
Subject: Video game audio rant
Posted by [timron](#) on Tue, 11 Nov 2014 21:58:02 GMT
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I bought a video game recently and downloaded it through the Xbox 360. It's an HD remake of a PS2 game that I used to love to play, so I couldn't pass it up. Anyways, the sound on the remake fades in and out during cut scenes, making it impossible to follow along with the story line if you don't have captioning turned on. This is getting on my nerves so badly!

Subject: Re: Video game audio rant
Posted by [Pioneer](#) on Thu, 13 Nov 2014 20:54:30 GMT
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I'll bet I know which game you're talking about. Is it Grand Theft Auto: San Andreas? I ask because I saw other people complaining in a gaming forum about this exact issue with the HD remake of this game.

Subject: Re: Video game audio rant
Posted by [timron](#) on Fri, 14 Nov 2014 16:33:02 GMT
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Yes, I'm talking about Grand Theft Auto: San Andreas. I guess I really shouldn't be complaining since I bought the game knowing that there were issues with it, but honestly I didn't think the glitches I'd read about would bother me this badly.

Subject: Re: Video game audio rant
Posted by [Pioneer](#) on Tue, 18 Nov 2014 18:57:41 GMT
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I can imagine that it would be really aggravating to deal with. Can you imagine how upset someone would be if they bought the HD remake never having played the original game? They wouldn't have a clue as to what's going on in the cut scenes.

Subject: Re: Video game audio rant
Posted by [timron](#) on Thu, 20 Nov 2014 19:23:08 GMT
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That's exactly why I think they need to fix this glitch. I would be really upset, even with the game costing less than \$5 to download, if I bought it, downloaded it, and then couldn't follow along with the game because of entire voice-over conversations being missing from the game.
