

By: April 2008, mitrescu, Games Editor

[Guitar Hero IV to Feature More Instruments](#)

Like a game called Rock Band

There are some commentators puzzled by the decision of [Activision](#) to stick only to guitar playing in their Guitar Hero line of games. After all, even if guitars and guitar players get a lot of time in the spotlight, there are other instruments that are equally important for a band and tone. You can't rock without a good base player, a solid set of drums and a powerful front man vocalist. Apparently, Activision has also come to the same conclusion. It can be argued that some of their thinking was done for them by Rock Band, the Harmonix developed band simulator which includes drums and vocals. The game, distributed by Electronic Arts, has achieved a very healthy success in North America and is slated for a European release this summer. In a European [Rock Band](#) versus [Guitar Hero](#) showdown, it is difficult to say who would have the upper hand. But being a rock god is nothing if you can't claim to be a rock god with a band. So, Activision has decided to take the band route and create the new Guitar Hero game with more instruments in mind. Conde Nast Portfolio magazine, Activision's Chief Executive Officer, Bobby Kotick said that "It's not just about guitars. We'll include a lot of other instruments, vocals. It will help us expand internationally". So, no more lone guitar players. But will they include some way of simulating ones of the more unusual rock related instruments, like the harmonica? Kotick also mentioned that "It's the first game we've had in which we can use local content and local bands", which might hint at more downloadable content for the game, focussing mainly on local acts rather than international stars. Such details coming from the top man at Activision must mean that Guitar Hero is well along the development path and that we can expect to see the game before the end of this year.