

# CUSTOMSFORGE'S

## MONTHLY NEWSLETTER

Issue #12

### ABOUT US

CustomsForge is a website created in 2014 by the Rocksmith community to make their own songs, communicate more easily and enjoy the game altogether

Currently, we are approaching more than 35,000 charts made by the community, and have more than 300,000 members.

We welcome thousands more each month

### WELCOME

Welcome to CustomsForge's monthly newsletter, where you can find the latest news about CF and Rocksmith 2014 Remastered.

### All Hallows' Eve

**Are you ready for the scares?** Ready for the candy? For the screams of the children? It doesn't really matter if you are, the ghosts are coming for you regardless. As such, use this list to warm up and get ready, for the dead are rising and the skeletons are coming!

#### **Spooky songs**

Dusty Springfield – Spooky  
Mr. Skeletal – Skull Trumpet  
Misfits – Halloween  
Marilyn Manson – This is Halloween  
Calabrese – Midnight Spookshow  
Panic! At the Disco – It's Almost Halloween  
Saurom – Noche de Halloween  
John Carpenter – Halloween Theme  
Helloween – Halloween  
Mastodon – Halloween  
King Diamond – Halloween  
A Wilhelm Scream – Hairy Scarecrow  
The Tragically Hip – Scared  
Avantasia – The Scarecrow  
Nightwish – Scaretale  
Undead Corporation – Bloodthirsty Nightmare Lullaby  
Avenged Sevenfold – Nightmare  
Bloodbath – Feed the Undead  
Power Trip – Executioner's Tax  
Metallica – All Nightmare Long  
Exorcist – Riding to Hell  
Arcis – My Oath to Madness  
Warbringer – Forgotten Dead  
Vio-lence – Phobophobia  
Blind Witness – All Alone



Rocksmith 2014 Remastered logo



Dardo's profile picture

## An interview with Dardo

**W**hat do you usually get when this newsletter is published? Usually there's a song list for you to play, an interview or an article and the end section. Well, today's newsletter is the same but with a small change. Most of you have probably figured who is today's guest, but just know that to commemorate the newsletter's one-year anniversary, the interviewer becomes the interviewed.

Hello! My name is **Aitor**, better known as **Dardo**. I am 18 years old and have been playing guitar for 2 or 3 years. But most of you know me as the newsletter's director.

**I wonder what I'm going to ask myself.**

**I started playing guitar when one of my friends got his father's old Spanish guitar and I started messing around with it** for fun. It took me about 20 seconds to decide that it was the best thing I had ever done and so I constantly asked to go to his house just to play guitar. When he got an electric guitar, I got even more obsessed, trying to decipher how to read the

*"I'm thankful [...] that your enthusiasm has made a kid's dream of making his own newsletter come true. Thank you from the bottom of my heart."*

tablature for *Do I Wanna Know?* **This continued for a while until a friend** who had also picked up guitar **showed us RS, and we had a blast with it.** I asked him if I could come to play at his house on Fridays and, to my surprise, he agreed! Many years later, I finally bought RS and, surprisingly, became CF's newsletter writer

**And all of that happened 2 years ago?**

**Not really.** For two years or so I would play guitar only at their houses because I didn't have one. So when I decided I needed one, **I had to convince my parents to buy one.** And for a year and a half, I'd never get any presents because I always said "If you're not going to give me a guitar, don't give me anything". Somehow this worked and, **two or three years ago, I finally got my first guitar and amp for Christmas.** To this day, that might have been the best gift I've ever received. **That's when I started to properly play the guitar and not just in my friends' houses at weekends.**



Dardo's current guitar

**One might think I've been on CF for a long time...**

**Not at all.** I spent most of my free time playing either RS or watching RiffRepeater's videos if I didn't have a DLC I wanted to try out –which tended to be the case. **Some months later-** I don't remember if my friend told me about them or I found it out by myself- **I came to the realization that there were songs that weren't in the game nor in the Steam page for RS.** So after a little bit of digging, I learned that they were CDLCs. **Then my friends and I found CF** and spent

Author: Dardo

Editor: Unleashed2k

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about two weeks trying to get them to work. I somehow got it to work. I remember the first CDLC I played: *Prehistoric Dogs* by *Red Fang*. I failed miserably but I was very happy I got it to work.

**Looking back, I've got some mixed feelings about learning to play almost exclusively with Rocksmith.**

**It allowed me to develop proper hand movement really easily and my muscular memory.** Not only that, I was able to learn several techniques much faster than I would have with traditional classes and overall **it made me keep playing** no matter if I couldn't hit 5 notes correctly. On the other hand, this has some costs. **I didn't figure out what I was doing wrong in regards to palm-muting until one year ago, and I know very little about music theory.** I also didn't know how to play any songs for a long time, because I'd only learn the riffs and I couldn't properly read tablatures. While I have solved some of these problems, I still carry a lot of them to this day.

**In hindsight, I got this job due to an incredible stroke of luck.**

**Last year, I saw a post** made by a guy called *Unleashed2k* (I had no idea who he was at the time) **asking for volunteers.** Among the list of options to apply, **I decided to send a curriculum for Newsletter/Social Media Manager.** I sent a curriculum that apparently was corrupt and I was quite sure that I wasn't going to get the position. So I forgot about it and suddenly in September, I got a Discord message asking me if I'm still interested. I got nicely



Dardo playing guitar at college

dressed for what I thought was going to be a video conference, and **then he simply sent me three text questions.** I answered them honestly **and suddenly, I got the job!** I was quite happy and I immediately started to work on the next month's newsletter.

**How do I make the newsletter?**

**First of all, I pick an older newsletter which I'll modify.** If I'm making an interview, I use issue #9 (toymachinesh interview) and if I'm writing an article I use issue #7 (the origins of the guitar). **Then I decide on the theme for the song list and check if the CDLCs are in CF or they are already DLCs.**



Dardo editing this interview

At this point, things can go in two ways:

**Article: I research the topic at hand** and I try to compile the most relevant information into a word document. Then I transcribe it to the draft and make it as entertaining as I can.

**Interview:** The first person I had ever interviewed was Chainbrain. We did a Discord call which I recorded and soon I found that it was quite an inefficient method. Nowadays, **I simply choose a person who I think is interesting** and I ask them if they'd be interested in appearing here. If that's the case, **I make questions relevant to their field send them through Discord or CF.** This allows them to think them carefully and without pressure while making my job much easier.

**The final page has some compulsory information in it,** like all of our social media links, **but it's quite flexible** on what can appear so I won't go into much detail about that. **Then I** set the date and issue number to and **send the draft to Unleashed2k.** He checks for spelling mistakes or anything else we want to add to the newsletter **and that's it!**

**To the whole RS community:**

I'm thankful that this has all come together as wonderfully as it has because **your enthusiasm has made a kid's dream of directing his own newsletter come true. Thank you from the bottom of my heart.**

**You can find Dardo at the following links below:**

[Dardo's spanish YouTube Channel](#)

[Dardo's guitar Youtube Channel](#)

[Dardo's Instagram](#)



CustomForge's profile picture in all social media accounts.

### Meet us in:

Twitter: @CustomsForge

Facebook: CustomsForge

Reddit: r/CustomsForge

Patreon: CustomsForge

Discord: <http://discord.gg/CF>

Donate: <http://customsforge.com/donate>

### Merch:

<http://bit.ly/MerchCF>



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***Charter's tip of the month:*** *“When a song fades out at the end, either cut the notes early or make a low output tone to match the song. It's awkward to be forced to play the remaining notes when they are becoming inaudible.” – Ninja\_frosk*

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### Website Updates

If you see a dead link, make sure to report it! Please remember that the website depends on donations so donate once in a while, any amount helps!

### Moderators & Server Admin

We are looking for some moderators and a server admin, if you are suited for these positions then follow the link at the bottom of the page.

### Mac heroes

Here's a shoutout to all the people that managed to get the mac CDLCs working so fast: **baestrie**, LovroM8, MTPenguin, JustinAiken, Dale, Ffio and firekorn.

### PATREONS

An extra special shoutout to all of those who supports us with a couple bucks every month. You may not realize it but your kindness helps us more than you can imagine.

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*Thank you for reading CustomsForge's monthly newsletter. Keep on rockin'!*

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**WANT TO JOIN? APPLY TODAY:** <http://bit.ly/applytoCF>

### Special Announcement/Editor's Note:

We just moved to a new server, and with that came some slight issues. For more information: [Status of CustomsForge](#)

I appreciate everyone who helped out when we needed it and continue to support us. - Unleashed2K