

## Less Talk More Rock

Less Talk More Rock is the perfect articulation of what I've been saying to my friends and online for years. I am tired of games telling me what to do constantly and I miss the days where games were actual puzzles and actually challenging! I'm not sure when this change in industry was made but I feel as though games decided that by making a game easier it would. Do something. Increase sales? More longevity perhaps? Oddly enough I feel as though this came hand in hand with movies doing a similar thing. In most games (and movies) the mystery is gone. People are spoon-fed exposition that often times makes no sense. Maybe the people making these games/movies don't think we (the audience) can understand it without it? Don't get me wrong. I understand that actual speech is important. But at some point we got to this point of cramming all this unnecessary dialogue into a conversation in games