

This transcription was completed on March 27, 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 learning/ 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.

- - -

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 Robertson.

I am joined as always by Logan Moore.

Hi, Logan.

Hi.

We're back to doing the banjo things again.

One may say that this is a sequel episode.

We could call it Chapter Selecty.

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 a...

Well, 3E is the most logical name for it, it actually works out perfectly.

3E, they actually say in this game, which I never knew.

Yes.

They say that in Banjo-Tooie, 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."

canonical yes so we are we're here this episode is all about banjo 2e the

previous two episodes kazooie nuts and bolts and this time we're talking about 2e 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 Tooie came over as well.

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 almost be like, for me at least, the Naughty Dog parlance would be like if Bruce Straley went off to direct something and 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-toui

Sounds awful

This man hates banjo-toui he came out and said it right away stands battery hate us  
one or the other

There's a long Kong. He just wanted to get in a public forum to uh to diss us

Of course, of course, he's been playing I know years you I love you guys and banjo to be really  
it's all of me

I'm telling me we love you

Well, you're gonna make me you know

See I got we can use that right there. You love banjo - e

What what is your guys's histories with this game? I feel like mine is

Unique, but I'm also biased because it's mine. But like Brian what?

What is your experience in with banjo to eat like so

I'll start by saying that if I were 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 I played banjo the first one

Probably not long after it came out. I was about four

And then I played that I didn't even realize that

This game had that - he 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 at a in target that one of the demo kiosks and for some reason

in my in my brain I

remember playing

Like on in spiral mountain and I remember it being raining for some reason

I don't know why that is because 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 the same 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

I

Loved it because 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

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 we'll get to that later let I'll be the  
bridge to you Logan because like Brian I didn't own 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 Bandra - II 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 Indy, right?  
Yeah, yeah.  
And so I'm playing this game through my neighbor,  
but also playing it at his house with him.  
We were passing a controller and taking turns.  
And so I never owned Banjo--  
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 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 nostalgia glasses.

My rose-tinted glasses are on for a game  
that I didn't even own or even really play fully in depth.

And so 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--

Yeah, so I had a similar experience as you. Like, I used to go, you know, 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. Maybe I rented  
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 it wasn't the cartridge green for it right believe it  
wasn't normal cart green was like an army game maybe so you're thinking of  
army men Sarge's heroes one yeah for some reason I think this game had a  
green cartridge in my head I don't know why anyway the 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. All I know is I played a little  
bit of it when I was younger. I think I got up to Wichy World and 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,  
that 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 it two-wee a  
couple different times.

I tried to play it once on

360, I want to say, and I

bounced off it. I 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 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 think that game is still very tight

I think all those levels are very well designed

This game by comparison feels just so bloated and 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,

this game is too large and that leads to other issues, which I will get into.

It's such an easy way to think about making a sequel though back then because 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 will for sure be better." I mean, 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.

It definitely is.

Personally, my clock time was like 12 hours for Kazooie in about 18 hours, so it was about a six 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.

I do 100% speedruns of Kazooie, and I can beat that game in close to, I think maybe



we've been 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 it's long.

Yeah.

And like, I totally get the whole, like, let's make donkey Kong 64, what donkey Kong 64 is, and then basically make donkey Kong 64 too, but with, for all the wrong reasons, like I love donkey Kong 64.

It's like my favorite game of all time.

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

I can't help but love it.

But Vanjo-Tui 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 talk.

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 like that sense of accomplishment constantly.

The biggest problem with Tui for me is that the levels are like 3, 4, 5 times bigger than

a lot of the levels in Kazooie, but the jiggies are 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 Freezy Z 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, you know, not terribly long ago. I mean, Goldeneye was '97, Diddy Kong Racing was '97, Banjo-Kazooie was '98, you know, Jet Force Gemini, Donkey

Hunt 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 in '98, right? 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. How do you not look at Hyrule Field and go, "How do we bring that over into what we're doing?"

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. At 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 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 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 got a good version of this style of game they're trying to make here right 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 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

Tooie 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, and then you've got to bring Mumbo over here.

And it was just this, 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-Tooie 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 beat a game to record a podcast to talk about the game.

Yeah, because 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.

Probably is.

I think game, probably 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 and 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.

And I just think a lot of those decisions reflect that, like the powers and things were very, I think, kid focused.

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.

Just about to say that.

Not only do I not know the points on the map 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.

Kobe Desert, Free ZZ Peak.

- Yeah, when you get to Free ZZ 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

The turtle in

Jolly Rogers Lagoon, he's like I need my egg hatch

Can you get me to hatch this egg and I was like, okay sure and like I tried everything

I could think of to get this egg hatch. I'm like, yeah, I don't know and then like she levels at it

I tried everything. Yeah, I his reaction when you shoot a grenade at it is hilarious. Yeah, 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've learned 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 mm-hmm

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 they 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

because 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 the--

I think the most baffling one in the whole game  
is the one where the bears, again on Jolly Roger's 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,  
then you have to go to that level,  
and then 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 Kazooie'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.

We may have used the same guide at, I don't know if you,

I was using Game Facts in particular,

'cause I like to be-- - 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

the bottom of the ocean first to even start this whole chain of events. This is also true at Jolly

Rider, yes Steven get this to happen. But the guy, the writer wrote, "The first kid is found

right below Mumbo pad near Wumba's wigwam bilge rope whatever blah blah blah. But what's  
this?

Another dead alien geez 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. 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."

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

Yeah, so I'm like I don't even know if I did the alien one cuz I think I may have started it

There's so many stuff. No what it's not worth it

I realize how long that one was going to be and I'm like, yeah think I'm gonna go look to do  
another one here

Yeah, like I get it cuz if you're gonna have these big worlds

sure put things in it to make it interesting but

if you're not and you're really gonna have these these

objectives like spread out amongst them and it's gonna be kind of like

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 in games like like Metroid or like some of the later Castlevania games. We're 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 a hundred percent in about the same amount of time

Yeah in certain cases

So I get it like 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 like this is a kids 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 your game was my 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

I didn't think he lands in the fire, and then you go to his wife

Yeah, okay

They're both dead.

Sorry.

I think the first time I had that moment, like just a complete face palm was like, in the last, I can't remember the last world's name.

It's in the clouds.

The 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.

Like that was the answer.

Like I had to go like 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 and

Even I thought that this was stupid. I I couldn't like I just can't wrap my head around a game that's made for like

six to ten 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

It adds a couple other gameplay features that I'm just curious how we all feel in a journal sense.

Those things would be Mumbo, a lot more mini games 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.

Everybody's impressions on all of those things I think plate I can start I guess month playing is mumbles cool in theory

but I don't think it's anything more than just extra backtracking a lot of times and 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?

Momba 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 it is better than Kazoo yet, 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 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 bullet point just to say kind of feels like that. Yes, 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. There's a lot of weird decisions. I just don't get

Were we gonna say max I

I'm looking at the back of the box for is it on there to eat?

The second bullet says play as mumbo now, you're gonna take control. No way it's showing himself

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 I said and I'm reading oh my gosh the third bullet me humba wumba

She'll transform Dandruff into a number of objects such as walking, talking, statue, a tighty-widey shooting washer.

Wait, can we actually talk about that too?

You mentioned the box.

Like Mumbo's in the box.

Can we just talk about for a moment how god-awful the box art is for this game?

It's straight up...

It's really just two characters.

...sucks.

Yeah, I do not like it.

I really just...

First one's so much more iconic.

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 know like 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 game's 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. I just straight-up iconic, you know bonders with his extra long lip

Can't not yeah, I got

Now that they got you

Know what I'm talking about that long can't be real

That's not it's just it's the space between his thumb and his and his index finger

I think but it really looks like a long lip. Oh my gosh you did. Oh wow. That's why I know

I can't never not be able to see it now. Oh, you've ruined 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

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 Toohey, 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 Toohey

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 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, your 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 there is something interesting though with that, because I mentioned this before we really started 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--

Yeah, 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, this is left, right, up, down."

Because even in the Xbox versions,

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 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 target zan boss fight

in the very first world of the game

really made me wanna 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, 'cause it was all I had.



I remember playing Goldeneye all the time.

Yeah, and that was fine.

And then I played Halo for the first time,

my first dual analog shooter,

I remember saying to myself, "This is too confusing, why didn't they just keep it like gold and I?"

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.

Oh, that's right.

There is one in that level.

I forgot.

Yeah.

Yeah, there's more in this game than you're thinking of.

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.

Yeah.

Except world building side story stuff.

So they spend like 20 minutes in it.

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.

That's about it though.

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 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 did they introduce her sisters as characters? This is my biggest question. They introduced these new characters

They're like our grunty sisters

We're into 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 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 want to 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. Mm-hmm. This is gonna be a very weird comparison but

Banjo-Tewi's story to me is

Is 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

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 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 makes sense, right? Yeah, it starts so

flippin' strong. I think that intro is one of the most iconic

from that time on the N64. I love the poker setup and the lightning, the

mood. It's just so atmospheric. They really stepped up the

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 recalled 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 that's quite a

jump. Also, you guys got the goofy intro because the way Banjo-Tooie 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

So when there was any sort of like frame rate dip in the cut scene, the cut scene slowed

down and when Grant Kirkhope was writing music for this cut scene, he had to time it with

the slowdown of the cut scene.

So your guys' music was out of sync, mine was not.

I got the full effect.

You're blowing my mind right now.

Yeah, like you'll notice it.

Like there'll be like, like large, like, like brass stings that are happening at

just like, like while they're playing port, like poker, like it doesn't make any sense, but if you watch that cut scene on an actual, in Nintendo 64, it links up really well.

Like I think the sad, like organ music, um, that plays when, when bottles walks out of the house and falls over starts way too early.

But for me, right as he's walking out, that sad organ starts playing.

That's so fascinating.

But for you guys, it's way earlier.

It's really weird how they didn't try to fix that at all.

I mean, yeah.

The story is just rough in a lot of ways.

I already mentioned the sisters just being 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 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 and 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.

So it's funny that they introduce all that up front.

It's like, wow, this is gonna be a 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 them kicking around her head at the end.

That's kind of fun and stuff like that, but that's...

So 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

It's just a

tank fight but

with

Sometimes you throw some chickens in there

Sometimes. It's just

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 gotta shoot her at the right time  
or blow up the inside of her tank at the right time.

You've gotta 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?

- Yeah, it just feels, again,

like they were obsessed with this first person idea  
that they implemented in the game,

and they didn't wanna 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.

Um, I wouldn't say it's like egregiously bad, but it's pretty dang bad.

Um, 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 is annoying but I do like the idea of it as that feels like a very

banjo-kazooie that feels more banjo-kazooie than the actual quiz that

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. Yes, 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 mm-hmm 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 Kirkup's music

Look at all those shots kisses. So good I I could go on forever about this. I

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 Donkey Kong or DK Isles from Donkey Kong 64 and then a lot of the stuff it's so good a lot of the stuff from from banjo like I'd be like walking to school like whistling it to myself or humming to myself it's so easily get 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 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. 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 and it 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, and I think a good way.

I think the most obvious place of that is when you boot the game up.

When you turn it on and it goes, it does the tilt down or pan down I guess over Grunty's  
lair and it's just the little theme at the beginning instead of the whole \*bam bam bam  
bam bam\*

banjo tuning his banjo as if like you know you haven't been playing banjo for  
a long time his instruments are out of tune and 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 French horns are good. 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, everything Brian

said about what Kirkhope is actually doing with the 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.

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 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 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 going to say. I wasn't sure what you were going to count as an actual world, so I have seven listed. Basically the ones that you go through from 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,

'cause he's guided these discussions previously,

'cause he kinda 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. - Like flashbacks

to the Terrarium of Terror. - 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 maya him temple witchy world is

the best level interesting what you world yeah I'm fine with putting that at

number one personally that's my number one also yes I'm so glad you guys on

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.

Well there's something about it and just that like every single thing about

about it works.

In just like--

- Todd Howard quote.

Again.

- It just works.

Everything about it, it works so perfectly.

Just looking at the world, just existing in it is fun.

It's a carnival.

It's meant to be fun.

Like, there's super bright colors,

the theming of each area is so cool.

I just love that idea for a,

for a 3D platformer world.

And the fact that it's also, to me,

the one world in the game with the fewest amount  
of speed bumps and roadblocks.

- It's dense. - A lot is--

- It's a dense level. - Yeah.

- Everything is close.

- And everything's accessible.

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 Gold to bring the UFO there.

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

It's after Witchy 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

Myahem 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 it most of those first couple worlds. I don't have a  
problem with because of their

Light on the backtracking so those are the ones I'm fond of and of the early ones yeah

I think what you rolled 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. Yes. I agree. I agree with you Brian

I do want to say really quick which you 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 does Sam 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

- I was a mmm negative ghost rider Brian what's your number two none of the

others anything below witchy world is automatically worse 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

dactyl end 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 and 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 yes 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

a cool little cozy little room. I like the minigame in that in that world where

you're kind of shooting at all the ulcers that as weird as that is to even

say. 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 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. In a weird sort of sense, it kind of is. I feel like that one is just 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 where a kid can be a kid pterodactyl and would be my third my second is hail fire Peaks and that is because Logan will will get this hail fire Peaks is my click clock would 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. I'm 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 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 that 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...

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 Coliseum 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 said it's busy there's the cave there's Bogley's 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 yeah, that is a very difficult to navigate

Yeah, that's my 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 dactyl and - 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 even rank in 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's a that is the worst level in the game. That is a throw it out statement. So what are we saying?

Is that eighth then because we're not drinking Isle of Hags either if there's 11 levels, then that's eight. Yeah

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

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 like 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 cause we know have the invert top now 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, that's 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 like layout is not all that confusing. It's 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 Tim 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 now you just just tell just tell us

Yeah, what 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 bad. Oh



I would say makes me want to not play would say 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 doing 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. Oh. Because in a

weird way. I can't defend that world at all, but in 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 it's I'm gonna like stomp this level so I think it is 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 that the

lesser noticed things like the dude in the bathroom having a horrible time.

Um, he didn't show up, but I remembered that he was there and that made me laugh.

Um, 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 was your favorite level on 64.

The, uh, the factory.

Yeah.

Yeah, it is.

- 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 is called noclip.website.

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

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

of insight into how a world was made, what's going on behind the scenes.

When you go, 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 will, 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 want to look at it because that sounds scary.

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. They 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 I was an insane person this time well

Grunty's at the bottom and I'm sorry, but Jolly Rogers. It should be at his eighth

Look 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. It is. Yes. It's pretty fine with that being seven. It's so

That's just a hodgepodge level. Yeah, that's just so dis dis join it in just all over the place the best

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

I always like that as a kid that thing is 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 this. 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

it I tried a couple times and went nah nevermind yeah I tried a couple times I

was like okay something's clearly wrong one of the jam jar signs says like though

yeah lady will fix the rad or something I was sorry I saw that one too here I

think I'm an Isle of 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 then I think the

- 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 tower with separate portals.

This feels like, oh, we're in a space.

- Then we're gonna do this.

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 then.

- Five was Glitter Gulch Mine.

- And then six was Myahem.

- Yeah, my second worst was Myahem.

- I mean--

- Because my problem with it is,

is that a lot of it is either

a really uninteresting or simple solution to a problem

simple solution to a problem or getting a jiggy is just so simple that it's insulting to me.

But that's what I liked about Kazooie. I guess that's why I like it.

But I think Kazooie made it a little 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 them and you get them. Which is fine,

But you still do have like the oranges landing on the tiles, um, 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, you have to have this.

Yeah.

It's like, you've got to go to the top of this thing and get it here.

And you just walk up there or you have to cross this.

um, 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, I guess is kinda cool.

Not on Xbox it's not.

That's 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,

think of the range of motion that an N64 stick has and then compare it to a range of motion of an Xbox controller and the gap between tiptoeing and just actually walking is so small on an Xbox controller.

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 sucked it up and did it. No, I was trying a couple times and went "nope, we're getting around this one." It was horrible. It was very bad.

I didn't like it for a different reason than just that I didn't think it was like... 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 first levels of other 3D platformers did.

- So it sounds like, I would say,

is anybody really hot on Glitter Gold?

'Cause it sounds like we're all kinda mid-tier on it,

which means we could probably put that at four.

- Glitter Gold is my three.

I just love the look of it.

I love the purple.

I love the layout of Womba 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 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 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 ranking these and I don't really have any strong feelings towards any of them on the list

I could tell you which ones

This is why I want 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

Which you world I would say isn't that number one because they feel like it's the most unique and then yeah

All the other ones that we talked about that for the reasons. I think they're bad

But now it's just like a hodgepodge of yet

levels I have pretty

huge problems with and so I don't know how to kind of

Separate I think personally I mean for me

It's witchy world hail fire and glitter Gulch or like that structure and then I throw my M in the middle

And pterodactyl and in the middle and then the back half we've already established this kind of like the flow I think there

Where'd you say hellfire was that for you Brian III 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 great 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've 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 of this game 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

Having more of a nostalgic attachment to it. I was just like well, which ones make me feel good just by looking at it

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

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

I'm not even aware of that.

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.

I've said my piece.

I'd say that's fair.

Is second for Glitter Gulch then?

I'll concede.

Okay. My him I feel like is like fifth 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 Terry

Dactyl 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 Tailfire more than Terry

Dactyl 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.

- 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,

Hailfire Peaks in third,

Glittery Ultramine in second,

and Witchy World in first, where it belongs.

And I think to kinda wrap this episode out,

I wanna 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 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,  
where 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 the kind of the shame of it.  
Which really makes nuts and bolts feel more  
like an honest banjo sequel, really, which is interesting, just 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, what I would call it is like a really nice like celebration of Banjo like looking like Banjo but from a different perspective. I meant better sequel in the sense of like it actually is a sequel more than being separated like I would have previously thought. Yeah it makes it like playing Banjo-Tooie 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 - It 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 have an age 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 worlds 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, a pitfall that only existed in, you know, 1999 or 2000, or is this something that people still think now 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.

More importantly, how long is this?

Yeah.

How long has this been a, how long has this been a thing?

Cause 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 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 have told you the opposite.

I think the most interesting note I wrote down while I was playing this game is that

I just wrote three words and those three words were "Eucalaylee better." I didn't think Eucalaylee 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 Tooie, 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 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 "Grunties 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.

So 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 certain, 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-

I'm not one of those people that's like, "This game's ruined my childhood now!"

Or, 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 @MoorMan12 and his writing over at ComicBook.com.

And then Brian, you can follow on Twitter @BrianHinkin, who's co-founder of Son House 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 a little stressful because I'm really not all too sure what people are going to think of it. It's very different from the last game we've made, but 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'm 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 Wellbeing. 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.

Um, you can find that at Brian hankeon.com.

Uh, very proud of that.

So if you have a little project that you want me to write music for Brian hankeon.com go there.

I can attest to it.

Other than that.

He 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's yours.

There's an entire episode of, uh, beneath the earth.

Wow.

I didn't even mean to do that behind the face 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. It 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 three finale with Banjo-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 three is hosted by Logan Moore and myself.

Season three is all about Banjo-Kazooie.

For more on the season,

go to [chapterselect.com/seasonthree](http://chapterselect.com/seasonthree).

Follow the show @chapterselect

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