

ALL too often, the latest THE AMAZING SPIDER-MAN 2 movie blockbusters have a PS4/Xbox One/PS3/360/PC, £39.99

disappointing tie-in game.

Attempts to always give the oldayer something different to do use initially interesting — with ar chases, robberies and fires filling the streets, keeping for you to help New York's fin-

**BOUND BY FLAME** PS4/PS3/360/PC, £39.99

RPG fans have been desper-

ate to pit their wits on the

Bound By Flame is the first

As Vulcan, you are one of

a group of skilled warriors

who is accidently bestowed

with the powers of a demon.

you're pushed centre stage

n the war engulfing the land. Performance issues are

apparent early on on the PS4

and distract from the interesting and varied locations.

When running smoothly

to behold but character detail

and animations are often lacking and uninspired.

These allow you to har-

o try to give RPGers their fix

but fails at every turn.

est with But they soon become

momentum and effortlessly arriv-

The city – the same as most of the game – looks great. Views

But anyone taking the risk with The Amazing Spider-Man 2 will have something to enjoy.

I'd decided not to see the game. While some may find that a dealbreaker, it's never going to impact on the gameplay.

Attempts to always give the always give the substance of the game – looks great. Views of skyscrapers go on for miles system you'll have to complete these side activities every now and again.

Swinging around the city can take some getting used to, but once you're clued up on how it all works it's a wondrous thing and has never been so much of the game – looks great. Views of skyscrapers go on for miles of skys

After you get to where you're going, the chances are hired goons will be there and in need of the swift justice only a

ing at your destination brings vigilante Spider-Man can bring, genuine moments of exhilaration. Luckily after a couple of Luckily after a couple of upgrades, you'll have quite a lot to work with.

Combat is fluid and easy,

while still giving the occasional challenge if you're not giving the action enough attention.

For anyone fascinated with the web-slinger or for people who

have just seen the movie, this is the perfect way to get a regular helping of your friendly neighbourhood Spider-Man.

Even with a few issues — it still provides a good experience.

**MICRO SOFT** 

IN THE HEAD

The catch? It will not come with

MICROSOFT is releasing a £349 Xbox One from June 9

the Kinect motion sensor, which

or USP over the PS4

was championed as the console's

The consoles now start at the

same price, though most gamers are still likely to prefer the more powerful PS4. This is another major step backwards for

licrosoft but though some had

all attempts to integrate the camera into games fell short.

tting Xbox Live Gold users

Assault and Max: The Curse Of

earnt to love using Kinect's voice commands for system navigation,

s finally being taken to Xbox One.

nonth, starting with Halo: Spartan



### WE WERE KINGS

WHO: Jim McGowan (vocals), George 'Ringo' Aitken (guitar), Kevin 'Speedy' Waite (guitar/ vocals), Dougie Scott (bass/ vocals), Martin Walker

for fans of: Oasis, Pearl

JIM SAYS: Back in March I took on the Simon Cowell role at the new Hard Rock Café in Glasgow for the Scottish fina of the global Hard Rock Rising

After the hotly contested heats featuring acts who'd applied through the Edinburgh and Glasgow cafes, rock acts We Were Kings, The King Lot and Artie Ziff secured their place in the final.

It was a tough decision for the judging panel to select an overall winner to represent

But though it was close, i was a unanimous decision We Were Kings' explosive set mixing Brit Pop with Classic Rock won us over.

Originally formed in the Scottish Borders, with mem-

bers scattered across the Cen-tral Belt, the win secured We Were Kings a place in the next stage of the competition. More than 10,000 acts had

entered worldwide with 750 bands performing at over 70 Hard Rock Café's across the globe. All the winners were then up for a public vote to secure an all-expenses trip to play the Hard Rock Live festival in Rome in July.

I'm delighted to say that We Were Kings made the final 25



ence. Our fans showed every one why they are so specia and as always turned out i

numbers.
"The global stages have

decision by 24 hours.

All isn't lost though, as We Were Kings now play the first couple of dates on the Hard Rock Rising On The Road tour, which will visit 15 locations in Europe ahead of the factival in Pome

We Were Kings play the first two dates, here in Scotland. It launches tomorrow from 4-8pm at Soar INTU Braehead, near Glasgow, then on

in front of people.

July's Summer Nights Festival at King Tut's in Glasgow.

 Jim presents Drivetime or XFM Scotland, Monday to Friday 4-7pm. www.xfm.co.uk www.jimgellatly.com



Singer Jim McGowan told me: "The heats were a great experi-

been amazing. We were the smallest nation in the competi-tion. It included winners from cities like New York, Tokyo and London. We were the only UK act left in the final list."

Sadly the band didn't quite make it, with Seattle's Joyfield announced as overall winners on Tuesday. It must've been tight. The judges delayed their decision by 24 hours.

Jim said: "We can't wait to get out there. Our goal is simple. Make great music and get

We Were Kings are nearing completion of an EP called The Rising, which should be out in the next few weeks. Also, they are set to appear at





"I wanted to ease them into he idea there would be more

production.

"I've had the album since January, so now I just want everyone to hear it and get as excited as



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INVERNESS MAD HATTERS

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**NOV 2014 GLASGOW BARROWLAND** 

**NEW boy George Ezra** 

stepped into the cut-

throat music world like he was having a

He's come from nowhere to

make serious waves all over Europe. And this week, he rocked out on Jools Holland. It's all building up to a big summer and the release of his debut

and the release of his debut album Wanted On Voyage.
George, 20, said: "My whole project has happened naturally. It doesn't feel I've been catapulted into some weird world. It's all moved quite gradually.

"The main thing is surrounding yourself with people you ultimately trust — which is what I did. They'll help you achieve what you want to achieve in a comfortable way.

like

Buzz

"I was only introduced

to this industry two years

go

"It's just lik meeting someone in the pub - you're only going to keep talking to them if you get on with

get on wit them.
"I think I'm a good judge o

good judge o

The Bristol folk cocker has welcomed the buzz.

But he has got

bit sick of being tole

that 2014 is his year. He snapped: "While

pint in his local.







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ONE2SEE

ONCE again it's time to

ditch the evening BBQs and get into King Tut's Summer Nights. It's coming back for the fifth time. The venue puts

on special jam-packed gigs, showcasing the hottest talent

kicks off on July 17 and wraps

acts in total will play over

www.kinatuts.co.uk

**ONE2 HEAR** 

IT'S going on five years since La Roux released their lebut album. And the follow-u is finally here. The first track

being played from it, Let Me Down Gently, is a cracking

way to come back. Just what you expected from them nchy and in your face. Listen to it now at:



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ALL FOR THE M.A.D.H.E.A.D















RED HERRING

related words together into a column – but watch out for the red herrings.
Free version has 50 levels on

easy, normal and hard. You get : and you'll be battling to beat



Free for all (in-app purchases) FUN and challenging word SOME reckon this could puzzle from the guys behind the hit app 7 Little Words. become as popular and addictive as Flappy Bird.

It really tests your hand-eye co-ordination as you guide two blocks through a fast-moving maze of nasties by tapping the screen. The graphics are crisp vour own score.

bridges to help each other

a civilisation of tiny coloured people around their world, unlocking their pals who are ray of light anywhere and they'll follow, turning

themselves into towers and

### **KIWANUKA**

FANS of the original Lemmings game will love this. You move trapped in little prisons. Point a





Attempts to create a dark and gritty world fail due to the constant use of swearing that uninteresting when most of the time you are repeating the two-button combination of does right, two things seem

constant use of swearing that stands out like a sore thumb with the below-par voice acting. Very rarely does anyone say anything with true emotion.

\*\*The beautiful true to the constant use of swearing that stands out like a sore thumb with the below-par voice acting. Very rarely does anyone say anything with true emotion.

\*\*The beautiful true to the constant use of swearing that stands out like a sore thumb with the dodge or parry.

While you have other tools at your disposal, this seems to be the only true method to be able to complete with the cash – on.

\*\*The beautiful true is two-button combination of the beautiful true.

\*\*The beautiful true is two-button combination of two-but

THIS might just be the toughest app on the App Store right now. A tense, time-sapping challenge set in space which will take every drop of your gaming ability to progress. This RPG feels as deep as deep space, with dozens of parts and tasks to complete - all while keeping ahead of chasing rebels

# £6.99 for iOS (iPad2 upwards)

SILLY fun for all the family



# **VOICE CHANGER**

which lets you record things and play them back in a range of potty voices. Crowd favourites include the Minions from Despicable Me, Smurfs and Helium. Plus you can also record lines and have it play them in reverse. Good laugh i you can put up with the ads

