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[Guitar Hero on All Nintendo Consoles?](#)



GH for the Wii is gonna happen, but the DS version may prove to be a tough nut to crack

Rumors of [Guitar Hero](#) on Nintendo consoles are beginning to take shape. [Activision](#) CEO Mike Griffith said during Wednesday's conference call not only that the game will become a Wii title, but also that it may eventually appear on all Nintendo consoles: "The key difference in our strategy versus the prior cycle, is that in addition to full support on Sony and Microsoft platforms, we will aggressively target the Nintendo platforms consistent with our multi-platform strategy and Nintendo's expected growth. In fiscal 2008, we will double our offerings on the DS and the Wii, including Spider-Man, Shrek, Transformers, and Guitar Hero," said Activision's CEO Mike Griffith. Guitar Hero is a music video game developed by Harmonix Music Systems and published by RedOctane for the [PlayStation2](#). It features a guitar-shaped controller used to simulate the playing of an electric guitar. The possibility of something like this coming on [Wii](#) is not that far fetched, they'll surely come up with a similar controller for the machine but, another Activision CEO, Robert Kotic, stated earlier in September 2006 that Guitar Hero would become a title "on every significant new format." So, naturally our minds go to the [DS](#) as well. How exactly are DS fans supposed to enjoy Guitar hero on the handheld, when the primary controller used to play the game is practically what the game is all about? Guitar Hero on DS, if it does become a DS title, will probably be nothing more than a game of constant button pressing until the player becomes numb and annoyed. Unless, of course, they come up with a "mini-guitar" of some sort or some other kind of controller. Well, Nintendo did invent the Wiimote after all, I'm sure there will be no problem for them to come up with a solution.