
Subject: Re: GH: WT

Posted by [Dover](#) on Mon, 04 Jan 2010 04:29:39 GMT

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R315r4z0r wrote on Sun, 03 January 2010 19:45 First of all, this is a party game. It's meant to be fun in a group. Not for you to be shut up in your basement all day practicing and getting better.

I guess anyone who has the physical dexterity required to play a rhythm game would HAVE to be some kind of basement dweller. Oh, wait...

R315r4z0r wrote on Sun, 03 January 2010 19:45 Yes I'm talking about free-play. Why would I be complaining that the game's campaign isn't letting me make it easier for myself?

I'm talking about when you are with a group of friends and you make a setlist of songs that you enjoy playing. However, three songs in, one person in the 'band' can't find the skill to play correctly and causes everyone to lose.

What I would do in that situation would be to skip that song and proceed to the next one, but oh wait, you can't do that in Rock Band. So my next thought would be to have that person lower their difficulty level so everyone else can play the song happily, but oh wait, Rock Band can't do that either. You are then forced to quit the setlist and chose songs all over again.

So basically, it's Rock Band's fault that your friend keeps failing and doesn't facilitate making the game easier for you. How about not sucking? Or at least, not picking songs you can't play?

R315r4z0r wrote on Sun, 03 January 2010 19:45 Also, why should you let your ability to play on a certain difficulty level change the idea of if you can play songs you like or not? If you can play every song except for one on Expert, why should that one song hold you back from continuing your setlist? Sure, you should practice it in order to get better, but it's not the game's place to force you to do better or else.

Because it panders to weak players. Doing that discouraging practice and skillful play and encourages weaseling your way around anything that would coincidently make you improve.

R315r4z0r wrote on Sun, 03 January 2010 19:45 No. No it doesn't. Rock Band does not support tap-sliding. Rock Band guitars do not have touch pads like Guitar Hero guitars. There are no songs in Rock Band that allow you to use the Guitar Hero tap-slider.

Maybe I'm not understanding what you mean by "tap sliding" then. Care to explain?

R315r4z0r wrote on Sun, 03 January 2010 19:45 This is when you play other notes while continuing to hold down another. (For example, you hold down a long green note but also play a few individual notes at the same time)

This seems like a non-issue.

R315r4z0r wrote on Sun, 03 January 2010 19:45 I was getting at the gameplay element. Rock Band's drum controller doesn't use cymbal pads, so you have to pretend a pad is a cymbal every

so often. Guitar Hero has two cymbal pads which gives off a better experience. Also, 5 pads increases the challenge of playing drums. It may just be a single pad, but it increases the gameplay dramatically. It would be like adding a 6th fret button to the guitar controller.

If you want "the experience" of playing drums, you should play drums, not Rock Band or Guitar Hero. Take a moment every now and then and remember that you are playing a video game.

Unless you're the type of person who likes to immerse themselves in their gameplay experience. If so, then I'd hate to be at your college or nearby postal office if you play Doom, Grand Theft Auto, or Counter-Strike.

R315r4z0r wrote on Sun, 03 January 2010 19:45Of course people do fine without them. Because they aren't designed into Rock Band's note charts! You try playing Guitar Hero Metallica with one bass pedal and then tell me it isn't needed or it's redundant.

I could, but that would require playing Guitar Hero: Metallica, and I wouldn't want to subject myself to such a poor-quality product.

R315r4z0r wrote on Sun, 03 January 2010 19:45No, I mean short little intermissions in songs that allow you to play what you want and not fail or break your combo. (I don't mean like those instrument crashing parts in Rockband)

Rock Band has both of these (And not just at the ending). In fact, both of those are an integral bit in using Overdrive.

R315r4z0r wrote on Sun, 03 January 2010 19:45It is when you add it to the rest of the stuff I mentioned.

It really isn't. You keep mentioning stuff that doesn't matter. "5th drum pad! I can play sustained notes AND play individual notes! I can dress up my character!", and a thousand things besides that don't add to gameplay at all.

R315r4z0r wrote on Sun, 03 January 2010 19:45Guitar Hero has both DLC and a music creator and yet there aren't any problems with unofficially distributed music. Hundreds of songs are added weekly by community members. Sure some people try to mimic songs they know, but that's what makes it fun! You can't add vocals, so there is no harm done.

I guess your idea of fun is playing poor imitations of real songs done using some free tool instead of professionally-done songs.

R315r4z0r wrote on Sun, 03 January 2010 19:45So you chose your friends based on whether or not they let you play guitar over base in Rock Band?

What if you're friend wanted to play drums and they brought over their own drum controller? Why couldn't two of you play drums together? Why can't all four of you use the guitar? Why can't 2 people sing and two people drum? What's the point of the restriction other than to cause arguments?

See, I'm actually friends with my friends, and don't get into fights with them over things like "Why can't we have a band with three drummers, a singer, and a donkey?" If these are the kinds of arguments you're having with your friends, you may want to rethink your choice in companionship.

R315r4z0r wrote on Sun, 03 January 2010 19:45No, because pausing the song completely and waiting for a band member to get out of the bathroom is annoying.

No, because quitting a setlist because one person doesn't want to play anymore is frustrating.

No, because spending a half hour in the song selection menu arguing about what songs to pick is aggravating.

"Annoying! Frustrating! Aggravating! Why isn't Rock Band facilitating my bathroom habits and dysfunctional friendships better!"

R315r4z0r wrote on Sun, 03 January 2010 19:45Party play mode allows you just pick up an instrument and start playing without interrupting other players. If you want to stop, you just leave, no harm done. If more people want to play, the screen adjusts automatically to fit more players. If you don't know what songs to pick, it randomly chooses them for you. If the last person to play before you played on expert, but you can only play medium, you can change the difficulty level without having to restart the song for everyone else.

I guess I would see more appeal in this if my friends were flakey, indecisive, bad sports, Medium-mode nubs, or any other feature that this Party Mode panders to.

R315r4z0r wrote on Sun, 03 January 2010 19:45Rock Band's career mode is flat out not fun. It makes you play the songs you particularly don't like over and over again for stupid reasons. Guitar Hero's career mode uses song-specific challenges that earn you new things to use. Like new venues, instrument styles, cloths, new characters, ect.

You might as well be attacking Tug Of War mode, or some other feature nobody uses. PROTIP: Nobody plays Rock Band or Guitar Hero for the career mode. Like you said before, it's a party game meant for having fun with friends.

R315r4z0r wrote on Sun, 03 January 2010 19:45Band moments are like star power that can only be used in unison with 1 or more other players. You can't activate it when you play by yourself. Basically, if all members of the band get every note in a short sequence in a song, you unlock a band moment multiplier. In unison with star power, it's possible to have up to a 32x score multiplier when in a band moment (8x Star Power x 4x Band multiplier)

It promotes team play, cooperation and unison when you are trying to reach a score record in a certain song.

They don't have that exact feature, but they do have something similar where if multiple players hit their Overdrive/Star Power sequence simultatiously, they get a bonus to how much they are. Unison Bonus, I think it's called. In any rate, it accomplishes the same goals of promoting teamwork, but does so without the restriction of having to use your gains right at that moment. Instead it gives you a choice, which helps enhance the (admittedly limited) strategic element in the game.

R315r4z0r wrote on Sun, 03 January 2010 19:45 Don't look a gift horse in the mouth. If it's there and it makes no difference whether it's there or not, why criticize it?

Because it isn't a gift horse, it's a sold horse. If I'm paying \$50 for a game that's basically identically to the one I already have (Be it Rock Band or an older version of Guitar Hero), that better be money well spent.

R315r4z0r wrote on Sun, 03 January 2010 19:45 The only thing I've mentioned that 'doesn't matter' according to you, was the last comment about customization.

Almost none of the stuff you mentioned matters. You're nitpicking minor differences in the game that don't contribute anything.

R315r4z0r wrote on Sun, 03 January 2010 19:45 There are things that can be taken away from both games without them losing their appeal. You can take away the background scenes, the visual effects, the high-quality audio, ect, but the games would still be the same.

You're misapplying the quote. I'm using it to illustrate the flaw in your thinking. You're claiming Guitar Hero is better for having "added on" more stuff like a 5th pad or more pants for your character to wear.

R315r4z0r wrote on Sun, 03 January 2010 19:45 What it comes down to is not what has more or better features, but which does the job better. And Guitar Hero wins in that aspect.

It's like you skipped over my section on what makes a good rhythm game.

- Better song catalog, all professionally done and not flooded with cheap imitations made by amateurs on a free tool. Rock Band has it, Guitar Hero doesn't.
- Solid Controllers. Rock Band has them, and some might argue that Guitar Hero has them, but personally they aren't to my liking. That's just personal preference though, so I'll go ahead and say they both do okay there.
- Responsive mechanics. Rock Band really out-does Guitar Hero (GH3 and beyond, at least) in this regard.

All the other minor things you're talking about is all that's keeping Harmonix from suing Activision's sorry ass, and more "features" to write about on the back of boxes from a sale's point of view.
