

EXCLUSIVE
by COLAN LAMONT

GENESIS legend Steve Hackett is putting the classical into his rock classics — by teaming up with an orchestra.

The 68-year-old, joined the group in 1970 and has since had an extraordinary career for the last 50 years.

He left the group — which has also featured guitarist Anthony Phillips, singer Peter Gabriel, keyboard-player Tony Banks, bassist Mike Rutherford and drummer Phil Collins — in 1977 — and has enjoyed a successful solo career.

His latest move is the Steve Hackett Genesis Revisited tour which comes to the Glasgow Royal Concert Hall in October.

The guitarist says: "The difference with this tour is that I'll be with an orchestra — it's the first time that the band will be with the orchestra."

"We are with an American conductor who we worked with last year and liked so much that we thought it would be a great idea if he comes over and conducts for us."

"It's wonderful when it works, such a big, great full symphonic sound — I just love the mixture of them."

Tip of the hat from John Lennon

Steve said orchestras previously approached Genesis about playing with them but it had never been the right time.

He added: "You get braver the older you get. I've always felt Genesis music was symphonic in spirit, especially during what I now refer to as a classic period when we were all involved in it."

In the early days, before worldwide fame, Genesis were just another band trying to make a name for themselves.

Incredibly, it was a tip of the hat from Beatles icon John Lennon that helped catapult them to international fame.

Steve said: "We were just about to tour, scratching around looking for gigs, then John Lennon said we were one of the bands he listened to."

"We were young and it was a big boost for us, you weren't able to tweet on social media like you can now or everyone would have known."

"But reminding people of that now, to anyone who might dismiss that era, it made waves."

"I'm still honouring that early work plus my solo work."

With such a diverse background and large back catalogue, Steve hopes fans get

Genesis rocker Steve's added another string to his bow



value for money and he reckons it's like three different shows wrapped into one gig.

The musician said: "There are so many options and we are arguably doing stuff touching on three different bands. But I don't mind being three acts in one night."

"I like lots of different songs whether it's pop, rock, blues or classical jazz, the whole deal."

"I like music that has an element of surprise on its side."

"Then rock tends to pile in and we wind it up and off it

goes." During his five decades in the music business, Steve has played hundreds of gigs in Scotland.

He said: "I love Scotland as it's a much less inhibited audience than the English, so that's always been a thrill."

"I remember the days playing Green's Playhouse before the Apollo and there was a problem with equipment one night and we cancelled the gig."

"We went back a week or two later to the same place and thought the audience would

crucify us for letting them down — but from the first song they were on their feet. It was a great feeling from the first note to the encore."

"It's happened only three times in my career — in Glasgow, New York and San Francisco. It takes the weight entirely off your shoulders and you play like a demon after that with that great infusion of energy."

● **Steve Hackett Genesis Revisited, Glasgow Royal Concert Hall, Monday, October 8.**

GAMES



Mothergunship
Xbox One, PS4, PC £19.99

LOCK and load, people, this is a shooter sensation. Think FPS with an RPG loot system set in procedural dungeons with a dash of Doom and a pinch of Borderlands. Think bags of fun.

You have to fight to the heart of an alien fleet that has invaded Earth and destroy the beast that controls them — the mothergunship.

The story is a bit light, but this is all about action. You have to fight an army of robots and, instead of picking up guns, you have to build them before each mission. It's a cool new idea and the gun creator system is easy to learn.

The levels are procedurally generated and you have to go a fair distance before you start seeing repetition in the layouts.

The art style works well with the soundtrack to carry the sci-fi vibe. And there is a neat line of gigs in the voice acting.

But beware, if you build a huge gun then everything slows down. You are firing 40 rockets at enemies that are firing 40 back and the framerate pays the price.

Hopefully, rumours of multiplayer and co-op modes will come true because this is fun. Getting your pals involved would make it even better.

★★★★
STUART CULLEN

● **SURGEON Simulator** is coming to the Switch this autumn — with co-op play as well as motion controls.

UK developers Bossa Studios have renamed it Surgeon Simulator CPR (Co-op Play Ready).

You are Nigel Burke — a surgeon with a

less-than-conventional toolkit who has to perform terrifying transplants in theatre, high-pressure procedures in an ambulance and ops in space!

You can also tag a second surgeon using Nintendo's split Joy-Con support whether it's at home or on the go.



Far Cry 5: Lost On Mars
Xbox One, PS4, PC £19.99

THE first DLC pack for Far Cry 5 set the bar high. Hours Of Darkness was very serious and very good, but Lost On Mars swaps the heavy Vietnam theme for some over-the-top Far Cry mischief.

You play as Nick Rye, who is teleported to Mars to help his friend Hark stop aliens invading Earth. It's a 10-hour adventure that raises a few smiles with OTT gags from Hark the show-stealer.

You have to climb towers to unlock details about the map and you soon wish you could have a jetpack. You also shoot aliens then shoot more aliens in a bid to get power to help the AI system. Then you have to find Hark body parts because he gets ripped up and you have to fix him.

But, fear not, his mind has been put into a little redneck robot buddy that has your back and doubles as a jukebox.

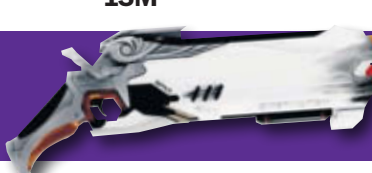
There is a neat selection of space gear and the crab-like aliens can burst up through the sand and get you. Overall, this is a bit limited in looks and tasks, but Hark saves the day.

★★★★
STUART CULLEN



● **RESIDENT Evil's** Claire Redfield has had a facelift. Her new look — for RE2 — was revealed at San Diego Comic-Con last week. Capcom have also

changed her dress sense. But the most interesting thing is that she is riding a Harley-Davidson. Judging by the logo, the game has the official license for the bike.



● **OVERWATCH** is getting an official line of Nerf guns. Reaper's Hellfire shotgun — or the Nerf Rival Overwatch Reaper Wight Edition to give it its posh

title — holds eight rounds which can be fired 90 feet per second. It also has spring-action mechanism, a ready indicator and safety lock. Expect it out later this year.

KERRY'S CAR HAS SOME FORZA SPARKLE



YOU can download the livery in Forza Motorsport 7. Search for "PTG Wildcat" and the 2015 #63 Lamborghini Squadra Corse Huracan.



THE Spa 24-Hour race finishes today — and Forza painter Kerry Hayes was a more than interested spectator.

The talented designer from Richwood in Kentucky won a competition to produce a livery for one of the Barwell Motorsport Lamborghini Huracans.

Kerry — better known in the Forza painting community as PTG Wildcat — said: "I found out that I'd won the contest by email several weeks ago at work."

"It actually surprised me because they made the decision fairly quickly."

"I was so excited that I almost shouted at my co-workers. It was a really mind-blowing experience as I was hopeful but didn't really expect to be chosen. I was and am very satisfied with how my entry turned out and can't really think of anything specific that I'd change on it in retrospect."

The car was driven by Adrian Amstutz, Leo Machitski, Richard Abra and Patrick Kujala — and qualified third in class — while the sister car's line-up included Forfar flier Sandy Mitchell. The stunning livery marked the 70th anniversary of the race and the iconic corners at the famous Belgian track. Kerry added: "I probably worked on the

design on and off for three to four weeks. I have a fairly busy work schedule and have to fit in painting when I can. When I start a design, I usually like to have a direction in mind."

"I like to be as detailed and authentic as possible when I create a paint ... so that usually involves research into histories of the car I'm painting, details about the racing series that it would be in, researching liveries of cars in that series and the regulations of decal placement."

"When doing that research I found that the race that was the 70th anniversary of the 24 Hours of Spa. Spa has a special logo for the race and that got me to thinking about a livery that celebrated the anniversary theme."

"Spa is one of the most historic and celebrated tracks in the world and some of the turns and straights are famous enough to be known by name, like Eau Rouge."

"That was the birth of the idea. From there it was just a matter of creating the individual sections of the track and placing them on the car."

A Barwell spokesman added: "Kerry's brilliant design really embraced everything that we wanted to see in the design."

STUART CULLEN

Toads of fun with gaming treasure



TREASURE Tracker is the latest gem on the Switch.

The fun console has provided the perfect opportunity to breathe new life into games you may have missed on the Wii U.

Treasure Tracker actually started life as a bonus level in the 2013 game Super Mario 3D, but the bite-size challenges were so good that they got their own game.

Now it has been given a quick nip and tuck to make it perfect Switch fare.

It is full of isometric puzzling fun with bags of charm.

You play as Captain Toad and you have to save your partner in crime — the wonderfully named Toadette — while also bagging as much treasure as you can. Yes, it is story-lite but it frames the game perfectly.

The challenges are like a Best Of Mario Games collection. The developers have nicked a mix of well-known Mario hooks, from characters to power-ups, and blended them together within the Captain Toad core gameplay. The goal on each level is simple: to

Captain Toad: Treasure Tracker
Switch and 3DS £34.99

make it to a star. You have to walk and move the camera around and that is key. More often than not, success lies in how you work the camera rather than controlling Toad.

You can't jump so you have to work out the path to the star through your moves and timing, but there are bonuses along the way.

Being a treasure tracker, it seems only right that you should have to find three hidden gems in each stage. Bag them and you can unlock more levels.

As a little extra, after you have completed the level and found the gems you can try to find pixel Toad, who is also hiding somewhere in the level.

The nip and tuck allows the game to make full use of the Switch's abilities. You can use the touch screen to turn wheels or to find pixel Toad.

The tweak has also got rid of the platforms that you had to move by blowing on the Wii U mic.

The original Super Mario 3D World levels have also gone, which is a shame, but there

are four new Super Mario Odyssey-themed levels. You would expect the game to have that classic Nintendo look — and it doesn't disappoint. There are tons of cute visuals, bags of colour and great scenes. The soundtrack is the perfect match and the whole game oozes a high-production feel.

That doesn't mean there aren't any gremlins — the touch controls on the wheel are a bit of a pain in hand-held mode because they cover the screen so your view is obscured.

Co-op mode should also be a far more fun that it is — the second player really doesn't get to affect the game beyond throwing an endless number of turnips. That also makes the levels a bit too simple.

But it isn't a deal-breaker. It won't stop you loving this game from the second you switch it on to the minute you find the final gen.

It sits just on the right side of challenging without ever getting too hard.

If you caught this on the Wii U you might question whether there is enough new content, but if you have never played the game then you must right that wrong.

★★★★
STUART CULLEN



HAMISH HAWK & THE NEW OUTFIT

WHERE: Edinburgh

WHO: Hamish Hawk (vocals/guitar), Andrew Pearson (guitar), Alex Duthie (bass), John Cashman (keys), Stefan Maurice (synth/accordion), Barry Carty (drums)

FOR FANS OF: David Bowie, The Smiths, The Divine Comedy

JIM SAYS: Their glorious debut album From Zero To One forces you to stick it on repeat just in case you've missed something.

The clever lyrics and wonderful instrumentation give you something new on each airing. It's his first album with The New Outfit, but 26-year-old Hamish has three solo releases.

His debut album Aznavour appeared in 2014. Last year he put out a collection of piano ballads called Swannanoa. In addition, he released a four-track collaborative EP with King Creosote in 2016.

The Fife legend (aka Kenny Anderson) got behind him early on. They first met when Hamish was involved in putting on gigs as part of the Music Society at St Andrews University. He said: "I had



NEW MUSIC
By Jim Gellatly

recorded ten songs and I thought I might as well pass on the recordings to someone whom I respected and knew would be able to offer me sage advice. He really loved the songs, and from then on, the whole thing snowballed in a really natural way. King Creosote mentored me through my first two releases and gave me the opportunity to perform at Fence Records events in Fife."

He's since secured support slots with Emma Pollock, Idlewild, James Yorkston, Evan Dando and King Creosote.

King Creosote said: "When he plays, Hawk combines wild-eyed surprise with an all-knowing smile. Not only does he look startled at his own turn of phrase, his lyrics



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

amazingradio.com
jimgellatly.com