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Hello everybody and welcome to Chapter Select, a seasonal podcast where we bounce back and

forth between a different series of games to explore their evolution, design, and legacy.

I am your host for this episode, Logan Moore, and today we are going to be talking about the Banjo

Kazooie series once again for our season 3-ee that we are in the midst of. Joining me as always is

Max Roberts. Hi Max. Hello. Are you ready to build a car?

Uh, I, or a plane, or a train? Isn't that the song that they sing in Frozen?

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

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

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

Spoiler alert for how we feel about this game.

This episode we will be joined by a guest later on and we will get to that in a bit.

Per usual here on Chapter Sucks we wanted to open up and talk about Nuts and Bolts.

What is this game? When did it release? Who made it? Let's talk about all the

staple things about Banjo-Kazooie Nuts and Bolts. The game, like its predecessors in this larger

Banjo-Kazooie series was made by Rare. The game was published by Microsoft though. This was the first

game, I mean Rare had been purchased and they had released Grunty's Revenge and I guess technically

Banjo Pilot under Microsoft even though Microsoft did not publish those games but this was the first

game since Rare had been acquired by Microsoft that they published with Microsoft Studios.

Therefore the game only came to the Xbox 360. It launched on November 11th, 2008.

The game director once again, same game director as Kazooie and Tooie, which is pretty interesting when you think about how much this game zagged compared to the others.

Game director was Greg Mails. It was produced by Roger Carpenter at Microsoft Game Studios.

The music was done by Grant Kirkhope once again, the composer of the previous games,

alongside Robin Beanland and David Klinik, I believe? Yeah, that looks

correct to me. The three of them actually are all Rare composers and so they kind

of all came together for this game. Rare has had a lot of composers over the

years that have, like David Wise is another big one that I think of the guy

who did the Donkey Kong Country series. They've always had a lot of different

talent over there in the music department. Even though Grant Kirk, even

though Kirkhope and Wise, I feel like, get a lot of the credit for a lot of things

they do, they've always had some other people over there working behind the

scenes. The game's Metacritic score was a 79 out of 100, which I think is kind of

surprising, maybe to a degree, because this is the entry in the series that

people bash on pretty frequently. So you would think that maybe before you come

to listen to this episode that the game would have Metacritic average maybe in

the 60s or so but nope it's teetering on an 80 there at 79 so it's essentially the

same score as Mario Kart Double Dash. Sure was that actually the Metacritic

average? I don't know if that's the Metacritic average I do know that IGN's review was a

7.9 though. Yeah I feel like Mario Kart Double Dash would have been higher

overall but I know that was always the joke about IGN's score. So yeah this game

was not really hated widely by critics when it came out. Over the years though, that tune

has sort of changed, I think, amongst general audiences and a lot of fans who have played

this game over the years. So yeah, there's a lot to dive into with Banjo X is Doing Nuts

and Bolts here, and so let's dive into it with our guest for the episode. Our friend,

Michael Ruiz. Hello Michael.

Hello, howdy, how are you guys?

Uh, okay, I guess. I mean, we're talking about Banjo-Kazooie nuts and bolts, so it can only do so well, I guess.

I guess.

I'm flying sky high because you're here with us, Michael.

Oh, thank you.

So, uh, I guess to explain why you're here, to some degree, let's talk about our experiences at this game.

and Michael the reason you're here is because you have always loudly told us that Nuts and Bolts is your favorite banjo game. Uh was I memeing? Yeah.

Do you regret now saying that? Probably. No I don't regret it but I guess we could get into that.

What is your actual history with the game then? Uh it was a game that I rented at a blockbuster when it came out. It is the one that I always remember as far as that like as like one of the the ones that it's one of the games I remember playing from a blockbuster.

It's like, that's the nostalgia factor for me.

Having those memories attached to that kind of thing.

Um, especially during that time, cause the Xbox 360 was like, well, there's the game queue, I guess.

But the 360 was like my game system, the game cube.

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

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

Cause Xbox connect.

This was also the first game.

I think it was like the same, it came out around the same time where you were able to download games on your Xbox 360 from the disc.

So then it was faster to load video games.

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

It was like a new update they put cause what this came out, but it still wasn't that fast.

Like for the, no, it wasn't that fast.

No.

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

It doesn't work that way, it turns out.

- It still doesn't work that way, unfortunately.

- It reminds me, the PSP did that too, like with Birth by Sleep or Peace Walker, you could install chunks of the game to help it load faster.

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

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

Well yeah, but I mean like, you're still downloading, like I don't know.

It's that same kind of install procedure.

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

Uh, the first one I played only a little bit of the second one, but the first one's like one of my favorite platformers of all time.

So I went to this one, like, Oh, this will be fun and stuff and I like it, but it's definitely very different.

2008.

You remember it a little differently.

Yes, definitely.

Max, what's your story with this?

'cause if I'm not mistaken,

you're kind of more blind to this one, right?

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

It's more been just kind of through

the social talk about it,

just people memeing on it and joking about it.

I really was never,

I didn't have a 360.

My first Xbox, I got when Halo 5 came out,

so kind of right after Halo 5 came out

was when I got an Xbox.

and I never played this, never really saw gameplay.

I do remember the reveal trailer.

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

because it's all this like pencil animation

with the 3D model of Banjo and Kazooie.

It has none of the construction element in it.

I suppose you could allude to it through the pencil drawing

kind of blueprint style, but really I have no,

There's probably an E3 demo that I saw at one point, but I've washed that away from my brain.

Yeah, so my memory with this was... It's weird because I can pinpoint the exact second I

realized that this game existed, and it was via a Game Informer magazine, I believe. Because back

then, that was still kind of a... Things like, I don't know, I was watching X-Play at that time,

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

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

Twitter and social media and things like that, where you can keep up with those things a little bit more easily.

So yeah,

literally the first time I found out that this game existed and it was coming out

was in a magazine, and I remember freaking out and being so excited that they were making another Banjo-Kazooie game because I had

obviously loved the original one

As a kid and so to know that this was coming back. I was just thrilled about I didn't really know anything too much about it

I mean again, I read

The descriptions for it in the magazine and I watched a couple things for it

And I just generally knew when it was coming out and then I asked for it for Christmas one year

And I got it for Christmas and I played it for a couple hours

I think my old save is actually was actually still

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

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

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

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

dunked on this game and joked about this game and

Kind of everything played along with everything else that people say about it, but at the time when I played it

I didn't really like I

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

Banjo, I'll play this at some point

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

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

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

Well, it's that mental hurdle of like well you well you didn't but your parents bought the game

And that's the game that you have and so you yeah decide that you like it because that's the game you can play now

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

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

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

Want to play this at some some point

I probably will and never did especially because like

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

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

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

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

this time around

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

I think I

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

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

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

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

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

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

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

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

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

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

Michael is this still your favorite banjo game?

It's not

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

I do

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

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

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

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

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

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

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

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

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

It's just like oh

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

the thing that I do like about it is like all the I

think you could get really creative with some of the vehicle stuff and like

building something and then doing the objective

that they want you to do, I found very satisfying.

Like there was one time where there was like

a hover boat race and I just put like three medium engines

on it and went super fast around it and like clapped

everyone, like this is sick, like this is really,

like that was great.

But when it wants you to do certain things

and you're like banging your head on stuff,

it is so annoying and garbage and I hate it.

So when it does, it has, in my mind,

it has really high highs for like the satisfaction stuff,

but when it's really frustrating, it is so unsatisfying,

I just wanna turn it off.

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

- Ah.

- Yeah, same.

- It, it's interesting.

I think upfront, without having read or watched

or done any research beforehand,

This game feels like something that was designed one way

and then Banjo was just added.

- Yeah.

The old Star Fox adventures, you know?

- Exactly.

Dinosaur Planet turned Star Fox.

Turns out, allegedly, according to this video I saw

that I think was included in Rare Replay,

the original plan for this game was like, remake Banjo,

eh, we don't wanna do that.

We'll have like Al Grunty and Banjo

and then you play as Banjo in the same world

and then that didn't work.

And they're like, "Let's build cars."

And I just, it's like, it's actually a pretty neat game,

mechanically speaking, of building vehicles

and traversing these environments.

But the fact that Banjo is, and all that that entails,

is just wrapped up in it, where it's trying to be

a exploratory platformer, but car vehicle game,

like the two don't mesh.

If this was just a--

It's not even pushing you to explore either. It's like making you go to set points on the map to interact with people and do things. It's just go from A to B. Yeah. And they conflict with each other. And so it's... That's the frustrating part. And it's like Michael said, there are some challenges where it's do this and it is so unnecessarily difficult. I think, you know, we'll talk about it in the gameplay and stuff, but I think some of the vehicle handling type stuff is really terrible. But in general, this game just feels like an amalgamation, almost like the vehicles you're building itself. An amalgamation of parts, and I don't think it sticks any sort of landing or crosses any sort of finish line or floats across any body of water. Let's, uh, so to provide some context here, we're still going to rank the levels and talk about a couple other aspects of the game here in a little bit, but based on my own notes that I have here,

I just kind of want to go down a list of the things that I think are wrong with this game and

I don't I don't mean I don't mean like dump them all out there at one point

but more just use them as jumping off points for us to have larger discussions because I think

Because there are a lot of problems in this game and I think it's with a lot of the core elements of the game itself

I mean just for starters like

Like the story is terrible in this like not that well not that it's it's it's not an existent

Yeah, like in my mind. Yeah, it's just well like it's terrible in I like the opening

I like the idea that I like the idea that banjo and cuz we haven't gotten to do anything for years because

Gruntz has just been dead so they got fat and washed up

but then you introduce this character log the Lord of Games who just

Appears out of nowhere and is like hey, I know what if I whisked you away to my world and you just drove a car

All the time how does that sound like it doesn't make any sense while he's showing up

I like the meta elements of this game a little bit, but that's almost something that was done in the previous games as well

so it's not even an aspect of

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

Okay, but it's the overall story. That is just

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

"Oh, here's this world. You can get into these doors if you have Jiggies, and there's a big door at the top,

and if you get that many Jiggies, you can get in up there." And it's like, "Okay, well,

is there any point to any of this?" And he's like, "Oh, well, yeah, you can fight Grunty sometimes, too."

"Okay, that's about it. See ya." Like, there's no...

Like, at least in the other games, in Kazooie and Tooie, like,

Grunty did a bad thing, and they had to go out, and...

Like in the first game she kidnaps tutti in the second game. She starts nuking gingos and nuking

Bottles the mole or whatever like she starts killing people and they feel the need to go after and this it's just like hey

I'm gonna

Bring you to this world and you guys can just fight for old times sake I guess it's like what why huh?

What is this? Yeah?

It feels like it's more of like a like a cell it's supposed to be a celebration of

Banjo-Kazooie like that's what I feel like they're going for and

and they kinda just fall flat on it,

especially with all the worlds that are in there.

You got the Banjo Land or whatever,

you got the Log Box 720, is that what it's called?

All that stuff feels like celebrations

of the game itself and stuff like that,

and even the writing, especially in the beginning,

seems like that's what it's supposed to be.

But then you just end up, to celebrate it,

you're going into, to celebrate a platforming game,

you're then building cars to just destroy things.

kind of let's celebrate the past by doing these weird things that have

nothing to do with Banjo-Kazooie. Yeah. The slightest. Yeah. I think it's almost

it's too self-aware. It breaks the the fourth wall too much and I think it's

at a detriment. It's almost like a comedian that gets up on stage and then

only makes fun of themselves in really bad ways. Like it's not a funny way that

they poke fun at themselves. There's like a Mario reference in this game isn't there?

There is.

Really?

Yeah.

They made you an Italian plumber?

Mm-hmm.

Yeah.

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

Like...

I love it.

I think that's a funny jumping off point from...

Banjo is a bro and you could tell from his little shark tooth necklace he...

(laughter)

Banjo's got his lead bro.

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

Sure.

Like if they had gone somewhere with it...

Yeah, but I noticed a theme throughout of they had all these jokes about reusing assets or cutting content.

They even call back the...

Literally the first thing you do in the game is it's like, "Oh, okay, we're going to make this a classic collectathon," and a bajillion things appear on the screen at once and they're like, "Go, collective, go."

That was actually kind of funny.

I thought that was funny.

Yeah, I liked that.

little bit more funny because it was gameplay, like there was a gameplay aspect to it.

Sure, to the joke.

Where they literally, yeah.

It's just they, it was like almost as if they were saying making games is hard and we're just going to reuse, there was one mission with Bottles where you go up and Bottles describes this thing you're going to do.

I forget exactly what the thing was, but as soon as the mission starts, it's like, it's just another race.

And he's like, whoops, I guess the devs ran out of time.

So do a race for the 50th time.

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

I- It's so...

...aware in, I think, the wrong ways in the story.

The ending is grunty as packaging games.

-At Rare.

-Yeah, but- -It's implied.

-It's so weird. -And then she says she's gonna make a new game

that will be the one where she wins.

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

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

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

but it is prevalent here. These games have these openings where it sets up the narrative and sets up what you're supposed to do in the game. And then there's really no...

There's nothing story-wise that really happens from the first cutscene until the end cutscene.

And again, that's something that happens in the first game, but I think that's a little bit more forgivable in some senses, because that's an N64 game and that was just a character platformer, so it's really not supposed to be focused on story.

And this is...

I'm not saying I need Hideo Kojima-length cutscenes in this game or anything like that, but...

But something to move the plot along with it.

That's what I'm saying.

such little context that there was multiple times in this game where I didn't even know what I was supposed to do. The Grunty fights are a good example of that where it's just all of a sudden like, "Oh, now you're fighting Grunty." And it's like, "Well, why? Why is it the thing?" Like, "Why is Grunty here now? Why am I..." Yeah, "Why is Grunty showing up now? Why do I need to fight her now? What's even the..." I mean, I get that she's the villain, but like, "Why are we just going at it for no reason?" Yeah, like, and a lot

the con- there's a lack of contextualization as well when it comes to going for to certain worlds within the hub world because some areas I tried to go to and again we talked about this with the

first game max is that there's instances where you can't get to certain areas or unlock certain things because you haven't gotten abilities that you don't need but the game does a poor job of

conveying hey if you beat Grunty at each world you're going to get a new ability for your cart that you can use in the overworld and then that'll allow you to unlock those areas.

So like I got enough, there was a point in the game where I had gotten enough jiggies to unlock like the fourth level, but I couldn't unlock the fourth level itself because I hadn't gotten a certain upgrade for my car.

And so I was trying to like deposit one of those sphere things to unlock the level itself, but I couldn't even get to where it was telling me to go because I hadn't beaten the

Grunty that would give me that upgrade but the game doesn't tell you that at any point because there's just no

Contexts

Contextualization really at any point in this game the same thing kind of happened with me

We're like, I think it was the when you try to unlock

the Coliseum level and

Yes, I just I just got I just went into it like by happenstance

like I went and drove like around there and then like the ball I was carrying like just

Randomly got sucked up by the magnet. I'm like, why is this doing? This is like obviously it must be doing something here

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

I don't even know where to go. Yeah, you told me how to do it

I was like

Why would like why would they make you go into the lake to then go up it like it never points you in that direction

It'd be like oh go into the lake to go up there

I'm like I kept trying to climb that building next to the crane

I got the car up there and was trying to drive it and like find the switch and there was nothing

Yeah, I'm like, this is kind of weird

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

I don't mind games not giving you hints occasionally

It allows you to figure your own things out

But like when you're literally trying to unlock something that you can't unlock but there's not even designed to point you in that direction

It's just it's just how it exists. Yeah. Yeah a

Couple other things. We'll just go down the list here things I have written down and we'll see if we want to have larger conversations about

Them I think there's too many steps as well in this game like unlocking all the levels like I would have liked if I just

Unlock the level. Why do I have to deposit this sphere and do all this other stuff?

Why do I have to?

earn jiggies in the levels and then go to a jiggy machine and then

Throw the jiggies in my car and then take the car to the jiggy deposit like that's just a like

Why is that a thing like I get that they're wanting to incorporate the cars again. It all comes back to the cars

Please use your car

Please hop in your car as much as humanly possible

Well, like for stuff like getting the jiggies like I didn't understand why they kept making me do that

I don't know if you guys felt the same way. It never bothered me, I guess. Yeah, it's not

It's not like one of the more egregious aspects of the game

It was just something that I was like

Why is this a thing?

If the jiggies would like constantly like fall out if the physics of the game were like the jiggies are actually just loose things and

are not actually attached to your

cart and they would just like flop around everywhere and then you'd have to read because

One example that would happen is like when you get the first ball

I think when I first got it the ball like rolled off and then I had to go back up and grab the ball

and

So if that were to happen with the jiggies every time I did that if they like fell off like that if they weren't stuck

Onto that cart like pretty well

That would have been atrocious. That would have been like the worst thing ever

Area with like five seven jiggies. Yeah, I've straight up like with like

I don't know with like three or four jiggies like

Jumped off of like the riverbank thing and then off of the thing and like they didn't fall off

So it's like okay. I guess forgiving in that way for sure at least it's forgiving

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

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

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

that. Yeah. I feel like it starts ramping up like all of a sudden these cops just

start appearing and just start crashing into you as you're trying to get the

jiggies and it's like why is this a thing? Why, why, why are we just trying to

block off the easiest thing here? To me like especially in the beginning of the

game like the vibe of the game is just like you know oh we're just doing this

thing we're you know celebrating Banjo-Kazooie we're having a good time and

then to just add something like that where they're just trying to crash into

to you for no other like a game GTA 4 right now let's throw some of that the

thing that I didn't like is where they like the placement of the dispensers of

the actual jiggies I hated those like the the one for the Coliseum sucks I

hate where that one's place hey it's like in the it's caged in the building

and they put these fences over there and there's a way where like you'll get you

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

Like, dude, this feels like Garth.

Why am I doing this?

Why is this like this?

That was like the one time where I was like, this is terrible.

Like, why would they do that?

And then also the one that's for banjo land where it's like off, like far away from any entrance of any of the other, uh, like for the acts or whatever.

Like, why is it out?

Like, I don't know.

Like you have to drive pretty far.

You have to drive over like the water to get to it.

Yeah.

Makes no sense why it's placed like that.

About the jiggies in particular,

it's interesting in a bad way that kind of,

if you look back at Kazooie and Tooie,

they kind of, Trailblaze may not be correct,

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

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

you just collect it immediately, it's boom.

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

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

And then you compared that at the time

with Super Mario 64 and it was you went in and got one star and sometimes you could collect

other ones, you know, 100 coins, red ones, whatever. But then you would be spit out and

you'd have to jump back in and so people would compare those one way or the other. And Banjo

kind of led the way of you get to stay in the world and engage with it. But then Nuts

and Bolts almost reverts back to a 64 galaxy style approach of the world is now split into

five, six different chunks, acts, which is environmentally interesting because you could

change the lighting or daytime or whatever. And then there's jiggies within those acts

that you could collect. But then, like Logan was saying, then you collect them in there,

then you got to cash them outside and then go deposit them in your little piggy bank. And I think it's interesting that the series almost reverts that way. And I wonder if it wasn't actually because of Super Mario Galaxy, which had come out a year prior in 2007.

And this mechanic could have been incorporated then.

If the game was announced in 2006, I don't know how long that dev cycle particularly was, but the game wasn't fully revealed until 2008 it seems, according to my research. I think, yeah, early part of the year and then it was out in the latter part of the year.

you look at game like galaxy where it was praised for what it had done on the Wii and stuff and it's hard not to imagine that they took inspiration from that but then fused with this whole car thing it turned out even worse yeah I always what was my train of thought I wonder if like the reason why they they designed like where does the dispensers were like how they do that with the jiggies where you have to dispense them well so then you actually interact with that overworld because otherwise you probably wouldn't interact with it yeah at all but then why is it overworld in the game like I mean yeah I mean I guess there's all there's always been an overworld in the banjo games yeah I get that yeah hub world but it was like a poorly constructed they were it's clearly trying to ape on like GTA or something like that like even outside of the cops trying to run into you constantly like it was clearly built with that sort of style in mind.

- I just thought it was interesting that no one else is driving a vehicle, I guess until the cops show up, but for a game that is all about the vehicles, no one else is moving around in them outside of a race or mission involving other vehicles.

- The game even yells at you

if you get out of the car sometimes.

It's like, Log will be like,

one of the few things he will say is,

"Hey, why are you running around?"

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

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

Yeah, I think that this is the biggest problem I have with it.

This is probably a larger, just, this is probably the largest talking point I think we might have.

I wrote down this game shouldn't be called Banjo Kazooie Nuts and Bolts.

This game should be called Mundane Tasks, The Game.

Like the entire runtime of this game, I cannot think of a single activity in this game that I did.

that is memorable. Like I collected all these jiggies, I did all of these dumb little tasks

for all the different people in all these different levels. I cannot think of really

any of them that are super memorable. There are a couple that I can recall that I'm like,

"That was kind of interesting and unique." For the most part though, like Max was saying,

it's just like races and weird like shove a bunch of junk into this designated junk

Corner like I don't know it's like a bunch of none of the tasks in this are interesting at all

And I think the interest level comes with building a car that can do the task

And that's supposed to be where the fun is is oh, I'll put together my own vehicle that can do this

but they give you the blueprints to a lot of vehicles that can

more than adequately

Complete these objectives that they're throwing at you

And I don't think that it ever really the game doesn't ever really push you

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

Like throw an extra engine on this if I'm going to a race or throw an extra gun on this

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

I actually really appreciate that they give you a library of blueprints, because this is a game that Yuzu could have said you have to build your own thing every time or build off of it. But they thankfully give you a store, and they pretty handily just give you a bunch of blueprints too, but they also let you buy pretty much whatever you would need for any type of situation. I'm not in general a very creative person in games where you have to build or make something and having the shop be there and generally having all the parts to make a vehicle work naturally as you play was a huge relief because if you You could also just take that blueprint from Wamba and then tweak it like you were saying, Logan.

You could get the helicopter with the magnetic ball beneath it and tweak that with more power or whatever you need.

That relieved a creative pressure for me.

Really the only time I felt truly pressured was for the final boss having to figure out gun placement and things like that because they really force it on you pretty drastically there. But I was happy that they gave players an option. Yeah, I feel like I'm with you in that it is just a ton of mundane tasks and I mean this is just me I guess repeating what you guys are saying but

I feel like if you're not into the process of building these vehicles and stuff, to me that was what made the experience memorable is like, I'm building these things to complete these tasks and that's the fun of it.

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

In your wheelhouse, like even for like the picking the blueprints and just tweaking them, I think that's good as like a beat, like a, especially if you're

not good at that stuff, it's, it's good to have those, but I think eventually if you really want to have the fun with it, like building your own thing, seeing what goofy thing you can make and it actually work, I think is like what makes the game fun at all, because all it is is it's all the same task in every single level. It's all the same stuff.

Yeah. Uh, all the gun stuff sucks by the way, but it's terrible. I hate anything that had to do with gun combat. My least favorite. It's a good thing. You didn't do the final grunty.

Yeah. Racing racing was great. I thought I had fun with that kind of stuff. Um, but yeah, I think if you're not building, this is just going to be a pretty average to not fun game.

But I think the building aspect of it is what makes it really good. I think it's a pretty good game and it's because of that kind of stuff. I mean, the building is so fundamental to the game. I mean, it's the name of the game essentially. Build nuts and bolts. I think the building is good mechanically. I think they've found a good spot with the rules of this world where a wheel can go anywhere and a motor can go anywhere and it just works. Like if you slap the motor on the side of the vehicle, it gives power. It just works. The classic Todd Howard quote. It just works. Yeah. And one of the great things about having a fully dynamic game engine is

All of this just works. I'm not kidding. I think that's the right approach for this because that also alleviates creative pressure. When I came to a challenge where I needed to create something, all I needed to focus on was getting just the types of parts somewhere on the

vehicle. That let me do some interesting things. I remember one challenge in particular. I'm back.

it's in Nutty Acres and you had to protect this certain trophy from flying attackers.

And I tried the mission three times or so flying and shooting, just trying to take them out and it wasn't working. Like, shooting, not great.

I know the exact one you're talking about.

Yeah. So what I did, I built a tower, but it had an opening on the front, but I built the tower out of heavy blocks, put four wheels and motors and gas on it to get up the hill,

and I just drove over the trophy and just sat there for the two minutes or whatever of the clock. And the planes were kamikaze diving down trying to take it out, but they couldn't get to it because I had positioned the vehicle where they couldn't hit it. And so that was a creative moment where it wasn't a blueprint. It was me just like, is how I will solve this problem." And it gave me the tools without having to worry about this vehicle is clearly way too top heavy and your wheels need to touch the engine. None of that mattered. It had cartoon physics, laws of physics I should say. And that is free. So it's a really good building system I think. But you have to enjoy what you're building toward.

You know what I'm saying?

Yeah, exactly.

What's funny about that though, again, is I kind of mentioned this with the blueprints, is like why would you waste any time building something like you built, Max, when the game is giving you things kind of on a silver platter in a lot of instances that you can just use that they're giving you.

For example, in that exact task or mission that you just talked about, if you just drive up the hill right off to the left is a stationary turret that they put there next to that trophy that you're supposed to block that you can just jump out of your car and then jump into that turret and you can just look up at the sky you could just shoot them all down and that is just there by default they just put I never even saw that yep that's just sitting there so you're just supposed to hop out it so the car you choose in that level really doesn't matter because all you need to do is drive up the hill hop out of your car hop into the turret and then you could just shoot up there.

That's it.

Huh?

So that's what I'm saying.

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

I was just like, Oh, Hey, look, they gave me a free thing.

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

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

But I think like the draw and I don't, again, this is not like necessarily defending it or anything, but I think the draw for like doing that kind of stuff is just to, is playing it like an arcade game, getting the best times on stuff, which honestly, I don't think would be fun in this game, but I see that draw like that being a draw, like there's the leaderboards and stuff like that.

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

So doing that kind of stuff would make sense, especially when it was much more active.

I mean, now where you get the leaderboards option, it's just like kind of, it's kind of dead or whatever. I, at least I, when I tried to click on it, it didn't really show anything.

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

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

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

And that almost reminded me, Mike, of our like driver's license testing Gran Turismo,

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

that's an option in like GT Sport or whatever, but I totally could see it where Mike is faster than me. Like I've got to tweak something on this vehicle. I've got to make it lighter. I've got got to add a motor or something.

So I do see, it almost would have been a better

like Diddycon racing type game,

like a Banjo-Kazooie racing game,
which it is in the multiplayer aspect.

But if it was only a Diddycon racing
where you could fly, drive, or sail a boat
around these worlds, it is.

It's like Diddycon racing and Banjo-Kazooie
and Minecraft all in one game.

Yeah.

And I mean, we're playing this game, like how many years after its release and
almost 15.

Yeah.

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

So it's not like we could have actually really tried it.

Yeah.

Like to at what it would, what it maybe was, I don't know how well the multiplayer,
I, I highly doubt it did like super well, but I'm sure like in its first
year or so it was probably all right.

I'm looking it up here.

as we record and it's just basically the same thing like you can complete in certain tasks like
do a race or do a thing where it's like a sumo like one of these is like
completing like a sumo challenge so a bunch of people get in like a ring and they gotta like
blast each other out of the ring with whatever contraption they can make and then there's other
ones that are races and there's other ones that are dog fights things like that yeah i i i do
think that there is a version of this game and maybe there is now because
hundreds of thousands of games have come out and I'm sure somebody has made
something to this but I'm sure there is a version of this game that is actually
really good I think and the problem with this is that they strapped that maybe

that that they strapped the banjo-kazooie name because it sounds like they use like this was their vision for this game was for the banjo-kazooie game was this kind of but I think there is a really interesting thing here I just don't think one I'm not the audience for it necessarily but two they just kind of put this they just strapped us like story mode on it when they could have just made this a really fun arcade experience yeah that's where that's where my head was at the entire time like if this was just like an arcade game where they had like oh here's the racing minigame and you have like a bunch of different tracks and you have to build your own car in order to do this. And then you do time trial modes of that and just do that. Like that would be pretty fun to do that, you know, or here's this. Here's the domino thing, which I think sucked, but here's the domino thing. And you have to crash into it and figure out a way to knock out all these dominoes and how fast you do it and how many dominoes you do will determine your leaderboard score or whatever, like that kind of stuff is really fun, but to have it baked into a story mode, one makes no sense and two is it just draws it, it just draws out the story mode that is just like there's nothing like really reeling you into it at all other than these games. So it just becomes uninteresting but... I think the cherry on top of this bad Sunday of all the troublesome things that we're talking about with this game is something Max mentioned earlier which is the driving in this game is just bad they made a game all about driving and the driving sucks it's I disagree I think it feels terrible and I think the thing that makes it feel even worse is the clipping it is so easy that to clip into other object being another car is bad I'm really terrible like especially the races when you're like on tight tracks and you're kind of bumping up against other people that's awful like that is objectively awful I will not disagree with that I think the driving feels pretty darn bad and it's very like

you can get used to it and you kind of start to understand how it works and stuff like the helicopters are weird to control but like you kind of learn how it works and you get used to it I think the general driving of the cars though specifically just does not feel good it feels very blocky feels very much like you're just I don't know it does not feel like you have any maneuverability in any of the vehicles that you make in this game even the ones that are I think the racing cars the ones that were titled as that I thought felt fine I thought that I mean obviously it's not like I'm playing Forza or something like that or I guess at the time project Gotham racing or whatever was around at that time but it's not like I'm playing one of those games I'm for to work around at this point I think I think so yeah I think for two would have been out I don't even think project Gotham raised I think that was done by then anyway whatever yeah I think the driving like the racing car stuff was fine the helicopters were not great but I thought like the airplane flying stuff was fine and I thought the general driving was fine I thought initially the initial cart driving was what was bad, I thought, and it leaves a really bad first impression.

And if they'd just given you a car that handled better like those racing cars, I think it would've been fine from the beginning, but they don't do that. Yeah, my biggest issue with the navigation of vehicles was the clipping that Logan talked about. If you even nudge a rock, you get spun out, you're stuck, you're done. You do a front flip or something like that?

- Yeah, just hit Restart. - It's crazy.

- If you even get close to another racer, you will both lock and just do a hard 90 degree turn in either direction and spin.

You can't touch anybody.

My bigger problem was the flying.

I wrote, "Flying is like trying to steer an inner tube

"covered in oil and shaving cream on a frozen lake."

The flying is just like, "Whooow!" all over the place.

You just hard bank if you even touch the stick.

I did not care for the flying missions at all.

- The flying I had, I thought it was fine.

Any time I had to use a gun on a vehicle was the time

I was like, please no.

I want nothing to do with guns on vehicles in this game.

- This is no Twisted Metal.

- No.

- Is there anything else specific

that you guys wanna talk about

before we maybe get into talking more

about the levels specifically and maybe ranking them?

I know there is one thing, well maybe you and I can just touch on this briefly here,

Max, because I know Mike didn't beat the game.

Just how did you feel about the ending stuff?

I did look it up, by the way.

The final world.

Because that final boss is terrible, but I think the things that happened before it are also terrible.

Like the game is even self-aware to the point where it's like, how can we fit a quiz in the end of this Banjo-Kazooie game and they make you take part in a six-part trial and they make you answer questions in the middle of this it's i looked okay here's what i'll say i looked this up i'm like thank the lord i did not make this game i don't think i could stomach what they made you do in the end i was screaming it's i'll say this my funniest anecdote about the

end of the game it was two it was like 2 30 in the morning when i beat this and i was slowly losing

my mind against the final boss because it is so that last I didn't have any problem I didn't have I didn't have any problem with the final boss except for the final one where she hops on her dumb broomstick it starts flying around I was literally screaming at my TV like this is what you did this is the final thing you did with this IP rare like I was like screaming mad in the middle of the night because I realized that this is the final thing that has ever involved Banjo-Kazooie in the past 15 years is this dumb boss fight that is so horrible and this dumb final trial and it's literally the last thing that those characters have ever done other than like whatever appearing in Smash I guess but that is the last thing that we have seen Banjo-Kazooie do is that stupid fight and it like literally it made me so So mad that that is how the franchise has ended at this point.

Is that.

Like when you look back on the last thing that Banjo Kazooie ever done, it's that.

It's so...

Anyway, go ahead Max.

It's a terrible fight.

It's a whole terrible thing.

Initially people had told me, I think including you Logan, you were like, "Get ready, the final world, you have six challenges."

I was prepared for six different markers on the map.

Thank goodness it's just two.

to log and he makes you do six easy things and then you fight Grunty in a five phase or four phase fight. I think it's five. I think it's five. Yeah. My problem, Logan, and you've, you've laughed at me for this is I just thought if you beat Grunty credits will roll. You have to beat Grunty and get the jiggy for credits to roll. And so I got through all of her phases except for the broom,

fine and dandy, but at that point I had lost my wings.

And so I couldn't fly anymore.

And I didn't have, I had the homing missile,

'cause Logan said, "Get the homing missile."

But the homing missile does not just go straight there.

It's almost like a really terrible red shell.

- But it's better than the alternatives.

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

- But it would just, what it would do is go towards her

and then just go wide and fly around her in a circle that would never close.

And so the missiles would never hit her.

And so I drove up to the top of spiral mountain and would wait for her to be in

the, the line of sight on the same level and like fire and hopefully hit her.

And that took about half an hour.

And then I beat it and it was like, well, sorry, you need to do it better.

Max literally messaged me as soon as he beat it.

He's like, wow, I did it.

it took me 20 minutes or something.

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

And he's like, wait, what?

- 'Cause credits enrolled, they just made fun of me

and said, no, you gotta get the jiggy.

And so then I re-tweaked the vehicle

and added an automatic like bird missile and homing.

And I took better care of my wings.

- I couldn't see Max's face,

but I felt like his soul definitely left his body

when he learned that.

- It did, it absolutely did.

and the ending is just so stupid.

You know, you're like back at your house,

Grunty's packing up boxes.

It's just a, it's a big, big old bummer.

- And all the other bosses are just as bad.

One of them is play water polo.

One of them is just tip Grunty over and you do,

multiple ones of them are actually just tip Grunty over.

- Tip Grunty over or take something out of her vehicle.

- Yeah. - Yeah, I did three of them

and they're not great.

- Yeah, they're not fun.

Which you would think they would try to find a way to make them a little bit more fun because this is the only game in the series, to my knowledge at least, where you're fighting grunting multiple times.

Well you know, it's kind of-

Outside the end battle and they don't do anything with it really.

Saying this now actually reminds me, earlier when you mentioned Game Informer it was when you became aware of it, I started doing a deep dive to try and find the issue.

I think it may have been May 2008, the cover game was Gears 4 too.

But anyway, right before that magazine came out, NeoGaf and Game Facts and stuff were talking about a leak from Game Informer.

And a quote was that Rare said there were 15 different challenges spread across 6 different levels.

Well that sounds about right.

But I'm wondering if those 15 different challenges includes each variation of fighting Grunty because one of them is like, "Take something out of her vehicle."

One is "Tip her over."

One is a water polo.

So that beefs up the different types of challenges.

really the different types are races, fighting, and pushing things or moving things out of the way.

Fluffing up their own count. Yeah, there's just not much in this. Like I said, there's really not a lot of depth. The tasks they make you do throughout the entire game are very bland and boring. There's a couple other things that I want to touch on here in a bit. We'll talk about, obviously the legacy of this game and maybe talk about the music and stuff like that in just a second. I do want to rank the levels though really quickly. So this is something we have been doing to catch Michael up to speed. We've decided to rank all the levels and all the Banjo games throughout the course of season three here. So we did this in our first episode with Banjo-Kazooie. You can go listen to that episode if you haven't already. But

The levels here in Nuts and Bolts, there is not many. There is Showdown Town, which is the main

hub world. There's Nutty Acres, Log Box 720, Banjo Land, Jigoseum, which is such a weird thing to say,

the Terrarium of Terror, and Spiral Mountain. I will come out, I would like to rank these way more quickly than we did the last time around because that took a lot of time previously.

Michael, what was the last level you played out of curiosity in this game? Did you say you got to the Jigoseum?

Jigoseum. Okay. And I mean like I technically saw Spiral Mountain in the very beginning of the game

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

That's probably the worst one. I hate that level. I think the bottom is atrocious. I think the bottom three

For sure is Terrarium of Terror, Spiral Mountain, and Showdown Town. I think those are terrible

I think showdown town's a bad hub. That is an I think a spiral mountain is like

Nostalgic and I guess it's cool to see it. It's ugly though

They've made spiral but what what you are doing there is also just abysmal

Like we just talked about file boss sucks and then the little six persons five or six level trial there also is terrible

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

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

Okay, the worst is terrarium of terror and the problem with that one is that they are spheres

Like all placed around and so really the only way to truly get anywhere is fly in the fly like the helicopters

There's no cohesiveness to it. There's no floating it. There's no most disjointed level for sure. I like the theme

idea of it

Plants aliens. It's kind of an interesting mix but structurally that level has no flow. It's

Chunky, it's chopped up. It's not I think that one's dead last for sure. And I know Michael you can't speak to that

But trust us it sucks out. I'll trust you

It's very very bad because I remember unlocking that level and I was getting a little bit burnt out with all the others and I

Was like, oh wow. Okay. I'm like the final level. I hope that this one's actually at least a little better

It was not it was not better. My thing was your spiral mountain in showdown town is spiral mountain is just

It's a nostalgia trip and you're absolutely right about what you're doing there is not great

I do you think spiral mountain is very ugly now. I think they it's a very drab and dirty

It's nothing like what it was on n64 and I guess yes our point like time has passed but they made it pretty ugly

But I think that the penultimate worst level is actually the jig of see him

It is an over that one's pretty bad. There is no

Sports is the theme, but it is just an oval. Yeah, there is no that's like we ran out of

ideas for a world design. So we will make a coliseum. I think it's weak. How do you,

how do you guys, how do you guys feel about log box 720? It's not great, but it's probably top three because I, I, I, I, the ones that I played, that one was probably my least favorite. It's too vertical. It is all vertical. It's way too vertical and I don't think there's any semblance of logic of how you're supposed to even go around that thing.

There's no flow to like, "How do I get up here?" Let's just say this. I think all of these are pretty bad if I'm being honest. I think Banjo Land is kind of neat.

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

Yeah, it's total nostalgia.

Exactly.

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

But I also hate that it totally relies on nostalgia. Like it's very much just go around to the separate parts of this map.

No, I like playing soccer at the Stonehenge thing or whatever.

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

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

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

I would say if you'll allow me Logan, I think banjo land is actually a really good point to bring up the music

Go for it. Yeah, because banjo land is the only music I really liked in this love game

I thought all the music was good in this game. I like all the music in it

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

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

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

It's like oh this music's race

Grant Kirkhope music like this is yeah

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

Good soundtracks. Yeah, I think that he does that here as well, but it is very much more
I mean you talked about it before Mike how this game is in some ways like trying to like
Pay homage to the older games and I really do think that a lot of the music in this game is
Pulling almost too heavily from the previous soundtracks

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

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

but it's I think my

Banjo-Kazooie music stands out. It's very front and center, and sometimes that's to its
detriment,

I think, especially in the sound design department. Like, some of the sounds just get
annoying very quickly, but the music was always bold and kind of used unique instruments to make
a unique sound. And this just feels very subdued. Yeah. Very muted, very quiet. Like, there's no
boldness to it it is not in the forefront at all right you do not they
don't want you to even really know it's there and the only time somebody played
banjo-kazooie yeah my memory of that game is like you start off you like like
that's what happens like every time you play it I mean if you yeah you could you
could introduce somebody to banjo-kazooie right now in 2022 and I
think that would still be one of their big takeaways is the music like it's so
hard to play that game and not come away with some sort of feelings on the
soundtrack. Yeah, and this one is just so muted, but Banjo Land stands out again
because the whole world leans on that whole world, not the world we live in, but
that game world relies so heavily on nostalgia that a lot of the themes shine
through and I just like the way that they wove all these different level
themes together into one big world theme for Banjo Land and I that was really
well done I thought. Yeah okay so Bangeland we got first I think we'll get
back to the bottom of the list in a second I think based on what we're
saying here it sounds like we think that Nettie Acres is probably like the second

best it is not good but it is not horrible it's way more cohesive than the others and there are different like aspects to it that stand out a little bit to me like oh you got the volcano up here you got the airplane ramp you got the water parts that you can run around there so there's a little bit of diversity here especially once you get a little bit into the further like you unlock the fifth what I don't even know what they call it fifth level or sixth level yeah the act they start making you do some different things here and you start to realize like oh wow there's a lot more that you can actually do here on Nutty Acres especially compared to some of the other levels I I just wish had a better gimmick is all it's just kind of whatever you know yeah but i don't think it's like i have like distinct issues with some of the other levels in this game this one i don't really have a problem with it's just kind of it's a good first level for and it has i think importantly for this game it has different types of terrain you've got the hilly grassy plain area you've got the beach and the water, you've got the volcano with its different steeps and slopes, plus lava, and then obviously the sky. They make you take part in some flying stuff, and I think even the sky here is cool because they've got the clouds that are attached to like lines and stuff like that. Yeah. It's got a little bit of a unique design to it I think as well. It's a solid intro level for the design of this type of game, so yeah, I agree with it being ranked number two.

- So then what would we say is third?

Because I think Spiral Mountain sucks, Jago's Siam sucks.

- I think-- - Log box, I guess?

- I personally think Showdown Town would be next.

- Really? - Yeah.

I think Showdown Town would be next too.

- Not because what you're doing there is very interesting.

It's mostly driving to different places.

But I do like as you beat Grunty,
you unlock more parts on your car
and you get to navigate and kind of peel back
more of this world and get to different places.
And I think that's just what's interesting.
My big problems with Showdown Town is just,
it's too populated with characters that just run into you
and don't do anything.
Like no one's driving.

- The cops annoyed me so much, yeah.

- Yeah, I think it's a product of the time in a way,
just because of like, you know,
like you said, GTA was so big at the time.

I mean, it's big now, it's big since three, basically.

- GTA 4 came out in 2007 though, I believe.

yeah so this would have been to that yeah like the gta4 was all the rage at that moment so
yeah

and like having those big open worlds and stuff like that was like all the rage at that time
especially at that time so and having like a live city was cool so i get why they did it what i
don't

like about it is that it's it's literally just all rhinos basically and then the cops so well it lacks
personality of those kind of things in a way GTA 4 came out April of 2008 so it

came out like five months before this game okay yeah but I mean like you know

I mean GTA is around beforehand yeah it's not like GTA was new I just I

thought that was kind of interesting yeah it was more like the open-world

craze like you know you had that you had your true crimes you had your yeah this

is definitely when open-world started becoming really big but I I think I

I think Showdown Town would be third.

'Cause it's not as offensive as what we have afterward.

- Okay, I'm fine with that.

And I do agree that once you start to unlock more of the things, there are some aspects of the town that I did enjoy exploring and uncovering to a degree.

I guess Log Box 720 in the middle, again, I do not think this level is good, but I do not hate it in the way that I do Jugo-CM or Scroll Mountain. - I think it has a way cooler gimmick than Jugo-CM does.

Yeah, at least it has personality.

Yeah, it's got a personality to it.

I like that they had the-

It's got grab by the ghoulies on it.

Yeah, it's got grab by the ghoulies.

I liked that it had the Banjo Kazooie disc spinning.

I thought that was neat.

Like when I saw it, I'm like, oh, that's cool.

And then did they have any-

no, Viva Pinata wasn't out yet, right?

Or was it out?

I think it was out.

Yeah, there was a Viva Pinata disc.

I think they had a Viva Pinata thing in there.

Also, they had a weapon on there called Folgore's Hand or something.

Is that supposed to be Folgore from Killer Instinct?

And is that supposed to be his hand?

- Probably. - I don't know.

I don't know anything about Killer Instinct personally.

- Killer Instinct is a rare game.

- Yes, I do know that. - Probably is.

- So I was wondering that,

I didn't check what his hand looked like,

but I was like, is that supposed to be the Folgore?

But I would assume so.

- Log Box 720, I will say, is just so hard to get around.

Like yes, the whole level is definitely made for flying,

but even when you are flying,

There's constantly something in your way in this level.

You can just see above you,

so you're bumping up into stuff.

- Also, it's like the first level

where you even get to unlock any sort of flying thing,

so you're one learning flying in this mass,

super complicated, weird, unorganized level.

- It's just a big vertical cube box that you're stuck in

with a little different weird things

going on on certain levels.

There's no, I mean, there's a major lack of cohesion in this level, but I mean,

terror terrarium of terror is way worse than that regard because everything's.

Siloed.

Which I Jiggo see him, I think has like the opposite problem where it is pretty

easy to get around cause it's so barren, but it has a really boring gimmick.

I will say, I will say that the one thing I will say in favor of Jiggo

see him over spiral mountain.

I think spiral mountains of worse.

I would like to put spiral mountain at sixth personally

Rather than fifth because I think jiggosium the one redeeming quality of it is that there are some fun things to do

I there are I like the ramp jumping off of that

It's very basic, but I did try to build as fast as Vakar as I could for a while there and blast off that ramp

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

To do I think I even got the trophy Tommy trophy for that one

But it's I kind of enjoyed it

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

I got excited when I saw that I was like, oh this is gonna be so fun. And then I did it

I'm like, this is the terrible

They do this

I think jig o'sium as a level like just the design of it sucks

But I will say the redeeming quality is when I think of some of the more memorable

Tasks in this game. They are tied to this level would be my defense of it

So I feel like this is the level that they kind of got into. Okay, I'm gonna make a comparison

that might not make sense, but where they were getting into like

burnout

Quality of stuff where you just crashing in the stuff and like it gets into that

Moment of like oh it could like that was where I find out

I'm like, this could be like, Like a burnout game where you could build your

own stuff and you could crash into this stuff and it's just like, everything's

flying everywhere and you're just like, whatever, like crashing a car into

dominoes sounded like a, I'm like, Oh, this is gonna be fun.

I'm going to jump off this giant ramp.

And then when I did it was like, well, it was kind of like a, a wet fart kind of thing, you know, the best thing to do with the domino one is just attach explosives in on your car and then as a helicopter drop into the middle of them and then hit self-destruct button and explode outward that's what what you need to listen to certain songs though Logan yeah go watch the YouTube video we attached above in our chat Mike link it down in the comments below if you want to see this guide that we used for this it'll be in the show notes as max said it's it's art from a long-forgotten era of YouTube okay so I'm putting that one at five because I do literally seriously think that one has some redeeming qualities

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

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

With that in mind if we're ranking the levels from this game, then it goes banjolain first

Nutty acre second showdown town third

log box 724th

Jago, see him fifth spiral mountain sixth and the terrarium of Terror seventh

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

Congratulations great. I

Think we've mainly touched on everything

Unless I am wrong

Otherwise, I would like to talk about

What we think this game's legacy is

Max, is there anything you wanted to talk about beforehand about the game itself? Maybe before we start not specifically

know really my only comments left are legacy related. I can start here I think

because I kind of mentioned it before um this game does suck at 2 30 in the

morning yeah this game does suck and it makes it that much more frustrating to me that this is literally the last banjo game we've ever gotten like this game sucks so bad that when people say they want a new banjo game they say I hope that we get to hear that Banjo 3e is announced soon.

This game's legacy in some ways is that not only is the game itself just not good and not fun to play and is pretty boring, it's so bad that people like to just not even acknowledge that it's part of the larger Banjo series and they still hope that we get something else in the style of the old games eventually.

And I think that's how I feel too.

I think the general, a lot of times I think the general public's feelings on certain things is somehow gets misconstrued over the years or gets uh like people people like the general consensus among larger audiences for certain games or movies or different pieces of media i think can get really warped based on how the general public can talk about it but no i think

the general public is spot on with how we all talk about this game um it is not great and uh

Yeah, it bums me out that this is seriously the last thing we have gotten Banjo related in the last 15 years or so, no matter how much we keep yelling at Microsoft and Rare to do something else with the IP.

Mike, your thoughts?

I think, again, I'm kind of slightly opposite of you. I do think the game has redeeming qualities, and I do enjoy my time with it. I will play more of it. I'm gonna beat it.

it, but, um, cause I was playing it a little bit before we were, we were recording and I was like, Oh, this is like a real fun, like I'll turn a podcast on.

I'll just do a couple of challenges, call it a day.

And I'm, I'm having fun doing that, but in terms of its legacy.

Yeah.

I mean, it is the, you know, like the forgotten stepchild kind of thing or whatever, where, you know, people don't recognize it really, and that's totally

Like it totally makes sense.

Um, it, like I said, I think it has its redeeming qualities.

It was made at a time.

I feel like rare was trying to do weird new things.

Like you had stuff like Viva pinata.

Um, and they were kind of on like a, a downward downward spiral kind of thing

here too, with like they had perfect dark zero and what did they do before?

It was the cameo before that.

Yeah.

Right.

Cameo perfect dark zero.

Then it had Viva Pinata, which I think is a good game.

I think that's a great game actually.

And then this, and then just continuing down from like after this, it's like, I

mean, what, what has really done?

Yeah.

I was going to say, like me and max actually looked this up the other day

before we recorded.

And in some ways it's really ominous when you look back at what rare was doing,

because like you said, like they did like perfect dark zero and conquer

live and reloaded and Viva.

They were doing some different things for a couple of years there.

This game came out.

There was a two year span where they didn't release anything.

And then they came back and they were the connect studio.

Yeah.

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

Uh, in a way.

Yeah.

I mean, now they have sea of thieves, which again, like I did review that game for dual shockers actually, and it didn't open up very well, but now it's obviously a bull of thing and it, it, it worked out and maybe rare's now on the upswing on stuff, but I don't think this game is bad and I don't think it does.

deserves the, like, this is what cursed Rare

and all that stuff, 'cause I don't think

it's a bad game at all, like, in comparison

to some other studios that have come out

with really bad games and totally have been fine with it.

I mean, you could look at something like No Man's Sky,

like, those guys were even able to, you know,

salvage something out of that garbage heap

that, when it first came out, which I actually liked

when it first came out.

Anyway, but yeah, it's just, it's very interesting

that this was the game that kinda ended Rare

from regularly coming out with like, with bangers kind of, I mean, maybe it's not

that, maybe it's cameo that actually kind of started it or perfect dark zero.

Actually.

Cameo is fine.

It's a, it was a launch game.

That's it is what it is, you know, but like perfect dark zero was not good.

And it was like one of the most, you know, I don't know, like anticipated games from,

I can remember when I, as an Xbox 360 player at the time, that was the thing that

I think started kind of like the downhill trend thing, and then they got Viva

pinata which was like such a weird thing but I think is a really great game and I think is like one of the more beloved Rare stuff that is even out now and then they came out with this which is like when people are looking for a Banjo Kazooie game they're now looking for a building game they're looking for you know a character platformer like and that's just what it is so it's it's really interesting to see it as like this weird game that is just kind of the last thing that Rare did until like really Sea of Thieves. You know? So. Killer Instinct I guess would be the other notable thing they did.

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

Yeah.

Because Iron Galaxy like, didn't they do the brunt of it?

Double Helix did it too. They like, they helped on it, but they didn't.

Yeah.

Solely develop it or anything. Yeah.

Yeah. I mean Killer Instinct, great game. That was actually a really good fighting game.

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

Maxwell, your thoughts?

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

It reminds... Stick with me here. It reminds me of Below, that Kabi Bara game.

And I reviewed that for Dual Shockers.

And that was a game where,

and Logan was our review editor at the time,

which I think is important context.

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

And it was like, Logan, I cannot get past,

like I'm done, I need to review this.

And I was shooting for a low score.

I don't remember exactly what it was,

it was a four out of 10.

And Logan told me to keep pushing
and kind of not worry so much about the embargo
or getting it out sooner or whatever, just keep pushing.

And I did, and I got deeper into the game and further
and found the parts of it that I really enjoyed
amongst what I thought was poor design at the time.

And actually, I ended up giving it a six out of 10,
and it's one of the games that still sticks with me
that I think if I reviewed it again today,
especially if I had reviewed it on hardware

that was more stable at running it,
'cause I played on a base Xbox One

If I had played that on a Series X or a One X at the time, I think I would have given
that game an 8 out of 10 or something like that.

And I'm not saying that Nuts and Bolts is an 8 out of 10, but the more I played Nuts
and Bolts, the initial was like, "This is not good.

Why is Banjo fat?

Why am I designing cars?"

This is not what I wanted.

But the more I played it, the more I saw the good parts in it, the tools that they give
you to build cars and design things.

There are nuggets of good, fun game design in here.

The problem was that Banjo was grafted onto it.

And I think it kind of boils down to this one point that I wrote down in my notes.

If you look at a game like Breath of the Wild or Just Cause 3, they gave you tools to engage
with a world that then reacts to those tools and what you do.

The world reacts back.

Nuts and Bolts gives you tools, but in a world that is not reactive.

in a sandbox that doesn't react, but Just Cause 3 you're flying around shooting, you could attach rockets to a cow and it'll fly and spin around and react and blow up in the world. In Banjo-Kazooie the world doesn't do anything, the cars do, but nothing. And so I think the legacy of this game was like, they were close but they missed it. And one One decision as far as just pushing the vehicle stuff onto you but in a way that wasn't engaging beyond designing the vehicles I think is what really makes this game miss in the long run.

And then with the Banjo stuff on top of it, it's just too different from the rest of Banjo.

And I get that Banjo was in racing games and vehicles are a part of Banjo's history but

But it's just off enough that I think it overshadows a lot of the good in the game.

You said Just Cause 3 and I was like, "Wait, when did Just Cause 2 come out?"

Because that was the big...

That's a good point.

Because before that, what you were saying about a more interactive world and stuff, really I think that's why GTA was so beloved.

Like GTA 3, why that ended up being so beloved.

If you play GTA 3 now, it's like, whatever, it's probably garbage.

saying you don't like the remastered definitive edition version of the game?

Probably not. Just Cause 2 came out March 23rd of 2010. So two years after.

So like and before like this it was really just like GTA games and GTA

clones like I always say true crime streets of LA that's what I played a lot

of but driver like driver like that kind of stuff and then if you look at that

Like how, like how much could you actually interact with those worlds?

And then look at this game, which came out 2008, that allowed you to like,

create your own stuff and to like put something that was yours into its world.

If that makes any sense.

Yes.

I think the worlds are barren and there's not really a lot of liveliness to it, but it does give you the tools to like kind of interact with it at least at the time, uh, in like interesting ways.

Now going at the Just Cause and just like you said, Just Cause three, like Just Cause two, I remember being like this huge thing because you were able to interact with the world in such like crazy, crazy ways that were not really being done at the time, like giving you the tools to do all like, yeah, it kind of changed stuff like for those kinds of open world games, um, especially when they started adding like the multiplayer mod stuff that was getting pretty wild.

But, uh, yeah, I mean, again, it's just being so disconnected from it.

And then going back to it, it's like, well, yeah, obviously this seems like.

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

Yeah, that is in front of you.

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

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

So, I mean, it's putting that, I guess, into perspective, but again, like, I think this is like a weird thing of like rare trying to do weird stuff.

Cause they've been trying to do weird stuff, like, especially for those

like five or so years and they missed the mark one too many times and then this was the one that

really kind of missed a bit and then they became a Kinect studio. The last thing the last thing I want to say about this person I know I kind of said my piece already is yeah I don't think this

game is like this like if I was to review this I don't think I would give it like a three out of 10 or a 4 out of 10 like I don't think this game is like so bad or unforgivable that it is like a sin like I joke that it cursed rare I don't think it's so it's just a very mediocre not it's it's almost so it's almost more one of those instances where it's worse that the game is boring more so

than it is bad and I have some legitimate issues as we've talked about over the course of the the episode here, so it's not just that it is a boring bland game. There are some serious problems here, but also just moment to moment what you were doing in this game is just never engrossing or fun, and so I think it is just, yeah, the biggest problem with the game is that it is boring. So yeah, I don't think it's a sin against humanity or even a sin against the Banjo series, but when you do look back at what this franchise has been up to and you see that this is the last thing that has happened.

It leaves a definite sour taste in my mouth and I wish someone would come along, rare or otherwise, that would fix that.

And I know we're obviously not playing it for this season or anything and I know they've done stuff like Yooka-Laylee, which kind of tried to fill this character platformer niche or audience here in recent years.

Um, they did an okay job of that, but yeah, I think that's largely banjo-kazooie nuts and bolts.

What I have, I have a question.

What would you have, I mean, maybe you guys don't do this, but what would you have given this, like what score would you have given it now that you've completed it?

Probably like a five or six personally.

Yeah.

I don't like giving scores anymore, but probably a five out of 10.

because it's like I said, there's good in it, but it's also pretty drab.

It's interesting to look at the scores and stuff too

back then, I mean it has an average of 79, so it's mixed.

- If it's the same thing like this

and I don't hate the end, I would be at a seven

probably for me.

- And it's too bad the end gets worse.

Fun fact, uh, yeah, fun fact, giant bomb gave it a perfect score.

So there you go.

Thanks.

Thanks, Brad.

I think that was him.

And I think it was him.

I think G four gave it a G four gave it a four out of five.

And they said nuts and bolts has solid single player, but multiplayer

has even more potential making this banjo cause we get him worth the buy.

Uh, game informer was eight and a half out of 10.

So that's what I say.

Like when you think about it at the time, like what this game was, it

probably was pretty wild at the time, but looking at it now with all the,

with all the knowledge we have of all this crate, like with post Minecraft,

you know, like that kind of stuff.

Like, obviously this is nothing, nothing even compares to it.

You know, it's exasperated by the fact that, like I said, we've had literally

nothing else banjo in the last 15 years.

Yeah.

So when you look back and you're like, oh, what's banjo been up to?

Oh, nothing.

This is the last game that released and it's not really a true banjo

Kazooie game in a lot of ways.

Uh, that sucks.

Cause it feels cause then.

I mean, we really haven't gotten a true banjo Kazooie game in 20 years.

So, I mean, other than sea of these, we haven't really gotten another rare game.

Like in the traditional sense since this game.

Yeah, really.

So, and I want to have a larger discussion with you at the end of this season max about maybe what the future of Banjo can hold but we'll have that discussion in later episodes. As for this episode Michael thank you for joining us to talk about Banjo Kazooie Nuts and Bolts. Thanks for having me.

Thanks for playing this with us. I thought for sure that this would be an episode where we would not be able to get a guest but yeah we've gotten Michael to play nuts and bolts we got Tomas to play color splash I mean we're on a roll we've gotten some people to play some not great games with us I'm just here the campaign the Yakuza chapter select so whenever you guys get to that please I'll join every episode you and Ricky yeah both of us will just both be on each episode so yeah this has been chapter select this is a as a As a reminder, this is episode 2 in our third season.

If you would like to listen to previous seasons, you can obviously go back in our podcast feed here or YouTube channel, wherever you're listening or watching.

We've got previous seasons.

First season is all about Paper Mario, second season is all about God of War.

Third season here, we will be continuing next time with episode 3.

That will be all about Banjo-Tooie.

episode 4 we will wrap things up with Banjo-Kazooie Grunty's Revenge for Gameboy Advance, baby!

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

So that'll just be Max and myself.

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

So find us on, is it the Max Frequency YouTube channel, Max?

- Mm-hmm, that's where it is on YouTube.

- You can find the videos there that Max uploads and spends a lot of time editing.

If you would like to subscribe or leave us a review in any of the places where you may consume the show, that would be wonderful and definitely helps us out a lot.

You can also hit us up on Twitter if you want.

I am @mormon12.

Max is at, Max, where are you at?

I always forget now.

- Maxroberts143.

- That's right, yeah.

Max Roberts 143 and Michael is that Michael J. Ruiz?

- The Michael J. Ruiz, or yeah, the Michael J. Ruiz.

- Okay.

- Yeah.

- So you can find us--

- On all socials.

- And the show--

- On all socials.

- Is on Twitter @chapterselect.

- That's true.

I forget because I don't know if I have the login for that.

- You don't.

- So--

- You guys have to--

I will follow you to this Twitter.

- So we do have a chat, yeah.

We do have a dedicated chapter select Twitter account as well.

to follow us there if you would like to keep up with our uploads for this season as we move forward. But yeah, until episode three when we were back talking about Banjo-Tooie, we hope that

you have a good rest of your day or evening or whenever you're listening to this and we will see

you back here next time. Bye bye. Adios. Peace. Chapter Select is a max frequency production.

This episode was research produced and edited by me, Max Roberts. Season three is hosted by

Logan Moore and myself. Season 3 is all about Banjo-Kazooie. For more on this season, go to chapterselect.com/season3. Follow the show @chapterselect and check out previous seasons

at chapterselect.com.