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Subject: Re: GH: WT

Posted by [R315r4z0r](#) on Mon, 04 Jan 2010 06:00:23 GMT

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Damn it, it's 12:30 and I don't want to spend another hour making a post. So forgive me if this is short. (If I remember, I'll come back tomorrow and add on)

Have you ever been to a party before? I mean a real party? Ones where there are more than 4 people playing a video game all night long?

Guitar Hero's party mode works in that situation. It's a video game. It's entertainment. It's not a serious commitment if you decide you want to play. And as such, it shouldn't be a distressing factor if someone wants to stop playing and get on with their life.

Party mode can be played with no players! It will randomly cycle through songs. If you decide you want to play, you just need to pick up a controller and your highway pops up and you're in the action! If you want to stop, then you just stop!

You keep on saying things like 'oh it's catering to people with no skill' and 'it leaves you with no reason to want to improve.' Well what is so wrong about that? Oh my god, I want to entertain myself by playing a video game?!? I must be insane to think such thoughts of blasphemy!!

If people like a song, they will want to get better at it. It's human nature to want to win and to the best they can. So why should this be forced down our thoughts? We are going to do it anyway, so why not at your own pace? It's more fun and less stressful that way.

Forced gameplay should only be there for those who want it, not forced on everyone who wants to play it. Guitar Hero caters to that aspect with its unlock system. If you want to play to win, then play campaign and unlock new customization options and venues. That's the point I was making with mentioning that stuff. It doesn't necessarily matter what it looks like, but it's the act of using your learned skill to win a prize.

Moving on...

Quote:-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.

I did not skip over this, I just thought it was redundant.

I'm not going to lie to myself about a game I, in actuality, really don't like to play. I've played Rock Band. I own Rock Band. I've also played Guitar Hero. And I've concluded that after playing both games, Guitar Hero was the higher quality game.

-Better song catalog: I wouldn't play a rhythm game that bases itself on music that has songs that

I don't like. That's why I would not have bought Guitar Hero Van Halen if I didn't get it for free. Rock Band has some good songs on it, which is why I still play it; it isn't enough, however, to declare it a better game.

-Solid Controllers: Exactly as you said it. I actually prefer Rock Band's guitar builds because they feel higher in quality, but they lack a touch pad which is why I steer away from them. The same goes for the drum kit. Rock Band's only has 4 pads which restricts it from playing Guitar Hero games. With the Guitar hero drum controller, I can play both Guitar Hero games AND Rock Band games.

-Responsive Mechanics: I don't see how you're saying Rock Band beats Guitar Hero in this aspect. (Did you calibrate your TV?) I always found that Rock Band was much laggier than Guitar Hero.

Also, this plays into what I was saying before: 5 Drum pads, extended sustains, tap sliding (which is using the color toned slider bar to slide around the neck of the guitar to play certain note sequences. It also allows you an alternative to using the strumbar), open strums, ect. These are gameplay MECHANICS, not AESTHETICS! They shape how you play the game, not how you look at it. Would you not argue that drumming on 5 pads is more challenging than drumming on 4? Would you not argue that using 5 colored frets AND an open strum is more challenging than just using the frets? Would you not argue that forcing a fret to be held while you play other notes is more challenging than just playing individual notes?

Guitar Hero wins the mechanics point by far.

Finally, no I was not missapplying the quote. Look at it this way: How do you decide which is better between two seemingly similar things? 1. Decide what does the job better. 2 Decide how much details are in to make or break the deal.

Rock Band and Guitar Hero are essentially the same thing! So how do you declare which is better? Using the points you said before? Those are all opinionated. The only way to decide which is better is to decide which accomplishes it's role as a rhythm game better and to take note to see what extras are in that make the game stand out from its competition.

Two identical twins want a job as a maid under your employment. They look the same and act the same, but you can only afford one. How do you chose which one? The answer is you see which one can do more than what you are looking for... even if it has nothing to do with the job you're hiring them for. If they both can do what you ask of them, then why not chose the one who knows how to do some other activity better than the other, like drawing, for instance.

Edit: so much for being short :V

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