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Subject: Re: GH: WT

Posted by [Altzan](#) on Mon, 04 Jan 2010 06:18:47 GMT

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Dover wrote on Sun, 03 January 2010 22:29: 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?

Failure is going to happen eventually, unless your friends happen to either be rock gods or super-cautious players (former not likely, latter not being very fun to play with). If it's going to happen, having an available feature to help compensate is very helpful.

Dover wrote on Sun, 03 January 2010 22:29: 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.

So just because we're playing a game doesn't mean it matters? What about your support of the guitar controller for RB2?

Having 3 pads and 2 cymbals simply works better. It's easier to play and feels more natural.

Dover wrote on Sun, 03 January 2010 22:29: I guess your idea of fun is playing poor imitations of real songs done using some free tool instead of professionally-done songs.

I've heard some pretty awesome songs made by people using this tool. And it doesn't replace the music store, it's an addition. So basically you're just saying you don't like using it, even though that doesn't necessarily mean it's a bad or useless feature.

Dover wrote on Sun, 03 January 2010 22:29: "Annoying! Frustrating! Aggravating! Why isn't Rock Band facilitating my bathroom habits and dysfunctional friendships better!"

Why should it not? Sure it doesn't HAVE to, but when it DOES, it can be very helpful and prevent annoying situations like the ones Razor mentioned earlier. Friends aren't dysfunctional if something like this happens, unless your friends absolutely adore you and will do anything you say.

Dover wrote on Sun, 03 January 2010 22:29: 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.

I play campaign all the time, simply because I find it an effective training method for moving up the difficulty ladder.

Not that this actually matters though, because you're both pretty much correct on this point.

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