

= Banjo @-@ Kazooie : Nuts & Bolts =

Banjo @-@ Kazooie : Nuts & Bolts is an action @-@ adventure video game developed by Rare and published by Microsoft Game Studios . The third instalment of the Banjo @-@ Kazooie series , it was released for the Xbox 360 worldwide in November 2008 . The game takes place eight years after the events of Banjo @-@ Tooie , and marks the return of series antagonist Gruntilda , who plans to take over Spiral Mountain . In order to defeat Gruntilda , series protagonists Banjo and Kazooie must compete in a set of vehicle @-@ based challenges .

The game revolves around vehicle construction , in which the player must design their own vehicles ranging from automobiles , motorbikes , boats and aeroplanes . Gameplay itself is centred on completing a series of challenges depending on the specific vehicle , although some parts of the game retain platforming traits . Development of the game first began as a remake of the original Banjo @-@ Kazooie , although a game which involved " more traditional platforming " was conceptualised . Eventually , the project evolved into a construction @-@ orientated game which was inspired by connecting Lego blocks .

Banjo @-@ Kazooie : Nuts & Bolts received mixed reviews upon release . Critics were largely divided over the concept of vehicle @-@ orientated gameplay , however some critics praised its mechanics and innovation . The game sold a total of 140 @,@ 000 units by the end of 2008 in the United States . The game has also achieved " Platinum Hits " status , which means it sold at least 400 @,@ 000 units during its first nine months of release . In 2010 , the game was included as one of the titles in the book 1001 Video Games You Must Play Before You Die . The game is also included in the Rare Replay retrospective compilation , released for the Xbox One in 2015 .

= = Gameplay = =

Banjo @-@ Kazooie : Nuts & Bolts primarily revolves around vehicle construction , in which the player must construct their own vehicles after collecting specific vehicle parts . In contrast to its predecessors , there are no conventional " moves " for Banjo and Kazooie to use , apart from melee attacks Kazooie performs with her spanner . The game 's hub world is Showdown Town , which contains various portals that lead to six worlds . Each world contains three levels , one boss level , and a series of various challenges , although exploration of these worlds are optional . The key part of the game is to earn " Jiggies " in order to unlock new worlds , and accumulate enough Jiggies to unlock the final world , which contains the final boss .

The centre of Showdown Town houses L.O.G 's factory , which dispenses " game globes " whenever a certain Jiggy total is reached . Placing the globes onto special stands unlocks the game 's levels . Each level features a set of challenges , which vary from races , combat and objectives such as salom jumping . The game also features vehicular @-@ combat ; players may equip weapons onto their vehicles to use against opposing vehicles . Players who surpass a challenge 's best score will be rewarded with a Trophy ; collecting four trophies will earn them an additional Jiggy from Trophy Thomas . Each Jiggy extracted from the levels appears in " Jig @-@ o @-@ Vend " collection units scattered in crates around Showdown Town . The player must vend the Jiggies and physically carry them over to the central " Jiggy Bank " device to affect the total of Jiggies . Showdown Town also houses Mumbo 's Motors , a workshop where the player may create and design their own vehicles .

Vehicles play a prominent role in the game , replacing the moves and transformations featured in its predecessors . The vehicles can be built freely by the player from over 1600 different components available , such as body panels , engines , wheels , wings , propellers , fuel tanks and weapons . Vehicles range from automobiles , motorbikes , boats and aeroplanes . In order to create vehicles , the player must collect vehicle parts and blueprints which are scattered throughout the hub world , or can be earned after winning specific challenges . The player may also purchase preset blueprints and vehicle parts from Humba Wumba in Showdown Town . In addition , players can also send and receive blueprints over Xbox Live .

The game retains some platforming traits ; the player may disembark from a vehicle and explore the

environment in a manner similar to that of the previous games . On foot the duo can grab ledges , swim underwater , balance on tightropes and perform basic jumps . Kazooie 's spanner can also be used as a melee weapon outside of the vehicle , in addition to levitating lopsided vehicles . Banjo and Kazooie have limited attack power and agility on foot at first , but the duo can upgrade their speed , stamina and strength by visiting Boggy 's gym in the game 's hub world . Scattered around the game 's six worlds are musical notes , which serve as currency for the player to purchase certain items such as blueprints , parts , and access to advanced vehicles . Musical notes vary in value as determined by its colour ; gold , silver or bronze . Banjo @-@ Kazooie : Nuts & Bolts also features an online multiplayer ; players can compete in challenges such as races and combat over Xbox Live . In addition , players can share their own vehicle designs and blueprints online .

Banjo @-@ Kazooie : Nuts and Bolts features bonus content unlocked through the use of " Stop ' N ' Swop " , a feature first introduced in the original Banjo @-@ Kazooie . By collecting the six Mystery Eggs and Ice Key in the Xbox Live Arcade re @-@ release of Banjo @-@ Kazooie , players will be able to find special vehicle part crates in Nuts & Bolts ' overworld , which can be used to unlock novelty vehicle parts , such as a disco ball or fuzzy dice . By using the Stop ' N ' Swop items in the XBLA version of Banjo @-@ Tooie as well , players who purchase the " L.O.G. ' s Lost Challenges " DLC gain access to seven additional vehicle blueprints created by fans who won a blueprint design contest held by Rare .

= = Plot = =

The game takes place eight years following the conclusion of Banjo @-@ Tooie , in which Gruntilda 's body was destroyed and vapourised by Banjo and Kazooie . The two have become obese since their last adventure , and have since spent eight years overeating , playing video games and listening to the radio . They soon discover Gruntilda 's detached head returning to their home , Spiral Mountain , who is planning revenge on Banjo and Kazooie . They are about to fight when they are stopped by the sudden appearance of the Lord of Games (L.O.G.) , the creator of all video games . He decides to settle the conflict between the two by devising a series of worlds and challenges . He uses his powers to give Gruntilda an artificial body and to restore the duo 's physical fitness , but not their moves from previous games , claiming that they will not need them .

L.O.G. transports the characters to Showdown Town , his headquarters , and starts the contest . The winner would be set to own Spiral Mountain ; the loser must endure eternal hardship at L.O.G. ' s video game factory . While Banjo and Kazooie seek to win by completing the challenges , Gruntilda uses her powers and abilities to try to stop the duo , with a cat named Piddles and an army of mechanical robots assisting the witch in her goal . The game ends with Gruntilda and Banjo participating in a final duel in Spiral Mountain . Banjo and Kazooie destroy all of Gruntilda 's vehicles and prepare to fight back as she gets back up , but L.O.G. returns and declares Banjo the winner . After L.O.G. sends Gruntilda off to work at his video game factory , he rewards Banjo and Kazooie by giving them the deeds to Spiral Mountain and restoring their moves , while Banjo 's friends reveal that they have restored his house after its destruction in Banjo @-@ Tooie . Meanwhile , Gruntilda declares that bringing her to the factory was a mistake and vows that she will make her own video game .

= = Development = =

According to designer Gregg Mayles , the first idea was to create a remake of the first Banjo @-@ Kazooie for the Xbox 360 , and the team 's second choice was to involve " more traditional platforming " , however they felt that the latter was a " stale " approach and deemed the former too similar to previous titles to have an impact . Ed Bryan revealed that the next idea the team wanted to conceive was a game " where you could build stuff " . Initially , Rare co @-@ founder Tim Stamper suggested that game revolve around an " interactive lego set " ; the team designed a prototype sandbox which involved the player putting blocks together to create vehicles . According to designer Steve Mulpass , the prototype was set in the first level of the cancelled Banjo @-@ Kazooie remake

, and the most difficult part of initial designing stages was creating a user interface for players to design vehicles with . Furthermore , Mayles stated that understanding how to construct vehicle parts in a three @-@ dimensional space was exceptionally difficult , and making the vehicles playable was a " colossal challenge " . While the game was in early development , Mayles hinted at the new direction :

On 17 October 2007 , designer Justin Cook revealed in an interview with PC Zone that the then @-@ untitled project was in designing stages , with the entire core team from the original Banjo @-@ Kazooie giving it full @-@ time attention . During development , Mayles asserted that getting the in @-@ game editor powerful enough to ensure that players could build " what they liked " . For re @-@ designing the characters of Banjo and Kazooie , Mayles and Bryan were tasked with finding a suitable way to update the two characters . Initially , they designed high @-@ resolution characters for the protagonists , however Bryan recalled that they lacked " the charm " the original game held . Later during development , Bryan suggested that the characters in the game should appear cuboid , and thus finalised the designs with smooth edges , whilst retaining the two character 's original appearances . Due to the game revolving around the theme of construction , the team went to lengths to ensure that the game 's aesthetics look like " everything was constructed " with patchwork , to give the illusion that " everything was patched together " . Mayles stated that all of the voice @-@ work from the characters were performed in @-@ house by Rare staff ; Banjo @-@ Kazooie lead programmer Chris Sutherland reprised his role of voicing Banjo and Kazooie .

= = = Music = = =

The music was composed by Robin Beanland , Grant Kirkhope and Dave Clynick . Banjo @-@ Kazooie : Nuts & Bolts was the final game worked on by Kirkhope , a Rare employee since 1995 . The soundtrack is orchestrated and features both remastered arrangements of existing music from the series , and new pieces entirely . The music was performed by The City of Prague Philharmonic Orchestra . On 29 June 2009 , Rare announced that the game 's soundtrack would be released and available to purchase on Amazon and iTunes . The soundtrack was released by the label Sumthing Else .

= = = Downloadable content = = =

A downloadable add @-@ on for Nuts & Bolts , titled " L.O.G. ' s Lost Challenges " , was released on 7 April 2009 . The content is set in the " Test @-@ o @-@ Track " area of Mumbo 's Motors , and includes six new missions with twelve additional Jiggies to earn : six for completing the missions with pre @-@ determined vehicles , and six for completing the missions with vehicles designed by the player . Collecting all twelve Jiggies will unlock " Hero Klungo Sssavesss Teh Universsse " , a set of new levels for the " Hero Klungo Sssavesss Teh World " minigame . The add @-@ on also includes seven new multiplayer game types .

= = Reception = =

The game received a mixed reception from the community for not featuring certain key elements found in previous games . According to Rare , the early reception was " expected " . The game received mostly positive reviews from critics upon release . It holds an average score of 79 / 100 at Metacritic , based on an aggregate of 71 reviews . The vehicular @-@ based mechanics of the game were met with scepticism from many reviewers . Tom Bradwell of Eurogamer criticised the overall design of vehicles and the lack of traditional platforming as " unfair " , alongside citing a " weak mission design " . Ben Reeves of Game Informer stated that the mission structure was a " mixed bag " , asserting that racing was largely repetitive and " derivative " . Tom McShea of GameSpot praised the variety of the mission structure and vehicle building , stating that each " problem " requires creative thinking and innovation . However , McShea criticised the controls and physics of some of the vehicles , thus adding difficulty to the overall experience . Sterling McGarvey

of GameSpy called Rare 's decision to " move the emphasis away from platforming " and toward creation as bold , however he criticised the game 's mechanics and manoeuvrability of land @-@ based vehicles , although he noted that aeroplanes and helicopters were easy to utilise . McGarvey furthermore criticised the manoeuvrability of vehicles , stating that it was overall frustrating on how much the game relied on the awkward mechanics .

Brad Shoemaker of Giant Bomb praised the driving mechanics and vehicle construction , despite initially being frustrated with the game 's controls . Shoemaker praised the innovation the game offered ; stating that the vehicle @-@ building and enormous variety of mission types would attract all audiences . A reviewer of GamesRadar heavily criticised the overall mechanics and vehicular gameplay , stating that it was both " ridiculously complicated " and unsuitable for a Banjo game . The reviewer of GamesRadar also criticised Rare 's " old habit " of " collect @-@ a @-@ thons " , asserting that all the elements of the game were " clumsily put together " and the aspects of unlocking new levels were difficult to understand due to the many items that were pre @-@ required . Andrew Reiner of Game Informer heralded the vehicle construction as " fun " , however he criticised Rare 's " habit of forcing the player " to collect large quantities of items to build their vehicles and progress through the game . A reviewer of GameTrailers similarly criticised the vehicular theme of the game , citing that the sensitive physics and controls adds up to an overall frustrating experience . Erik Brudvig of IGN US praised the game 's absence of platform elements , and asked fans of Banjo @-@ Kazooie not to " write the game off " due to its change in genre . Brudvig also heralded the vehicle @-@ creation as " powerful " and the depth of the game 's mechanics . However , Matt Wales of IGN UK criticised the new direction of the game 's genre , summarising the lack of platforming action as " screwed up " . Wales stated that the game 's mechanics and vehicle construction " fails badly " due to the lack of " any fundamentally engaging " framework to support the game 's creative elements . Tom Orry of VideoGamer praised the complex construction of vehicles and stated that it was the most rewarding aspect of the game . Chris Kohler of Wired heavily criticised the mechanics , challenges and new genre of the game , panning the overall experience as a " disappointing , simplistic sandbox " . Kohler also added that the racing missions were " boring " and frustrating , similarly stating the same for vehicle customisation . In a retrospective review , David Roberts of GamesRadar stated that Nuts & Bolts " laid down groundwork " for future games that revolve around construction , such as Fallout 4 and Kerbal Space Program .

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