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Subject: Re: GH: WT

Posted by [Dover](#) on Mon, 04 Jan 2010 08:14:35 GMT

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R315r4z0r wrote on Sun, 03 January 2010 22:00Damn 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)

It shouldn't take you that long, but whatever.

R315r4z0r wrote on Sun, 03 January 2010 22:00Have 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?

If you're doing nothing but playing a video game all night long, I don't think it counts as a party.

R315r4z0r wrote on Sun, 03 January 2010 22:00Guitar 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.

The console has an on/off switch for those moments.

R315r4z0r wrote on Sun, 03 January 2010 22:00Party 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!

So the game plays itself? More evidence to how it panders to bad players. They don't even need to be playing.

R315r4z0r wrote on Sun, 03 January 2010 22:00You 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!!

And you don't find it entertaining to challenge yourself? To get better? To improve? Why do you think StarCraft is so popular (And so fun!)? Is it because of it caters to bad players? Is it because of a low skill ceiling?

R315r4z0r wrote on Sun, 03 January 2010 22:00If 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.

It shouldn't be forced, and it isn't. If you don't want to play Rock Band, you don't play, and if you're the kind of person who has fun by playing random notes and not trying, there's a No Fail mode.

Ever tried playing through an RTS game, say, WarCraft II, if you're using cheats? It's way too easy, and no fun at all. The entertainment is in the challenge.

R315r4z0r wrote on Sun, 03 January 2010 22:00 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.

And how is that any different than Rock Band? I unlock my songs, then I play the ones I like in Free Play mode over and over to get better at them. I'm not sure what you're getting at here.

R315r4z0r wrote on Sun, 03 January 2010 22:00 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.

That's okay. Lots of people make wrong conclusions every day. Don't beat yourself up over it.

R315r4z0r wrote on Sun, 03 January 2010 22:00 - 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.

The part that makes it a better game is that, besides having good songs ship with the game, it also has excellent DLC. Guitar Hero DLC, on the other hand, is terrible.

R315r4z0r wrote on Sun, 03 January 2010 22:00 - 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.

As I said before, more features isn't necessarily better. Where'd that quote from that French guy...

R315r4z0r wrote on Sun, 03 January 2010 22:00 - 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 laggy than Guitar Hero. Blah blah blah; blah blah, blah blah.

Guitar Hero wins the mechanics point by far.

See above about coming to wrong conclusions.

R315r4z0r wrote on Sun, 03 January 2010 22:00 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.

Not at all. What good does a maid's drawing skills do me? That's a terrible criteria to hire a maid based on, it makes me glad that you're not in charge of hiring anybody.

Anyway, your example assumes the maids are identical. Our "maids" are similar, but not identical. What if one maid required a large re-hiring bonus every few months, while you only had to pay the second one a lump some once, and then only pay for supplies? This isn't even getting into how the second maid has better tools, uses cleaning chemicals that smell less, and had a better dusting posture. All this regardless of how good the first maid is at Basketball or whatever.

Altzan wrote on Sun, 03 January 2010 22:18 Failure is going to happen eventually, unless your friends happen o 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.

It might happen eventually, but it shouldn't happen nearly often enough unless my friends are purposely picking songs and difficulties beyond their abilities, knowing full well they can't handle it (Jerk move), or truly have no idea what their level of skill is, and the second is cured with time.

Altzan wrote on Sun, 03 January 2010 22:18 So just because we're playing a game doesn't mean it matters? What about your support of the guitar controller for RB2?

I don't support the RB2 guitar because it "feels" like a real guitar -- It doesn't. I support it because it does it's intended job well.

Altzan wrote on Sun, 03 January 2010 22:18 Having 3 pads and 2 cymbals simply works better. It's easier to play and feels more natural.

Once you've been forced to adapt, sure. Mac users feel most at home when using mac computers, but that doesn't make them superior computers.

Altzan wrote on Sun, 03 January 2010 22:18 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.

It's an irrelevant feature. The relevent feature (The DLC) is better on Rock Band.

Altzan wrote on Sun, 03 January 2010 22:18 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.

I can tell by your interpretation of what I wrote that you might be one such dysfunctional friend. What kind of friendship are you in if you and your friend can't agree on a song together?

Altzan wrote on Sun, 03 January 2010 22:18I 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.

You use the campaign to get better, as opposed to say, Practice Mode? Or Free Play?

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