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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 for the season 3 we are back the special bonus episode

Related to the banjo-kazooie series. My name is max Roberts and I am joined as always by Logan Moore. Hi Logan

Surprise, we told nobody about this. It was a top-secret operation over here

We teased it with chipmunk emojis and that's about it.

This guy over here.

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

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

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

We've done lengthier seasons with our, outside of the initial trial season we did with The Last of Us, season one and two with Paper Mario and God of War were both much longer.

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

And I wasn't trying to artificially lengthen the season by any means, but I thought it might just be a good fun time to go play this game because I know that a lot of people when they think of that old school era of Rare and their platformers they talk about Banjo and they talk about Conker and I mean we can get into this but I think for both you and I we've never played this game we have no real exposure to this game because our parents

listened to the warnings on the box art I believe and probably didn't get I have a distinct

We can get into this with our histories in a bit, but I have a distinct memory of my mom mentioning that I was never allowed to rent this game, which is kind of funny.

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

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

So may as well do it now.

But yeah, let's get into...

We're going to run down the...

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

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

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

Actually there are like four, but it's even worse than Banjo.

Yeah, but one of them is a remake.

We'll talk about it here.

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

originally originally released on March 5th 2001 on the Nintendo 64 a remake like I mentioned before came to Xbox in 2005 that was called conquer live and reloaded which has after the Microsoft acquisition if I am correct yeah game director on the game was Chris Seaver the producer we don't have any specific producing credit credits that we could find for this? Couldn't find a single one.

The game itself was published by Rare though even though it was in tandem with Nintendo again and maybe we'll talk about that a little bit more with the history here Nintendo was very much again I I don't know just probably just a marketing partner on the game and if you watch some of the footage that you and I both watch they've talked about Nintendo being a partner on the project

and I assume that's just insofar as like giving them space at E3 and helping promote the game and stuff like that. And then the music was done by Robin Beanland, so not Grant Kirkhope this time around. The Metacritic score on this game was a 92 out of 100, which makes it very high. What was Banjo? Again, I feel like I've brought this up a couple different

times this season. As you can tell, we don't record all these back to back to back to back episodes so I forget this stuff over the months Banjo-Kazooie had a metacritic score of 92 that's that's interesting live and reloaded the Xbox version had a 78 out of 100 we're not gonna be talking about live and reloaded over the course of this episode but really that was a full-blown remake of the game really just the big alteration was the visual style and the multiplayer the multiplayer was changed a bit as well.

And yeah, before we get too much talking about our own experiences with the game and what we thought of playing it here for this episode, we did want to bring up a couple other things about this game's history because it is really kind of a fascinating project at Rare.

This is something along with Banjo-Kazooie that they had been working on for quite some time.

Furday as a project evolved a couple different times.

Conker, again, his first appearance was in Diddy Kong Racing, much like Banjo, and I think that was in '97.

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

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

Yeah.

Conker's Quest.

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

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

Conker was kind of, the game was set over the course of the 12 Tails name I guess was set over

a bunch of different worlds and things like that and Conker would go to different worlds with different themes and stuff like that and he would have different powers and I know they talked about

how they would give him different hats and things like that that he would be able to do. So it's kind

of similar to how Bad Fur Day turned out in that way at least with the different worlds and stuff like that although Bad Fur Day had a lot fewer worlds by comparison. That project

though ended up getting retooled because they felt like the market was getting highly saturated with QT 3D platformers where it even invoked its own

its own release of Banjo and when you think about like getting into late 90s

there really was a ton of that stuff like I always remember Rocket Robot on

wheels is one of the big ones I don't know why I think that was done by

insomniac I believe or sucker punch it was one of the two no may have been

sucker punch I think sucker punch did that one it was done by it was done by

sucker punch yeah and published by Ubisoft so I always remember that game

for some reason because that was one I rented from blockbuster quite a bunch

But yeah, the market was- Glover and Mario.

Yeah, Glover, Mario, you got it, the Banjo games.

So yeah, it was definitely an oversaturated market, so they decided to then turn it into

what it is now, which is this more mature, crude platformer game that kind of parodies

other platformers and also has like a rougher edge to it and kind of throws off your expectations

of what you would expect from a game of that type, which in general I think is a really

Good idea. Like I love the idea for what Conker is personally.

Um, execution, execution, maybe not so much.

Uh, other than that live and reloaded again, we said, like we said, uh,

it came out in 2005 rare, uh,

was bought or acquired by Microsoft in 2002. And so then they, uh,

so then, yeah, I mean, Maxine noted here in the notes that they,

once they got acquired, they made live and reloaded.

They had been working on Conker in some capacity since 1996.

So it was a long period of time that the studio was working on something related to Conker.

Which perhaps makes sense why he then went away for a very long time until he randomly showed up

in Project Spark in 2015, which was always a weird crossover or return for that character.

And then there was the HoloLens. That was just like a demo, wasn't it, that he showed up in in 2016?

The Wikipedia say it's a platform application release for the Microsoft HoloLens featuring a younger version of Conker. So it's just like a tech demo essentially of Conker interacting with furniture and things in... We also didn't mention the Game Boy Color game that came out too. Pocket Tales. That was technically his first appearance outside of Diddy Kong Racing, his first own full-fledged game, and that one was made for like kids and the story is much more cutesy and similar to what you'd expect from something of the genre.

So yeah, bottom line is Rare worked on a lot of things related to Conker for the better part of a decade at that studio and the only two things we ever really got from it was, I mean, Pocket Tales obviously, but that's a Game Boy Color game was never hugely notable, but then bad for a day and then you had Librarian Reloaded.

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

Max, I'll start with you.

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

to this when you were younger in any way?

Just at the Hollywood video in Brownsburg there, which I don't even know what that building is now.

You know, it's just one of the games you would see on the shelf.

Um, a squirrel and a bunny leaning against a logo and it says "For Mature Audiences Only."

It was that and the...

I think it was a Rockstar game that was like rated AO.

I don't remember those two games being on the shelf.

I forget what that was, Manhunt or something along those lines.

And I just remember, I don't recall ever asking to rent it.

I just remember the box and you know the rated M

It was kind of this juxtaposition of a cartoon character and the you know, 17 and older rating on it

beyond that

Really nothing. I mean

Conker is kind of one of those if you're in the if you follow video games long enough Conker kind of just seeps into your

Consciousness of well, this is a big, you know, he's a crude rude cursing squirrel who drinks a lot

And he had a, and his game's very expensive on N64 because it didn't sell a ton and it was at the end of the console's life.

I think the GameCube may have even been announced or even available near the time.

So Conquer was super late.

Basically in development the entire life of the N64 in one way or another.

And so that's really all kind of just osmosis until now when I've actually played it here on the Xbox.

What's your story?

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

that year in 2001.

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

Yeah, my own experience, like I mentioned before, I had played a lot of these platformer style games or even just rare games in general back in the day.

Whether it be Banjo and then GoldenEye and I had Jet Force Gemini 2 back on my N64 that I like to play a lot. So I don't know if my mom specifically knew that, which is why she then said don't print this game, but I remember there was one point where I was playing my N64 and she just walked in the room, and I think I may have been playing with my dad.

She may have said something like, "Oh, this game right here, we're not, Logan's not allowed to play this." And I was like, "What?" And so that was kind of my exposure to it, and I remember the ads for it as well and I was very confused.

This game had a very strange marketing campaign.

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

Yeah, no, I've looked at it now.

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

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

It was bad marketing, but they were trying to make it clear that it was not for kids.

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

If they would have just shown commercials with "Hey, come buy Conquers Bad Fur Day" and it was just a bunch of clips from the game, then most people by proxy would have just thought it was a game for kids.

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

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

So yeah, that was really my only exposure to it

And I ever I think I think for a lot of kids like when your parents say you're not allowed to do this

Then there's a part of you

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

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

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

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

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

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

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

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

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

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

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

It's just

This game is not as mature as I think it leads on to be. Is it mature for the platform it's in?

For the genre it's in? Yeah, sure.

Especially at the time.

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

I feel like if you removed like the large bouncing boobs in this game that are somewhat prevalent,

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

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

sexualization that is somewhat prevalent otherwise I

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

That's really would be considered the worst curse words are all bleeped out other than that like it very much feels

Tame by modern standards, which is something that surprised me

At least when it comes to the game's reputation as being this crude

a mature game for adults, so I don't know.

- It is written, it feels like it was written

by a bunch of high schoolers.

- Yeah.

- Just jostling around the locker room.

It's just about beer and just cursing and women

and just being silly and killing people and stuff.

It's very immature.

For being such a quote unquote mature game,

it's actually immature.

It's an immature game for anyone over the age of 17.

It's kinda eye-rolling worthy now.

Like you're just like, "Oh, of course.

"I have to pee to douse these flames."

Or-- - Yeah.

It's just dumb.

Like very dumb humor.

- Poop jokes.

- Poop jokes.

Quite literally.

Quite literally.

Yeah, it's just eh.

I'm... it's... my eyes are rolling, my eyes... I...

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

We think this game sucks.

I wrote absolute trash. This game is abysmal.

And I don't... We both think this game is bad. I don't understand the love for this game.

I don't understand it either. I want to say this though.

This is the thing that I mentioned before. I think I will say some things

about this game that will

potentially surprise you. For the most part I think this game sucks. I think

it's very bad, I think it has not aged well whatsoever. However, if I can roll the clocks

back 21 years and think of myself playing this game back then, I think I would have

understood why people feel about it the way they do now. You and I have played this game

for the first time 21 years after it came out and my goodness does it not hold up in

any regard whatsoever. Like this game has not aged gracefully in the slightest.

And that's compared to like Rare's other platformers that we played.

Banjo we just played and we talked about how well we thought Banjo held up. Especially

the original. Two Week got a little bloated.

Feels great to play control wise, design wise, a lot of those things hold up. This game just

doesn't feel good to play. It's janky.

Even the basic stuff like the floating with the, like even the most basic moves like floating

through the air with the tail.

From the developer that invented like the ponytail hover in Donkey Kong Country 2, they

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

Like this should be just like Dixie or Tiny.

And it's not.

And I'm baffled, really.

A lot of the design decisions here I think are trash.

So the thing that I really like about the game, and this is one of the goals that they

had, is that it feels constantly fresh because it is changing up the game mechanics constantly.

And on paper, I think that that is a good idea for a game, maybe not even a platformer, but a game of this style where it's throwing a lot of different things at you and you don't really know what to expect around the next corner, whether that be in the form of a boss fight or some sort of mini game or just whatever. There's so many different encounters in this game that are wildly different from one another and I think that's really cool for the most part. The problem is that the baseline platforming mechanics suck and therefore every other gameplay

mechanic in this game sucks too and it's changing up things mechanically on a minute by minute

basis in some instances. Like every hour you're presented with two to three different things that are completely unique to that section of the game for the most part.

And they all feel horrible.

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

But none of it is good and that's the problem.

This game is such a slog to play.

I mean, that's just the most basic way to state it is that everything that you do in this game is just mind-numbingly

Dull it's not engaging. It's it doesn't respond the right way and then there are certain sections that are just horrible that

I think about the laser section at the end in the war sequence

which I was texting you about yesterday because I had finished the game yesterday at the time we were recording this and

Like the gameplay mechanics themselves don't feel good already like the crawling and the jumping and then they put you in these scenarios where it's like

Oh, you got a dip and dive your way through all these lasers or else you'll die and it's like oh my gosh like

It's it's absolutely miserable

it is

Repetitive as well. You have to do everything every puzzle is at least three times

you have to go back and forth to deliver something or bring something somewhere.

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

Right.

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

Yes. They really don't spell any of that out either in some situations. Like this game doesn't even give you prompts for the controls outside of press B over the B platform. Other than that like...

Context sensitive.

Yeah, you and I were texting each other things like you're like, oh by the way, a pro strategy, you can crawl in the war sequence, which I did know that.

But then you're like, also you can pee harder if you pull, if you hold down the left trigger.

Like the game doesn't tell you any of this.

It just introduces these gameplay mechanics and it's like, okay, figure it out.

I don't know.

Like, like I don't know.

I didn't know all the moves at my disposal and some of the more unique boss fights.

Like I think about the ending boss fight too where I had tried it probably 25 times and lost and then realized oh there's a block feature to this too where I can block the thing's snapping animation at me, the aliens.

It does not spell any of this out whatsoever especially compared to, again I don't need the games to hold your hands constantly but if you're going to introduce a gameplay mechanic,

like Banjo's got the right idea with it where it's like oh hey I'm going to teach you this move now here's how you do it here's how you do your briggie bash or here's how you do your your thing don't you come country where they show you an animation of like what it is like yeah I'm this and that it's so just aimless in a way I also think think about this too is I feel like it's two different games that

kind of mashed together this is arguably not even arguably this is one of the longest games that Rare was working on and you can tell it was started out as one project and turn into something by the end because it feels like a definitive halfway point where the game goes from here are these like made-up environments to here is every movie reference we could get from the 2000 or from 2000 yeah and put it in one movie or one game and it feels disjointed mashed together held together by tape none of the nothing feels good this is from the same studio that gave us Goldeneye, Banjo, Donkey Kong and all of A lot of those of which are like revolutionary from a mechanic standpoint. Goldeneye revolutionized the shooter genre on console, especially pre-Halo. Like before the dual sticks came about with Xbox and Halo, like Goldeneye was the, I mean, pun not intended, but it was the gold standard for shooters on consoles.

Absolutely.

And then you get into this game and it's like, they have so many mechanics that are in here, but they don't tell you how to do any of them, and then on top of that, even once you figure them out, they don't feel good.

Like, it's all--

- It's actually, it's kind of convenient or ironic timing.

I'm actually reading The Making of Goldeneye, which is a boss fight books book right now.

I'm reading a press copy for review, and they're talking about how they made Goldeneye and stuff in this book, It's the History of That Game, but one of the tidbits I kind of learned about Rare, which I didn't know, was essentially the studio was on a farm in the countryside and there were a bunch of barns.

And basically each barn was a team making different games.

And there was no cohesion between the teams.

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

They were all kind of internally competing with each other.

You can tell this wasn't made by the people that made Banjo or Goldeneye or Donkey Kong.

Like this...

I mean, I'm sure some people from those games were brought onto the Conqr team, but it is this was not their A team or even their B team.

This feels like their, this is a bad team.

I don't know how this wasn't canceled.

- Yeah, it is kind of fascinating.

I think honestly if they had not come up with the idea

to make it more crude, then the game doesn't see

the light of day because it's clear that they were

already wavering on the idea of 12 Tails

and thought it wouldn't be good to release that.

It's only after the retooling that they really

had confidence in the project.

and even then it didn't do well.

I mean, there's a reason there hasn't been another one

of these games outside of just a remake

in the past 20 years.

There's so much I have to mention

on the negatives with this game.

And I'm sorry, if you're somebody who,

actually I'll mention this right now.

I literally wrote down in my notes,
if you like this game, you only played it as a child.
Like pretty blatant. - I have a similar note.
- Anybody who modern currently says
that they love this game is lying to you.
because if you play this game in 2022,
if you go play it on Rare Replay right now
and you play the whole game from start to finish,
I do not see how you can get out on the other side of that
and be like, yeah, wow, one of the greatest games
of all time, I love it.

It's not good nowadays.

- I wrote down, people who think this is good
have the thickest Rev's tinted glasses on.

- Yes.

- You can love the game, that's fine.

If you connect with it-- - I played some stuff
back in the day that I would acknowledge now
as trash as a child, that's fine.

- This is fundamentally not a good game,
not a good platformer.

It's not a good shooter, it's not a good puzzle game.

It's not even good visually.

I think there's a lot of jank in the game.

And perhaps that's the end goal.

- It's not even a good storyline.

I think the best thing, the one thing I will say

is I think visually it looks pretty good for the system.

Like it's pretty impressive, some of these sequences they were able to get run on the N64.

Like I think a lot of this looks like

it would be more well tailored to like the GameCube for the era. Obviously there's a visual gap between the two. But there are some pretty impressive sequences in this game, even stuff that you wouldn't see in Banjo.

I think the character models and stuff were pretty expressive and had a lot of character and charm to them. I think that stuff was really quality. I think the camera though, it's just...

The camera is horrible!

I don't understand, that's the one thing that I was trying to wrap my head around is how the camera is so bad in this but not in Banjo.

Like I know you mentioned there's not a lot of crossover between the teams, but I didn't have a lot of trouble with the camera in Banjo.

This game's camera gave me issues constantly.

Like significant issues.

Yeah, like all the time.

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

But I really don't think it is.

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

So the camera is very bad.

I want to talk about the story because a lot of people, the thing that made me feel like

I was losing my mind the most with Conker fans is after I beat the game yesterday and I started looking up a lot, I wasn't even looking up a lot of stuff.

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

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

What are you talking about? Like, look, we've come a long way with video game narrative since this time. I'm totally fine with that. But a deep story? What are we- like the only thing-

The main bad guy- the main bad guy wants to- and I get that it's supposed to be funny, but the main bad guy is this panther that just wants a table fixed so he can put a glass of milk on it. Which again, you don't even fight him or run into him or have a, like your confrontation is with this person that Conker is not even aware of that exists. So it's weird in that regard, like at least with something, again, pointing back to Banjo, like Grunty's pretty front and center and is very clearly the antagonist going against the protagonist. Conker doesn't

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

Conker doesn't really care about her. He does! That's the other thing I saw people care about is like, is people are like, "Oh, you get to the end and you realize Conker just always wanted to get home and he just wanted to be with his girlfriend." I'm like, Barry treats him like garbage in this game.

Like even when they reconvene at the end and do the stupid Matrix sequence.

Like she's treating- like she's belittling him and treating him like garbage.

And then she just dies and...

Like the game opens with him like intentionally trying not to go home to be with her so he can stay out and drink with the boys.

And then like- and people are like "Oh it's so heartfelt when Barry dies at the end and Conker's so torn up."

I'm like, "Why? They've done nothing to establish them!"

-Kongor's not torn up! -They've done nothing to establish them!

-Kongor forgets to bring her back!

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

The game is... it's just mashed together.

It really is nonsensical.

Which is fine, it kind of fits with the idea of just

bouncing between genre and game and movie reference and things like that.

But there is no plot or story here.

Not even, like, the sub-villain who...

you don't even realize like he's the one that sends out all the teddies to do this war with all the other squirrels until you show up later and he says you killed all my teddies grrr.

It's just they kind of tease it in his workshop at one point I did see you can see some teddies

but even then like well he he's he's also the professor guy is just he's the one invoking all of these movie references to or not invoking them but he's causing all of them like I'll call

I'll make a war which is then supposed to be Saving Private Ryan and then I'll

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

Like again if I had played this 20 years ago that I probably would have thought that stuff was much funnier

Maybe we're just inundated with the references and remember this like I would have I wouldn't have gotten these

References because I hadn't seen alien or Saving Private Ryan. Well, I probably would have found it silly

Imagine if you were 25 and you were playing this in 2001. Maybe you would have got it.

You probably would have gotten it. Not as a seven-year-old. That's what I'm saying. Imagine if you were at

the age you are now and you'd played this back then. Oh sure. Yeah, I would have gotten this.

Because you weren't supposed to play this game as a seven-year-old. The box is true.

The box does say that. But even, but yeah, like the story is not good.

And then a lot of the story beats themselves are just

ripped off of movies? Like how am I supposed to care about this

war sequence than when the war sequence is just supposed to be a dupe of Saving Private Ryan and not even that but like

it's

It's supposed to be a parody. This is this is what I am

Struggling to wrap my mind around with some of these sequences is that it's supposed to be a parody

But it's just one-to-one

mimicking the scenes of the movie essentially which is not

Like when I think about parodies of things I think about how

Even something as terrible as like the scary movies or whatever the old scary movie movies

Like it's clearly trying to be a parody of I don't know saw or something like that

but then they throw a wrench in this in this scene that you're familiar with for

For that then makes it a parody

I guess in this the the parody aspect of it or the thing that you're supposed to find funny is that oh this is like

Saving Private Ryan except it's squirrels instead of people. Like that's not like

that's not funny I don't know like it's just they're just changing what the

characters are that are these reference points I guess like same with the bale

of hay like oh this is like Terminator now except it's not Terminator it's

not a man it's just a bale of hay it's like okay sure so like I don't know the

The parodies are a little, yeah.

- They beat you over the head with it,

and that's what apparently people love so much about it.

I think it's exhausting.

There's no consistency in this game at all.

It's just a frustration point.

Every new mechanic is something you've gotta learn.

Every new challenge is some obstacle

with a very small margin of error.

You mentioned the laser hallway earlier.

that reminds me a lot of like nuts and bolts where if you just touch the wall, you're stuck in the wall. You spin around like you're grabbed. The margin for error is small. The controls are not adaptable to said margin. It's just a game that punishes you constantly, but you're supposed to enjoy it because it's funny.

The final, the final like escape sequence from the war chapter, which is far too too long. You know, you have to like one shot these enemy teddy snipers with 90 seconds and if you don't you're gonna die. And it's just-

They one shot you too. Exactly. You can't even run past them. You have to use these shooting controls that are some of the most atrocious things I've ever seen in a game.

I don't- The thing that sucks about how we played it too, like we played it through Rare replay I would have loved some quality of life improvements. Being forced to play this

This shooting sequence was especially bad because you can strafe with the right stick, but the controls on that aren't inverted, but they are inverted on the left stick.

So you're like inverted aiming with the left stick and then you're not inverted moving with the right stick.

And it's just like your brain is juggling.

And again, when this game came out I understand there wasn't a two stick layout so maybe it was a little bit more easier to wrap your mind around.

But like these are the things that they needed to add to this release of the game.

Yeah, just little things which I don't feel like they would have been that hard to do and you have to know if you're releasing

Rare replay 2 as a package like what are the game people are gonna play in this they're gonna play the banjo games. They're gonna play

This they're gonna play jet force Gemini probably maybe like the viva pinatas or something like those are main things

I feel like yeah, perfect dark like those are things people are gonna want to play

So maybe if you can add a little couple of quality of life features for that release, that would be great

But no like they can't they sure they didn't at least I will say this

I was probably a fool is probably what you could call me.

Like I bought Live and Reloaded as well, which you can still buy digitally for \$10.

That game is not included in Rare Replay. That game is not included in Game Pass.

No.

Which is surprising to me. Just you would think Microsoft would put everything in there.

It controls much better, thankfully.

It does feel better. The platforming, the jumping, the control there just feels much better.

It's more modern, thank goodness.

Which is nice to see after a four-year gap, essentially, between the two versions.

But they do the thing that you definitely don't like, which is they give Conker like real fur and graphically just make it very, you know, more real and cartoony.

The font for the speech bubbles is totally out of place.

It's not cartoony or charming at all.

It feels very corporate, which is just strange.

But at least control-wise,

it does feel better in Live and Reloaded.

I don't know why it's not included

in either of these as an option.

It's a remake of the campaign,

and the multiplayer was the big difference.

And you and I both didn't play multiplayer

either game here but it's just this kind of deathmatch shooty hallway game and

different modes like capture the flag and things like that just rename

different things it's it's just not good fundamentally which is a big shame I would like to stress again I want to invoke a couple other things that really bothered me about this and we don't have to spend a lot of time on any of these these.

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

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

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

But again, it just doesn't land any of that because the mechanics suck.

I wrote down why would I like Conker?

And by that I mean the character specifically.

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

I'm like, I don't...

Like, there's nothing he does over the course of this game that makes me like him.

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

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

kind of somewhat innocent in some ways. Not all of them. Not innocent.

I didn't think anything he did was likable. Yeah, but he's just he's just he's just a squirrel that drinks beer and

he barfs and he's uh I he's so relatable he's like me he drinks beer and yeah I

don't know there's nothing really about Conker in this game that I liked his

voice is also kind of annoying. I wrote, we already touched on this, but I wrote main

plot with the panther is stupid beyond repair. Another thing I did like, this is a positive,

I like that this game was very clearly influenced by cartoons. Like that's one of the elements I did really like. Like Conker whipping out a frying pan out of nowhere and smacking people with it. Like I like elements like that where it's very clearly trying to be like old school cartoons with its nonsensical nature.

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

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

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

And that is one thing that I do personally like.

I don't know if that's something that you have any feelings on, really. - I can appreciate it.

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

- No.

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

- Yeah.

- Which is super frustrating.

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

That is a good, the mighty poo, that was what it was.

That's a good section.

The boss fight itself.

Getting to the boss fight is not good, but the boss fight itself is actually decent.

funny original that actually made me laugh good job it's clear to see why

that's like the most memorable part of the game my bar yeah absolutely there's a whole poop world which is very I don't understand why conquer doesn't need his gas mask inside the mound of poo but he does outside don't think about it too much but don't the singing was good the boss fight was tolerable mechanically speaking it was they really went all out there and that was good every other boss fight in the game not so good pretty frustrating one small thing I wrote here again we don't need to talk about this too much is that the fall damage in this game is insane like very very insane because there are sections where you're climbing up and bouncing off all these things and the camera is terrible so you You can't see the depth perception is also atrocious.

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

Yeah, the blades, oh my gosh, dude.

That whole sequence made me wanna lose my mind 'cause the depth is so bad.

You cannot tell how close or far you are away from some of these things, especially in that whole section.

I hated it.

Fall damage is atrocious though.

It really, really is.

Especially during some sections where you'll climb up something really tall, like I think about the bat tower sequence where you gotta climb all the way up there and then you gotta get back down.

- The rope physics.

If you don't grab the rope just right, you'll fall.

You immediately just, forces you down the rope
and you fall to your death.

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

I wrote down, I already kind of touched on this and this isn't about the game itself,
but I just wrote, "I hate the fans."

I hate you, I'm sorry.

If you like this game and you're on the internet praising it, I seriously spent, Max can tell
you, and Max, if you're editing the video version here, feel free to splash all those
images I sent you on this section of the video so people can see what I'm talking about.
Some of the way people talk about this game makes me feel like I am turning into the Joker.

I... what is wrong with all of you?

Please, I implore you, go play this game right now.

It is not good.

Last thing I had written down, and then we can move on and talk about some other things.

This is something that... it's not really a positive or a negative, it's just something
that I noticed much more with this game compared to Rare's other games, is that this game is
incredibly British.

Way more than their other stuff.

Which is funny, I mean Rare's a studio from the UK.

But I don't feel like that's really present
in their other games, and maybe it's because
there's voice acting in this and stuff like that
that kind of shows that element of it.

But even the sense of, even the humor and stuff like that.

Like I feel like the humor in UK is much more dry

compared to what we experience over here in the US,

I think for the most part.

Which is why I think something like, "What's the main plot of the game?

Oh, the Panther wants a new leg for his table and it's gonna be Conker."

Maybe that's something that, I don't know, busts up the guts of people over there in jolly old England.

But here I'm like, "What?"

I like absurdist, goofy stuff, but that was just like, just dumb.

Like that's, yeah.

I don't know, there's a lot of the game's humor you can tell hails from that region, for sure, I felt like.

Yeah, it's just a... it just feels very slapped together.

Really, and I think that's why I wanted to include all that dev history stuff, kind of toward the top.

You can tell this game was stuck and broken and they just had to get it out eventually, And that's it.

And Rare was really cranking out some bangers at the time.

And this kind of limped across the finish line at the end of the console's life cycle.

And the lack of a clear goal or like what you're supposed to do, like I felt like I was missing something in the opening hour or two of the game.

I don't know if you felt that way as well.

But you just kind of get let loose and it's like, "Go, get home."

And like, "Well, am I actually supposed to be trying?

Trying it. So what are we doing here? Like again banjo?

It's very clear your sister's kidnapped going this witch's castle and go from there and it's clear what you're supposed to be doing

This game. It's just very

You're supposed to get home. But also there's this Panther man who's looking for you

But also there's these worlds and characters go run around and then like I don't know it is

None of it was the first the first like three areas - it's very open in the beginning

You can go to the barn, you can go to the poo tower, or you could get to the bat tower at the beginning of the game.

It could be the very first thing you do is go to the tower.

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

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

It helped.

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

Yeah, because they definitely kind of, because personally I don't know about you,

but as soon as I unlocked the poop ball the first thing I did was I rolled it into the

water or whatever and opened that whole section and then I've got the bat tower

stuff open with the junkyard dogfish or whatever the heck it is. Like I opened that whole area

and I'm like okay am I supposed to go here now? But I feel like I haven't done, obviously I knew

I knew that Great Mighty Poo was somewhere in Poo Town and I'm like, "Am I supposed to stay here and keep doing stuff here?"

So I just felt like, yeah, there's a lot of different ways you can go in the opening hours of the game and it kind of threw me off to a degree, for sure.

It's certainly the roughest Rare game I've ever played.

I really don't understand the love for this game.

Again, I can understand it if you played it 20 years ago and you have not touched it since.

But I can get it to a degree.

But there are games from 20 years ago that are good.

You know?

There is!

Yeah.

Like actually good.

That's where I'm really torn is the... maybe that's the thing that's making me go a little crazy here is the Metacritic score.

Seeing even what critics were saying back in the day.

Like if you were a kid who rented this game from Blockbuster back in 2001 and you played it and you're like what the heck is this oh my gosh like I can see how you'd have an affinity for it

but when I see critics and again throw this in the video version if you want to when I see critics saying this is the best N64 games move out of the way Zelda and GoldenEye it's like what are you talking about like this was bad on Xbox when I just played it and I can't imagine playing it with the N64 claw controller and it's that much it's even got to be worse. So yeah, I don't know. So we don't like the game, if you can't tell.

No, the game is abysmal. I hope if people do listen to this, and they are fans of this game, realize that one, we didn't come in expecting to dislike this at all. I came into this very much like excited to play this, and it wasn't until- Lotus was definitely on the excited train. I started playing before him, and was like, "This is rough, dude." And he was like, "Should we keep going?"

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

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

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

in your critical line of work.

- Yeah. - And this is,

this is some seriously bad gameplay and design.

- So let's-- - It just makes me sad.

It makes me question if Rare was ever really a good developer or if they just got a few lucky games out.

I don't know, man. - Put a pin in that

conversation, because I want to come back

to that exact point when we get to our legacy wrap-up,

because I want to talk about Rare as a whole.

Let's do the thing that we have done throughout the rest of this season associated with Banjo which is rank all the levels.

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

This game is cut into a chapter by chapter basis.

There are nine chapters in total.

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

There is Wendy which involves the bee.

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

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

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

Ooga Booga is the caveman prehistoric area.

Spooky is the vampire section with the mansion and the...we haven't even talked about that whole godawful sequence with the zombies and stuff like that. The war section is obviously the whole war sequence and then the final is the heist/space area which is yeah you

do a heist in the matrix and then you end up in space somehow. That's a great way to combine those

two things together. Next I'm gonna guess you think all of these are bad but is there one that stands out to you amongst the rest as being either truly terrible or better than the rest?

I think the worst level by far is the war level. It's too long and too hard. I would say war is the worst.

It's awful. It never ended. You have the tank controls. You've got the weird boss fight with the missiles that track you. Let's start at the top. I think this will be easier. I'd say

Pooh is the best. It's got the great mighty Pooh. It's the best boss fight in the game. It's dumb,

juvenile humor, but I can kind of appreciate an entire world being centered around poop. It's funny. I have the brain of an 11 year old still to that degree. Making cows poop and then swimming through that diarrhea is funny to me. Blowing them up after you make them poop is kind of weird. But I'd say poop is best. Poop is best. Poop number one, you heard it here first. Shouldn't it be number two? It should be number two technically. Other than that, yeah I don't know. I think war is definitely near the bottom but I'm trying to compare it to how I feel about some of these other ones.

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

I hated that one way more.

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

I just did not like any aspects of that.

The other thing too in that sequence, I was under the impression that when Barry gets kidnapped earlier in the game she gets kidnapped by the Panther I thought which I like I thought that maybe they were coming dirt yeah that I thought that they were coming to the house because they were looking for a squirrel and they knew conquer live there and then she opens the door and gets kidnapped by the rock people and then later on we find out the rock people just kidnapped her for the heck of it I guess they needed a dancer in the club I don't know

I don't understand that all of that I hated cavemen I'm fine with Sandwars is the worst if you feel that strongly about it but I think Ooga Booga is pretty bad.

If I'm being real deep. Ooga Booga is bad. The back half of it is for sure. The whole- Uh, the bomb is really terrible. I died on that like five to ten times. Because it's so- Tight. Tight. The window to get there is so tight you have maybe like- It's that- It's that- A couple seconds.

Margin of error being so slim with awful mechanics.

Yes. The margin of error on that is so, so small. I think Spooky is also really bad.

It's funny because they said, "Oh, I appreciated how linear the later levels were." But those were

also the ones where I'm like, "Dear God, this is the worst part of the game." Uh, I think

Barn Boys is maybe higher near the top, personally? Sure. The barn sequence.

I think- He'd feed a rat cheese and then he explodes because he gets gas and then he comes

back to life later for some reason? I don't know man it's so dumb. The the bee

stuff is inoffensive in the sense of you just have to go into the hive and get

that stuff out. It's really more the hub world that connects everything. Barn boys

feels disjointed and has a lot of high level platforming up top and rafters and

the tower above but at least it's and to get the flower you have to also like

bring bees from five different locations. We'll put war 9th because I think the laser

and then the beach sequence is probably the worst section of the entire game.

Yeah it's too, the whole thing's too long. Spooky! Behind that though I would say I, dude,

I hated the final boss. Like I almost quit the game. I was just almost like, when I was playing

and I said this game was going to break me.

I, uh...

- The whole... - Yeah, the final boss...

- The Matrix section was not fair and difficult.

- I got through that without any problem.

I did that a long ago. - Oh, I died like 15 times.

- What on earth?

I just kept spamming B on the things

and jumping back and forth. - Yeah.

- Nope. - They kept shooting me

in the jump.

- Oh, wow. - I would wait

until they said, "Group!"

And then jump, and they'd...

I was a big... - Oh, I was just jumping.

I was just jumping constantly.

I wasn't waiting. - That's how I started,

And they just kept killing me it was abysmal Wow then then that

That means you hated that even more than I did like I hated that I got through that without to the alien

Okay, so let's put that eighth. I think the alien is atrocious

It is not that bad with just punching it and then throwing it out the first time

The third time because you have to throw it out the airlock three times the third time

It's a crapshoot of whether or not you'll get to do it. It'll let you punch it the first time

The second time you usually just have to dodge or block one sequence then you could do it the third time

Totally random if you're gonna do it or not. It just is awful. It just decides

that

When it'll when you're allowed to punch it and that couple times

I don't know if this happened to you

But I would punch it like twice and then it would dodge the other shots and then I wouldn't then you're gonna

Sequence and you couldn't finish the combo. Yeah, it was just you mentioned to me like oh

It was just dumb luck when I finally did it same thing here

I don't know what I did in that run where I finally beat the boss compared to the ones where I didn't it was just

It's truly just let me finally hit it whereas the previous times it would not

Horrible, I don't have any single idea

What I did and in that successful run compared to the others

I don't get it. I really hate prehistoric Phil. I would have to put that seventh

I really do not like it. That and Spooky, I would say the one thing...

Spooky's bad too.

Spooky is just meandering, especially when you have to fly all the villagers there, but at least it's easy.

Yeah, I didn't have many problems with Spooky.

The three keys thing was the one that annoyed me the most. Super annoying, because you have to

go through this whole...

again, it's just these quest of you've got to do something three times and it's far away and slow and

difficult and I'm

It's just not good I think the caveman can be seven I

Just hated the caveman more like I have I have problems with spooky, but I

I think the bat towers has got to be six.

I would say the bat tower at least is not that long.

It took me forever because it kept falling off the rope.

That took me a bit too, but I would say comparatively it is not that long.

Comparatively it's not that long.

But it's also super fetch questy.

It is.

The worst part of the bat's tower was running around in the circle area trying to smack

the cogs with the frying pan because the animation of you pulling out the frying pan and smacking them is so slow

that by the time you get within smacking distance of the cogs they're already running away.

So I just like there's so many little things like that throughout the game that I wonder like

was this play-tested? Like I understand like okay

you want you want to smack the cog with the frying pan so that you can then pick it up

but when they were internally playing this game, how

How quickly were they able to do that because stuff like very simple trivial stuff like that where I knew what I was supposed to

Be doing when it was simple in theory took me way longer

Than it should have and that's just not

It's not fun in the slightest like why why is that taking so long?

I would say I'm fine with putting bats tower fifth again. I do think the saving grace is that it's not that long

It really is not you just swim into the thing

You climb the tower pull the lever, but then you gotta put them on us into the safe and then you're swimming

Oh the furnace in the safe. I forgot about that and that's right and that's got the underwater sequence. That's really bad

Yes, I had to look up at you

Yeah, that's fine. The worst part of spooky is

I'm fine with that. Yeah, the worst part of spooky is

Writing the barrel down the thing horrible so hard

I get I got it on my first try don't ask me how I felt like I almost fell off like

Six different instances on the way down just total luck

but it was atrocious and

then the first lead up to

The gate that they that what's the grim reapers name?

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

But you have to kill walk through the graveyard and kill all the zombies

The zombies just pop up from the ground and you have no idea like there are see you like

Invisible lines that you'll cross where then the zombies will spawn

I basically just got to a point where I tiptoed through the whole path and then the second I heard them jump it

Jump up and that cuz I cross some certain threshold then I would run back down the path

Then I would turn around and wait for them to slowly stumble towards me interesting. I

Jumped on top of the gravestones and just shot at them beneath that is a better idea. That's a pro strat for that sequence

I would guess

yeah, I was I've realized I could get up there safely and

took care of it I would not I would say that the B stuff is higher than a

Hungover hungover stinks. I don't like chasing the key around and smacking it with a pan. I know it's better because it's short

Well, so is the B the B you just go up to the hive take it down

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

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

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

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

Because they don't tell you that you have to use the pitchfork dash to, like, take out all the bales of hay.

I knew that. I kind of assumed that pretty quickly.

I kept trying to hit it with a frying pan and nothing was happening.

happening. No, no I assumed that that was the case so I didn't struggle on that front.

I'm so abysmal. I will say that that sequence had, the best thing I'll say about Barn Boys

is that it probably had my favorite characters in the game. I liked the paint and the brush

and then I liked that they bullied the Pitchfork into going to hang himself, which is just

horrible, but it was funny. That was one of the sections in the game that I actually thought

Was pretty humorous was that they tell this pitchfork to go kill himself and then he does and then he's like wait

I don't have a neck to hang myself by

Like that that was that was someone I've seen some people say like you couldn't make this game today

That's one thing that I don't think they would put that joke. We've had it today

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

Definitely, but yeah, I I did find that kind of funny. Otherwise, though the notion that you couldn't make this game day

What are you talking about? Again, this game is so juvenile. I feel like there's more

crude games out now for sure, especially in like the indie space and things like that.

Okay, so for ranking them slot

Soprano

Soprano I guess. The poop area. Number one. Number two will say hungover, the tutorial area because it's short.

Three is the bee area, windy because it's also short. Four is barn boys. Five will say a is Spooky, 6 is Bats Tower, 7 is Uga Bugha, the prehistoric area, 8 is the Heist and Space section and then 9 is It's War. But if we're being honest, they're all bad. Yeah, I think the one thing we haven't touched on in our discussion so far is just the music and the sound in general. Like I said at the top, the composer this time around was Robin Beanland, So this was handled by a different composer compared to the Banjo games that we've been playing here.

What did you think about the music in this game?

Because this is one aspect of Conquered that I was privy to, at least to some degree, before we started playing.

So I had heard some of the tracks that were in this game beforehand, but I really didn't know what to think about it until I had played the game.

Do you like it, dislike it?

Where you at?

I said it's annoying and I don't like it and I said how does anyone have a soft spot for this?

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

The thing that I realized the more we played this is that when I had heard the music from Conker previously

Just on its own. I did not like it

So yes

If I was to buy a vinyl record of this I would not want to put it on and just listen to the tunes of of Conker's Bad Fur Day. I do think the music in the game matches the game itself quite well though. Especially the main overarching overworld theme and the variations on that.

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

do think it matches this kind of style of world. I mentioned also before that I feel like this game is trying to go for a cartoon sort of vibe to it compared to something like Banjo. It has the same art style as Banjo and a lot of other platformers of that era, but this game specifically I feel like is trying to be a crude Saturday morning cartoon. In that sense I think even the main theme of the game specifically I feel like harkens back to that old timey era, which I kind of liked. I think it matches the game quite well in that sense. Obviously there's other songs in the game, the Pooh song is good, it's funny, it's a great idea for "let's have this large turd sing opera, me me me me me me me me me" and throw poop at Conker. Other than that, there's not anything particularly about the music that stood out to me, again this is not a soundtrack I would just pull up on YouTube I feel like listening to the Conker soundtrack today. It's not one of those but I do think it matches well with the game and you're grimacing here in front of me, but I think it's so bad. I just I found it annoying

But what would you have rather than gone for I guess with the soundtrack you think this game is

soundtrack at all

You think that this game is annoying and bad so maybe it's kind of fitting that you get an annoying and bad

Soundtrack them go with it when you were like, yeah, it matches well with the cartoonistic. I'm like it more matches well with the annoying

aspect it's

The only thing memorable is the poo song and that's because they're singing involved. The rest of it is just

No

You just like nails on a chalkboard like I just want to shut it off. I didn't want any of it

I didn't think any of it really

enhanced the experience it was

Just I wanted to forget it as much as possible

I think the thing that annoyed me to the degree that you're talking about here

In relation to the sound would be the voice acting I did not like the voice acting throughout

That was the thing that kind of voice it was also bad, but I I talked that up to

Early 2000s voice acting not so much. That was what I chalked it up to as well

But some of these voices I just if there was not speech bubbles

I would not have any idea what certain characters are even saying

Like the professor is one that I think about which I know he's supposed to have like an accent or whatever

so it's kind of why he

He that's why he talks differently

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

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

thing in games back then just yet so maybe in that sense that this game this

game was somewhat ahead of its time but yes I that was the thing that really

graded on me was just all of the poor voices throughout and the poor quality I

think I mentioned to you at one point like wow this is really terrible it

sounds like lower quality microphones than if we were to record this on a

a snowball, a Yeti snowball mic or something current days. Like it was very, very bad.

Like I don't know what they recorded that dialogue with, but it was not good.

And I get it, I get it. It's on a cartridge. I was gonna say maybe it was the compression

of the N64 carts themselves and you couldn't do a whole lot in that sense.

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

It's just, I think it just continues to show that this game was in development for far

too long and had too many cooks in the kitchen and came out a disaster.

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

mechanics turned out the way that they did even though Rare has shown in the past that

it's more than capable of creating some really good gameplay experiences.

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

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

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

Obviously we've already, this is a bonus episode tacked onto the end of this season if you want to hear our thoughts about Banjo and we talked about Rare as a whole kind of in our previous episode about Grunty's Revenge but let's have a little bit of a larger discussion on Rare, especially this era of Rare, um, before we go. Uh, this is something I mentioned I want to put a pin in, but... Is Rare actually as good as we believe they are?

I don't think so. I feel like this is the discussion we have at the end of all of these seasons. Uh, like, Paper Mario, we got to the end of it and we're like, "Is Paper Mario really as good as we think?" And then we played some of the God of War games and we're like, "Is God of War really as good as we think?"

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

- I think it is, I mean, especially now.

- I think for the most part,

God of War games are pretty good.

I think the worst God of War games would be like Ascension and maybe Chains of Olympus.

I think the rest of them hold up fairly well.

And Paper Mario, Paper Mario's a bit interesting

because some games kinda like,

at least these 3D platformers, try different things,

different experimentations,

and also were made all by the same developer.

But at least some of them do, you know, work well.

Well I was gonna say Banjo is the other example of one I know we got to the end of, and we talked about this in our previous episode, like, Nuts and Bolts stinks, Grunty's Revenge is just kind of this Game Boy game that's only a couple hours long, so you can't think much about that.

And then I know with Tooie, you and I were really let down with Tooie because it just felt so... so bloated and so much larger than it needed to be, and that game does not really hold a candle to the original Banjo, so even when looking at that franchise, it's like, there's one good banjo game and the others are either bad or just not noteworthy at all.

Yeah but this one for sure makes me wonder like is Rare good? Kazooie's good, I think there are

parts of Diddycon Racing probably still holds up at least as a kart racer of the time. Goldeneye.

It was this game, it was Conquer, which went into

Crab by the Ghoulies, which went into Conquer Live and Reloaded, which went into

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

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

But also, people liked it, just like they liked Conquer, so maybe Viva Pinata's really bad.

I don't know, I haven't played that.

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

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

I'd think about you know

Banjo-Kazooie nuts and bolts as well and that mix and then the connect stuffs kind of its own category launched rough

But yeah, you pretty good now

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

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

that. So yeah, it really, I'll say this, Rare is very much a good studio back in the

day because you gotta think about all the Donkey Kong Country games, you gotta think about Perfect Dark and Golden Eye being revolutionary console shooters. Banjo-Kazooie 1 is legitimately a, an excellent game and is one of the best platformers I think to this day. I do think though that when you go back and look at Conker and a lot of those other projects, like you can start to see the decline in quality over like it like I think for some of us it was like a very sudden thing when all of a sudden you got into the late 2000s and it was like wow rare is really not what it used to be but no like as you got into the I'd say post banjo kazooie everything that rare really started to release was a bit rare even and even with like Donkey Kong 64 which I know is a game you like I would say that game as well doesn't really hold a candle to Banjo-Kazooie. I'd say everything post Banjo-Kazooie has been a slow steady decline for Rare Because Goldeneye was also, Goldeneye was 97 I think if I'm correct So I think it was 97 Goldeneye, 98 Banjo and then from there Rare Started slowly, not a, it didn't fall off a cliff But Tooie was a little bit of a letdown, Donkey Kong 64 was good But had problems and then you get into this and all the other things I mentioned so it was like this slow decline line over the course of about a decade or so where Rare really started to fall off a bit.

I don't think that takes away from what they did though from the Donkey Kong Country games on SNES and stuff like that leading up to Banjo.

I think that span of about, what would that be, like 6-8 years there was really special stuff they were putting out.

But then once you get into the early 2000s is when it really starts to fall apart I think a little bit for them.

I think it was a bit like Icarus. They got too close to the Sun. They got bloated I think I think they had too many teams doing too many separate things

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

They lost their way, I think

It's an unfortunate thing

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

Platformers with Donkey Kong Country that was working it gold

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

You had a 3d platformer with banjo that work

You had to make a cart racing game with Diddy Kong and that was good

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

I'm more wondering I I think for me the question is like

Who was potentially leaving or staying at the studio around that time?

Like, I would need a deeper look into the studio's history of who was around and maybe

who wasn't or like what things started happening internally within Rare that could have prompted

this slow sort of decline.

And again, I think it was a place that could foster good talent.

Goldeneye is a good example of it.

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

But that was a small team of beginner developers that had a love for Bond and like that was a good place for them because Rare had essentially unlimited resources and money and the top-of-the-line

tech and they were able to make something really great. But they were also spread across so many different teams and so almost unchecked where a game like Conquer could fester for five years and be brought out in kind of shambles I think. But then there are teams there that could make Banjo and Kazooie and that was a really great game that excelled at the Super Mario 64

kind of formula that came out at the launch of the console. But it just, a lot of stuff got let out

and I don't think it was tight enough but there was an ability to foster really great talent and that's just waned over the years. I think the thing, again, one other thing I really want to stress with Conquer is that you and I have played this game in 2022. Like I think we are being retroactively a bit like you said like Conquer came out in chambers. Conquer's definitely got problems but if we had played this game 21 years ago I do not think it would be anywhere as

near as hard on it as we are now. It's just it has not aged gracefully. I think at the time it was much some of the things that I'm mentioning now that I think are still unique and interesting about

the game I think would have been that much more so unique and interesting at the time.

Again I'm not trying to say that it was I don't because the way people talk about it is yeah it's mechanically good yeah data is mechanically good. GoldenEye is mechanically good.

I think I think I still would have had these problems. I'm honestly baffled and I don't know maybe people were just out in the desert dying of thirst of 3D platformers or something but We know that's not the case.

Ocarina of Time was good mechanically, and that has aged incredibly well.

Mario's aged well? I don't know, man.

Uh, don't make me- don't make me fight you on Mario aging well there.

Uh, Mario's aged well.

You know I have things to say about Mario 64.

Um, yeah, I don't know. Like, I- I don't think- again, I don't think that this game came out and was like "Oh wow, Conquers Bad Fur Day sucks, Rare is horrible."

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

because it is very- say what- for all the things we have said mechanically about the game, that is

bad. You cannot deny that the broad elevator pitch of "Let's create a platformer because these are so

popular now," but the slant on it is that it's for adults, and it's crude, and it's-

It's not made for children. Like that is a great idea I think at its core. Like because it is very subversive in that way.

It's just yeah mechanically it just does not hold up. I don't see how anybody could play this game.

Even if you think it is hilarious and you're 12 years old and you are playing through this game for the first time and you think

it's so funny because poop and

boobs and all the dumb little gags in it are such a huge joke to you.

I don't see how you could find the act of actually playing the game to be enjoyable

whatsoever, which is like the inverse of all the other games we mentioned.

I don't know.

I would not say retroactively that Rare is a bad studio because you cannot undermine the things that they did do.

But yes, playing this game does finally recontextualize the way I view the studio though because when

When you hear people talk about Rare's best games, this is often mentioned right alongside Banjo.

And this is why we played this game.

Is because we were like, "Okay, if we're gonna go play Rare's 3D platformers, we may as well throw this into the mix."

And Donkey Kong didn't feel like it fit well and we didn't want to play that.

And there's really no great way, er, well isn't it, it's on Switch Online now I guess.

No, it's on the Wii U.

It's not on Switch Online.

I thought it was on Switch Online.

Anyway.

Oh, I think I know what I'm thinking of.

I think there's like a rumor that it's coming or a leak or something that potentially teased

that it was coming to Switch on the awesome.

Anyway, uh, yeah I don't know.

Do you have anything else you want to say about this, Max?

No, I think that does it.

Yeah.

I uh, I'll be, I'll say this.

If you listen to this episode and you are someone who has an affinity for this game, I would love to hear from you and I would also just encourage you to go play the game again right now because I cannot stress enough that we have zero rose-tinted glasses for this game and I feel like a lot of the fandom does for sure.

And if you go play this game now on Rare Replay or wherever else you might want to play it I just I think there's a good chance that you will come away and have a different conception of the game. Yeah. Yeah I think that does it for Conquer.

thank you for listening to us bash on a game for you know the last hour or so I know that can be tough to listen I would like to say be cathartic it is very I

think I briefly may have mentioned this at the top but I just would like to say

one other thing I am very glad I played this though and I don't know if you

feel the same way like I finished it and it I was very happy that I had like I

can now say that I've played this game because I've had like a morbid curiosity

about it for so long and now whenever it's brought up I can immediately

interject that it's terrible so I I think I think if we had stopped if I had

stopped after two hours I would have felt fine I'm actually not glad I played

this game all the way through except for the show I think it's fun for the show

but beyond that I would have dropped off very quickly on this game and never

touched it again but if you want to follow with the rest of what we're doing

here at Chapter Select, including season four, which is The Fast and the Furious,

and then season five, which is Resident Evil, you can follow the show on Twitter

at Chapter Select. You can follow Logan on Twitter at mormon12 and his writing over at comicbook.com. You can follow myself on Twitter at maxroberts143 and my writing over at maxfrequency.net. If you're interested in joining alongside in either season four or five, you can send either one of us a message on Twitter, that would probably be the best way.

Those will be starting production here fairly soon.

And then I think beyond that, that's everything I got.

Thank you all for listening and until next time, adios.

- Bye bye.

- 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 this season, go to chapterselect.com/season3.

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