

the **Sunday**

GAMES & MUSIC



MONSTER MASHER

THERE is no greater rush than teaming up with some mates to bring down a monster that's 20-times stronger than you.

The Monster Hunter series would be most gamers' first port of call but if you're looking to scratch that itch with something different (especially on the move) then Japanese developer Marvelous Inc may have the answer.

Step forward God Eater 3, which has just made the jump to the Switch.

And how does this monster of a title fare on Nintendo's pocket rocket?

In terms of story, mutant monsters are ruling the Earth and there are only a few humans called God Eaters who can battle them by absorbing their power.

Oh, and there is a huge ash cloud covering much of the world which has forced what's left of humanity underground.

But newer and stronger God Eaters

God Eater 3
Switch, PS4 and PC £46.99

have been found that can withstand the ash cloud as well as unleash some real power. There is a real undercurrent in the tale as the God Eaters are treated more as weapons and slaves than heroes.

Gameplay-wise, if you think Monster Hunter then you'll be on the money, just with a shiny anime wrap.

Your main focus is hunt monsters, bag loot and head home then make better gear and do it all over again against bigger and stronger monsters. It is a fun and oddly satisfying game loop.

But there is also a real depth to the combat as strategy plays a part. Knowing how to attack each beast you face is key. Plus there are eight different short-range weap-

ons, four guns and three shields to try out. When not in the battle you'll spend most of your time crafting gear and ammo as well as talking to others. It all helps flesh out the story, though these downtime sections do kill the pace of the game a little. Once you have mastered your skills you can look to jumping into eight-man raids with other players for bigger and better loot.

Graphically the game looks great, with top-notch monster designs. Soundtrack-wise, things hit some really epic tones and it's nice to be able to switch between the Japanese and English audio on the voiceover side. If you're looking for something a little different on the Switch then God Eater 3 is well worth a look.

★★★★
STUART CULLEN

It's a total blast

BIG robots blowing stuff up in space — what's not to love?

Well, that's just what Italian developer Drakkar Dev has served up with War Tech Fighters.

You take control of a huge robot fighting against an evil empire in epic space battles while all the time upgrading and swapping weapons from skirmish to skirmish. That's effectively the storyline.

Picking from three different mech rigs to get you started, as the game progresses you get to build your own robot to your own spec. There is a real depth of customisation here with over 180 weapons and parts to pick from plus a huge array of paints and decals.

The downside? What feels like an endless number of menus to work your way through at the beginning is very daunting as you spend more time navigating options than the void of space.

But once you get out into the great beyond, the action really kicks off with you having to complete a number of different mission types — from hack-

War Tech Fighters
Xbox One, PS4, Switch and PC £15.74

ing or stealth missions to just flat-out mech-on-mech brawls.

Your War Tech controls well during missions and, being armed to the teeth, you'll be able to take on most enemies with ease.

Graphically the game is OK — the different mission areas look great while your War Tech and the enemies are passable if a little blocky.

Sound is more often than not drowned out by the constant sound of firing guns and cannons.

A personal issue I had was that I wished I could have transformed my War Tech into a jet or something to zip around the battle, instead of being a floating steel fortress all the time.

But War Tech Fighters is worth a go. You'll have hours of fun building your dream battle suit and blasting everything that moves in space.

★★★★
STUART CULLEN



REBELLION has broken cover to say Sniper Elite 3 Ultimate Edition will be heading to the Switch on October 1. Set in North Africa during 1942, Sniper Elite 3 sees you face off against the Third Reich's Afrika Korps one bullet at a time as you bid to stop their plans to



unleash a new super weapon. The Switch version includes all DLC content released on previous platforms. That means the mission to bring down Hitler as well as a three-part campaign in which you must thwart an attempt to kill Winston Churchill.

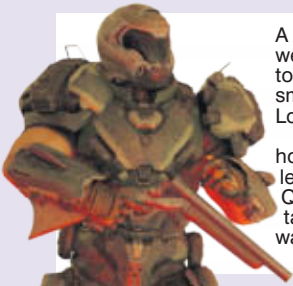
PLAY-FUL Studios' platformer Super Lucky's Tale will hit the Switch on November 8. It will be called New Super Lucky's Tale and aims to expand on 2017's Xbox and PC game.

WE may be in the middle of summer, but chill out with IO Interactive's Agent 47. He is off to snowy Siberia on the latest Hitman 2 Sniper Assassin map. His job is called Crime And Punishment, which sees him head the Perm-14 prison complex with four new objectives. They include eliminating an ex-Russian



mobster, Roman Khabko, and a former KGB operative who is now the prison warden. But, like all the Sniper Assassin maps, there is a host of side goals. In this one, you get to dispatch some Siberian Tigers and start a prison riot. There are also some new challenges which help you unlock the new Druzhina 34 ICA Arctic sniper.

TOP 5 GAMES THIS WEEK
1 Fire Emblem: Three Houses
2 Wolfenstein: Youngblood
3 Crash Team Racing Nitro-Fueled
4 Super Mario Maker 2
5 FIFA 19



A GAMES industry first last weekend — as Quakecon took place in Dallas, a smaller version was held in London. The event — named in homage to Bethesda's legendary arena shooter Quake — offered up some tasty titbits. Doom Eternal was the headline — details

revealed included a look at the new multiplayer side which sees a Doom slayer battling two other players playing a demons. The first three games

have been re-released on the Xbox One and PS4 as well as hitting the Switch for the first time. Away from Doom, Rage 2 has a beefy update which adds three ways to play — New Game Plus, Ironman mode and a nightmare difficulty. The update fixes a few issues glitches and

adds a few tweaks. There is also a new voice pack that — fittingly after the release of two new Wolfenstein games — means you can now sound like BJ Blazkowicz. **Late Rage 2 news:** The first story expansion Rise Of The Ghosts will now land in September.

EA are revving up excitement for their as yet untitled Need For Speed newbie. It will debut at Gamescom later this month. We have to say that is a late reveal for a game due out this year.

amazingradio.com
jimgellatly.com

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



Weaving a tale with a twist...

EXCLUSIVE INTERVIEW

WHEN it comes to telling an interesting story No Code co-founders Jon McKellan and Omar Khan think taking a tale and flipping it is the way forward. Jon told STUART CULLEN: "I read an article years ago about Alien. It was about telling the story from a different perspective, as the alien."

"In the film the alien is born, it kills everyone and gets blown out the air lock. But the alien was born in this weird place where all the humans were set on hunting it down. "When you step back and look at it you end up going 'Yeah, the alien didn't really do anything wrong other than being born'."

"It's really the humans that were after it and what it did was in self-defence. I was working on Alien Isolation before that and it turned everything upside down and made me go 'The alien was the good guy, sort of'."

"So that really clicked with me because I've been a fan of that film for years and I never thought of it that way. It made me start thinking of other things that it could apply to such as 2001: A Space Odyssey and Hal."

Omar added: "I think that a lot of people look at it as 'What would you do if you were Hal?', whereas with Observation it's more about what Hal would be feeling and how would it feel if you discovered you were self-conscious."

"And that was the starting point of the game. It's a fascinating concept that you can only really do in a game because you play a role which wouldn't really work in a film so it really grows out from that point."

"The game is about working with the crew. It's not about trying to kill them or being an evil AI but instead trying to help them and work out what's happening to not only you but them as well. It felt like a really



acting. I knew Kezia has a home studio. I messaged her for about five minutes of audio and it was just what we had in mind so I asked if she wanted to do the rest."

"Now feels like she's one of the devs. She knows the role so well."

"About a year ago we had to hit a deadline and we needed a bit of voice acting. I knew Kezia has a home studio. I messaged her for about five minutes of audio and it was just what we had in mind so I asked if she wanted to do the rest."

"Now feels like she's one of the devs. She knows the role so well."



ESPORTS is in the spotlight after the Fortnite World Cup, and Respawn Entertainment have unveiled the Preseason Invitational for Apex Legends. It will be in

September in Poland and has a prize pool of \$500,000. The ongoing Preseason is a series of standalone competitions, but the Invitational has the big money.



A NUMBER of killstreaks have been revealed for this year's Call Of Duty instalment, Modern Warfare. The Juggernaut armour streak is back, and there's a new

tank drive. News that white phosphorus will be a streak seems to have split fans... but we reckon it will be an area of effect weapon like an airstrike or napalm.



NEW MUSIC
By Jim Gellatly

TAKE TODAY

WHERE: Glasgow.

WHO: Paul Daly (vocals), Neil Parkinson (guitar/vocals), Cameron Wilson (guitar), Kez Cairney (bass/vocals), Scott Craig (drums).

FOR FANS OF: Biffy Clyro, Stone Sour, Foo Fighters.

JIM SAYS: Glasgow rockers Take Today may have just lost their lead guitarist but are optimistic about the future.

It wasn't long after they announced the departure of Alex Fowler that a replacement was revealed.

They had posted on Facebook last month: "Alex has chosen to pursue different paths within music. Alex was a loved member of the band and this is a difficult loss for us. The memories that Alex created will never be forgotten and we are very grateful to have shared the stage with him over the years."

The band now move forward with Cameron Wilson joining the five-piece. Singer Paul Daly said: "The impact Alex's departure has had on the band has been pretty huge. It is a big personality missing from the band. With Cameron coming in though we are in a strong position to continue with our development and direction."

Despite what was about to happen they completed a successful UK tour in June. Paul said: "Considering the obstacles we had, we managed to play every show and came out of it not hating each other."

Even though we spent a week in each other's pockets we came out of it feeling stronger and wanting more."

Drummer Scott added: "We were trapped in a tour bus in pretty extreme heat, but we were able to come out of it closer, not only as musicians but as friends."

Formed at Motherwell College in 2012, Take Today have gone through a few line-up changes but Paul is still positive. He added: "We have struggled maintaining a line-up with a shared passion and commitment, but now that struggle is over."

The band released their debut album Choices in 2016 and have a follow-up in their sights. Paul said: "We're going to work on new songs that we hope to release in 2020."

The latest single Lifeline indicates that they are going from strength to strength. Crunching guitars and a great balance of melodic and growling vocals, it's their best yet."

Paul explained: "It's a step up from our previous sound, and we feel it's a more mature sound for the band. It's not necessarily a change in sound but more a progression."

While rock music may not currently have a high profile in the mainstream, they reckon it's in a decent state. Paul continued: "Shows such as X Factor give a false sense of how the music industry works. Local acts like Crashes, OHNOVA, 100 Fables and Banshee are some of the hardest-working bands in Glasgow and they deserve more recognition and appreciation."

MORE: taketodayuk.co.uk
● Jim presents a weekly showcase of New Music on Amazing Radio, Sundays 2-4pm.