

the

Sunday

MUSIC & GAMES



NEW MUSIC
By Jim Gellatly

CAEZAR

WHERE: Glasgow/London.
WHO: JJ Gilmour (vocals/piano/guitar/omnichord), Joe Donnelly (bass/piano/guitar).
FOR FANS OF: David Bowie, U2, Simple Minds.
JIM SAYS: They dismiss themselves as a supergroup, but Joe and JJ have an impressive pedigree. Both were in legendary Scottish band The Silencers, but not at the same time. Guitarist Joe had already left the band when JJ came on board around the release of 1991's *Dance To The Holy Man* album.

JJ then carved out a solo career, including last year's *DiX* album. He also had a brief stint as East 17's front-man as well as singing with the Casbah Club featuring Bruce Foxton from The Jam and Big Country stars Mark Brzezicki and Bruce Watson.

The duo may not have played together in The Silencers but they weren't strangers. In fact, it was sad circumstances that sowed the seeds for Caezar.

Joe explained: "We got to know each other much better when JJ organised a benefit night for The Silencers guitar player Cha Burns at the ABC in Glasgow. Cha was fighting cancer at the time and sadly passed away a few months after the show. It was then we started chatting about writing together. The sadness and emotion we both felt was so raw. There was only one way to turn this into something positive and that was to make music."

Caesar's debut album *Time* has been three years in the making, preceded by 2016's *The Prayer* EP. Joe would travel up from his home in London to work on songs with JJ in Glasgow. Co-produced with Stuart MacLeod at Beetroot Studios in Airdrie, the album also features Texas drummer Ross McFarlane and David Crichton from The Silencers on violin. Already available to stream and download, *Time* is released on CD and vinyl on Friday through Vertere Records. It's the first release on the label, spawned from the high-end turntable company of the same name.

Caesar play *The Old Court* in Windsor on Saturday before a date at Oran Mór in Glasgow on July 27. They also appear at Kelvin Grove Bandstand in the city on July 30 supporting Chrissie Hynde and The Pretenders on the first night of Regular Music's Summer Nights series of open-air gigs.

MORE: wearecaezar.co.uk
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amazingradio.com/jimgellatly.com

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

SHAQUILLE O'Neal has had a rollercoaster ride when it comes to gaming, but the larger-than-life basketball player is back with a bang here.

This started out life as a Crowdfunder project at Indiegogo — and raised \$458,884 from just 1,339 fans.

It is a side-scrolling beat-em-up in the same vein as *Streets of Rage*, but this has no pretensions — expect lots of cheesy one-liners and dodgy gags over three hours. You are a Shaq who has been raised in China and is a kung-fu master. Your village is attacked and you are out for revenge over a number of stages and boss fights. It's justice Shaq-style.

It is good fun but, like similar games, it can get repetitive fairly quickly. They have tried to freshen it up with sections where you can turn into a robot and a ... er ... cactus.

The motley group of enemies include kilted soldiers with GERMAN accents.

There is plenty of chunky cartoon colour in the graphics and the animated cut scenes



Shaq Fu: A Legend Reborn

Xbox One, PS4, PC and Switch £15.99 and the main theme being sung by Shaq is a highlight.

Shaq Fu: A Legend Reborn will make fans smile but some of the gags could upset a few people. This won't blow you away, but it is a short, sharp blast of fun to be had, even if the price is a bit steep at the moment for what you get.

★★★★
STUART CULLEN

FAR Cry 3 has been lauded by many as the best game in the series so far, so it's no surprise that Ubisoft have given it a re-release with the Classic touch.

You and a group of friends are on a gap-year holiday but your pals get kidnapped by pirates.

Meet Vaas, one of the best bad guys in gaming history. To say he has a few screws loose is an understatement — he shoots your brother and you escape into the jungle and launch a 16 to 17-hour bid to release your friends.

There is all the usual fare, like climbing towers to unlock maps and having to hunt to get skins to upgrade your kit.

If you played Far Cry 5 then you will have a dilemma. That game evolved the core gameplay, so this is a trip back in time. That is a bit of a pain because constantly climbing towers just feels like you are filling in time.

As this is a re-release the HD treatment



Far Cry 3 Classic Edition

Xbox One, PS4 and PC £24.99

is very light so don't expect stunning new looks, and it is a shame that the Blood Dragon DLC is not included.

It is a halfway house — it is still a good game in its own right but there is nothing new. However, if this has passed you by in the past then you're in for a treat.

★★★★
STUART CULLEN



● BETHESDA have released a cover of the John Denver's classic Country Roads to raise cash for Habitat For

Humanity — a charity that helps disadvantaged people across the globe to build stable communities. The cover is in the trailer

for Fallout 76 and is in the iTunes store. Bethesda has said all proceeds will go to the charity with a minimum donation of \$100,000.



● DEAD Island is now on mobiles. Dead Island: Survivors has micro-transactions and you have to build traps and turrets to mow down waves of undead as they attack your

base. You can also bash them with a hammer and throw grenades. A real flavour of Orcs Must Die with a dash of Clash Royale. It's free on Android and App Store .



Yarny's a tug-team treat

ONE of the surprise announcements at this year's E3 was that Unravel was getting a sequel.

The bigger news was that Coldwood Interactive released the game after the EA conference.

Yarny is back but this time he is part of a couch co-op game, so you and a friend can tackle the journey together.

Fans of the first game will know what to expect — a blend of light story-telling and solid puzzle platforming.

The tale focuses on two young runaways, but the story often fades into the background over the seven levels.

Unravel 2

Xbox One, PS4 and PC £16.19

And the co-op doesn't prevent you attacking it on your own. However, the most fun is when you have a friend — it raises the game a few levels and there is no better feeling than beating a puzzle through team-work.

You jump, swing and climb your way through some truly beautiful levels from grim, rain-soaked streets to lush forests. It's all backed up by a soundtrack that delivers awe and a sense of tension in equal measures and

you can't help but fall for Yarny's charms. You can even customise his colour and the shape of his head to personalise your adventure.

Finish the main tale and there are 20 challenge levels that will test your skills to the limit. They add a wedge of replay value.

This a strong return. It has built on what was good in the original. The only down side is that it is crying out for online options. Couch co-op is fun, but not everyone has friends close by.

★★★★
STUART CULLEN



'Real heroes inspired us'

GAME designer Dave Miller had the perfect inspiration for *Bomber Crew* — his great-uncle was a navigator on *World War II* missions.

Now *Runner Duck Games* co-founder Dave hopes the insight they have brought to the game can turn it into a massive hit for the indie studio.

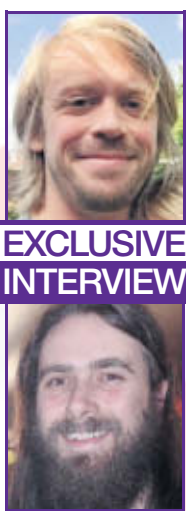
Dave joined coder and co-founder Jon Wingrove to tell **STUART CULLEN** about the past, present and future of their latest title.

Dave, below, said: "I've always been fascinated with WWII aircraft, as my great-

docks by a crew of commandos. They disembarked and fought a heroic battle and kept the presence of the explosives secret until they detonated the following day, rendering the dock unusable. There are many other incredible lesser-known stories from WWII, so we had plenty to draw from."

Bomber Crew started life on the PC but Jon, bottom, admits they spent a long time working on the controls to make the move to consoles.

He said: "That was something we actually prototyped even before the PC release. We



EXCLUSIVE INTERVIEW



showed a demo version of the game at a few events, and a lot of the refining of the controls came out of just watching how new players managed.

"We've made a few other improvements here and there, but we haven't had to cut back or simplify the game in any way.

"On both Xbox One X and PS4 Pro we run at higher resolutions compared to the base consoles. Xbox One X is full 4K.

"The console version will launch with an all new Challenge Mode. PC players will receive a patch which will add this mode on the same

day. In Challenge Mode, you play to get a high score by completing as many challenge waves as you can before your bomber is destroyed.

"It's great as a break from the pressure of campaign mode as it doesn't risk losing your main campaign bomber or crew."

The team is already working on the next stage. Dave added: "We're getting close to finishing the next piece of DLC for *Bomber Crew* — it's far more substantial than the Secret Weapons mission pack DLC. We will reveal more soon."



War epic hits the heights



WELCOME back to the playground of destruction.

The Red Faction series has had an interesting journey from first-person shooter on the PS2 to third-person open-world game with *Guerrilla* and *Armageddon*.

Now THQ Nordic have given *Guerrilla* the HD treatment and hammered in the best pun in gaming history — calling it the Re-Mars-tered edition. Well, we liked it anyway.

The interesting aspect is how the game evolves from a sandbox game in 2009 to a major hit in 2018.

The Red Faction series has all been set on Mars, even if it was a loose connection in the second game.

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Red Faction: Guerrilla Re-Mars-tered

Xbox One, PS4 and PC £26.99

the freedom fighters — but the bottom line is blast, blast and more blast with a heavy arsenal of weaponry.

The highlight is that you can up the ante. If enemies are hiding in a building, then destroy it. You can attack it with a sledgehammer, throw blast charges at it or just hit it with a two-tonne truck.

The graphics are nice and crisp, but they are showing their age a little and, being set on Mars, there is a lot of reds and browns. The soundtrack is OK and Troy Baker leads the voice acting well.

On the downside the AI is dreadful. The friendly ones get in the way more than anything else and the game has infinite spawning enemies when it's all kicking off. That is not funny and not clever.

Red Faction *Guerrilla*: Re-Mars-tered edition is a welcome return for a classic title. It is a decent shout if you have never encountered the series before.

Hopefully, it is a sign that the series is set for a return but, until things up — that destruction playground.

There is a mix of tasks from main missions to challenges to helping out

★★★★
STUART CULLEN

BOMBER Crew looks like a cute war game with colourful graphics and loud guns, but it actually has a conscience.

The *Runner Ducks Games* SIM is all about building a WWII bombing crew and looking after them. You start to care for them.

And, like the real thing must have been, it really hurts when you lose one of them. You get your team then have to handle a heap of missions behind enemy lines in mainland Europe.

It's a game of two halves — the prep stage and the mission stage. At the start you pick your crew and kit them out in new gear — and they will need specific equipment for

Bomber Crew

Xbox One, PS4, PC and Switch £14.99

different missions. On long escapades you'll want to fly at a higher altitude to save fuel, so your crew will need cold-weather gear or else they will start to freeze.

You can change their looks and give them names and that increases the attachment you'll feel.

You also need to prepare and gear-up your bomber, from adding armour and better systems to even designing a livery.

Finish prep and it is down to work. You take control of your seven-man crew and head into battle. The missions get tougher and they are full of tension. It is like spinning a hundred plates at one time, and all while trying to hold it all together. You are

player where up to four anglers can fight it out on real-time leader-boards.

There is 18 species of fish and fully licensed kit with rods, reels and lures from the likes of Bass Cat Boats, Bill Lewis, Duckett and Korda.

It's set out on Xbox One, PS4 and PC on September 18. What a catch.



SEA Of Thieves is paying tribute to Banjo-Kazooie's 20th birthday by having a special limited-time Bear And Bird figurine. It will cost you 1,998 gold coins (to match the year the game came out). It is a carved wooden brown bear with a red bird on a blue shield.

● DOVETAIL Games insist their new Fishing Sim World is the real deal.

It promises to be the most authentic fishing experience in gaming. The SIM combines realistic game physics and accurate fish AI.

There will be a mix of modes, but expect the biggest frenzy on the multi-

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