

Published based on [A Look At Guitar Hero World Tour](#)

A Look At Guitar Hero World Tour

Guitar Hero World Tour is one of the latest installments in the Guitar Hero family. Bringing in the ability to play all aspects of the band by introducing drums and vocals. Making the game resemble its rival Rock Band, and in my opinion taking away from the name "Guitar" Hero. None the less it holds true to having the same great things that made everyone fall in love with it from the start, as well as adding a few new unique features.

Guitar Hero World Tour still brings you all of the great music selections as before, just without the large amount of songs as before, and now it adds the feature to create your own songs to rock out to. However, I did find this to be a little difficult, but it was fun to play a song that I made myself.

Another great feature of Guitar Hero World Tour is the character customization. This allows you to adjust everything from the shape and position of the eyes to the moves your character uses on stage. I also enjoyed the ability to customize your instrument in almost every way possible. From the knobs to the strings to the design on your fret board. It makes the game so much more enjoyable seeing your own creation up on stage doing moves you made.

The game play in Guitar Hero World Tour is just as fun as ever, with the great venues that react to how you play and change when you do an encore. And I loved the new transparent notes that give you the ability to just tap the buttons on the neck without strumming. Unfortunately I did not have the chance to play the drum set, so I am not sure how well that fits into the mix of things.

They also bring back the head to head duels with people like Zack Wilde and Billy Corgan, as well as appearances by many more famous artists. Also a Tool set that features various artwork from the bands videos and album covers instead of showing a band playing. Another new feature is the way you go through career mode. In Guitar Hero World Tour you play songs in gigs, every time you complete a gig you open new ones.

All in all I really liked Guitar Hero World Tour, even if it is a little rough around the edges. Rock Band has the edge when it comes to the number of songs available to be played, and somewhat the quality of the way the full band mode is played. But when it comes to every other aspect of the game I would have to say Guitar Hero World Tour rises above. From the character and instrument creation, to the custom music mix, I most definitely would prefer to play [Guitar Hero World Tour](#) over Rock Band. I have to give props to Neversoft for picking up the game and running with it so well. I think it turned out quite well and I can't wait to see what they will do with the next [Guitar Hero video game](#).

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