

= Guitar Hero : Aerosmith =

Guitar Hero : Aerosmith is a music rhythm game developed by Neversoft , published by Activision and distributed by RedOctane . It was released on the PlayStation 3 , Wii and Xbox 360 consoles , with Budcat Creations solely developing the PlayStation 2 port , Vicarious Visions solely developing the Wii port , and Aspyr Media solely publishing the Microsoft Windows and Mac OS X ports . The game was released on June 26 , 2008 in Europe , on June 29 , 2008 in North America , August 6 , 2008 in Australia and October 9 , 2008 in Japan . Guitar Hero : Aerosmith sold as both a bundle with a specially designed guitar controller as well as a game @-@ only package .

The game is considered an expansion in the Guitar Hero series , extending upon the general features of Guitar Hero III : Legends of Rock . As with other games in the series , the player uses a guitar @-@ shaped controller to simulate the playing of rock music by playing in @-@ time to scrolling notes on @-@ screen . It is the first game in the series to primarily focus on the work of one rock band , with Aerosmith songs comprising approximately 70 % of the soundtrack , while the remaining songs are from bands that have been influenced by or opened for Aerosmith . The single player Career mode allows the player to follow the history of the band through several real @-@ world @-@ inspired venues , interspersed with interviews from the band members about their past . Aerosmith re @-@ recorded four songs for this game , and have participated in a motion capture session to create their in @-@ game appearances . Guitar Hero : Aerosmith is the final installment of the series to only feature guitar and bass as possible instrument choices . The next entry (Guitar Hero World Tour) would introduce other roles to create a full band experience .

While Guitar Hero : Aerosmith maintains the same gameplay as past Guitar Hero games , it has received criticism for being shorter and easier than the previous Guitar Hero titles and difficult to justify its price point ; furthermore , with the game 's strong focus on one band , reviewers felt that the game 's ultimate enjoyment rested on the player 's appreciation for the music of Aerosmith .

= = Story = =

A departure from other games in the franchise , Guitar Hero : Aerosmith follows the career of Aerosmith , by playing significant songs in their catalog in a ' rough chronological fashion ' . The gameplay follows the band through various periods in its history , spanning from its first show at Mendon Nipmuc Regional High School in 1970 to the 2001 Super Bowl XXXV halftime show , to their induction into the Rock and Roll Hall of Fame on March 19 , 2001 . The player starts as Joe Perry , and will eventually be able to unlock Brad Whitford and Tom Hamilton . The game does not focus on the internal strife and stress within the band ; Guitarist Joe Perry stated that the game would focus on the positive aspects of Aerosmith 's history . Perry has stated that " Having a game built around Aerosmith has been a huge honor and really a great experience for us . We 've put a lot of ideas into the game so that fans can have fun interacting with our music , getting inside our body of work and learning about the band 's history . "

= = Gameplay = =

The gameplay in Guitar Hero : Aerosmith is based on the same gameplay elements from Guitar Hero III : Legends of Rock . Players use a guitar controller to hold down fret keys and strum on the strum bar in time with the note patterns as they scroll down the screen in order to complete a song . The player 's performance is tracked by a Rock Meter , and if it falls too low , the song ends prematurely . Star Power can be collected by completing marked note phrases correctly , and by using the whammy bar during sustained notes ; Star Power is released by lifting the guitar controller vertically or by pressing the Select button in order to double the scoring multiplier and dramatically affect the Rock Meter . The player is rated after successfully completing a song from 3 to 5 stars , and can examine statistics related to their performance , and in Career mode , awarded money to be used to unlock ten bonus songs in " The Vault " and additional guitars , outfits , and other videos about the band . Each song can be played at one of four difficulties : Easy , Medium , Hard , and

Expert .

The game offers several gameplay modes . Career mode is broken into six tiers of five tracks , each based on a period in Aerosmith 's history . Furthermore , within each tier , there are two Opening Acts , featuring non @-@ Aerosmith songs , that must be completed before the Aerosmith songs can be played ; the final song in each tier is an encore once the other four songs are completed . As the player completes this mode , they will also be presented with video clips talking about the band and other trivia about the band . The Career mode features one Boss Battle (against Joe Perry) as introduced in Guitar Hero III . Any unlocked song can be played in Quick Play mode , Co @-@ operative mode , with one player on lead guitar and the other on bass , and Competitive mode , including the Battle modes . Unlike Guitar Hero III , there is no Co @-@ Operative Career mode . One significant upgrade from Guitar Hero III is the addition of score balancing in Pro Face Off multiplayer mode , which allows each player to choose their own difficulty while still allowing each side to play the full note chart , instead of switching back and forth within regular Face Off .

= = Development = =

Billboard announced that the band Aerosmith was " working closely with the makers of Guitar Hero World Tour , which will be dedicated to the group 's music . " Guitar Hero : World Tour was also confirmed as in development following the announcement of the merger between Activision and Vivendi Games in December 2007 .

On February 15 , 2008 , Activision announced that one of their two new Guitar Hero installments would be Guitar Hero : Aerosmith , and would be released in June 2008 . Guitar Hero : Aerosmith was developed by Neversoft for the PlayStation 3 and Xbox 360 versions , the Wii version of the game was being developed by Vicarious Visions , and the PlayStation 2 version was developed by Budcat Creations .

The idea for Guitar Hero : Aerosmith came about during the development of Guitar Hero III . Originally , a cover version of " Same Old Song and Dance " was present in the game , but Neversoft president Joel Jewett noted that the quality of the recording was poor . After getting in contact with Joe Perry , Perry was able to provide the original masters for the song , and , according to Neversoft developer Alan Flores , " that sort of established the relationship . " This also came at a time where Activision was attempting to expand the Guitar Hero franchise , and fans expressed a strong interest in playing a game focused solely on Aerosmith 's works , according to RedOctane 's Dusty Welch . Another producer for the game , Aaron Habibipour , stated that Aerosmith was one of the five " holy grail " musical groups as polled by Activision . Newsweek reported that Aerosmith 's license allows for exclusive use of their songs within the Guitar Hero series for a limited amount of time , preventing their use within other rhythm games such as Rock Band . This is not the first time Aerosmith has appeared in a video game . The band was previously featured in both Quest for Fame and Revolution X.

Similar to Slash , Tom Morello , and Bret Michaels in Guitar Hero III : Legends of Rock , the entire Aerosmith band has participated in motion capture to accurately recreate their moves digitally for the game . Additional opening acts and special guest stars are also in the game including Run @-@ D.M.C. (D.M.C. appears as a playable character) , The Kinks , and Lenny Kravitz .

While Aerosmith was able to provide many of the original master recordings to the development team , the band re @-@ recorded the four songs chosen for the game from their first album : " Make It " , " Movin ' Out " , " Dream On " and " Mama Kin " . Joe Perry re @-@ mastered the lead guitar on many songs to interact with the gameplay better , while Steven Tyler re @-@ recorded some of the vocals .

The game itself is based much on Guitar Hero III : Legends of Rock 's mechanics with some improvements ; notably , hammer @-@ ons and pull @-@ offs are " less mushy " , there are new venues for the game , and while all other gameplay modes from Guitar Hero III are present , there is no co @-@ op career mode . The game 's interfaces and menus were redesigned for the game . Additionally , the team re @-@ evaluated the difficulty of the game based on feedback from players of Guitar Hero III who felt that there were " too many brick walls for casual fans " .

The developers attempted to recreate as many of historical venues within the game . For example , to fulfill Joe Perry 's request that they recreate Max 's Kansas City in New York , the developers used old photographs and YouTube videos of the club during the 1970s , to a highly accurate degree , as claimed by those that had attended the club during that period . Within these venues , set decorations are inspired from Aerosmith album covers . Five that were confirmed are Pump , Toys in the Attic , Just Push Play , Get Your Wings , and Nine Lives .

During Activision 's press conference at the 2008 E3 convention , it was announced that a long @-@ standing dispute between Activision and Electronic Arts over the use of guitar controllers in their respective games had been resolved ; Guitar Hero : Aerosmith on the 360 was patched after released to allow the use of the Rock Band controller within the game , while all such instruments will be usable in Guitar Hero World Tour . Guitar Hero and Rock Band guitar controllers for both PlayStation 3 and Xbox 360 are also compatible with the Playstation 2 version of Guitar Hero : Aerosmith .

= = = Promotion = = =

Activision released Aerosmith 's " Dream On " to the Xbox Live Marketplace and the PlayStation Store as a free Guitar Hero III : Legends of Rock downloadable song . The free download was available from February 16 ? 18 , 2008 , after which it was removed pending the release of the game .

The members of Aerosmith participated in a special sneak preview event at the Hard Rock Cafe in New York City on June 27 , 2008 , allowing attendees to ask questions and try out the game . Target had Chip Ganassi 's # 40 car , driven by Dario Franchitti , painted to celebrate the release of Guitar Hero : Aerosmith for a NASCAR race on June 29 , 2008 .

As with some of the previous installments in the series , Guitar Hero : Aerosmith is available as both a standalone disc and as part of a bundle . This bundle includes the Gibson Les Paul controller and a special red faceplate with the Aerosmith logo in white . The bundle also includes a tour book for the game listing the songs featured in the game . The special Aerosmith bundle is available for the PlayStation 3 , Xbox 360 , and Wii versions . The Playstation 2 bundle includes the Kramer Wireless controller included with Guitar Hero III : Legends of Rock . There is also a very limited edition bundle for the PlayStation 2 at Wal @-@ Mart . This bundle comes with the game and two wired Gibson SG guitar controllers as bundled with the original Guitar Hero and its sequel .

= = Soundtrack = =

Guitar Hero : Aerosmith 's soundtrack consists of 41 songs ; thirty are playable during Career mode and another 11 songs are unlockable in the vault . Twenty @-@ nine of the songs are from Aerosmith , while the other twelve songs are from bands that inspired or have played with Aerosmith in the past . Most of the songs are master recordings , including four Aerosmith songs that were re @-@ recorded for this game . Four songs are covers ? two performed by Wavegroup Sound and two by Steve Ouimette .

= = Reception = =

The game has received generally mixed reviews . Many reviews found the game avoided some of Aerosmith 's " more popular sugar @-@ coated hits ... like ' Amazing ' , ' Crazy ' , or ' I Don 't Wanna Miss a Thing ' [sic] " , but felt that other major Aerosmith songs could have also been included . Game Informer noted that " creating a band specific game was smart " , but that " very little has changed from the base game " . They also complimented the great job that Activision did with their motion captures of Aerosmith . The difficulty of the game was not to be found as hard as Guitar Hero III due to the " very riff @-@ friendly guitarist " Joe Perry ; while reviewers felt this was a good correction from the previous game , they also noted that the easiness of Guitar Hero : Aerosmith led to some bland tiers , repetitive musical sections , and lack of any significant difficulty curve . The

length of the game was poorly received , with reviewers commenting that it is difficult to justify the title priced equivalently as other next @-@ generation console full games . Eurogamer commented that one 's appreciation for the game " lives or dies based on [the player 's] fondness for Aerosmith " , and that ultimately , with other available music games that offer additional downloadable songs , a game that focuses on a single band would need " to offer gameplay innovations , spectacular fan service , or a lot more material " than what Guitar Hero : Aerosmith provides . Reviews also noted the sparseness of downloadable content .

Guitar Hero : Aerosmith sold more than 567 @,@ 000 copies in its first week and grossed more than \$ 25 million . The game has seen more than \$ 50 million in sales in the first three months following its release , with over one million copies sold . The band itself saw a 40 % increase in their catalog sales in the weeks following the game 's release . According to Activision @-@ Blizzard CEO Bobby Kotick , Guitar Hero : Aerosmith has made more money for the band than any sales of their previous albums . The game surged in sales in April 2009 , with 110 @,@ 000 copies for the Xbox 360 sold in North America , due to retails discounts on the title following the release of Guitar Hero : Metallica , and actually outsold the newer title . By April 2010 , the game has seen more than 3 @.@ 6 million units sold , 2 @.@ 7 in North America , and is considered the best selling band @-@ centric music game across both Guitar Hero and Rock Band series .