



**EXCLUSIVE**  
by COLAN LAMONT

**SCOTS kids are getting their first taste of live music thanks to a CBeebies star.**

Most primary-age youngsters will already know who Andy Day is.

The 37-year-old went from presenting on the children's channel to getting his own shows, like Andy's Prehistoric Adventures, and has become a household name for anyone with a toddler.

Now he's formed a band, Andy And The Odd Socks, who play songs for pre-teens and their grown-up tag-alongs.

The frontman, from Luton, said: "You don't get many kids' bands for the age group we're aiming at. It's great to have parents telling us that it's their kid's first gig, wearing their band T-shirts."

"I've had some great experiences watching bands I love and to be able to share that with your kid is amazing. The songs are great for kids, but also for adults too."

It was Andy's dream to star in children's television. He enjoyed amateur dramatics as a youngster — and when he finished college he set his sights on the small screen.

Andy says: "When I was 18, I got a job at the Millennium Dome as a character host, entertaining the crowds. Then I went to Italy and worked in theatre in education, teaching kids English and doing workshops."

"I enjoyed working with kids and I decided my plan was to get into kids' TV."

His big break came when he spotted an audition for CBeebies, but he faced some serious competition.

The presenter, who is dad to 21-week-old Ruby, said: "It started with about 2,000 people and I got down to the last 15. They chose me because I was very different from the presenters they already had on the channel."

"I was the tall one — and I had the hair and the nostrils. "Getting the call was brilliant. I had just wanted it so badly. I was really grateful and



**SHOWMAN**... on stage and, left, in Andy's Prehistoric Adventures show



it's been fantastic." Andy has been on the box since 2007, and the job allowed him to fulfil another dream — of starting the band.

He said: "I was never in a band before, my focus was always children's TV. Also, I couldn't play an instrument well enough at the time."

"Now I love being in the band. There's nothing like live performing."

The group released their first album last November and, together with the Anti-Bullying

Alliance, they launched Odd Socks day. Andy says: "We wanted to raise awareness of bullying in schools and created this idea that children would come in wearing odd socks for the day and pay a pound which would go to the charity. "It's about raising awareness in a fun way about being different and accepting people's differences."

This year, Odd Socks Day will be on November 12 and Andy has written a new song for Anti-Bullying Week 2018

Choose Respect. In the meantime, he's heading to Glasgow for his Odd Socks gig later this month.

He added: "I am really looking forward to playing in Scotland — my two favourite places to go in the UK are Edinburgh and Glasgow. I'm really not just saying that."

"I used to play the SEC for CBeebies Live and can't wait to come back."

●Andy and the Odd Socks play The Drygate, Glasgow, on October 21  
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**DEAD FICTION**

**WHERE:** Dundee  
**WHO:** Craig MacLeod (vocals/guitar), Ruairidh Kidd (bass/vocals), Robbie Boyd (drums/vocals)  
**FOR FANS OF:** Biffy Clyro, Frightened Rabbit, Foo Fighters

**JIM SAYS:** They've yet to play a live gig, but Dead Fiction have already released three cracking singles this year.

Craig and Ruairidh also play in the critically acclaimed Perthshire band Dante, but Dead Fiction is a very different proposition.

Frontman Craig, a Music Industry lecturer at Perth College UHI, explained: "Ru is drummer for Dante and I play guitars and keys. Dante is now a seven-piece band and it's more of an indie rock outfit with folk elements."

"Dead Fiction is more alternative rock. It's heavier sonically and much more stripped back in terms of arrangement."

The band got together last year, when Craig got a call from Robbie, who he hadn't seen for a few years. Robbie had just set up a wee studio and suggested making a rock record together. Craig said: "We concluded that something



**NEW MUSIC**  
By Jim Gellatly

fuzzy, dirty, grungy, maybe punky, maybe with lighter more alternative moments and even a little heavier at times was what we were keen to produce. We're both in our thirties now but had played in bands as young teenagers. We wanted to rekindle that flame and make a bit more 'noise' again."

Debuting in March with No Time, it was followed in June by Dressed To Kill. Their latest single Crushed By The Weight is a glorious slab of alt rock. It's due out on October 26, though the video is already out.

Craig said: "Crushed By The Weight is one of the newest songs I've written. It purposely has a different feel to it. We've been conscious about trying to make sure all our songs have their own character."



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

amazingradio.com  
jimgellatly.com



**F1 2018**  
Xbox One, PS4 and PC £39.99

LEWIS Hamilton may be cruising to his fifth F1 world championship, but there is a way YOU can beat him.

Race game experts Codemasters have served up F1 2018. The rule is: If it ain't broke, don't fix it. Codemasters have almost followed that — but they have tweaked things and this game runs faster than previous generations.

If you played F1 2017 then a lot of this will feel familiar but the biggest change is the depth to the career mode. You can do research and development for your team to improve performance and the points you need to unlock these parts are easier to get than in last year's game. And the overall tech tree is a bit more user friendly.

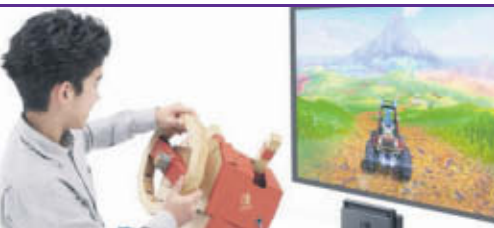
Add in post-race press conferences and interviews where what you say can affect team morale and you get a feel for the real life in the fast lane. There are new regulations that can kick in during a session which can nobble your development plan but you can also safeguard your investment.

The racing is typically Codemasters brilliant. You can alter the skill bar to your level from Sunday driver to full-on SIM. And you get all the official teams and tracks.

The photo-realistic look is stunning and the sound is spot on, but you may be disappointed by how much feels reused from before.



★★★★  
STUART CULLEN



**Nintendo Labo Toy-Con 3: Vehicle Kit**  
Switch £59.99

NINTENDO Labo is a play, construction and education fun fest with cardboard.

It launched earlier this year with two sets — a giant robot suit and a mix of little models like a fishing rod and motor-bike controls.

The third set is definitely aimed at gear-heads. Toy-Con 3 Vehicle Kit lets you build a flight stick as well as the controls of a submarine and a steering wheel with a paddle.

Everything is marked and colour coded so it should be simple, but building a working steering wheel out of cardboard will test your patience.

The educational side also comes to the fore — it's easy to see how younger gamers would

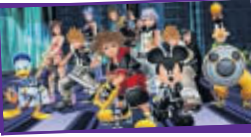
enjoy building these complex kits... maybe with a bit of adult help. There is an in-depth instruction guide on the game card which lets you see each piece in a 3D space so you are sure you have done it right.

Then, once it is built, it is playtime in the sandbox where there is a host of fun tasks. You can also look at the engineering aspect.

It would have been nice to be able to use the wheel with other racers on the Switch and the £70 cost is an issue.

It is a step up from the first two kits. It is aimed at younger gamers but who can resist the thrill of building a steering wheel from cardboard and rubber bands?

★★★★  
STUART CULLEN



● THERE is talk that the new Kingdom Hearts game could be a bit daunting for newcomers to the series. Well, Square Enix have your back — they are also releasing

Kingdom Hearts: The Story So Far for the PS4. It has every game in the series, apart from the web-based Kingdom Hearts X games. Out on October 30.



● RALLY fans, rejoice — Codemasters are working on the follow-up to 2015's excellent Dirt Rally. Dirt Rally 2.0 will have a heavy dash of the World Rallycross

Championship with official cars and tracks. Expect hardcore action and locations across the globe. Out on Xbox One, PS4 and PC on February 26.



● THE Razer phone was a winner when we tested it a few months ago — now there is Razer Phone 2.

It aims to build on the solid foundation from the first phone, and improving the camera with a 12 MP wide-angle lens with optical image stabilisation and a 12 MP telephoto lens with 2x zoom on the back. On the front is an 8 MP camera which will support video streaming at full HD resolution.

Razer Chroma tech has been built into the handset to boost the notification light, it has wireless charging and it is IP67-rated which gives it water resistance up to 30 minutes submerged.

Available to pre-order now for £779 or get it through a contract on 3 later this month.

**TOP 5 GAMES THIS WEEK**

- 1 FIFA 19
- 2 Assassin's Creed Odyssey
- 3 Forza Horizon 4
- 4 Marvel's Spider-man
- 5 Super Mario Party

● IT'S almost Resonate time in Glasgow. Doors open on Friday for hordes of Scots gamers to see what's new.

Friday and Sunday will see teams battling it out in Counter-Strike: Global Offensive, while Saturday is all about Rocket League. The winners of both tournaments will grab some sweet prizes from GT Omega, Razer and X Gamer.

eSports commentators Jamie Martin and John Allen will cover all the action with the tournaments also on twitch.tv/epiclan. More info at resonatetotalgaming.com

**AFTER months of speculation Sony CEO Kenichiro Yoshida admitted in an interview that they are working on a new PlayStation console. Our money is on it being called the PS5.**



● MICROSOFT have unveiled a glimpse of the future with Project xCloud — a hugely ambitious new game-streaming service.

It aims to bring console-quality gaming to the PC and smartphones and tablets.

Microsoft has started private tests using mobile phones and tablets over 4G networks and even 5G where it is up and running.

It uses Azure cloud tech to sort streaming issues like latency, visual fidelity and input lag.

Public trials of xCloud will start next year.

In a short trailer you can see Halo and Forza Horizon 4 being played on a mobile but the firm insists this is not the end of the console.

**New Raider shows a more human touch**

LARA Croft is the ultimate warrior queen — but now she is far more than a mean machine.

The team at Eidos Montreal wanted the final game in the reboot trilogy to show Croft with a conscience, but without losing her brutality.

Games lead writer Jill Murray and senior game director Daniel Bisson told **STUART CULLEN** how they brought the latest incarnation to the gaming screen.

Jill, above right, said: "Lara starts the game at the height of her powers — she is strong and capable and is racing to get to the artefact ahead of Trinity and take it before they can use it. But she is also trying to take out their whole organisation."

"She unknowingly sets off the apocalypse, so she learns quickly that even though she is very powerful she can also make incredibly big mistakes. Her challenge in the game

is to define her role as a hero after coming face to face with her own mistakes and failures."

"This will take her to some very dark places, but this is also a very optimistic game because it is all about how she confronts these challenges and ultimately overcomes them."

Lara and the world she is battling in shape the core of the new game.

Daniel, below right, added: "The difference between the three games is between the character and the world itself. That is the biggest change between Shadow and Rise."

"It's a much bigger jump forward then the changes between Tomb Raider 2013 and Rise. The world is completely different because Lara is at the apex of her skills. That brings in a lot of new abilities that we need to showcase."

"That changed how we built the



**EXCLUSIVE INTERVIEW**



world — for example the game has the biggest hub we have ever created in the series.

"Then there are the new controls — we always want you to feel like you are in control so combat has moved into more open areas and it feels more like a sandbox."

"Lara has all the skills that she had at the end of Rise. People had complained that they had to relearn all the skills in Rise after Tomb Raider 2013, so we made sure that she is skilled up with everything she learned from Rise."

The team also enjoyed bringing in some typical globe-trotting excitement. Jill said: "The game will see you go from Mexico to Peru but it is all contained in the world map."

Daniel added: "There are a lot of differences in the environment. Tomb Raider 2013 was set on an island

in Japan which was a cemetery of boats whereas Rise was set in snow and was bare."

"But Shadow has mountains and jungles as well as underwater sections and villages and cities. There are so many sections that you will feel like you are moving from place to place."

Despite pushing the limits, the guys hope newcomers will love the new adventure.

Jill said: "To anyone who hasn't played the series or any Tomb Raider game this is a perfect jumping on point — we have the complete Lara Croft experience."

"It has all the key features you would expect from a Tomb Raider game but it feels like a more complete package. Everything we have added to the game is in response to what we know fans love."

"For us, it's a really strong end to the trilogy."

**Croft's a Lara fun**

**ALL great tales must have an end — and Shadow Of The Tomb Raider looks to top off a great reboot trilogy about our favourite explorer badass, Lara Croft.**

Shadow is going for the big finish — ramping everything up to 11 with a bigger challenge, deeper story and more skills for our heroine.

You are right in the action from the start — on a plane that is crashing to the ground — and don't expect the tension to lift as you bounce from location to location.

The main tale is a simple lesson: If the sign says "Do not touch" then do not touch.

Croft thinks she was doing the right thing in removing an artefact and stopping the evil corporation Trinity, but she actually starts the countdown to the apocalypse. Standard day at the office for Lara then.

Lara's character grows as the story develops. There is some deep emotion which helps you bond with her.

The actual gameplay is a step back from the action fest of past games. There are epic gun battles, but this is more of an

**Shadow of the Tomb Raider**

Xbox One, PS4 and PC £49.99

exploration test than the past two games. There are crypts, puzzles and tombs and each one poses a mental teaser. These are easily the best puzzles in the series.

All that is not to say there is no action — be prepared for a mix of stealth and full-on assault to get the job done.

That dangerous ballet provides the most fun — you aren't always on the back foot like in previous games. You take the fight to the enemy.

You can hide in over-grown vines or string up mercenaries. You are the predator this time around. Add in a health large map broken up into areas full of side quests and bonuses to find like new kit and gear and you won't need to look for stuff to do.

The game looks stunning — the lush green jungle and ruins coated in the glow from torches will really impress you. There is a real depth to the world and the characters look great.

The soundtrack walks a fine line between awe and tension, depending on the situation, but the voice acting is well handled, with Camilla Luddington giving Croft a real human touch.

It is good, but the game is not perfect. The stealth can be a bit hit and miss at times and the sound doesn't impact how the enemies react. It is a bit weird to kill someone just yards from his comrades yet they hear nothing.

Shadow Of The Tomb Raider is a strong final chapter to the tale. The developers have taken all the good bits across the series and added a few new tricks and some heavy-duty polish.

It all serves to bring Croft's tale almost full circle to where the series was before the reboot.

★★★★  
STUART CULLEN

