six months we've been on this one project that was something that I came up with a while ago. I've been working on for a good bit and now it's finally out of state where it's like so close to being ready for us to like show it off in like a trailer or more screenshots or something but to like formally announce it. It came from this idea from Bloodborne where there are these like... I was literally about to ask you if it was a souls like. Well it's not a souls like but it is so I haven't played all of Bloodborne, but there, what I was reading one night was there are these dungeons in Bloodborne called the Chalice Dungeons. And from what I know, they're like impossibly large and there are certain parts of it that are just like not very easily accessible and people were finding new rooms and new enemies in them as recent as like last year. And I was like that is such a cool idea. I love that. I wish there were like, I wish somebody would just make an entire game about like that type of concept. And I was like, Oh, wait, I can do that. Like, why don't I just do it? So it's this, like, this whole idea of like, you have this big like area to explore, but the entire thing is one, um, is one puzzle. So trying to, um, explore that not based on like, Oh, just get this key and bring

it here or like, get this shadow to face the right way or move this block over here.

It's no, like you have all of the tools to figure out where you're going.

But it's how deep into something are you willing to look?

And how much time and effort are you willing to put towards figuring something out to the point where like, we have you actually closing out of the game.

um that's and looking in other places that will actually give you answers to

where you can go next and the game is you can go

anywhere right from the start but no one is going to have the same path

just because of how we've laid things out how deep

you kind of have to go through layers of layers of puzzles just to find

a new area um you should hide things in people's

like files on their computer like with uh

What's that stupid game called?

Do you want to spoil that game?

I know what it is.

Do you know what it is?

It's an anime game.

Oh wait, I think I heard-

Doki Doki.

Yeah, yeah, I played that game.

Doki Doki Literature Club.

Well, I was thinking that's Metal Gear Solid kind of stuff,

like Psycho Man is reading your memory card,

or Eternal Darkness making you think that it was deleting your game.

Yeah, it's stuff like that, where we have like...

Okay, so the game is called...

Well, I guess if this comes out later, the game will probably already be formally announced.

People will not hear what you're talking about right now in three weeks.

So it'll be next year at some point.

So the game is called the Museum of Forgotten Space, and it is a museum that was meant to exhibit places that were like, essentially just like lost to time that, you know, are kind of like time capsules in themselves. So like, I don't remember the name of them, but they're those big World War II era like structures out in the ocean that were basically for like directing ships that were just completely abandoned or places like Centralia or Chernobyl. And over time, people stop going to this museum but the museum is actually like alive and so it starts to like resent people for abandoning it the same way its exhibits were abandoned so it starts to create its own rooms like new hallways people go missing and over time the people who work there start to find out that there are rooms and floors of this museum that were never built and should not be there. And so you have to kind of explore this place yourself and kind of figure out what's going on there. But one of the things that we had people do was actually go to the museum's website. We bought the domain for it. And it's like a website that would be for any museum, like here's where you buy your tickets, here's some of the exhibits. But hidden in the website are clues on how to progress the game.

So it'll, but there'll be like--

- That's like, that's back of--

- It's not spelled out.

- That's back of the box, codec call level stuff.

Like, look at the back of the box, Snake.

- You know what?

Actually, let me see really quick.

I might be able to--

- He's gonna open Unity again and load up the game.

- I'm trying.



hiccups I don't know where they're coming from yeah I do actually have it up here but yeah I just I love that idea that like you know it's these spaces that like are you know not really meant for people to be exploring yet they do have some sort of like hint of like man-made ness to them that you are sort of you know trying to navigate and figure out why things make sense and but it's all at the seat of your own wit you're not like guided in any sort of direction so I'll show you that I'll actually stream my unity window it's gonna look a little weird I'm using a an ultra wide monitor so it might come up stretched but that is okay also I won't take too long doing this because I know we have to get on. So this is the front room. Got a sign there. All of this is like very basic stuff but we're using a lot of things that we haven't used before so like screen space reflections, bloom lighting, all of these pictures and the paintings are placeholders. They're gonna be changed at some point. But we don't tell you but some of these paintings you can actually walk through.

- Mario 64 style.

- Yeah. Some of them you can walk through. There's going to be one here. This room doesn't really have lighting yet just because I haven't gone that far. But there'll be a painting here that you can actually walk through. There's no real indication that you can do that but there will be like hints throughout the room and through dialogue that you can. And so, you're in this museum but then all of a sudden you're in this like forest that -

This is that is a new child you share a picture. Yeah, forest. Whoops

yeah, like there's this all of a sudden I

have like

All these things that are kind of like hidden in plain sight like if you were just to look over here and say hey

What happens if I go through this bush?

You're in a completely new  
area that

You wouldn't really know was there unless you just kind of went looking for it

Another place that we worked on is over here. There's going to be

Whoops an elevator that'll take you down into this room

Which isn't really done being worked on yet

but it's a lot of like

pools and water pumps

Another one this way that was being worked on last night is through this hall

Just this weird like

warehouse with like a small

cottage in the middle of it like a lot of just like

very like

strange abstract spaces that wouldn't really make a whole lot of sense for people to

Make I just love that idea. I thought it was really cool. The lighting looks really good. Yeah.  
Thank you

What a two-person team still

Right now it's one just me but

But in about, because the other two guys are working on a whole other project on their  
own.

That's like very, very early.

So I'm letting them kind of get that off the ground while I work on this.

And then in about a month, they're going to join me on this project.

And we're going to, you know, just push it out the door.

Not as fast as we can, but obviously we want it to be good.

You know, Light of the Mountain is a six out of 10 game.

We want this to be seven.

So it's a good goal.

Yeah.

Just, you know, do better than we did the last time.

That's kind of all we want for like any of the projects we work on.

I like the concept.

It sounds dope.

Thanks.

It looks cool, dude.

I like how, yeah, maybe this is a tarnished word now, but how meta it is.

Yeah, yeah.

It's kind of hard to describe.

Yeah, it's weird because there really isn't much like game to it.

It's more of just like, I don't even really know how I would describe it.

It's just like a very strange idea that I have.

I guess the only thing I could compare it to is Outer Wilds, but even then like that has more game to it than even this does.

It's I don't know.

It's a weird little thing, but I'm pretty hyped to keep working on it and eventually show it.

I want to have it like formally announced before the before the summer is over

Really before it's even halfway over, but you know, we'll see how that goes

Making games is extremely tedious. I did not realize that when I started but it is not easy

Well, that's not it is easy, but it's not it just takes a very very long time and speaking of tedious

We can get the show on the road. Let's do it

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

Exploring their evolution design and legacy. I am one of your hosts max roberts, and I'm joined as always by Logan Moore. Hi Logan

Hi, we're back to doing the banjo things again. You may one may say that this

You know is a sequel episode we could call it chapter

select D

We're trying to use too many of these

ooey

puns or not puns but

References calling the season 3e we're trying to call this well 3e was the is the most logical name for it

It actually it works out perfectly 3e they actually say in this game, which I never knew

Yes

They say that in banjo-toui and then I got to the spoiler alert for like one of the final lines in the game

But they say 3e I'm like, oh that's where everybody got that from. Okay, the three is canonical

Yes. So we are, we're here, this episode is all about Banjo-Tooie. The previous two episodes, Kazooie Nuts and Bolts, and this time we're talking about Tooie, which was developed like the rest of the Banjo-Kazooie games by Rare for the Nintendo 64, and then later ported the Xbox 360 as well. I didn't know this, but that port did not launch at the same time as Kazooie, it came out months later. It originally launched on November 20th, 2000, and then later for the Xbox 360 on April 29th, 2009. So this is after Nuts and Bolts and the Kazooie port. I thought that was kind of interesting.

I think I remember that because I, not to get too much into the history part of it, but I think I bought the Kazooie port on 360 as soon as it came out, but I totally forgot until Rare Replay that Tui came over as well.

- It's very interesting that they wouldn't have launched together.

Maybe there's some history on that that I haven't read about.

It was directed by Greg Mails, who was one of the two directors on Kazooie.

I'm blanking on his name now,  
I really shouldn't be, George Andreas.  
He went on to direct Donkey Kong 64,  
so they kind of split.  
It'd almost be like, for me at least,  
a Naughty Dog parlance, it'd be like if Bruce Straley went off to direct something to Neil Druckmann went off to direct something, it was kind of the idea in that pairing.  
I couldn't find anyone listed as a producer for this game in my research, and I think part of that is because all of the credits for these old, rare Banjo-Kazooie games are funny and they all have nicknames, so it's not real specific roles.  
So I didn't see anyone specifically labeled as a producer in my research.  
But then the music again was done by Grant Kirkhope leading that trail there.  
It got a 90 out of 100 on Metacritic, so a little bit lower than the original game.  
And then the 360 port is a 73 out of 100.  
So that is kind of the summation, a little bit of history and context for Banjo-Tooie.  
But I wanted to dive right in with our show and our guest, Brian Hinkin.  
Welcome to the show.  
Hello.  
How's everybody doing tonight?  
Oh, you know, talking to you, talking to Logan, talking about Banjo Tooie.  
Sounds awful.  
This man hates Banjo Tooie.  
He came out and said it right away.  
I can't stand that game.  
It's not or he hates us.  
One or the other.  
It was a long con.

just wanted to get in a public forum to diss us.

Of course, of course.

He's been playing this for years.

I love you guys.

And Banjo-Tooie, really.

It's all a meme, it's all a meme.

We love you.

I guess you're gonna make me blush.

We can use that right there.

You love Banjo-Tooie.

What is your guys' histories with this game?

I feel like mine is unique, but I'm also biased because it's mine.

Brian, what is your experience with Banjo-Tooie?

So I'll start by saying that if I were to play this game for the first time as a 26 year old man, I would probably hate it.

Hi, that's me.

I'll get to that in a second.

But no, I played Banjo, the first one, probably not long after it came out.

I was about four.

And then I played-- I didn't even realize that this game had-- that Tooie had come out.

I just happened to see it in GameStop one day, like already on the shelf.

But I do-- it's really strange.

I have this weird memory of playing it in target at one of the demo kiosks.

And for some reason in my brain, I remember playing like in Spiral Mountain.

And I remember it being raining for some reason.

I don't know why that is.

Cause that's clearly not how it is in the game.

That's not how it is in any of the beta footage or anything.

But so that would be like my first, I guess, like introduction to it.

It is this memory when this game starts, isn't it?

When it starts.

Yeah.

But I specifically remember jumping over the broken bridge while it's raining, which doesn't make sense.

Right.

So I guess that's where it starts is like a half memory of that game, but actually playing it for the first time.

Um, I, I loved it cause it was, it's weird.

I was a little too young.

I was about five years old when I played the game for the first time.

So I didn't really understand the concept of like, you know, maybe I should make a new save and play through this game on my own, I just kind of played through the first file that was already on there.

Um, which had the game mostly beaten.

So what I was doing is I was exploring like a game that was already beaten and just kind of experiencing the world rather than experiencing the actual game.

So it's kind of a weird way to quote unquote play that game.

But immediately I noticed that like, wow, Banjo-Tooie is much darker than the first, first game.

And it kind of had me a little uneasy playing it for the first time, but I just,

I loved it, I don't know why I always just have this like weird, like love for games that are kind of like dark, but not like overly spooky.

just I don't know it's weird I I really liked it for that reason and then

eventually I I beat it I think I was a teenager and when I beat the game for

the first time but um of course not as much as I like the first one but I do like the game quite a bit well love hate but you know yeah we'll get to that later let I'll be the bridge to you Logan because like Brian I didn't

owned this game as a child but I did play it as a kid and that was because the kids across the street

got all the cool new toys and they had banjo-toui and so I would go over to this kid David's house

and play this game upstairs in like their playroom or whatever with them and that's pretty much how I

experienced most of this game. There was just this golden period of time in 2000. I would have been

like six years old just going over to the friend's house playing this game and like every time you came over, there was a new world to explore because David was playing the game when I wasn't there. It wasn't like just me. So this would have been in Indie, right?

Yeah, yeah. And so I'm playing this game through my neighbor but also playing it at his house, you know, with him. Like we were passing a troller and taking turns. And so I never owned Banjo Kazooie, I never played Banjo Kazooie until this show.

And so my really, my only tie to Banjo was Tooie and then later playing Grunty's, buying Grunty's Revenge as a kid for my Game Boy.

But like, that's how I played this game was through this.

And then now you have to think 20 years later, over 20 years, geez, I have like nostalgia glasses.

My rose tinted glasses are on for a game

I didn't even own or even really play fully in-depth. Coming back to it in the year 2022 was a very interesting experience. And then I think Logan, did you even play this as a kid?

Yeah, so I had similar experiences. I used to go typical 90s kid thing and go rent games from blockbuster all the time so like I knew this game existed and I had banjo kazooie



and I loved that game so I knew there was a sequel and maybe I ran it from blockbuster a time or two but I also remember a neighbor kid having the game as well and I think that was maybe my first exposure to it because I the thing that really stood out to me wasn't the cartridge green for it right no it wasn't sure it's a normal cart green was like an army game.

Maybe.

I was going to say, you're thinking of army men, sarge's heroes 1 and 2.

For some reason I think this game had a green cartridge in my head.

I don't know why.

Anyway, the label is green.

Yeah, that's probably just all I'm thinking of then.

For some reason the green label got extended to the whole cartridge.

Anyway, it doesn't matter.

I know a neighbor kid had it and maybe I borrowed it from him or maybe I just rented it from Blockbuster.

I played a little bit of it when I was younger. I think I got up to what you would then

I pretty much stopped after that

And yeah, I never

Beat it and I never really had any sort of but as a kid, I never beat banjo-kazooie either

It wasn't until I was a teen kind of like with what Brian said

I went back and I played the 360 version of Kazooie and I beat that and then I tried to do the same thing

I've actually tried to play to II a couple different times. I

Tried to play it once on 360. I want to say and I

Bounced off it think I tried to play it again when rare replay came out and I stopped again

And then this time now I've beat it. So

Yeah, it's it's just I don't know. It's actually kind of weird that I've never played this game

Because I like banjo-kazooie so much like whenever I talk about the video game franchise franchises that I feel the most

Love for it's probably up there. But yeah, I never

Played this until now and now I have very complicated feelings on this game if I'm being honest

because like Brian said playing this for the first time when I'm a

27 year old man like banjo-kazooie when we played that actually, I'll be honest like banjo-kazooie

I'll just talk about general impressions of Tui now if that's fine with you max

That's fine. I'm sure I'm sure I cuz I know that's the direction we're headed in banjo-kazooie. I have like general

nostalgia for for sure but when we played that game for this this time

around again I thought it held up incredibly well in a general sense I I

think that game is still very tight I think all those levels are very well

designed this game by comparison feels just so bloated in like unneeded in a

lot of ways and it is really hard to play by modern standards it's very clear

that they took a lot of bad ideas from DK64, which is a game I don't think is bad, but like the lessons, like the things that they took from Donkey Kong 64

were like "Hey, what kind of things should we pull from this Donkey Kong game we made? How about the large levels?"

And let's put that in Banjo-Tweet. It was very much just like a bigger is better type of era.

And I don't think that's great going back to it.

I have other complaints too, and we'll get into it.

But I mean, yeah, general impressions is just, yeah,

because this game is too large

and that leads to other issues, which I will get into.

- That's such an easy way to think about

making a sequel though back then,

'cause it's like, how do you expand on an idea

that works so well?

Literally expand it, make it bigger,

make this take longer so you get more game for your game.

Especially because 3D level design was still in its infancy, kind of.

So people of course were wanting to be like, "Oh, well, yeah, let's go bigger!

Bigger'll for sure be better!"

Because eventually we got to stuff like GTA 3 coming out a couple years later, which was really revolutionary.

And I think that actually has kind of been a prominent game design focus, honestly, up through today.

Like, look at Horizon Forbidden West.

Like that game is absurdly massive, and I think very padded with its side quests and other things to do.

Like that mentality is maintained, and that translates directly to certain people thinking, you know, "Well, the game's not worth it if I don't get 100 hours out of it."

like price and time spent is a ratio that matters to a lot of people and I think that mentality was definitely the case in 2000. Now I wasn't-

I think this game is like straight up twice as long as Kazooie 2. Like it was for me at least. My- personally my clock time was like 12 hours

for Kazooie in about 18 hours so it was about a 6 hour difference.

Okay I got through Kazooie in probably 7 or 8.

You also had played Kazooie, you knew Kazooie though, and I was playing the line.

So that's definitely a factor there.

Mine's probably even bigger.

Like I do 100% speedruns of Kazooie and I can beat that game in close to, I think maybe even under five hours.

But I am not nearly as familiar with this one.

So it was about like 16, 17 hours for me.

It's long.

And I totally get the whole, "Let's make Donkey Kong 64 what Donkey Kong 64 is," and then basically make Donkey Kong 64 2, but for all the wrong reasons.

I love Donkey Kong 64.

It's my favorite game of all time.

I will be the first person to tell you that that game straight up is not good.

But I can't help but love it.

But Fanjou 2 is just like, "Ugh, I don't understand it."

I think the... I don't know how deep we want... screw it, we may as well get it deep into this conversation now. I think the weirdest thing I can say about this game, and I don't know if I said this D-Max, because I was trying to keep this from you before we talked...

Secrets? You're keeping secrets from me? Not a secret, but I don't think I said...

we try not to talk too much about the games we're playing before we record this show, obviously.

One of my biggest takeaways from this game is, wow, Super Mario Odyssey is a very good game, because that game has very large levels, but they fill it with so much stuff that you feel that sense of accomplishment constantly.

The biggest problem with this for me, with Tooie for me, is that the levels are like three to four, five times bigger than a lot of the levels in Kazooie, but the jiggies, It's always 10 like it was in the last game, and so those 10 jiggies are diluted way more throughout the level, and it's way harder to know where to go, it's way harder to know what the points of interest are on the map.

If you get into a level like Freezyzy Peak, for example, it's like, "Okay, something involving this Christmas tree is going to give me a jiggy.

Something involving this snowman is going to give me a jiggy.

There's these bears over here that's going to give me a jiggy.

There's this walrus back there."

You immediately know in a lot of the Kazooie levels the points of interest.

This was one of the hardest things about Tooie for me is that I did not know what things

I was supposed to interact with to get the jiggies in a lot of these levels.

I consulted a guide a lot on this game.

I should say at least in the back half of the game I did for sure.

So I think it's interesting.

I want to jump into the gameplay side of it, but I want to keep thinking about just the time in which this game came out.

2000, N64, Rare is on fire, they are putting out a ton of games.

Logan, you and I were talking about this not terribly long ago.

I mean, Goldeneye was '97, Diddy Kong Racing was '97, Banjo Kazoo was '98, Jet Force Gemini,

Donkey on 64, Perfect Dark, Banjo-Tooie, like all of Conker's Bad Fur Day, and that's not counting all of the other licensed games or portable games that they were also making at the time.

They were just cranking games out.

But also around this time, you've got Ocarina of Time came out before.

Was Ocarina in '98?

It was '98, right?

Yeah, it was.

Yeah.

And then Majora's Mask was on the horizon there in 2000.

So you have to think that developers were also pulling in from, at least in that era of making these kind of big world games, pulling in.

Like, how do you not look at Hyrule Field and go, "How do we bring that over into like what we're doing?"

And I think I see a lot of that kind of inspiration in Banjo-Tooie.

There's a scale and a sense of place.

This really is an open world game.

least when I look at it I go, "This is a large space to explore and interact with."

Now the depth of that isn't what you would find maybe today.

Not even maybe it's not.

That's why I invoke Odyssey, is because Odyssey has those sprawling worlds and levels and stuff but it's just, yeah, there's so much more in them.

Like there are literally eight or nine hundred collectibles in that game to get in Super Mario Odyssey compared to this it's just the static what like 90 I think 90 to 100.

Odyssey really is like the uh here's how you take Donkey Kong 64 and Banjo-Tooie and do it correctly sort of game. It definitely feels a lot like that now

that I'm thinking about it. Yeah. Well I think the key part of that because I

also wrote about Super Mario Odyssey in my notes which I find kind of

interesting that we kind of we approach that the same way Logan. Yeah I mean I

I kept thinking of that game like the whole time I was playing this I was just like dude like

It took 15 to 20 years, but they could they got a good version of this style of game

They're trying to make here

Further down the road and I think the key difference and this can launch us right into our gameplay is in Super Mario Odyssey

Mario

Has all of his moves up front now granted the hat lets you play as other things and those reveal a new type of move. But Mario's core, everything you need to collect a moon in that game you have from the very start of the game. And in Banjo-Tooie, you do not. You are learning

at least two moves in every world. This is another one of my big issues that you're naturally bringing up with the game, for sure. On top of every move that you have from the first game too. Yeah, I thought this would be a great way to come into gameplay. And so I I kind of want to kick this off because as a kid, and as someone over the past 20 years, this is one of my defending points for Tui of like why I thought this was a better game,

was because you could do so much more mechanically with Banjo and Kazooie.

I loved, as a kid, splitting them up on the split up pads.

I thought all of the different ammo types for Kazooie were really fun and inventive.

I thought the different shoes, the way you could climb up the walls, all of this appealed to my six year old brain.

I was like, this is awesome.

This is so exciting and new.

And as an adult, all that is, is padding.

We will make this the longest game possible because not only do you have to find a split up pad, but you also have to take Bandra over here and Kazooie over there.

then you've got to bring Mumbo over here.

And it was just this, it's a, it's this web of just tiny little task and backtracking that today does not hold up, but as a kid, it was so cool and exciting.

Well, there, I think if you, you could go a little bit deeper with that and say that like, I don't even know if it's just today, but it could also be like, you know, sit a six year old down in front of banjo two-way right now.

And what are they going to think?

Was it because when you're a six year old, you have unlimited time.

And so when the game stretches itself out, maybe that is fun because wow,

I get to play the game even longer.

But as an adult with limited time, you're like, I have to sit here longer with this and it's midnight and I have to go to bed soon as an adult, who's trying to be the game to record a podcast to talk about the game.

Yeah.

Cause I felt that.

So is it like, is it because you're a kid, like you have more time and you want to play that game longer or is it like.

No, that really just is annoying.

Because it could just be annoying.

It probably is.

I think game literacy was probably also a part of it.

I mean at six years old, my experience with games at that point was whatever I had on the N64 in a Game Boy.

I think so that's a part of it.

Your angle on time is another thing.

And then this game was designed for kids.

Like the target audience of the N64.

I just think a lot of those decisions reflect that.

Like the powers and things were very, I think, kid focused.

What's not to love about grenade eggs

or remote control bombs or fire and ice dragons

and like, you know, just, it's designed for kids.

You know, that's kind of what I thought.

- Off that point though, there's so much here

that it's hard to know what you're supposed to do sometimes.

Again, like not only, not only do I not know

the points on the map that I'm,

that it specifically wants me to interact with,

but even once I do find something that I'm like,

I'm pretty sure I'm supposed to do something here,

I didn't always know the answers.

The thing that bothered me the most,

and this is the great sin that you brought up

with our Kazooie episode, Max,



is that, I believe it's when you get to Freez-EZ peak.

- Gobi Desert, Freez-EZ peak.

- Yeah, when you get to Freez-EZ peak

and you unlock that level in Kazooie,

it is the only level in the game where

there is a Jiggy in that level that you can't access

because you have to get an ability from another world

that you haven't been to yet,

which requires you to then backtrack later.

That happens constantly in Tooie.

There were so many times in this game that I ran into things,

like the one off the top of my head is I ran into the turtle

in Jolly Roger's Lagoon.

He's like, "I need my egg hatch.

"Can you get me to hatch this egg?"

And I was like, "Okay, sure."

And I tried everything I could think of

to get this egg hatch.

I'm like, "Yeah, I don't know."

And then two levels-- - Did you shoot a grenade

at it?

- I tried everything, yeah.

- I mean, his reaction when you shoot a grenade at it

is hilarious.

Yeah, I I yeah, I tried to do like everything and it wasn't until I think a level or two later when it's like

Oh, you'd learn the hatch ability. You can now hatch eggs. I'm like, okay great

so I wasted five or ten minutes of a level two levels ago trying to hatch this stupid egg and

The ability to get that was levels away like that happens a lot in this game

I don't know what the exact count is for the number of times that it happens, but it happens quite frequently

And that's such a situational move too that is rarely used

So it's almost like yes salting that of course like hatching an egg by literally hatching it

yeah, there's there's a couple like there are certain moves in the game that yeah, I think you only use a

Handful of times like the grid all the different grenade types. Obviously, there's the kazooie torpedo underwater

There's the different shoes. I

Remember the first time I even noticed that thing happening at all was I think very first level

there's a boulder to get into a

Like a little underground temple and I instantly knew like oh, yeah, cuz I played this game before I need to go get the drill

Yeah, that's not until the next level which means I have to come all the way back here. Oh my god

I forgot what game I was playing

cuz it really is just like

roadblock after roadblock after roadblock

and it's just disappointment after disappointment.

- And it's exasperated because of how big it is too.

- Yeah.

- It's like they are not helping each other.

Not only do you have to backtrack constantly,

but you're backtracking through this huge world

that they have built.

So it's like that much more annoying.

And I know they've put the teleportation pads

around the levels to kind of make it  
a little bit more easier in some senses.

But yeah, that was really,

And some of the steps you have to take to some of these, like, I think the most baffling one in the whole game

is the one where the bears, again on Jolly Roger Lagoon, are like, "Our pool's been poisoned," or whatever,

and it's like, "Okay, cool." And then you figure out how to turn off the sludge or whatever, and they're like,

"Now it's cold!" or, "Yeah, now it's too hot!" And it's like, "Well, what the heck am I supposed to do about that?"

And then it takes to like three or four levels later when you find an ice cube in the sky

And then you have to knock the ice cube out of the sky, land it in a pool of water on another level

And then you have to go to that level and you have to let the water...

It's just like, what is this?

Like, why am I having to go to three or four different worlds here to just get one Jiggy?

And that's the thing, one Jiggy.

Like you're not, the game even pokes fun at this

at one point too.

- That was just what I was gonna,

I have examples right now.

- The one with the dinosaurs?

Yeah, because you do all those steps

and then you get to the dinosaurs.

The dinosaur mom gives you the jiggy

and Kazui's like, "Wow, just one jiggy?"

I feel like we did a lot more to deserve,

I feel like we did a lot more here

to deserve a little bit more."

And she's like, "Nope, just one."

- She just says no, just stone cold,

which is actually really funny.

Another, we may have used the same guide at,

I don't know if you, I was using Game Facts in particular.

- I was, I use YouTube.

- I like to be period accurate.

So I was reading an actual FAQ, the whole thing.

But one of the particular guide I found for this game

was actually really, really good.

I'll link it in the show notes,

but I pasted a quote from it.

This is in regards to the aliens in Hailfire Peak Mountain,

whatever it was called, where you have to use Mumbo

to revive the dad, and then you gotta go get Banjo

and Kazooie back onto the ice side.

Mumbo's on the fire side, so you gotta bring them back

to start getting the aliens.

You have to use Banjo to break the ice to free the alien.

One of the alien kids is dead,

so you've gotta bring Mumbo back.

So that's the context of this one and so.

- You also have to get them to leave their UFO

at the bottom of the ocean first

to even start this whole chain of events.

- This is also true at Jolly Rider,

yes, to even get this to happen.

But the guy, the writer wrote,  
the first kid is found right below Mumbo pad  
near Wumba's wigwam, build group, whatever, blah, blah, blah.

But what's this?

Another dead alien Gs.

They really need to learn how to adapt to the climate.

Bring Mumbo back again.

And then in parentheses, ah,  
all this going back and forth,  
and then quote in parentheses,  
to raise him from the dead.

Like even the writer of a guide in their free time  
was like, this is too much just back and forth,  
back and forth, back and forth.

- Yeah.

And I think that has like a really like bad,  
unintended effect of like when you've played the game before  
multiple times, like I have,  
like on this playthrough, I'm sitting here thinking like,  
obviously we're not doing a 100% playthrough,  
or at least I was not.

- I wasn't.

- So now I'm picking and choosing  
what jiggies I should go for  
based on what's gonna annoy me the most.

- That's what I did.

- Yeah, so I'm like, I don't even know

if I did the alien one.

'Cause I think I may have started it

and I was like, you know what, it's not worth it.

- I realized how long that one was going to be

and I'm like, yeah, I think I'm gonna go look

to do another one here.

- Yeah, like I get it 'cause if you're gonna have

these big worlds, sure, put things in it

make it interesting, but if you're not, you're really going to have these objectives spread out amongst them and it's going to be sprinkled on. There is something to be said of like,

"Wow, I'm running around this all the time. I'm backtracking and I'm really learning the

level." That's kind of a cool thing, but what you're getting out of it doesn't reward you

for how much you're backtracking. It's done so well in games like Metroid or like some

of the later Castlevania games where like exploring the world as much as you're exploring

it is rewarding you for doing that. Whereas in this you're getting one jiggy for essentially,

you know, 20 minutes of work. Whereas in the first game I can get through an entire world

100% in about the same amount of time in certain cases.

So I get it, I understand what they're going for, but it just doesn't work the same way.

And I think it's funny that Max brought up that this is a kid's game.

Again, some of these solutions for some of these jiggies are just...

It's adventure game logic.

I know Max has brought this up before.

It is just totally-

Logan, we're on the same wavelength tonight.

Yeah, it is-

analogy yeah it's it's total old-school adventure game logic where you're just

having to do these things that don't really make any sense whatsoever until

you look up a guide you're like oh I guess I have to get an ice cube to fall out of the sky to go into this pool of water that can then go into this other pool of water that can cool off really yeah that's what you push the ice cube guy off for? Yeah. Oh he cools that he lands in the fire? Oh I didn't even think he lands in the fire and then you go to that. I killed his wife. Yeah I did too. Okay. They're both dead. Sorry. I think the first time I had that moment like just a complete facepalm was like in the last I can't remember the last world's name it's in the clouds. Cuckoo cloud land? Yeah yeah yeah that one where the water you break the boulder at the bottom and the water comes down and it fills up that pool for the dinosaur to drink out of. I was like, "You've got to be kidding me. That was the answer?" I had to go an entire world over, go completely out of my way. This is coming from the guy who made a game where the answer to a puzzle is to pause your game for 30 seconds. Even I thought that this was stupid. I just can't wrap my head around a game that's made for six to 10-year olds being this obtuse. I just, it's just so weird. I know we want to rank the levels here in a second. Again, I'm not trying to transition for you, but I did want to ask a couple other specific things associated with gameplay before we really move on. Because this game adds a couple other, like, a couple other gameplay features that I'm just curious how we all feel in a journal sense. And those things would be Mumbo, a lot more minigames, to get the jiggies.

I guess the stuff with Wumba and the new transformations.

And there's something else,

but I can't think of it right now.

Oh, I guess the first person stuff is really prominent.

That's what else I was thinking of.

What is everybody's impressions on all of those things?

I think playing, I can start, I guess.

Playing as Mumbo is cool in theory,

but I don't think it's anything more

than just extra backtracking a lot of times.

that's my problem with it. The first person stuff it just feels like oh yeah

Doom was popular at the time let's do something like that like I just get

total Doom vibes from from all of those sequences for sure and it feels unneeded

the minigames are not great but not horrible either and then what else did I

say. Mumba. Oh yeah, the transformations in this game I will say are better. They're great.  
They're

a lot better than the last game. That's the one thing I think is better than Kazooie at, honestly.

Although you can't, you still can't do a lot with them honestly, but they're better.

Transformations are better. Who you get them from I think is the weirdest decision of all,

because for me it should have still been Mumbo. I think the reason that Mumbo is even  
playable at all

is because Banjo-Kazooie was as popular as it was. Putting playable Mumbo on the back of  
the box

is a cool way to get people to want to play. I think that they made him playable just for a

a bullet point just to say kind of feels like that. If you had given banjo a magic wand or

like an extra move, you could have him just do all the same things mumbo does and then

cut out an extra the like 10-15 minutes of walking back and forth. I don't really feel

like it's needed. I think it really just is extra padding. I like I just don't understand.

a lot of weird decisions I just don't get. What were you gonna say Max? I'm looking at

the back of the box for Banjo-Tooie. The second bullet says play as Mumbo now

you're gonna take control of the boneheaded shaman himself. I didn't even know that.

Mumbo is on the front of the box he is next to Banjo and Kazooie he's also on

the same presented the same way on the cartridge I mean it's not a and I'm

reading oh my gosh the third bullet meet Humba Wumba she'll transform the

intro into a number of objects such as walking talking statue a tighty-whitey



shooting washer wait can we actually talk about that too you mentioned the  
box like mumbo's in the box mm-hmm can we just talk about for a moment how  
god-awful the box art is for this game it's it's really just great actors sucks

Yeah, I do not like it. I really just first one so much more iconic. Yes. Yes

It's a small tangent

But I just cannot stand how like games with any sort of recognition

Will just put their character on the front of the box and call it a day. I love cool unique box art

Banjo one has such awesome box art even nuts and bolts has some pretty

Pretty freaking cool box art to eat just does not I don't I don't so I get it's the whole thing of like

Halo 3 is coming out. We're not even gonna put the word. Halo in the trailer

It's just gonna be the number three. You know what this is like, it's sort of that thing, but I

Wanted some cool art man. Give me something show me what this games about

It's interesting too because if you look at the other and 64 games that rare was putting out the  
time

The other boxes are good too Donkey Kong 64 is exciting. It shows you at least all of the  
characters doing something dynamic

Being in the minecart and you see King K rule and it's like you get an expansion pack in a  
yellow cart like it

You know, it's an exciting box a golden. Eye just straight-up iconic, you know bonders  
with his extra long lip

No, I got it

Now that I think about it, Congress, you know what I'm talking about? That long lip. That can't  
be real.

That's not real. It's just it's the space between his thumb and his index finger, I think, but it  
really looks like a long lip.

Oh my gosh, it did. Oh, wow. That's why. No, I can't. You'll never not be able to see it now.

Oh, you've ruined this box for me now.

I can't believe they actually put play as Mumbo in the box and I didn't know that. But that's  
what it feels like, right?

You feel like there's no real

like purpose for it other than that. I have to admit I I love it. I love Mumbo and

So do I. That is pure nostalgia talking. That is

That was a selling point to me and in the way not that I was like played Kazooie and was waiting for Tooie

I just thought playing as Mumbo was really really cool and at the time I didn't really grasp that all he does is

actually

The same thing he did in Kazooie just a playable version

Kazooie the transformations all they are new means to get somewhere a switch if you will and all mumbo does in

Tui is be the switch himself go stand on a mumbo pad and make something happen and

Sometimes that's a bit more engaging like in

The mayhem temple you are the statue and you get a couple of jiggy or open a couple of doors and get a jiggy that

way or

or something not as dynamic like do a rain dance

in Cloud Cuckoo Land that makes like a rainbow bridge.

And so it's interesting that Mumbo actually retains

the same level of impact, just slightly more engaging.

But then Humba Wumba, they invent a whole new character

whose dynamic with Mumbo I think is very funny.

The two of them competing to be the best shaman in town

I think is really fun. But also her transformations are way more interesting. Sure, it's still

moving somewhere in probably one or two moves, but the diversity is way better than what

it was in Kazooie. A dinosaur, a washing machine, a truck, a little statue that you play kickball with. You know, it's just way cooler.

None of these allow you to go into a toilet though. That's the big problem.

I'm sorry. You're a toilet humor.

- I would consider that.

- Toilet humor was pushed to the side in this one.

- Did you like the first person stuff at all?

- Oh, to me that was just GoldenEye.

That was like, let's take our GoldenEye engine  
and put it in Banjo.

- Sort of, yeah.

- I only did two of them?

- We have to do it for the final fight, for sure.

- Oh, that's right, that sucks, that's bad.

But that's, we'll talk about the final fight specifically.

That's bad.

And then the new games. - There is something  
interesting though with that, 'cause I mentioned this  
before we really started like the podcast, I mentioned that I'm playing on a Nintendo 64.

You guys played on the Xbox, which means on those first-person sections, you guys had some  
form,

rudimentary as it is, of dual analog control. I did not. The first-person sections--

Walk me through that.

The first-person sections were absolutely brutal for me. Aiming and moving with the same stick  
is

not fun. And there are buttons, the C buttons, up, down, left, right, where you could very easily  
just say, "Hey, you know, this is left, right, up, down." Because even in the Xbox versions,

you are I think you can look up and down but it's like you can't really do it  
diagonally you're either gonna look up you're gonna look down you're gonna look

left you're gonna look like look right those C buttons on the n64 only I

believe they only strafe left to right so I had to do all the aiming and moving

with one analog stick and that that targets and boss fight in in the very

first world of the game really made me want to put my head through my TV.

That was unbelievably hard and all for the wrong reasons.

It was just my setup.

And the whole time I couldn't help thinking that, man, if I had been playing this on an Xbox, this would be a breeze, I would have no issue with it.

But I guess that's just something that I didn't notice back in the day on an N64, because it was all I had.

I remember playing Goldeneye all the time.

And that was fine.

And then I played Halo for the first time, my first dual analog shooter, and I remember saying to myself, "This is too confusing, why didn't they just keep it like Goldeneye?"

As a kid.

Obviously, that's a stupid thing to say.

But man, it just made it so much harder for me.

To the point where I knew there was a first person shooter section coming up in the second world after in Glitter Gulch mine and I just avoided it because I didn't want to

deal with the controls. That's right, there's one in that level. I forgot. Yeah. Yeah there's more in this

game than you're thinking of. For sure. Yeah they're in there. I want to talk

about the story before we get to Grunty. The story in this game is Grunty's back

two years later, wah ha ha ha, and we have to stop her. She starts, as Logan put it

on our Nuts and Bolts episode, she just starts a nuke in a bunch of people. The

gingos and bottles. And so the goal is we've got to go get Jiggies to stop her.

And there's some world building and stuff, but really the front and the back

of this game are just loaded with all the story. In the middle there's nothing.

There's absolutely nothing. Except world building side story stuff. So they

spend like 20 minutes in it. Less than Kazooie. Like at least throughout Kazooie, Grunty is like

taunting you throughout the whole game like this she's like out of sight out of

mind there's nothing going on you run into what's his name clungo a couple times it's about it though no the the beginning is just packed with 20 minutes of story where you know you see grunty brought back she has more sisters and they you know they're absorbing power to like give grunty her body back and then And the end of the game is, there was a quiz and now you fight Grunty in a tank and you'll win and then the game wraps up and it's just... it's not... like this is...

Why do they introduce her sisters as characters?

This is my biggest question.

They introduce these new characters, they're like "Ah, we're Grunty's sisters!

We're the new faces in this game!" and then they get crushed with two ton weights and

just die I guess like why are they in this game? Yeah they are canonically dead huh? They never come back. Yeah. That's it.

To me they were... this is honestly probably this feels pretty spot-on they just feel

like funny characters that kids would laugh at there's a skinny one and a fat

one they're goofy they trip and they're clearly not I mean all three of the

witches are not very competent but like clearly they're not you know they're

Dumber than grunty and so it's just that dynamic of three silly characters

It stinks because I

Don't know how you guys feel about it, but I think like story wise

This the game starts off

So strong. I love the setup. Yes, like grunty is back and she's a straight-up zombie and she's like

N64 graphics aside like she is like scary to look at she's like her eyes falling out

Yeah, like she's she's scared

Like I don't think they I don't know if they continue it throughout the rest of the game, but her little I

wanna say voice lines, but her voice like the sounds that play when she talks in the beginning they're like

echoing and like a really like ghostly way and they say that she's dead and

Like less than five minutes later. She kills bottles like he's gone

She blows up banjos house and seemingly like wrecks the rest of spiral mountain on her way out like it's all gloomy

It's like sad like this place that was so happy in the first game

It's just like trashed and dead and it's like this really, you know, like kind of like

dark setup and then

Nothing really happens until the very end

This is gonna be a very weird comparison

but

Banjo-Tooie's story to me is

It's a little like Death Stranding

Where a lot happens in the beginning

There's like very situational moments that happen in the meat of the game and then the ending happens

I don't know why that's the first thing that comes to my mind. I'm only just like this is only just clicking with me now

I mean that makes perfect sense weirdly similar. Yeah, it's all you know

I'll give Kojima this there's still a lot of cutscenes in the middle that are very long. Oh

For sure. Yeah, there are you're not that's actually pretty apt. I'm

I'm actually upset. I didn't think of that because that feels like a thought I would have had at some point. It's so

But it does sense right it yeah, it starts so flippin strong

I think that I think that intro is one of the most like kind of iconic from that time on the n64

I love the poker setup and the the lightning the mood. It's just so atmospheric

they really

they really stepped up the like cinematic presentation of

their games, you know when you look back at what was done before and I

remember as a kid, this is completely wrong, obviously, because I just played the game,

but I remember her being like taking out more people like, you know, with her laser thing,

like I just somehow recall way more engagement from Grunty in the middle of the game. Like as

you progressed further, she was taking out more people and like the threat was mounting. And in

reality she does the 20 minute or so intro of the game and nothing and then

at the end of the game she comes back she doesn't even take anyone else out

like the threat doesn't mount in any way it's all more just can we save the two

of these you know can we save bottles and can we save the Jinjo King and like

that almost saving your sister from being turned into like some spell to

make grunty look young and beautiful was more engaging of a plot than saving

bottles in the ginger king because a you just met the ginger king and bottles as

bottles I don't know yeah as goofy as that is it's like she really does go

from like I want to be pretty - I'm gonna kill people like mm-hmm that's

quite a jump yeah also you guys got the goofy intro because the way banjo-touhi

Tui is designed is that if the game starts to drop frames at all, the gameplay will actually

slow down to make it so movement is still, or it still appears smooth. And that applies

to cutscenes also. So when there was any sort of like frame rate dip in the cutscene, the

cutscene slowed down. And when Grant Kirkhope was writing music for this cutscene, he had

to time it with the slowdown of the cutscene. So your guys' music was out of sync. Mine

was not. I got the full effect. You're blowing my mind right now.

You can notice it. Yeah, you'll notice it. There'll be large brass stings that are happening

at just like while they're playing poker. It doesn't make any sense, but if you watch

that cutscene on an actual in Nintendo 64 it links up really well like I think

the sad like organ music that plays when when Bottles walks out of the house and

and falls over starts like like way too early but for me like right as he's

walking out that sad organ starts playing that's so fast but for you guys

it's way earlier it's it's really weird how they didn't try to like fix that at

all I mean yeah the story is just rough in a lot of ways I already met I already

mentioned the sisters just being kind of thrown in there for no reason I like Klungo's arc kind of throughout the game he's about the only character that really gets any sort of he actually has an arc yeah he actually has an arc which is fun grunty yeah is seriously just I died now I'm awake and I'm just gonna of nuke people. Other than that all the other characters that appear are really not that interesting again the Jinjo King yeah you meet him and then he's dead and it's like okay well I guess I'm supposed to care. I do like the interactions with Banjo and Kazooie in trying not to tell Bottles' wife and kids that he's literally dead that's kind of fun.

That was really funny.

That's kind of fun early on when that happens.

But yeah, outside of that, this game, it's weird because this game's opening is like, literally maybe two or three times longer than the first game.

Like it's way, there's a lot more going on here at the start and it is.

I know how long the beginning of Kazooie is.

It's like a whopping five minutes.

Yeah, I think the opening to this game is probably close to 15, 20 minutes somewhere in there, I gotta say.

Um, so it's funny that they introduce all that up front, it's like, "Wow, this is gonna be way more of a story-heavy game."

And then it's just, "No, not really."

It just devolves into "Go get Jiggies."

And that's about it.

Which, I mean, it's fine, I'm fine.



I don't really want a deep narrative in a Banjo-Kazooie game, I just think it's a very strange thing that they introduce all this story up front and then literally 15 hours of gameplay sandwiched in and then you kind of have a sort of not great resolution for how it ends I mean I like him kicking around her head at the end that's kind of fun and stuff like that but that's that's up nuts and bolts I think a part of why this story also falls flat is because the final boss is atrocious. It's lame. It's so rough. It's just a tank fight but with...

Sometimes you throw some chickens in there. Sometimes. Grunty hides in a tank which feels on character for her. She's a coward, runs away, hides, those types of things. But the whole fight is the tank. There's no engagement with her beyond that and it's, you've got to shoot her at the right time or blow up the inside of her tank at the right time, you've got to dodge lasers, so on and so forth. I just, I don't know how they landed on this. Logan, what do you think about the final fight?

Uh, yeah, it just feels again like they were obsessed with this first person idea that they implemented in the game and they didn't want to go down a similar route of the last game so they're like what's something totally different we can do oh hey we threw in this whole new mechanic set with this shooting let's just do that it just totally feels like that and then they designed a boss fight around it from there yeah it's not great it's not good I wouldn't say it's like egregiously bad. It's pretty dang bad. I will say I like it better than some boss fights in the main game just because it provides something of a challenge whether or not that challenge feels artificial or not is kind of up for debate but yeah it almost felt kind of disappointing when you get to the end and you're not really fighting her, you're fighting the tank.

And then she'll come out of nowhere and ask you a question.

And I don't want to be quizzed, I want to have a boss fight.

- I'll say this, I do, the mechanic is annoying.

But I do like the idea of it,  
that feels like a very Banjo-Kazooie,  
that feels more Banjo-Kazooie than the actual quiz  
that they make you do before you fight the tank.

I do like her popping up and then answering correctly impacts the speed of her attack  
or not.

It's very on brand for sure.

On brand as the kids would say.

But the way it's implemented, for me, I just kept thinking, this is breaking up the flow  
of this fight.

They should have just...

I don't know.

I don't know if they could have removed it entirely, but the way it's done, I was just  
getting a little annoyed with it.

Ever so slightly.

Yeah, it's not. It's not great. It's not the bee sneeze. But one thing I do think is the  
bee sneeze, and I'm interested to hear what you guys think, is Grant Kirkhope's music.

Look at all those shots.

So good.

I could go on forever about this.

Grant Kirkhope is the reason I wanted to write music for video games in the first place.

The first music I ever learned to play on the piano as a child, the first song I ever  
learned to play was DK Isles from Donkey Kong 64.

And then a lot of the stuff from Banjo, I'd be walking to school whistling it to myself  
or humming it to myself.

It so easily gets stuck in your head and I love the, I think it's called MIDI channel  
fading where you can move to a different section of that world and it'll be

playing the same song but a completely different version of it it can even change tempos or whatever instruments and it it just makes he does such a good job of making the world draw you in that much more because now you have like these are really great melodies to associate like each area with like a

A good example would probably be Glitter Gulch Mine, where in some of those back areas you'll

hear this very high pitched string section that puts me on edge because they're dark caves, you don't really know what's going to be in there the first time you're playing it.

And I think he definitely kind of felt that and just wanted to scare people a little bit.

works it works so well. Some of the other things were like the similar songs being played in minor keys. I think that's something he does in a lot of a lot of those games like you know DK Isles playing in a minor key when you go to the big mechanical island or it's spiral mountain the first level of the game is the spiral mountain theme from the first game played in a minor key. It's awesome.

It's so good. I could probably go on about it for way too long but it's just so good. You can correct me if I'm wrong. I'm not musically educated in any real capacity but one of the things that I wrote down was it was more subtle and I think that might be the minor key thing you're talking about. It's way more subdued in I think a good way. I think the most obvious place of that is the very when you boot the game up and you turn it on and it goes yeah it does the you know the tilt down or pan down I guess over Grunty's lair and it's just the you know the little theme at the beginning instead of the whole yeah it's banjo tuning is banjo as if like you know you haven't been playing banjo for a long time his his instruments are out of tune and he's gotta he's got to get them ready to go after two years it's I love that it's so cool yeah I think I really it blends in and they feel really good with the world I mean the other notes I wrote down horns there's a lot of horns and that I

like the hail fire peak music a lot I think the oh yeah the French horns are

- Yeah, I like that on the fire side

and on the frozen side, going back and forth

between those and hearing the music.

I just, I think the way that the music is woven in,

while not as probably iconic or like you can pick it out,

like in Banjo-Kazooie, I think that the music

is tied more into the world itself.

Logan, what did you think of the music?

Not as many memorable tracks compared to Kazooie, in my opinion.

But again, I mean, everything Brian said about what Kirkhope is actually doing with this soundtrack itself is as impressive as always with him.

So yeah, the game has great music. It's just not as iconic.

But that's hard to outdo Kazooie, because I think that game has one of the more memorable soundtracks ever.

So yeah.

Yeah, I could see that. I also have a bias again that nostalgia coming thing. I just definitely prefer this more. I think it's

It's more my speed, but it's also what I grew up with. So I

think though

That the music is a good actually a really good jumping off point based off the way you were describing it Brian

to like get to the ranking of the world's part of what we've been doing this season and

And there are quite a few worlds. I mean all in all there's two, four, six, eight, ten, eleven.

I mean, Spiral Mountain is barely in the game and Isle of Hags is really the long hallway that connects all of these worlds together.

Cauldron Keep is really not a level in any real capacity.

That's what I was gonna say. I wasn't sure what you were gonna count as an actual world, so I have seven listed.

I basically the the ones that you go through from May yeah mayhem temple to cloud cuckoo land

but the other part we kind of didn't really touch on was that this game actually has bosses besides

grunty so maybe we can just mention those as we go through these worlds but I think to start out

Logan typically because he's guided these discussions previously because he kind of came up with this idea but he's always started with the negative he's always like this is the bottom of the list. Here's your rusty bucket bay, your terrarium of terror. We're starting at the top.

Ugh. I was gonna say let me give you the bottom four right now. No, no, save it.

Let me give you the bottom four right now. I don't-

No, no. Positivity. We're starting with the best level in the game and I will accept nothing besides Witchy World. It's Witchy World or Mayahim Temple.

Witchy World is the best level in this game.

That's interesting.

Witchy World, yeah, I'm fine with putting that at number one, personally.

That's my number one also.

Okay.

Yes, I'm not wrong.

I'm so glad you guys put that.

Witchy World is so memorable.

It's just got this really fun vibe to it.

All these different carnival sections, horror, UFOs, food stands, western.

It's just, it's so memorable.

I love witchy world.

I get excited playing it.

Which you will.

There's something about it.

And just that, like every single thing about it works in just like

Todd Howard, interesting to again, it just works.

Um, everything about it is it works so perfectly.

Like you can just looking at the world, just existing in it is fun.

It's a carnival.

It's meant to be fun.

Like they're super bright colors.

The theming of each area is so cool.

Um, I just love that idea for a, um, uh, for, for like a, a 3d platformer world.

And the fact that it's also to me, the one world in the game with the fewest amount of like, like speed bumps and roadblocks.

It's a lot.

It's a dense level.

Yeah.

Everything is close.

And everything's accessible.

I think that's, I could be getting this wrong, but I think most GGs in that world you can get on the first time around.

Maybe there's one.

Maybe there's even two, but I feel like I was able to get just about everything.

The UFO is the one main outside thing I can think of.

You have to do that in Glitter Gulch to bring the UFO there.

But I felt like I was really playing the game there, because nothing was really stopping me.

after Wichii World that I think the game gets really into the bad habits of the backtracking.

I think the first three worlds are like that, honestly, which is why I also said I thought

Mayahem Temple would also be near the top of my list because I know that's, again, just the first level of the game, but I do like that that one is pretty self-contained as

well. I mean, there are a couple of things you have to do to backtrack to get back there and get a couple of the jiggies. But yeah, most of those first couple worlds I don't have a problem with because they're light on the backtracking. So those are the ones I'm fond of. And of the early ones, yeah, I think Witchy World is the most unique of the bunch for sure.

So I think this is interesting because I feel like based on what we've just said, number two onward might be different for all of us.

I think yes, I agree. I agree with you Brian. I do want to say really quick, Witchy World, the boss, Mr. Patch.

Also, my favorite Banjo-Kazooie boss. I know the flying and like shooting stuff is like annoying mechanically.

I just love his personality and design.

Mr. Patch, top tier. When he showed up in Nuts and Bolts Logan, I got excited.

Number...

Two and then we can go to Logan's bad town, but number two

I think we're gonna differ like Brian said so I'm curious what you both have

I don't I yeah, I think my temple maybe that's probably what I would put number two

mmm

Negative ghost rider Brian. What's your number two? None of the show. There's anything below which you world is automatically worse

Now this is gonna sound so stupid because the reason that I like this world is

one of the reasons that I

one of the things that annoys me so much about the game as a whole and

It's terry dakdou and that's my second. Mmm. We're close. We're very close. I

Just I don't know. I feel like it's the one world that

Takes the whole

big world idea and kind of does it.

I don't want to say the best because that assumes

that it's doing it well, which it really--

- It can be the best of the worst though.

- Yes, that's a good way to put it.

I love the transformation of that world.

I love that it's kind of like two tiered.

The design, like the visual design of that world  
is so cool to me.

I love that giant mountain.

I love the clouds swirling above it.

I love the side caves.

I love inside the mountain.

That's just such a cool little cozy little room.

I like the mini game in that world  
where you're kinda shooting at all the ulcers,  
that is weird as that is to even say.

- I forgot about that.

- I just think it's cool.

It's just a fun little place to run around in  
and it's one of those worlds to me that  
I think is so cool to just exist in.

I think I like that world's personality.

I say that a lot that I think certain games  
and certain areas of games are fun to just exist in  
because when you're a kid, even now,  
obviously it's a video game,  
but they're doing everything they can  
to convince you that this is a real place.



And in a weird sort of sense, it kind of is.

I feel like that one is just the fun to,  
the most fun to mess around in and to just be in.

I don't know, it's kind of a weird way to explain that.

- Where a kid can be a kid.

- Yeah. - Terradactyland

would be my third.

My second is Hailfire Peaks.

And that is because Logan will get this.

Hailfire Peaks is my Click Clockwood.

And that is pure Nostalgia Field.

I love the dual boss battle.

I think the fire and ice duality of it is great.

I like, as an adult now, I like that they bring  
kickball back, I think that's so cool.

You've like thaw, Explorer Man, I just think  
the stuff going on there is very interesting.

- An Explorer Man from a past Rare game.

- I picked up on that this time as an adult.

But I think what's going on there is very interesting  
and dynamic and I have fun with it.

And it also isn't reusing the same asset four times.

It's just two different mountains, but next to each other.

And that's what I like about Hailfire Peak.

- I like the idea behind Hailfire

with the divided nature of the level.

My problem with it is it gets confusing

with where everything is at in that game.

I struggle to remember where certain points of interest are at because I think it's too,

Everything just looks too similar in a lot of ways.

I think the fireside in particular is kind of cumbersome, especially to get around.

- The fireside really doesn't have anything interesting beyond the Colosseum.

- Yeah.

- And like the water pool.

- Yeah, and then the ice side is really, it's got a little bit more going on over there, but then I don't know.

- Ice side's busy.

There's the cave, there's Bog of this house, the train station.

- There's more over there.

There are certain areas in that side of the level that I could tell you I remember are there, but I would not be able to tell you how to get to them.

Yeah.

That is a very difficult to navigate route.

Yeah. That's my main problem with it, is that there's way too many different ins and outs of this level.

Like, things connect in really bizarre ways that are almost hard to understand.

Like, there's a tunnel on the ice side that connects to the fire side,

But then if you walk down that path on the tunnel on the fire side of where you just came out of

You can then enter the train station area where you will find the camel up there and you could jump on his back

but you need the train to be there so you could it's just like I

Don't know again the the backtracking stuff. I think it's way worse than a lot of these later levels

So like well, I like the ideas and things like that

And this goes for a Terry d'Acteola into this is my main problem with those two levels

Yeah

So well, I don't know whether Brian and I are close enough. This is why I said Creterra dactyl and is number

Well, this is why I said let me throw it

Let me throw some quick ones out at the bottom because spiral mountains got to go near the bottom because there's just nothing to do

They're cauldron keeps saying the same I would say there's just nothing in ranking those but sure. Oh, okay

Well, we don't have to rank them then

Throw those out toss them

Jolly Rogers lagoons terrible. It's a water level horrible it it's a

That is the worst level in the game.

That is a factual statement.

So what are we saying? Is that

eighth then? Because we're not

ranking Isle of Hags either.

If there's eleven levels then that's

eight. Yeah.

So... Jolly Rogers

Lagoon I think is... I mean do you disagree

Brian? It's...

Oh no I just put it at

three. You put it at three really?

Jolly Rogers is your

third? Yeah I put it at three.

I know you're a madman. I am one of those rare people that is not bothered by water levels and video games

In fact, I actually enjoy a lot of them

This guy I think

The the thing about that world that is interesting to me

is that

When I played it for the first time and I was a stupid kid and I'm still stupid

I

Did not know that that Atlantis section

was there. So when I figured that out and I got down there for the first time, my mind was completely blown. I thought it was so cool. I don't find the swimming mechanics in this game to be that awful to control. If you're the submarine, they're not terrible.

Why do they invert when you launch the Kazooie torpedo? I haven't mentioned this. Why does it

Invert the swimming control. Yeah, that is weird. I don't know if anybody else had this problem the whole game

But the you know have the invert toggle flip

Inverts based on what your swimming controls are is what I'm saying. Mm-hmm

So if you decide at all, yeah, it totally inverts itself

It's also weird how they inverted the swimming controls from Kazooie to Tui

Yeah, I don't you notice that but they're they're different

But they don't they didn't bother me that much I thought the

the boss in that world was pretty interesting. It's terrifying. I don't know. I really like how that world's layout is not all that confusing. To me, it's just if you hate the swimming controls or if you don't like water levels, you probably won't like that level. I also think it's just, for my tastes, just relatively inoffensive. It just was the one of the worlds that didn't really bother me that much.

What one did bother you that much then? I'm curious what's near the bottom of your list

then.

Oh, there are some ones that bothered me, all right. That really bothered me. But I'm sure we'll get there. So did we get to your guys' number three?

is it just what's the bottom of your list what's at the bottom we're all over so what's at the bottom

it's cloud cuckoo land oh yeah that one's been that was terrible oh

i would say it makes me want to not play i would say i i'm sorry i would not put jolly rogers at the bottom i would put grunty industries at the bottom i hate that i was surprised that wasn't yeah i don't know how i completely overlooked that one that's my least favorite by far i'm

fine with that. That level like that is exactly what I was saying about things being too interconnected

and like hard having a hard time of knowing where the heck you're going. That one is very confusing. It's probably the worst offender. Yeah. It's it's in the middle for me. It's at number four hole because in a weird way. I can't defend that world at all. But in a a weird way playing it this time around. Every other time I've played it, I've hated it.

But I was dreading it the entire game coming up. When I got to that point, I had this attitude of like, "This world sucks. It's stupid. It should not be designed the way that it is.

But I'm going to get through it this time. And I'm going to stomp this level." So I think

it was a mix of me having a better attitude going into it and also just kind of remembering things

from last time that made it less annoying to try to figure things out because it wasn't my first time that I was able to focus more on like you know the stupid things like or not the stupid things like the um the lesser noticed things like the dude in the bathroom having a horrible time

He didn't show up, but I remembered that he was there

and that made me laugh.

The toilet coming back, I thought that was funny.

I also just have like a soft spot for like that

kind of like aesthetic, the like overly industrial,

- What's your favorite level in Donkey Kong 64, the,
- The factory?
- Yeah.
- Yeah, it is.
- Yeah, that tracks.
- It's just a cool aesthetic.

It's part of the reason why I love Mirror's Edge so much.

I just think that's a really cool aesthetic.

So I think this time I was able to ignore  
that world's flaws for better or worse  
in favor of just trying to focus on  
what was not so bad about it.

So that made me hate it less.

If I were to look at it through the lens of like,  
How is this actually designed?

It wouldn't even be last.

I'd probably try to find a way to put it below that.

There is a weird, what's so annoying to me  
about a lot of this game and that world is the worst offender  
is I'm gonna go there right now.

If you go to a website, it's called noclip.website.

I don't know if you've ever heard of it.

- Mm-hmm.

- For people listening who have not been there,

It's basically a website where it has a list of games from different systems that you can take a camera and fly through levels of a huge list of games in your browser.

And I think that's such a cool thing because it kind of like gives you some sort of insight into how a world was made.

What's going on behind the scenes.

When you go to Grunty Industries on noclip.website,  
you can see just how simple the layout of this world is,  
how few rooms there are per floor,  
how certain areas are supposed to connect to each other.

And when you look and see how simple they are  
from a bird's eye view, it's infuriating  
that it ends up in the actual game being as obtuse as it is.  
It's almost insulting.

- I almost don't wanna look at it because that sounds--

- Yeah, 'cause you can look at like even the second floor,  
there's only like three or four rooms,

but to get between those three or four rooms

is such a slog.

It's so, it's awful.

So it's like you can almost see

how they were padding it out to be the just about the worst level in any banjo game.

Yeah.

Or close to it. Yet despite all that, for some reason.

You're a crazy person.

This time I didn't like it as much. I was an insane person this time.

Well, Grunty's at the bottom and I'm sorry but Jolly Rogers is 8th.

It should be at the bottom.

Two to one, I'm sorry. Very, very sorry.

It's fair, it's fair.

I think Cuckoo Land is bad. If Brian thinks it's bad, I'm-

It is, yes.

It's pretty rough.

I'm fine with that being seven. It's so-

That's just a hodgepodge level.

Yeah, that's just so disjointed and just all over the place.

The best-

The one thing I'll say about it, the best part of it is the boss fight with the robot Mumbo.

I always liked that as a kid. That thing was dope.

How do you uh, is there like a way to beat the flying person in this level easily?

flying person

Mary Mary

Yeah, you have to fix there's I don't know there I didn't find a way

It's like oh is there like a way to fix the the rat mouse thing that you're flying on? Yeah, I didn't even do it

I yeah, I tried a couple times and went nah, never mind

Yeah, I tried a couple times. I was like, okay something's clearly

Wrong one of the jam jar sign says like though. Yeah, I will fix the rat or something

I was I saw I saw that one to you. I

Can I love hags here? Is that a level that we're counting? It's just a

Hallway that connects things. I wasn't really planning on it

And I think the more interesting lens to look at that through is comparing it to Grunty's lair from the first game

I do think that I think it's better than that

I think there's more going on and it's interesting and it makes the world feel truly connected instead of like a a

Tower with separate portals this feels like oh, yeah in a space

Okay, so then what's the middle so if we've got

You guys are gonna hate my five and six. You're not gonna be proud of me for putting these where I put them go for it

Five was glitter gulch mine



And then this was my ham. Yeah, my second worst was my ham. I

mean because

my problem with it is

Is that a lot of it is either?

A really a

Really like

uninteresting or simple solution to a problem or

Getting a jiggy is just so simple that it's insulting to me. I

But that's what I liked about Kazooie. I guess that's why I like it because but I think you're like the one level more interesting

Sometimes yeah, sometimes like even that first one that first level like mumbo's mountain

There are jiggy's that you just walk right up to him and you get them

Which is fine

But you still do have like the oranges landing on the tiles

climbing to the top of the mountain or to the termite hill which doesn't really feel like much but

It's it's kind of like an achievement for like your first thing

It's like wow

I got to the top of this thing and I figured out that I needed to turn into the termite

Whereas my hand temple it's just like well walk to the top to have this

Yeah, it's like you've got to go to the top of this thing get it here and you just walk up there or you have

to cross this

pond of mud by just having the right move to climb along this ledge and hold

left until you get there or it's you know sneaking with the snake it I guess

is kind of cool not on Xbox it's not that is the worst jiggy in the whole

game to get yeah because the just the way the thumb sticks work compared to

the n64 one the gap between like think of the range of motion than an n64

four stick has and then compare it to the range of motion of an Xbox controller and

the gap between tiptoeing and just actually walking is so small.

Oh God.

Yeah, it wasn't that for me.

I actually used my elite controller, made a profile, modified the stick to have the lowest response time and got the tallest stick so that no matter basically if I threw the full tilt banjo was tiptoeing I just I just sucked it up and did it no I was just a couple times and went nope I'm getting around this one it was very bad yeah I didn't like it for a different reason and just that I didn't think it was like there's there's like a there's a Gulf in the middle of too easy and too hard that I didn't think that that first level was really quite scratching the itch in the way that like first levels of other 3d platformers did. So okay so it sounds like I would say is anybody really hot on glitter gold because it sounds like we're all kind of like mid-tier on it which means I got that like four glitter gold is my three I just love the look of it I love the purple I love the layout of like Wamba in the middle and the different mineshaft things. It's also the only world where when you warp to her thing you go inside. When you warp around it's the only world in the game where you warp straight to like just being inside of her tent. Oh yeah because it would be right on the hill and I like King Cole being the boss and that tying directly into the train going between the worlds I just think that's a It's a very interesting level. I do like it. I don't dislike that level at all. No, I like it. It's my three if I had to. I would be fine putting that one higher than personally. Like we're Ranky Knees and I don't really have any strong feelings towards any of them on the list.

I can tell you which ones...

This is why I wanted to start with the worst ones personally.

Because I can tell you which ones out of the bunch I think I dislike the most, but I can't tell you which ones I really love the most.

Witchy World I would say is number one because I feel like it's the most unique and then All the other ones that we talked about for the reasons I think they're bad.

But now it's just like a hodgepodge of levels I have pretty huge problems with, and so I don't know how to kind of separate that personally.

I mean, for me, it's Witchy World, Hailfire, and Glitter Gulch are like that structure.

And then I throw Myahem in the middle and Pterodactyl Land in the middle, and then the back half we've already established is kind of like the flow I think there.

Where'd you say Hellfire was at for you, Brian? I put it... oh I didn't even mention

it's um it's number four. It's it's right between Jolly Roger's Lagoon and Grunty

Industries. This crazy kid in the place. I think if you look at our lists, like you

guys kind of have a little more similar list than I do, but I think it's

different because like Max you said you had never really fully played through

the game well at least not in a long time right yeah and then this was

Logan's first time this is probably like my 13th or 14th playthrough this yeah so

fast so a lot of my picks were just based on like how much did I enjoy like

being in the world and just the vibe of the world as

Compared to like your guys is like how did how much did playing the game annoy me here?

like what worlds were the most like

most of just a pain to navigate

which is like a

More than fair way to rank the world's your first time or second or third time around

But me knowing this game as well as I do, and having more of a nostalgic attachment to it,

I was just like, "Well, which ones make me feel good?" Just by looking at it.

Yeah, how's my heart?

Which is a weird way to look at a game at all.

I think Glittergolt should be in top three based on what we've all said personally.

I don't know where.

But I'm willing to concede it down to, or up to second, if you both feel so strongly that something else

doesn't surpass that but I've said my piece that's fair a second for glitter

gulch then I'll concede okay my him I feel like is like this then I'm not

gonna die on that hill for it personally yeah I think it's it's there I think the

other ones are better what's left at the list fourth and third then would go to

to Pterodactyl and Hailfire. Definitely. Yeah, that's fine. So which one do it, but which

one is third and which one's fourth I guess? Third is Hailfire. I'll fight for those dragons.

I'll fight for Chillywill. I would say I like Hailfire more than Pterodactyl personally.

Yeah, I think the concept's a little more interesting too. So that kind of gives us

our list with scratching out Spyro, Mountain Isle, Hags, and Cauldron Keep just because

they're just connecting points. In eighth is Grunty Industries. Sorry, Brian, that's

where that one belongs. No, that's a fair judgment for sure.

Jolly Roger's Lagoon in seventh, Cloud Cuckoo Land in sixth, Mayahem Temple in

fifth, Pterodactyl Land in fourth, Hillfire Peaks in third, Glitterulch Mine in

second in Witchy World, and first where it belongs. And I think to kind of wrap this

episode out, I want to go just briefly talk about what the legacy of this game is, because

for me, I think to start it off, the one thing I wrote, it's kind of the thing I've been

saying this whole episode is that this is truly the best game to play as a six-year-old

at your friend's house in short spurts because I never got to experience the grind of confusion.

I was always playing at least with one other person, the person who lived in the house,

and you could figure things out together or a team or maybe that kid had already known

what to do and could guide me towards it. I never had to wander around or pull out the

player's guide or search on the internet like how to beat this. It was just an exploratory thing in short spurts. And so that gave me a really warm feeling about the game looking back on it over the years and playing it today, just the padding. It's just, I think the moves you do are interesting, but I just think the stretching of it so thin really brings the experience down over time, to the point where you just don't want to do certain things because

you know it's going to take you longer. And I think that's kind of the shame of it. Which really makes Nuts and Bolts feel more like an honest Banjo sequel, really. Which is interesting, kind of this strange hindsight of like how Nuts and Bolts actually is more of a Banjo game than I would have than I previously would have said and it's because of a warped perception.

I definitely think I don't even know if I'd call Nuts and Bolts like a better sequel but what I would call it is like a really nice like celebration of Banjo like looking like Banjo but from a Different I'm a better sequel source of like it actually is a sequel more than separated Like I would have previously thought

Yeah, it makes it like playing Banjo-Touille now makes it feel closer to Banjo than it originally did because it's easy to just be

Like yeah car is bad

But that's what I know like it's kind of

It's it's more in the same vein of the games than people are willing to admit to he just makes that a lot more apparent when now like I

Can

Still say that I love the game

but oh

Boy, has it not aged well

like not at all and and it's not even just like

the graphics haven't aged that well because they have and it's not that like

You know, it performs bad because even on a Nintendo 64, it's not unplayable

It really just is the design of the game overall that hasn't aged well

which is which is weird because you look at like ukulele, which is largely made by the same people and

they have like

You know like a whole feature of the game which is expanding the world's to make them bigger and make them longer

They did it again. That's so it's like is this is this really like

is this really just a

Pitfall that only existed in you know

1999 or 2000 or is this something that people still think now it like a

Bigger game is a better game or a longer game is a better game

Like you said before like yeah, I'm spending 60 bucks on this game

If I don't get at least like 20 or 30 hours out of it, I wasted my time

My importantly how long is this?

Yeah, how long is this?

Been a how long has this been a thing?

Because I don't think that I know you don't think that right

Celeste is one of the shortest games I've played and it's one of my favorites inside

I can beat that game in like three hours and it's incredible

I'd spend 60 bucks on that like I don't think it's the time or how big a game is. I think it's just how good of an experience it is, but

Man, did they like you can make a game bigger you can make it, you know long but

They just didn't go about it in the right way. I can like happily say that man

I put 65 hours into Elden Ring and I loved every moment of it, but I put

16 or 17 into this game and I liked probably like

seven hours of it

Whereas a six-year-old I wouldn't tell you that I would I would have told you the opposite. I

Think the most interesting note I wrote down while I was playing this game is I just wrote three words and those three words

were ukulele better. I think I like I was not I didn't think ukulele was super bad when I first played it but I didn't realize how much better that game was by comparison to some of these old games until I fully played through Tui and I'm not trying to get into a weird legacy conversation involving ukulele and stuff like that. Ukulele's not bad. It's not bad I think it's better I just think this This game's legacy is that it's the last real Banjo game, and that's been true for 22 years now, so that's kind of a weird thing.

You just wait until we play Grunty's Revenge.

Yeah, maybe.

Then again, that's still not a true Banjo.

When people think of Banjo games, they think of this and they think of Kazooie.

Real Banjo fans think of Grunty's Revenge.

Maybe.

Real Banjo fans think of Banjo Pilot.

Thank you, Brian.

Thank you.

I don't know what you guys are talking about.

I mean, yeah, this game's legacy, I guess, is just that.

That this is the last real Banjo game.

Because no one's really counting nuts and bolts,  
or Grunty's Revenge for obvious reasons.

Um, for me, I guess this game's legacy is just...

Yeah, like, all those years of me not playing it,  
even though I was like, "I should play that game."

Like, I totally didn't need to play this game

because I think in some-- it hasn't, like--

like I'm not one of those people that's like this games ruined my childhood now

or so like me now having fully played this game has not in any way ruined how much I like Banjo-Kazooie or this this series but it's definitely a rough game the game I would tell people to rush out and play in 2022 like we have here yeah it's just got it's just a product of its time I think that's probably the best way to describe it is because a lot of the things they're doing here I can totally understand why they happened in such a way, but I can't abide by them 20 years later. So yeah. I get it. And I think on that note, we'll wrap this episode of Chapter Select up. Thank you all for listening. You can follow the show on Twitter @ChapterSelect. You could follow myself on Twitter @MaxRoberts143 and my writing over at maxfrequency.net. Logan you can follow on Twitter at mormon12 and his writing over at comicbook.com. And then Brian you can follow on Twitter at Brian Hinken, co-founder of Songhouse Games. Anything in particular you'd like to share with the audience, Brian? Yeah, if you follow @SonghouseGames on Twitter, pretty soon we're gonna have a big announcement for our next game it's it's a little stressful because I'm really not all too sure what people are gonna think of it it's very different from the last game we've made but I it's it's something that I really believe in it's something that I'm super passionate about and excited to show off so you can check us out there I am also I don't even know if you guys really know much about this but I'm also part of a little sketch comedy group called digital well-being. I love that project so much. I have a lot of fun with it. It's a fun time if you like really stupid humor. Maybe this is a stupid little plug also but I just recently finished a portfolio of all the music I've written for video games. You can find that at BrianHankin.com. Very proud of that. So if you have a little project that you want me to write music for, BrianHankin.com. Go there. I can attest to it. Other than that. You wrote theme music for behind the pixel. So I hope you don't mind that I put that on there



I don't mind that at all. You wrote that music that cheers. There's an entire episode of beneath the earth

Wow, I didn't even mean to do that behind the pixel on the website

That just means all the trolling

Work. I didn't even mean to do that. That was a genuine mistake

That's so funny. Was that was that Michael or Mario that did that? It was all of them. They all did it

But with that thank you all so much for listening. I hope you enjoyed this episode and look forward to the

season 3 finale with Mabenjo-Kazooie Grunty's Revenge

Thank you all and adios

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 @chapterselect and check out previous seasons at [chapterselect.com](http://chapterselect.com).