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Subject: Re: GH: WT

Posted by [R315r4z0r](#) on Mon, 04 Jan 2010 03:45:24 GMT

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It's annoying using all those quotes. Seriously.

Quote: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?

....

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.

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. 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.

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.

Quote:In songs that call for it, yes.

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.

Dover wrote on Sun, 03 January 2010 21:45

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

? [

B]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)[/B]

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!"  
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.

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?

Of 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.

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. No, 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)

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.  
It is when you add it to the rest of the stuff I mentioned.

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

Guitar 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.

Quote: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.

So 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?

Quote:Because going to the character select mode was too much work for you? Only in America.  
No, 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.

Party 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.

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

Quote: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.

Band 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.

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

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?

Quote: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.

The only thing I've mentioned that 'doesn't matter' according to you, was the last comment about customization.

Quote:"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

How, exactly, does that apply to this argument?

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.

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.

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