= Rare (company) =

Rare is a British video game developer located in Twycross , Leicestershire . The company was established in 1985 by Tim and Chris Stamper , founders of Ultimate Play the Game . During its early years , Rare was backed by an unlimited budget from Nintendo , primarily concentrated on Nintendo Entertainment System (NES) games . During this time they created successful titles such as Wizards & Warriors , Battletoads , and R.C. Pro @-@ Am . Rare became a prominent second @-@ party developer for Nintendo , who came to own a large minority stake of the company . During this period , Rare received international recognition and critical acclaim for games such as Donkey Kong Country , GoldenEye 007 , Banjo @-@ Kazooie , Perfect Dark , and Conker 's Bad Fur Day .

In 2002 , Microsoft acquired Rare , who retained their original brand , logo , and most intellectual properties . It has since focused on developing games exclusively for Microsoft Studios ' video game consoles . Notable releases include Kameo : Elements of Power , Perfect Dark Zero and Viva Piñata . In 2007 , founders Tim and Chris Stamper left the company to pursue " other opportunities " and , in 2010 , the company 's focus shifted to the Xbox Live Avatar and Kinect , releasing three different Kinect Sports games . In 2015 , Rare released Rare Replay , a compilation of 30 games produced by the company to celebrate their 30th anniversary . Rare is currently working on Sea of Thieves , a multiplayer adventure game .

Several key employees left Rare to form their own companies , such as Free Radical Design and Playtonic Games . Rare was widely recognised by the gaming industry and received numerous accolades from critics and journalists . Rare 's operation was often held off from critics , and the company is often described as secretive and seclusive .

= = History = =

= = = Founding (1985 ? 1993) = = =

Rare evolved from Ashby Computers & Graphics Ltd , better known by the trade name Ultimate Play the Game , and founded in Ashby @-@ de @-@ la @-@ Zouch , Leicestershire by former arcade game developers Tim and Chris Stamper . After multiple critically and commercially successful releases including Jetpac , Atic Atac , Sabre Wulf , and Knight Lore , Ultimate Play The Game was among one of the biggest UK @-@ based video game development companies . The ZX Spectrum home computer , the platform the company usually developed games for , was only popular in the UK , and they believed that working on that platform would not be beneficial to the company 's growth as they considered it a " dead end " . Meanwhile , the company inspected an imported console from Japan , the Famicom , and believed that it would be an ideal future platform of choice for the company as it was more sophisticated than the Spectrum , had a worldwide market , and its cartridges had no load times . As a result , a new subdivision named Rare Ltd was established by Ashby Computers and Graphics Ltd in 1985 . Its main goal was to reverse @-@ engineer the console and investigate the codes for Famicom 's games to learn more about the console 's programming . With successful results , the company decided to sell the Ultimate brand to U.S. Gold , and ceased games development for the ZX Spectrum in the following year .

Famicom 's owner , Nintendo , once claimed that it would be impossible for their console to be decoded . Using the information the Ashby Computers and Graphics team learnt from the Rare division , the team prepared several tech demos and showed them to the Nintendo executive Minoru Arakawa in Kyoto . Impressed with their efforts , Nintendo decided to grant the Ashby team an unlimited budget for them to work on games for the Famicom platform . After they returned to England , they moved from Ashby @-@ de @-@ la @-@ Zouch to Twycross , and established a new studio using the name of the subdivision ; Rare . They set their headquarters in a Manor Farmhouse . Rare also set up another company known as Rare Inc . , in Miami , Florida . Headed by Joel Hochberg , the American company was involved in maintaining Rare 's operation in the US and

contacting major US publishers . Famicom was eventually released in the UK under the name Nintendo Entertainment System (NES) .

With the unlimited budget , the Rare studio could work a large variety of different games . The first project Rare worked on was Slalom , an ice @-@ skiing title . The company then worked with various gaming publishers that included Tradewest , Acclaim Entertainment , Electronic Arts , Sega , Mindscape and Gametek to produce over 60 games for the NES and several additional Game Boy conversions . They helped in creating new and original intellectual properties , including R.C. Pro @-@ Am , a vehicular combat game with racing elements , and Snake Rattle ' n ' Roll , an action platform game with Tim Stamper developing the game 's graphics . Rare also developed Battletoads , a beat 'em up inspired by the Teenage Mutant Ninja Turtles franchise . The game became known for its extreme difficulty , and upon seeing success , publisher Tradewest published multiple ports for the game , and tasked Rare to develop sequels . Tradewest also gave their own Double Dragon licence to Rare , allowing them to develop a crossover game between the two franchises . Rare released three Battletoads games in 1993 , including Battletoads & Double Dragon : The Ultimate Team , Battletoads in Ragnarok 's World and Battletoads in Battlemaniacs . The last Battletoads game was released for the arcade . Several Battletoads games were also ported to Sega 's Mega Drive .

Rare worked on licensed properties such as A Nightmare on Elm Street and Hollywood Squares , and ports including Marble Madness , Narc , and Sid Meier 's Pirates ! . The development of four Rare 's games were outsourced to Zippo Games , including Wizards & Warriors and the third instalment of the Jetpac series , Solar Jetman : Hunt for the Golden Warship . Rare eventually acquired Zippo Games and renamed them to Rare Manchester . According to Ste Pickford , a Rare team member through the late 80s and the early 90s , Rare just " wanted to make as many games as they could in their ' window of opportunity ' " . However , despite the huge catalogue of games , none became a critical success for the company while less creativity and innovation were shown despite the games making large profits .

When the Super Nintendo Entertainment System was conceived , the Rare studio was not yet ready for the change . Rare limited their releases to some Battletoads games and decided to invest their significant NES profit in purchasing expensive Silicon Graphics workstations to make three @-@ dimensional models . This move made Rare the most technologically advanced developer in the UK , and situated them high in the international market . Their priority also changed at that time , as the team decided to focus on quality instead of quantity .

= = = Partnership with Nintendo (1994 ? 2001) = = =

Rare , using the SGI systems , created a boxing game demo and presented it to Nintendo . As the SNES system at that time could not render all of the SGI graphics at once , Rare used the SGI graphics to produce 3D models and graphics , before pre @-@ rendering these graphics onto the cartridge of the SNES system , a process known as " Advanced Computer Modelling " . Their progress with the 3D graphics on the SGI systems impressed Nintendo , and in 1994 , Nintendo bought a 25 % stake in the company that gradually increased to 49 % , making Rare a second @-@ party developer for Nintendo . During this period , Rare started selling their games under the trademark name " Rareware " . The company was considered one of Nintendo 's key developers and had enough recognition that Nintendo offered the Rare studio the Nintendo catalogue of characters to create a 3D CGI game . The Stampers asked for Donkey Kong . The resulting game was Donkey Kong Country , which was developed by a total of 20 people and enjoyed a 18 @-@ month development cycle . Rare staff also visited Twycross Zoo , observing and videotaping real gorillas . The game was a critical success , with critics praising the game 's highly advanced visuals and artstyle . Donkey Kong Country sold over eight million copies worldwide , making it the second best @-@ selling game in the SNES library . The game received several Game of the Year honours and was followed by two sequels , Donkey Kong Country 2 : Diddy 's Kong Quest and Donkey Kong Country 3 : Dixie Kong 's Double Trouble ! , as well as several handheld spin @-@ offs such as the Donkey Kong Land series .

Nintendo 's stake purchase allowed Rare to expand significantly . The number of staff members increased from 84 to 250 , and Rare moved out from their headquarters at the Manor Farmhouse . Rare also developed a CGI arcade fighting game , Killer Instinct , on their own custom @-@ built arcade machine . Killer Instinct was set to be released for Nintendo 's own 64 @-@ bit system , the Nintendo 64 in 1995 , but was forced to release the game for the 16 @-@ bit SNES system , and had to downgrade the game 's graphics . Killer Instinct sold 3 @.@ 2 million copies , and was followed by a sequel , Killer Instinct 2 . Killer Instinct Gold , the console version of Killer Instinct 2 , suffered from a graphical downgrade due to the compression technology used to fit the arcade version onto the smaller Nintendo 64 cartridge .

Rare then developed Blast Corps for the Nintendo 64 . The game sold one million copies , which was considered disappointing by Rare . At that time , Rare was split into several teams , working on different projects . A large @-@ scaled platformer was set to be released afterwards but was delayed . As a result , Rare changed their schedule and released their smaller projects first . The first project was GoldenEye 007 , a game based on the titular film . The project was led by Martin Hollis and development was conducted by an inexperienced team . Inspired by Sega 's Virtua Cop , Goldeneye 007 had originally been an on @-@ rail shooter before the team decided to expand the gameplay and turn it into a free @-@ roaming first @-@ person shooter . New elements , such as stealth , headshot mechanics and reloading , were introduced . A split @-@ screen multiplayer was added to the game by the end of its development . GoldenEye 007 was the first console first @-@ person shooter developed by Rare and it was released two years after the release of the film . The game received very high critical praise and received numerous awards . It is often credited for having revolutionised the genre of first @-@ person shooting video games . Goldeneye 007 remained as one of the best @-@ selling games for two years , and sold more than eight million units worldwide .

Rare then developed Diddy Kong Racing , their first self @-@ published game . Originally intended as a real @-@ time strategy game involving cavemen , the game was re @-@ imagined into a racing game prior to its release in 1997 . It was one of the fastest selling games at the time , as recorded by The Guinness Book of Records . Diddy Kong Racing also features protagonists from some future Rare games , including Banjo and Conker . At the time , Rare was still working on the large @-@ scale platform game . Originally codenamed Dream : Land of Giants , it was a game featuring a young boy named Edison and pirates . The protagonist was then replaced by a bear known as Banjo , and Rare expanded the role of Kazooie the bird . The two characters were inspired by characters from Walt Disney Animation Studios films and Rare hoped that they can appeal to a younger audience . Banjo @-@ Kazooie was released in June 1998 to critical acclaim . A sequel , Banjo Tooie , was released in 2000 . It was a critical success and it outsold the first game , selling 3 million copies .

Upon the completion of Banjo @-@ Kazooie 's development , Hollis immediately began another project . Originally set to be a tie @-@ in for Tomorrow Never Dies , Rare was significantly outbid by another publisher , forcing Rare to develop a new concept with new characters . With a major emphasis on lighting , the game was named Perfect Dark . Hollis left Rare for Nintendo 14 months after the start of Perfect Dark 's development . Around the same time , numerous employees left the company and formed new studios . With major project leads departing , a new team took over its development and diminished the role of lighting in the game , making it a more straightforward first @-@ person shooter . Despite the game 's troubled development , it did not affect the progress of Rare 's other teams . When Perfect Dark was still in development , Rare released two other titles , Jet Force Gemini and Donkey Kong 64 . In 1999 , Nintendo signed an agreement with Disney , and assigned Rare to develop several racing and adventure games featuring Mickey Mouse . The project later became Mickey 's Speedway USA and Mickey Racing Adventure . Perfect Dark eventually resurfaced and it was released in 2000 to critical acclaim . The game sold approximately 2 million copies .

Conker the Squirrel also had its own game . Originally named Conker 's Quest , the title was renamed to Twelve Tales : Conker 64 . However , the new title was criticised for being too family @-@ friendly and too similar to Banjo @-@ Kazooie . As a result , the team renamed the game to

Conker 's Bad Fur Day and was re @-@ revealed again in 2000 . Conker 's Bad Fur Day , unlike Banjo @-@ Kazooie , was intended for a mature audience , and features violence , profanity and scatological humour . The game received positive reviews from critics , but was a commercial failure as the game was released at the end of the Nintendo 64 's life cycle and the game was not actively promoted by Nintendo .

After the completion of Diddy Kong Racing , another team was working on a new game known as Dinosaur Planet for the Nintendo 64 . However , Shigeru Miyamoto , a Nintendo executive , demanded the team to recreate the game as a Star Fox title for Nintendo 's new console , the GameCube . Unlike previous Star Fox games , Star Fox Adventures focused on ground @-@ based open world exploration . The game received positive reviews upon its launch in 2002 . Star Fox Adventures was the only game developed by Rare for GameCube .

= = = Microsoft era (2002 ? present) = = =

Game development costs gradually increased , and Nintendo did not provide Rare with more capital nor did they purchase the company 's remaining stake . According to Rare founders Tim and Chris Stamper , they were surprised that Nintendo did not directly acquire the studio . Rare then looked for potential buyers . In early 2000 , workers from Activision and Microsoft began visiting Rare with purchase offers . Rare was interested in Activision 's offer , but the deal collapsed and on 24 September 2002 Microsoft paid $ 375 million for the company . Rare became a first @-@ party developer for Microsoft 's Xbox . Character trademarks from games developed by Rare for Nintendo consoles , such as Conker of Conker 's Bad Fur Day and Banjo of the Banjo @-@ Kazooie series , were retained by Rare ; intellectual property created by Nintendo , such as Donkey Kong and Star Fox , were retained by Nintendo . This left Donkey Kong Racing , due for release for the GameCube , unreleased . 30 employees left Rare during the transition .

Since Microsoft is currently not part of the handheld video @-@ game console market , Rare continued to develop games for Nintendo handheld consoles after the acquisition . In August 2003 Rare and Microsoft entered an agreement with THQ for Rare to publish games for the Game Boy Advance , including Sabre Wulf , a game based on an Ultimate character ; Banjo @-@ Kazooie : Grunty 's Revenge , initially intended as a Game Boy Color game and It 's Mr. Pants ! , a puzzle game originally developed as Donkey Kong : Coconut Crackers . January 2005 saw the completion of this deal with the release of Banjo @-@ Pilot , known as " Diddy Kong Pilot " before the Microsoft acquisition .

In 2003 Rare released their first Microsoft game , Grabbed by the Ghoulies , a humorous action @-@ adventure game set in a haunted mansion full of supernatural creatures . Originally intended as a free @-@ roaming game , it was significantly streamlined in design and concept to attract a larger , more casual audience . The game received mixed reviews from critics , and was considered Rare 's worst and least @-@ popular game . At E3 2004 , Microsoft 's Ken Lobb said that Rare had obtained Nintendo DS development kits and was working on two games for the Nintendo DS . Shortly afterwards , Microsoft issued a statement that the company and its studios had no plans for Nintendo DS development . However , in July 2005 Rare posted job openings for Nintendo DS development on its website and said that it was creating " key " DS titles . The first of these games was Diddy Kong Racing DS , a remake of the Nintendo 64 title Diddy Kong Racing which was released in February 2007 .

Rare released Conker : Live & Reloaded , a remake of Conker 's Bad Fur Day , in 2005 with updated graphics and a reworked multiplayer option . The game received generally @-@ favourable reviews but , similar to Bad Fur Day , was a commercial failure . Xbox successor Xbox 360 was released in 2005 , and two of its launch titles were developed by Rare : Perfect Dark Zero and Kameo : Elements of Power . Zero , a prequel to the first Perfect Dark , was originally intended for GameCube before its redesign as an Xbox 360 game . Rare removed several features to meet the game 's release deadline . Kameo : Elements of Power was also intended for the GameCube . A new intellectual property , in it the player character shape @-@ shifts to solve puzzles . Although both games received generally @-@ positive reviews from critics and sold more than a million

copies , they were considered disappointments .

 In 2006 the company released Viva Piñata , a game involving gardening . Incorporating elements of several franchises including The Sims , Animal Crossing , and Harvest Moon , it was acclaimed as innovative . The game 's commercial performance was a disappointment , however , and some Rare team members questioned Microsoft Studios ' large marketing budget for Gears of War and its relative neglect of Viva Piñata . On 2 January 2007 , Rare founders Chris and Tim Stamper left the company to " pursue other opportunities " . Former lead designer Gregg Mayles became Rare 's creative director and Mark Betteridge the company 's studio director . That year saw the release of Jetpac Refuelled , a remake of Jetpac for Xbox Live Arcade .

 Rare unveiled their work on Xbox Live avatars , Viva Piñata : Trouble in Paradise (the next instalment in the Viva Piñata series) , and Banjo @-@ Kazooie : Nuts & Bolts in 2008 . Made by the core team that developed the first Banjo @-@ Kazooie , Nuts & Bolts received significant criticism from players due to its focus on vehicle construction rather than traditional platforming . Despite generally positive reviews , the company 's titles for Microsoft sold poorly and Microsoft decided to restructure the studio at the end of the decade . In March 2010 Rare opened a new facility at Fazeley Studios in Digbeth , Birmingham . Later that year Microsoft confirmed that Scott Henson , a developer who had worked on the hardware and software designs of the Xbox 360 console and Kinect for Xbox 360 , replaced Mark Betteridge as studio manager and announced a focus on Xbox Live avatars . Rare also shifted their focus to Kinect . According to Henson , " Kinect will be the main focus for Rare going forwards as it 's a very rich canvas . This is just the beginning of an experience that will touch millions of people " . Rare 's first Kinect project , Kinect Sports , was released in November 2010 . Originally titled Sports Star , a more @-@ complex sports simulation games , the game was streamlined into what Microsoft executive Don Mattrick hoped would be the Kinect equivalent of Wii Sports . According to a former Rare employee , the team was worried about the game during its development because of Kinect 's limitations . Despite average reviews it was a commercial success , selling three million units by May 2011 . Many non @-@ Kinect teams at Rare and BigPark , another Microsoft studio , collaborated on the development of sequel Kinect Sports : Season Two . Combining with the sales of the first Kinect Sports , the game sold more than 8 million copies .

 In March 2011 Scott Henson announced that Craig Duncan , who had worked on Sonic & Sega All @-@ Stars Racing and the Colin McRae Rally series , was hired as senior studio director . Simon Woodroffe , who had worked at several studios (including Adventure Soft , Midway Games , Ubisoft , and Sega) , became the studio 's creative director in April 2012 . A Rare property , Killer Instinct , was revived in 2013 . The company had a supporting role in its development , assisting lead developer Double Helix Games . Another Rare mascot , Conker , was also featured in another Microsoft game , Project Spark as episodic downloadable content . Known as Conker 's Big Reunion , it was cancelled in 2015 .

 Rare released Kinect Sports Rivals in 2014 . The game was worked on by 150 staff members and a new game engine was developed for it . The game was a commercial failure and following Microsoft 's announcement that Kinect would no longer be a priority , about 15 Rare employees were laid off . On 10 February 2015 a group of former Rare employees announced the formation of a new studio , Playtonic Games , and planned a " spiritual successor " to the Banjo @-@ Kazooie franchise entitled Yooka @-@ Laylee . According to Rare composer Robin Beanland , the year 2015 would be significant for the company . At E3 2015 , a new compilation game , Rare Replay celebrating the studio 's 30th anniversary , was introduced ; it was released in August . The compilation , with 30 of the studio 's published titles , lacked some popular Rare franchises , including Donkey Kong and Goldeneye 007 , due to licensing issues with Nintendo . Rare Replay became the most pre @-@ ordered game shown at E3 that year and received critical acclaim upon launch . A new game , Sea of Thieves , which was a multiplayer adventure game marketed as " The Best Game That Rare Has Ever Made " , was introduced at E3 that year .

 = = Culture = =

According to Mark Betteridge , one of Rare 's main goals is to create games people will find enjoyable rather than just to earn profit . The Stamper brothers gave the team considerable creative freedom , although they would intervene if a product was technically flawed or under @-@ performing . Some employees noted that working for Rare in its early days could be difficult , with staff members allowed 30 minutes for lunch and possibly working more than 60 hours a week . Nintendo worked closely with Rare , and their relationship was described as a " creative partnership " by Viva Piñata designer Justin Cook . According to Hansen in 2010 , innovation is very important to the company , thus they focus on trying out new technology , such as Xbox 360 's Kinect . According to Duncan in 2014 , Rare would only develop games that had unique ideas , and will never develop a generic game with their owned intellectual properties .

Ed Fries , head of Microsoft Studios ' publishing division at the time of acquisition , said that the company attempted to preserve Rare 's culture so its staff could continue feeling that they worked for Rare rather than Microsoft . Rare employees differed about working conditions after the Microsoft acquisition . According to Star Fox Adventures lead engineer Phil Tossell , conditions became more stressful after an " imperceptible " start , and that the culture of the two companies began clashing with each other . Tossell said that Microsoft gradually imposed a corporate structure on Rare , including more performance reviews and meetings , to which some Rare members found difficulty in adapting . Some admitted that early changes , such as permitting team members to discuss projects they were not working on and allowing staff members to use the internet or listen to music during work hours , were beneficial to team morale . Betteridge called the overall change " positive " , saying that Microsoft 's capital could help Rare develop their projects . Former Rare employee Gavin Price said that some Microsoft executives , such as Phil Spencer , were supportive of the developer . Grant Kirkhope , a former composer at Rare , strongly criticized Microsoft for ruining Rare . Fansite Rare @-@ Extreme documented a day in the life at Rare in 2008 with two employees showing a 9 till 5 work schedule . Former Xbox executive Peter Moore voiced his disappointment with Rare 's works after the acquisition . He noted that Rare employees were attempting to " recreate the glory years " , but their skills had become outdated and were no longer " applicable in today 's market " . Duncan insisted that there were still a lot of talented people working at Rare , and they will have a " bright future " .

Unlike other software developers , Rare acquired a reputation for secrecy ; the approach to their office buildings , in Manor Park near Twycross , is monitored by cameras . Web video shows have been granted access in recent years , such as Eurogamer in November 2006 . The company is internally divided , operating slightly differently from other software houses . According to Tim Stamper ,

Rare has a different philosophy . We don 't really have much contact with other game development companies and we just do things the way they 've evolved . We try to employ people who are great games players and games enthusiasts and they 're really interested in seeing the other games we 're developing in the Company , so it 's really a group of games enthusiasts all working together to produce the best games they can ? that 's Rare .

Despite its secrecy , Rare allowed several exclusive tours of its studio by fan sites Rarenet in 1999 and Rare @-@ Extreme in 2004 and again in 2009 . In 2010 , Rare declined an offer by fansite MundoRare to film a documentary about their studios at MundoRare 's expense . The film , to celebrate Rare 's 25th anniversary , would have been distributed on the internet and Xbox Live . Rare refused permission to shoot this film , saying that it was not " on message " . Mundorare was shut down , and stated that the site could not support the company 's new corporate direction . Rare 's secrecy was criticised by Hardcore Gamer 's Alex Carlson , as they thought that it made them " disconnected " , and prompted them to develop games that " their fans don ? t want " .

= = Related companies = =

Around 1997 , a number of Rare employees left to establish separate companies . The first was Eighth Wonder , underwritten by Sony Computer Entertainment Europe , which did not produce any games before it closed . After Martin Hollis left Rare , he joined Nintendo before founding his own

company Zoonami , releasing Zendoku , Go ! Puzzle and Bonsai Barber . Other Perfect Dark team members , including David Doak and Steve Ellis , founded Free Radical Design and created the TimeSplitters series . It was acquired by Crytek and renamed Crytek UK before its 2014 closure , with most of its staff moving to Deep Silver Dambuster Studios .

Former Free Radical and Rare staff also formed Crash Labs , a studio specialising in developing iOS games . Chris Seavor , director of Conker 's Bad Fur Day , founded the Gory Detail studio and released 2D platform game The Unlikely Legend of Rusty Pup . Starfire Studios were founded by four former Rare employees and released Fusion Genesis , an Xbox Live Arcade title published by Microsoft Game Studios . Another group of former Rare employees formed a mobile @-@ game studio , Flippin Pixels . Former Rare employee Lee Schuneman headed Lift London , a Microsoft studio . Phil Tossell and Jennifer Schneidereit founded Nyamyam and released Tengami . Playtonic Games was founded by several former Rare employees ; their first project is Yooka @-@ Laylee , a spiritual successor to Banjo @-@ Kazooie . Chris and Tim Stamper joined FortuneFish , a mobile game company founded by Tim Stamper 's son , Joe Stamper . Their first game is That Bouncy Thing ! The Rubbishiest Game Ever for Android .

= = Games = =

Rare has developed a number of video games since its founding , with sales nearing 90 million copies by 2002 . The company is best known for its platform games , which include the Donkey Kong Country , Banjo @-@ Kazooie , and Conker series , and for its Nintendo 64 first @-@ person shooters GoldenEye 007 and Perfect Dark . Rare does not adhere to a few specific video @-@ game genres . They have also developed action @-@ adventure games , including Star Fox Adventures and Kameo : Elements of Power ; fighting games , such as the Killer Instinct series ; racing games , such as R.C. Pro @-@ Am and Diddy Kong Racing , and beat ' em up @-@ shoot ' em up games such as Battletoads and Captain Skyhawk . Since Rare has usually been associated with a video @-@ game console manufacturer (such as Nintendo and Microsoft) , most of their titles have been developed for a particular platform . Since E3 2015 , Rare has been working on Sea of Thieves , a pirate @-@ themed MMO for Xbox One and Windows 10 .

The company 's cancelled projects include Dream : Land of Giants , which became Banjo @-@ Kazooie ; Perfect Dark Core , originally the sequel of the first Perfect Dark ; Black Widow , an open world game that tasks players to control an eight @-@ legged robot ; Sundown , which featured a horde @-@ like survival mode ; The Fast And The Furriest , a mascot racer ; Tailwind , an action game featuring helicopters ; Urchin , a Fable @-@ style game which began development after the completion of Live & Reloaded ; Ordinary Joe ; Savannah , a Kinect @-@ based game ; Kinect equivalents of Wii Fit and Professor Layton , a sequel to Diddy Kong Racing , and a sequel to Kameo : Elements of Power .

= = Awards = =

Rare received numerous awards , including BAFTA award for " Best UK Developer " for its work on GoldenEye 007 . Rare was awarded the BAFTA Interactive Entertainment Moving Images Award for 2000 , for developing Perfect Dark . Conker 's Bad Fur Day won the 2001 BAFTA Interactive Entertainment Award for sound , Kinect Sports : Season Two won the BAFTA award for Best Sports / Fitness . Tim and Chris Stamper were named as Development Legends in the 2015 Develop Industry Excellence Awards . Rare was included as Gamasutra 's Top 30 Developers of All Time of all time , and was ranked as the 36th best video game maker by IGN .