



● THE Bhoys done good. Celtic's eSports are top of the eFootball.Pro League after matchday two in Barcelona. The Bhoys — ETTORITO97 and

lIdistruttore-44 — now have a six-point lead in the title race after beating Boavista FC. Next up will be a champagne showdown with Barcelona on February 23.



● GET more sound out of your PSVR headset with Bionik Mantis VR headphones. Instead of being connected by a band that goes over your head, the

Mantis is designed to clip onto the PSVR headset. They have 40mm Neodymium Drivers, are lightweight and cost £49.99. See [bionikgaming.com](#)



EXCLUSIVE
by COLAN LAMONT

FORMER Razorlight star Andy Burrows reckons his new album will have a fairytale ending — after teaming up with best-selling author Matt Haig.

The pair have collaborated on LP Reasons To Stay Alive — the title is taken from Matt's 2015 book — with drummer Andy creating the music to match Matt's lyrics.

They met via Twitter and sent ideas back and forth for a year before making the album, which also features Muse's Dom Howard and Editors' Tom Smith and was produced by Tim Bester.

Andy admits it was a strange experience. He says: "Writing words is the toughest bit and having the luxury of them just being there ready to be musicalised was a total joy."

"It was such a straightforward and enjoyable way of doing things. I felt like his lyrics were really speaking to me to the point I was playing it back and they actually felt like my own."

"Had I not felt the same relationship to the words perhaps I would have felt like there was something in the way, but it was an immediate result in terms of the writing process. It was all very natural."

The album was heavily inspired by Matt's autobiographical work of the same name, dealing with his mental health struggles.

Andy reveals he enjoyed working on a project that was so personal to Matt, who also penned How To Stop Time and a series of kids Christmas books.

But he is also quick to point out that the songs are uplifting and positive despite touching on topics such as depression.

He says: "None of the songs go too deep and dark. Matt is coming from an amazing place with the benefit of hindsight of coming out of a darker time."

"It touches on his anxiety and I also sing about his relationship with his wife, who has been his rock the whole time."

"For the most part the album is optimistic and deals with the more positive end of his journey. I've not suffered depression like he has, but I'm no stranger to it and I've had anxiety so found working on this album quite cathartic. I like the idea of this album being out there for

Andy and Matt made the write move together



ON SONG . . . Andy — with Razorlight, below left — teamed up with author Matt on new album. Below, Matt's book



people to take comfort from Matt's words."

To launch the record, the band have shared the video for new single Barcelona which has already received rave reviews from critics and fans alike.

The next step is taking the songs on tour across the whole of the UK.

And Andy — who left Razorlight in 2009 before joining We Are Scientists until 2014 — is looking forward to bringing the show to Glasgow this month.

The musician, who is teaming up with Tom from Editors on another new project soon, says: "I have great memories of

being in Scotland. The great thing about being in a band is you get to travel so much."

Andy also hopes to team up with comedian Ricky Gervais before the end of the year.

The pair have already worked together on movie David Brent: Life On The Road in which Andy appeared as Brent's drummer. He also made the music for Ricky's new Netflix show Afterlife.

And Andy — who also co-wrote the soundtrack to The Snowman sequel The Snowman And The Snowdog — says: "Working with Ricky is an absolute joy. He has been a great supporter of mine and working with him is hilarious — you can't stop laughing."

● Andy plays Glasgow's King Tut's on February 13. Tickets are available at [kingtuts.co.uk/andy-burrows](#)

Game's a great stage

RALLY ace Jon Armstrong has won events and was also crowned World Rally Champion in the eSports arena last year.

The driver, *inset*, from Fermanagh in Northern Ireland, reckons games are now so good now they could launch real-world careers.

He has now helped develop DiRT Rally 2.0 with Codemasters and said: "We have seen competitions where they look for a real gamer to bring in to be a real racing driver and it's worked out really well. The drivers are still racing today."

"It's a testament to just how realistic the games are becoming and how the principles of driving a car in the virtual world relates to the real world. At Race of Champions, an eSports player beat an F1 driver around a track in identical cars."

He added: "Effectively sim racing is becoming the grassroots of motorsport. It is a place where anyone from any age can sit down and compete against the best in the world and prove they are the best. There is definitely a path people can take if they don't have the money to race

in real life. eSports have a lot of prize pools up for grabs although motorsports is a bit lacking when you look at other games."

The eSports path certainly helped him after his real-world bid hit cash problems. He said: "You get so far in real motorsport then you get hit by budget. You have to lower your expectations or have a rethink. That was what I did and winning an eSport championship was great."

He has been very hands-on with DiRT. He added: "I have had a lot of input in a lot of different areas. I have done pace notes validation with Phil Mills, the 2013 world rally champion who is the co-driver in the game."

"I worked closely with the handling team to make sure the physics are where they need to be and that the cars handle well on the throttle. I work with the whole team whether it's the environment artist asking about something looking right or the level designers checking the road camber. I have driven some of them in real life so it's good to add my experience."

STUART CULLEN



EXCLUSIVE
INTERVIEW



Eat my DiRT



IT'S one thing to go rallying in a game, but something completely different when you do it for real.

Codemasters gave us hands-on time with DiRT Rally 2.0 — the 13th instalment in the Colin McRae Rally series — before letting us loose in a real machine in Wales.

First observation: You don't get roll-cage bruises from the game.

DiRT Rally 2.0 is split into two main parts — rallies like

Argentina, New Zealand and Poland (although sadly none from the UK in the build we played) and Rallycross.

The rallying is brutal. There is no rewind feature and, even with the aids turned up to the max, you won't recover from many mistakes.

Front-wheel and rear-wheel drive cars handle differently, but there is a lively selection of horsepower.

The Rallycross is a bit easier, but go too wide and connect with a tyre wall and you will know about it. You lose all

speed and your race is over because you won't catch up. You can even end your race by damaging the car going over bumps.

The racing rig added to the thrill, even if the steering did take some time to get used to. You just needed the lightest of touches. So, after smashing up a host of motors, they gave us a real car at The Phil Price Rally School.

They boasted that we would go sideways and manage the Scandinavian Flick — or a pendulum flick — to get around a hairpin bend. The interesting twist was that after playing the game and having a few spins in the real car things started to click. You can see a clear crossover in techniques.

However, the virtual world may be good, but the rush from the real thing is bigger and better.

And that stint will help me when the game launches on February 26 — even if it doesn't keep me out the fields.

STUART CULLEN

HANDS-ON
PREVIEW

More mushy Onimusha

CAPCOM hit the remastering heights with Resident Evil 2, see below, but took a different approach with Onimusha: Warlords.

You have probably never heard of it. The last main instalment was ten years ago. The original title was eight years before that on the PS2. It was planned as a historical prequel to Resident Evil, but eventually went its own way. You play as a Samurai called Samanosuke who has to save his village and a princess from a horde of demons.

Capcom gave it the HD treatment and changed . . . the visuals and the performance.

That's it. No joyous additions. No new content. Nada. Zilch.

It looks great. It runs buttery smooth. The TANK controls have changed to an analogue stick to move. That's great — it is how the game should have been played. It's like Dark Souls now — timing is king. Button-bashing is a game-over certainty. You need to study enemies and time your attacks. You

Onimusha: Warlords Remastered
Xbox One, PS4, Switch and PC £15.99

need to juggle when it's safe to collect souls between fights. But no new content. No new thrills.

The backgrounds are pre-render so some look a bit ropey and muddy and the game is not the longest — a situation made worse by the time wasted waiting for the cut scenes to play out.

Onimusha's biggest problem is that it launches a few weeks apart from Resident Evil 2 and that highlights the differences between them. It might be that Capcom is testing the water to see if fans and newcomers are interested in an Onimusha return. If that's the case, why not do an HD trilogy release of the series in the same way as Devil May Cry?

Look, it is fun, if short. Fans will enjoy a revisit, but that's about it.

STUART CULLEN



Evil master rules all

STAND by for a remastering masterclass from Capcom.

There is the Onimusha: Warlords way — tinkers and tweaks.

Then there is the Resident Evil 2 way — a sumptuous delight of gaming excitement for a title that will feature on most people's all-time favourites list.

That's it in a sentence: One of your all-time favourite games has had the high-definition treatment.

Rejoice. Throw yourself in. Enjoy the extra yards that Capcom have travelled to make this new version a shiny new game.

Other than the core story everything else in the 1998 classic has been ripped out and replaced — from the engine to the way the game controls to even throwing in a cheeky few curve balls that even the most diehard fans won't see coming.

You may think you remember a scene, but the Capcom team has re-scripted some key

Resident Evil 2: Remastered
Xbox One, PS4 and PC £44.99

moments. When enemies attacked in 1998 they could come through a window on the right, for instance.

Now, they burst through a door on the left. It may not seem much, but it throws the whole game up in the air.

There are also a few new areas but we won't spoil it by saying where they are. And again, that's not a huge change in theory but, in practice, it adds to the fresh feeling.

The story follows

YOU can bank on Numskull for extra Resident Evil 2 goodness.

They have T-shirts, key-rings, even replicas of RPD badges and a new candle to burn while playing the game. It smells of...rotting zombies.

For more info head over to [numskull.com](#)

the same beat so you play as Leon or Claire. You have two campaigns plus a few bonuses. Clear them and it opens up another challenge.

But, for the most part, you move around three beefy areas of Raccoon City as you find clues to help open up the right path, all while fending off the zombie hordes and other big beasties.

You need to have a good grip on item management. That is key to success because you have limited space, so you face a choice of taking extra ammo or healing items. It becomes a mini-game within the main event.

The gameplay has a very strong Resident Evil 4 vibe — so you have the over-the-shoulder view where you walk around with your flash-

light as the only thing to guide you. It adds to the horror feel and, we are willing to admit, there are plenty of full-on jump moments . . . especially if you play in the dark with a headset on.

The new look is mind-blowing. Capcom have put so much work into the game — from fire effects to a lighting system that is one of the best we have seen in gaming.

The facial animations are outstanding and backed up by solid voice action across the board, even if Leon and Claire are a bit wooden at times.

If you are a fan of the Resident Evil series this is a must.

Capcom have flexed their muscles and shown what the studio can do with a remastering. This is the benchmark all others will be judged by. Fans will love it. Newcomers will have a blast.

Now, when will Resident Evil 3: Nemesis get the treatment?

STUART CULLEN

SISTER JOHN

WHO: Amanda McKeown (vocals/guitar), Jonathan Lilley (guitar/bass/keyboards/vocals), Heather Phillips (violin/vocals), Sophie Pragnell (drums/viola/vocals).

WHERE: Glasgow.

FOR FANS OF: Patti Smith, Lou Reed, Teenage Fanclub.

JIM SAYS: The self-titled second album from Glasgow's Sister John is a real treat. It sucks you back to (seemingly) less-complicated times, drenched in sounds that recall some of the finest music of the 60s and 70s.

Like their first release Returned From Sea, it's been issued by the crowd-funded Last Night From Glasgow label. It's run entirely on a not-for-profit basis, managed by volunteers.

Members pay a yearly subscription which gives them access to the records and live events. Any money made is ploughed straight back into the label. Since launching in 2016 they've been behind some magnificent music. LNFG co-founder Ian Smith recalled: "Sister John were the first band we signed from a demo submission. Up until then everything had been by means of introduction or past knowledge. Best decision we have made!"

The band first met as part of the acclaimed Parsonage Choir. Amanda roped them in to perform her own songs at the Seven Song Club at Glasgow's Tron Theatre. Warren McIntyre ran the night and knew she was writing



NEW MUSIC
By Jim Gellatly

songs. He asked her to perform but she didn't fancy doing it on her own. The band basically came together for what was supposed to be a one-off performance!

After glowing reviews of the first album, the new material got its first airing in full at an intimate secret show last summer. Sister John is a darker affair than Returned From Sea, but not without its lighter moments. Smith said: "It is more confident and with that comes much more vulnerability."

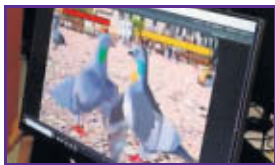
Sister John play their first London show at Sebright Arms on March 2 with labelmates Foundlings and Cloth. All three acts then join Annie Booth for Last Night From Glasgow's

Third Birthday Party at Stereo in Glasgow on March 16. 2019/2020 LNFG memberships are open at [lastnightfromglasgow.com](#)

MORE: [facebook.com/sisterjohnmusic](#)
● Jim presents a showcase of New Music on Amazing Radio, Sundays 2-4pm.

[amazingradio.com](#)
[jimgellatly.com](#)

Watch a video of the band at: [thescottishsun.co.uk](#)



● **CHALLENGE** a group of indie developers to make a game in 48 hours — and you get Pekken.

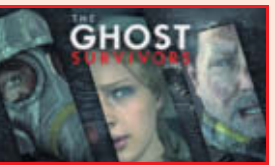
Well, that's what happened at Glasgow Caledonian University's Global Game Jam event last weekend.

Pekken is a fighting game with you as . . . a pigeon.

It's only a prototype from NoCode but it saw Jackie Bird square off against Walter Peck in a fight to the death.

NoCode founder Jon McKellan's tweet about it went viral — with more than 10,000 retweets — so they are now going to make the game.

You best brush up on that Crane fighting style.



RESIDENT EVIL NEWS 1

THE remastered game is already the biggest Capcom launch since RE7, but it will also get new story chapters called The Ghost Survivors.

The free DLC — out on

February 15 — features three people who never made it out of Raccoon City: the gunshop owner, the mayor's daughter and the soldier. Each has a tale — No Time To Mourn, Runaway and Forgotten Soldier. We already know gunshop owner Robert Kendo and Mayor's daughter Katherine Warren die but the tales focus on the events leading to their demise. What happens to the soldier is still a mystery . . . for now.

TOP 5 GAMES THIS WEEK

- 1 Resident Evil 2
- 2 Red Dead Redemption 2
- 3 Call Of Duty: Black Ops 4
- 4 New Super Mario Bros. U Deluxe
- 5 FIFA 19



RESIDENT EVIL NEWS 2

NETFLIX did a great job adapting a number of games into series — and Resident Evil is joining the fun.

It is in development as a Netflix exclusive and is being produced by Constantin Film — the team behind all seven Resident Evil live action films with Milla Jovovich.

The series looks to explore the "dark inner workings" of the evil Umbrella Corporation and the "new world order" caused by the outbreak of the T-virus.

No word on a release date or who'll be in it, but if Netflix's track record is anything to go by then this will be epic. Keep your eyes peeled.