
Subject: Re: GH: WT

Posted by [Dover](#) on Mon, 04 Jan 2010 02:45:15 GMT

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R315r4z0r wrote on Sun, 03 January 2010 18:04-Does Rock Band allow you to skip songs in the middle of playing in a playlist? Guitar Hero does.

Uhh...the idea behind playing a setlist is that you need to play all the songs. That's where the difficulty is. Skipping songs is like skipping levels in any other game. It's pandering to bad players (Which deincestivizes improvement) at best and a cheat feature at worst.

Unless you mean free-play mode, in which case why did you put that song in the setlist in the first place?

R315r4z0r wrote on Sun, 03 January 2010 18:04-Does Rock Band allow you to change difficulty in the middle of a setlist? Guitar Hero does.

See above. If you can't do the whole setlist at the required difficulty than you need to either:

- 1) Play at a lower difficulty, or...
- 2) Get better.

R315r4z0r wrote on Sun, 03 January 2010 18:04-Does Rock Band support tap-sliding

In songs that call for it, yes.

R315r4z0r wrote on Sun, 03 January 2010 18:04extended sustains

?

R315r4z0r wrote on Sun, 03 January 2010 18:045 drum pads

"Rock band has 4 pads! We have 5! WE'RE CLEARLY BETTER BUY OUR PRODUCT!!1!"

R315r4z0r wrote on Sun, 03 January 2010 18:04duel bass pedals

In custom sets, yet people seem to get fine even without them. Is this needed, or is it adding stuff for the sake of adding stuff?

R315r4z0r wrote on Sun, 03 January 2010 18:04free-style singing & drumming

I'm not sure what you mean here.

You mean no-fail mode? Or do you mean singing whatever lyrics you want? Rock Band has both.

R315r4z0r wrote on Sun, 03 January 2010 18:04and open strumming?

Best reason to buy the next \$50 game they shit out I've ever seen.

R315r4z0r wrote on Sun, 03 January 2010 18:04-Does Rock Band have a built-in music creator and online community library? Guitar Hero does.

No. That's the price of having all the good DLC -- making sure people can't re-create and distribute it for free.

R315r4z0r wrote on Sun, 03 January 2010 18:04-Does Rock Band allow you to choose any instrument you want regardless of what other people chose? Guitar Hero does.

The only time this is an issue is with guitar/bass, and if you can't agree with your friends as to which instrument you want to play, you really shouldn't be inviting them over to your house to play Rock Band in the first place.

R315r4z0r wrote on Sun, 03 January 2010 18:04-Does Rock Band have a jump-in/drop-out party play mode? Guitar Hero does.

Because going to the character select mode was too much work for you? Only in America.

R315r4z0r wrote on Sun, 03 January 2010 18:04-Does Rock Band have song challenges? No, they just have an annoyingly repetitive and tedious campaign. Guitar Hero does have them, however.

They do have a challenge mode, as a matter of fact. Who cares about challenges though?

R315r4z0r wrote on Sun, 03 January 2010 18:04-Does Rock Band have band moments? Guitar Hero does.

I can't say it does, but nor do I know what that is. It sounds like some feature that doesn't add anything to gameplay, though.

R315r4z0r wrote on Sun, 03 January 2010 18:04-Does Rock Band give you as much customization in terms of character creation and instrument design that Guitar Hero does? Hardly.

You might as well be talking about graphics. Who gives two shits about character customization in a rhythm game? Go play The Sims.

R315r4z0r wrote on Sun, 03 January 2010 18:04Basically, other than vocal harmonies, solos, and some specific songs, there isn't anything worth having that Rock Band has that Guitar Hero doesn't have or does better.

All you've named so far is shit that doesn't matter. What DOES matter in rhythm games are:

- A large library of good, fun, challenging songs.
- Solid controllers, which Rock Band has had since RB2 and has only improved on since.
- Most importantly, responsive mechanics.

Anything else is adding features just to be able to add more lines of multicolored text on the back of the box. Having moar useless features don't make the better game.

"A designer knows he has achieved perfection not when there is nothing left to add, but when there is nothing left to take away."

- Antoine de Saint-Exupry

R315r4z0r wrote on Sun, 03 January 2010 18:04DLC? Guitar Hero releases downloadable songs every week. They also allow you to license other Guitar Hero game set-lists and port them into other games.

So does Rock Band. The difference is that Rock Band's DLC is way better than the shit Guitar Hero has scraped together.

R315r4z0r wrote on Sun, 03 January 2010 18:04They are both the same on the surface appearance, but Guitar Hero is far better when it comes down to what counts.[/color]

If "what counts" to you is making your character look "cool" and skipping songs you suck too much to play, then yeah.
