



NEW MUSIC
By Jim Gellatly

KAZE

WHO: Amy Webber (vocals), Graham McCusker (keyboards / vocals)
WHERE: Manchester
FOR: fans of: The Beatles, Björk, Radiohead

JIM SAYS: Paisley's Graham McCusker first met Amy Webber from Kent in 2012 when they were both studying opera at the Royal Northern College of Music in Manchester.

Outwith their studies, they went on to perform pop covers together in a functions band. Kaze emerged last year during some dark times for Graham. He was diagnosed with leukaemia then underwent chemotherapy at The Christie hospital in Manchester.

It was there that the duo started writing music together — and Kaze was born. As soon as Graham was well enough, they recorded and released their first EP, No Filter. Thankfully things are looking positive with regards to Graham's illness. He said: "I'm in 'remission'. I'm not getting treatment at the moment but they are monitoring me every few months or if I feel ill.

"After something like five years of it not coming back I'll get the all-clear, but it's looking good."

Graham was brought up around music. His dad Declan is a tenor with Scottish Opera and a member of Scotland's answer to The Three Tenors, R3 Tenors.

Mum Avril is a singing teacher who took a 14-year-old Paolo Nutini under her wing. Graham himself was a chorister in Paisley Abbey Choir. Along with their band, Graham and Amy were back in Paisley recently to perform a live session for The Janice Forsyth Show on BBC Radio Scotland during the Spree Festival.

Janice has been a massive supporter of the band, citing them as her current favourites. The new single, Pinned On You, is a former Single of the Week on her show.

The video for the song was shot in Paisley and Graham said: "I want to keep strong links with Paisley and Scotland and I have a great childhood friend (Bovine) who is unique in his approach to creating cool short films, music videos, his own music and basically anything creative. He's a multi-instrumentalist too.

"We filmed it up The Braes in Paisley. Loads of good memories up there!"

It's a stunning video, shot in one take, featuring live action and animation. It perfectly reflects the energy of the song.

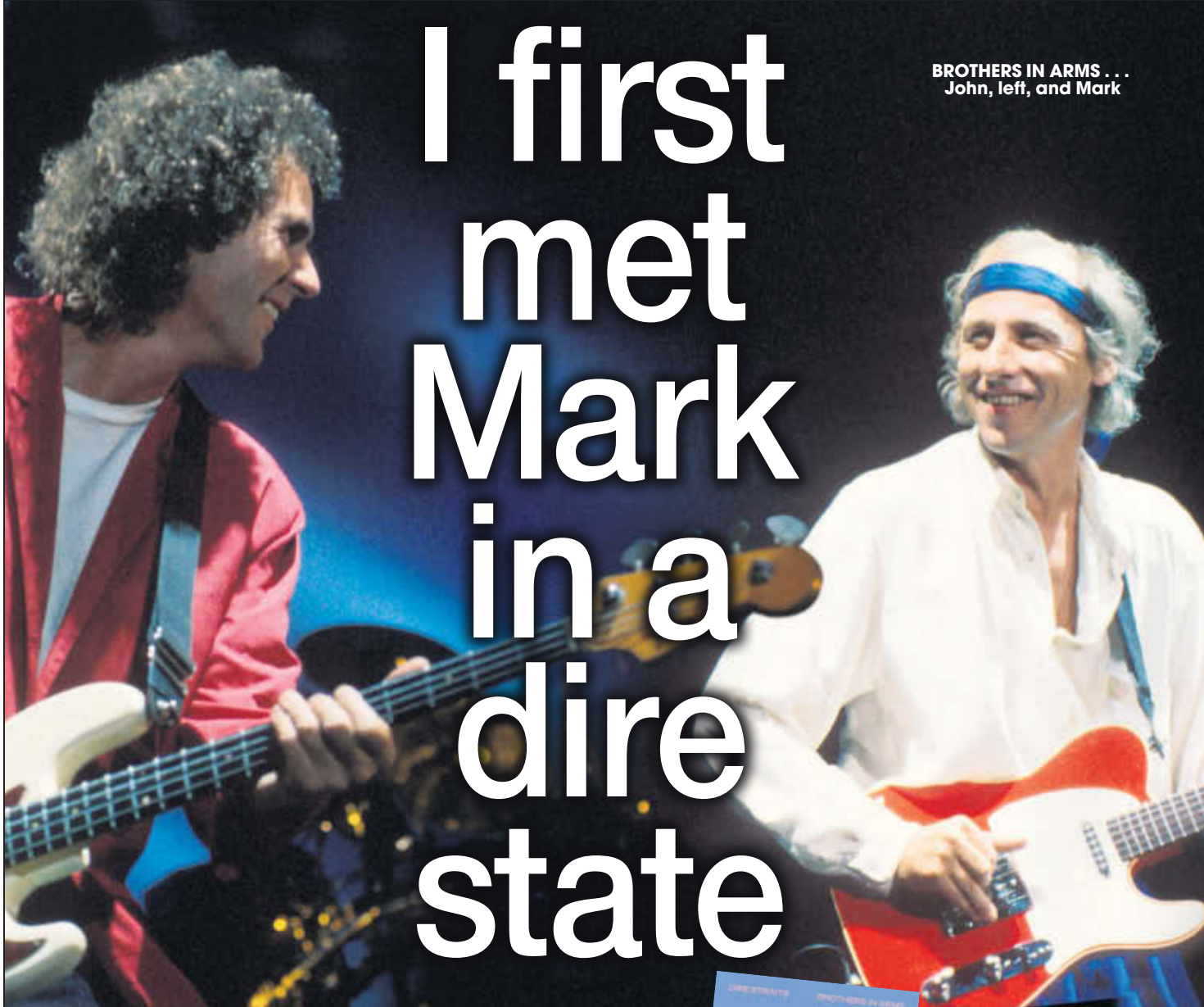
The classical training of Kaze gives the music a certain dynamic. It's not operatic pop, but they admit to bringing operatic drama to their sound. The EP does reflect the story-telling aspect of opera. Graham added: "All the tracks are very individual stories. Unfamiliar Room was written about my experience with being treated for blood cancer. Pinned On You is about unrequited love and feeling really p****d off."

Kaze return to the studio next month to work on new material. Aside from the Janice Forsyth session, they've yet to gig properly in Scotland. They hope to get a full tour together for next year along with festival appearances.

MORE: facebook.com/kazelikes
● **JIM** presents a weekly showcase of New Music on Amazing Radio Sundays 2-4pm. amazingradio.com, jimgellatly.com



Watch a video of the band playing at: www.thescottishsun.co.uk



BROTHERS IN ARMS . . .
John, left, and Mark

I first met Mark in a dire state

ROCKER John Illsley has revealed how he first met Dire Straits legend Mark Knopfler — when the singer was lying in a “crumpled heap” on the floor of his council flat.

As the supergroup celebrate their 40th anniversary, the bass guitarist also explains how the band really was in a serious financial fix when they got together in 1977.

Glasgow-born Mark and John would go on to sell more than 100 million albums — including Brothers In Arms, which topped the charts in both the US and UK in 1985 — and scoop four Grammys and three Brit awards along the way.

But it was a long way from their first encounter in the run-down apartment in Deptford in London.

John explains: "I had been out on the tiles for most of the night and came back very early in the morning. "I didn't even know Mark was coming to stay. I walked into the council flat where his brother David and I were living in a pretty dodgy part of south-east London.

"He was in the lounge, just this figure lying in a heap on the floor asleep with a guitar over his legs — he'd fallen asleep on the spot where he was playing.

"But there was something about the flat and the area which was a mixture of students, writers, musicians and poets living with working-class people that gave us such an original flavour."

Mark was born in Scotland in 1949 to his Geordie mum Louisa and Hungarian dad Erwin Knopfler. The guitar ace attended Bearsden Primary on the outskirts of Glasgow until he was seven when the family

TOURING . . . John



By **MATT BENDORIS**
Chief Features Writer



moved south to near Newcastle. He later got a job as a junior newspaper reporter in Leeds before he went back to uni to study English, moving to Essex in the early 70s to work as a teacher.

But John, who will tour Scotland with his own band later this month, admits: "I still haven't got a clue why the Knopflers were in Scotland in the first place."

They formed Dire Straits with Mark's younger brother David on rhythm guitar and drummer Pick Withers — although John says their name perfectly summed them up. He says: "Most new bands struggle — it's part of wanting to be in a rock 'n' roll band.

"The name came from a friend of the drummer, who said, 'Well Pick, you've been in music all your life and you're still in dire straits, why don't you call it that?'"

"Pick came into rehearsals the next morning with the name and we all went, 'That'll do.'"

Their fortunes would soon change when they recorded three demo songs, including Sultans of Swing, which landed them a major record deal

AND gave them their first international hit the following year.

He says: "I think it took us by surprise. "When we were first signed by Phonogram, they gave us a five-album deal, which was very rare even back then.

"They even said to us, 'Look, we don't expect you to start selling records until at least the second or third album'. Suddenly we moved from playing in front of 50 people to

500 then 5,000 in a very short period of time. "That puts a lot a lot of strain on you."

That stress proved too much for David, who quit in 1980 while recording their third album, Making Movies. Relations have remained strained between the two brothers, but John believes he Mark were peas from the same rock pod.

He explains: "Mark and I were very close and both pretty much agreed about how things should go. That is probably the reason why we saw the whole thing through from beginning to end."

They became global superstars with their MTV-inspired song Money For Nothing, with guest vocals from Sting — it was the first song to be played on the satellite channel when it launched in the UK in 1985. At the same time tech giants Philips developed the CD player, with their album Brothers In Arms becoming the first to sell more than a million copies on the new format.

But 68-year-old John puts it all down to luck. He says: "When I look back on it, an awful lot of things that happened just seemed to be coincidental."

"Such as the fact we were doing Brothers In Arms at same the time as Philips were developing the CD player with Phonogram with all this new technology.

"To us it was just another record. Everyone was going a bit bonkers about it, but we were really nonchalant."

The bassist now splits his time with second wife Stephanie and his four children between homes in Hampshire and Provence in France. But although he would be up for reforming Dire Straits for a third time — after they disbanded in 1988 then again in 1995 — he doesn't believe 68-year-old Mark wants to hit the road again.

He says: "I would rather preserve my relationship with Mark right now."

And John still counts his lucky stars. He says: "If Mark hadn't crashed at my flat, Dire Straits wouldn't have happened and I would probably still be living in a council flat to this day."

● John Illsley & Band play The Ferry in Glasgow tonight.

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● **MICROSOFT'S** Xbox One X will be launched soon but the firm has announced the Kinect will stop being manufac-

tured. Kinect became the fastest-selling consumer electronics device in history in 2010 but it was never fully supported with

games and apps. However if you still have one, Microsoft will continue to offer customer support for the unit.



● **MONSTER Energy Supercross** — The Official Videogame will be out on February 13.

The Milestone production lets you take part in the most high-speed off-road bike racing championship in the world.

And it will be good — as Milestone is the team behind the Ride series and MXGP.

It will have all the tracks from the 2017 Monster Energy AMA Supercross season as well as riders in both the 250SX and 450SX Classes, including the likes of Chad Reed, Ken Roczen and Ryan Dungey. Out on Xbox One, PS4 and PC at first with a Switch version to follow shortly after.

TOP 5 GAMES THIS WEEK

- 1 Gran Turismo Sport
- 2 FIFA 18
- 3 South Park: The Fractured But Whole
- 4 WWE 2K18
- 5 Middle-earth: Shadow Of War

● **MICROSOFT** has launched 13 games in the first wave of its original Xbox backwards compatibility campaign.

All 13 games now run at 1080p resolution as well as having improved loading times and frame-rates.

Highlights are definitely Star Wars: Knights Of The Old Republic, Crimson Skies and Psychonauts.

If you still have your original Xbox One discs you simply insert them to begin downloading and playing the game, or you can buy the fresh copies from the Microsoft Store.

● **METAL Gear Survive** has . . . err . . . survived the departure of Hideo Kojima. Konami have revealed that the game will hit Xbox One, PS4 and PC on February 22 and will cost you back £34.99.



● **NINTENDO** have sneaked out a cheeky upgrade for the Switch.

You can now use a GameCube controller.

But . . . you will need the GameCube controller's USB adaptor. Once you have that the Switch will recognise the GameCube pads.

At the moment the controllers show up as "USB" but, beware, other USB controllers like the Xbox 360 pad won't work.

This suggests that there may be a new Smash Brothers game because the GameCube pad is the controller of choice for players in the eSports community.



THERE'S no better time than Halloween to scare yourself silly on the console. Close the curtains, switch off the lights, fire up The Evil Within 2 and prepare to make sure you will jump at anything that goes bump in the night.

Bethesda and Tango Gameworks have produced another scare fest to follow their surprise 2014 hit.

This second outing takes everything that was good about the first game and makes it bigger.

The story picks up a few years later, so — wee spoiler alert — the main focus is Sebastian, who is searching for his daughter. He wants to make up for mistakes in his past but believes she is dead.

There is pretty much a B-movie feel to the story — some will love that, and it is a definite step up from the original game.

That said, it still comes over as a bit too po-faced at times during the 11-hour campaign.

The gameplay is pretty much the same as before — classic over-the-shoulder shooting fare — but they have added an open world element to the action so you can explore mini-sandboxes full of side missions, hidden items and extra nuggets of lore.

It is also worth pointing out that the design of the

The Evil Within 2

Xbox One, PS4 and PC £44.99

enemies is outstanding — each one is packed with gory detail. They are also much smarter than your average zombies. They mix up their attacks and that keeps you on your toes. The bosses are also first class and they keep the game feeling fresh. The graphics are as dark and moody as you would want in a game like this. The overall vibe is horror and the developers deliver.

It is neatly backed up by the soundtrack and overall sound design — the blood-curdling screams in the distance and the thud of enemies walking towards you add a serious scare factor.

But this is no walk in the zombie park. You have to earn your stripes — sometimes it seems like the challenge is too tough. The stealth side of things is also a bit hit and miss — so you go for a head shot more often than not.

Fans of the first game will love it, while newcomers will enjoy the screamathon. It's fright on.

★★★★

STUART CULLEN



Heroes go South

STRAP yourself in because superheroes are getting the South Park treatment.

If you have watched the cartoon mayhem then you know the score. Close to the edge. Possibly offensive. But very, very funny.

Ubisoft teamed up with South Park brains Trey Parker and Matt Stone back in 2014 for South Park: The Stick Of Truth. The result was a good kicking for high fantasy games.

So superheroes could expect no mercy — and they didn't get any.

South Park: The Fractured But Whole is a tongue-in-cheek look at the worlds of Marvel and DC Comics.

There are plenty of digs at the movie side of their business, but nothing is really safe.

The story focuses on the South Park

South Park: The Fractured But Whole
Xbox One, PS4 and PC £44.99

gang trying to rescue a cat to get a \$100 reward to kick-start their superhero franchises. But the group soon splinters into two sides — Coon and friends, led by Cartman, and Freedom Pals, under Timmy's control.

You are the new kid — a voiceless character who joins the action in a similar way to Stick Of Truth. You have hidden powers, but we won't spoil what they are.

The gameplay is broken into two main styles — walking around the world of South Park solving puzzles and visiting locations from the show as you try to get selfies with the characters. There is a surprisingly deep role-play combat section. It is beefier than the first game and now has more

attack options. You can add items to a style tree to boost your powers and you can unlock special powers that pause things or reward time during fights.

And there are some bizarre mini games, such as having to get a dead fish into heaven on the back of a flying rain-bow. Typical South Park.

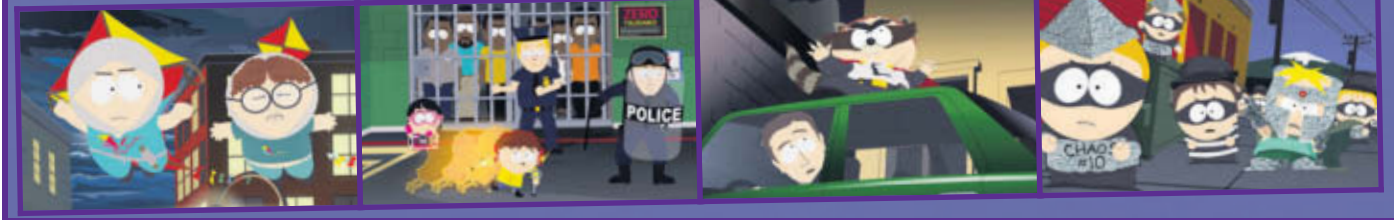
That means it is very funny — but you do question some of the humour at times. Again, typical South Park.

The game is basically a playable 20-hour episode of the show. The soundtrack works perfectly, from voice acting to random songs.

The combat does get a bit repetitive and the on-screen font is a bit small, but it won't stop you laughing out loud, you yad people.

★★★★

STUART CULLEN



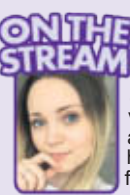
● **TYRE** manufacturer Falken has unveiled cars in both Gran Turismo Sport and Project Cars 2. The Falken BMW M6 GT3 and Porsche 991 GT3 R are reproduced in Project Cars 2. Gran Turismo Sports' new in-depth Logo Editor allows players to create a Falken-

livered car from 162 car types, including Aston Martin, Ferrari and BMW.

Stephan Cimbal, from Falken Tyre Europe, said: "Falken has been involved in gaming for many years and has always supported and driven their technological development."



● **MISS Baffy** is an up-and-coming streamer on Twitch, mainly streaming League of Legends for around three to four hours per day. The 20-year-old revealed college didn't feed her passion for gaming, so she dropped out two years ago and became a full-time streamer. She said: "I haven't regretted the



decision, as I've met some amazing people and am so blessed to be a part of the Twitch community." She hopes to grow her channel and be able to grow the community of viewers by making fun, entertaining and enjoyable streams. You can find her stream on [twitch.tv/missbaffy](https://www.twitch.tv/missbaffy) or follow @MissBaffy.

★★★★

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