# # GAMES & MUSIC #





THE GIRLS ARE BACKINTOWN

## My twin challenge

MAKING the jump to co-op has come with some real challenges according to Tommy Tordsson Björk, the narrative

He told STUART CULLEN: "It's been an nteresting challenge. First and forenost you have to have the focus too intrusive with the story.

"So what we are trying to do is

nave a solid framework of story ith cut scenes that frame the tory. Beyond that, we have a completely open and non-linea ame where we don't want to take

game where we don't want to take pushed back to Europe having control from the player.

"But we do have a bit of banter between the twins to strengthen the bond between the them. That has been the pushed back to Europe having pushed back to Europe having lost control of the rest of the world. It can be risky to do a time jump but for me the story is about the experitment. That has been the theme of the game, that sisterly bond."

But striking the right balance between

certain playing style but at the same rent personalities as

esting balancing act writing for them.' But co-op has always been on the cards for MachineGames. Tommy said:

"It actually started with plans we had for a co-op version of Wolfenstein during the development of the last game. We thought it would be a good chance to have the daughters of B.J. Blazkowicz be the stars of that game and we just ran with it and we just ran with it.

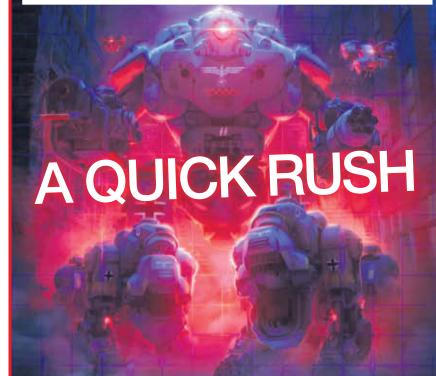
"We wanted your actions from

The New Colossus to have an impact to the world, so 20 years later the Nazis have been

ence of the journey — even if you know how the story, you still want to know

what happened during that journey.

"It's like watching a movie based on a historical event — you know what happens but you want to see what the characters have gone through, not just know what happened."



WHAT happens when you get to take control of the machines of war that hounded you across the Wolfenstein series and turn em against their Nazi masters? Wolfen-ein Cyberpilot is what happens. A standalone prequel to Wolfenstein

ounablood, it aims to fill you in on some of the background of the Nazis ruling Paris is well as setting you up for the main events in Youngblood.
You play a cyberpilot

acker, tasked with tak na control of a number of robots and mechs
with one goal — stop the
Nazis at all cost. This isn't an epic tale,

as vou'll be done in und three hours, but s an enjoyable journey. There are four main missions, broken up

by a bit of light puzzling between each bat when vou're back at base.

If you've already played a few VR titles, there will be very little here that you haven done before. But the first time you get to

#### Wolfenstein Cyberpilot PSVR £14.99

take control of a Panzerhund is a rush as you breath fire and crash around the streets — but it soon loses that feeling and the same goes for the other bots in your control. Great at first, but a fleeting rush.

The sentry stealth mis-

sions are a great example of what could have been tense but end up more of a pain trying to find out here you have to go. stein games.

Graphically the game is stunning, one of the best-looking PSVR games yet as it lifts some locations straight from Youngblood. Most of the story is handled over the radio and is well done if a little longwinded. If you're a diehard Wolfenstein fa

STUART CULLEN



### Killing Nazis is no bad thing

### **EXCLUSIVE INTERVIEW**

WHEN making a game based on fighting Nazis there is always some controversy but

Jerk Gustafsson, executive pro-ducer on Wolfenstein Young-blood, feels politics should be left at the door and the adventure should be allowed to shine

He said: "By making a game about killing Nazis that have taken over the world, of course it's political and we can't say it's not really.

"We need to treat it with

respect as it's a serious subject but at the same time we are also doing an adventure game where you fight the evil of the vorld — and in our game, the Nazis represent that evil

"So we can't really say that it's not political in any way but you play the game and its meant be an entertaining adventure for the player. Our vision is to make sure that the story you play gives you that feeling that you really

want to liberate the varit to liberate the vorld from that evil." But Jerk sees Youngblood as a breath of fresh air for

He said: "It's a spinoff to the main series from The New Colos-

"And the title refers to that in many ways but even though it's a spin-off it sits into the timeline that we are following with the that we are following with the lore and Wolfenstein IP in

"I can't really say anything about the future just now and what we plan to do beyond Youngblood but I wouldn't say that we will never see any more of B.J. Blazkowicz in Wolfen-

With it being a spin-off, Jerk also feels that the studio have room to break away from what they are best known for and to try different things: He said: "We have been doing verv heavily story-driven games for a long time, ever since we did the Riddick and the Darkness games back when we were part of Starbreeze Studios, which is

working on those types of

"To be honest, we jumped at the chance as it was more in line with what Wolfenstein Old Blood was like.

couldn't say no.

"We have always thought for

we have wanted to do "Working together with Arkane and getting the oppor-tunity to explore these new

> otally new for ever he most hardcore

can't emphasise enough that Young-blood is very differen game is co-op, which

and the open-ended world wil see you having some random

really concentrate on the weap ons and the upgrades and the change here is quite a large one really.

"In past titles we may have

had two or three upgrades per weapon, whereas now I think we have 150 upgrades and there are a lot of ways to customise your weapons and your character to complement

gameplay feels like our past games, especially that 'through the gun' feeling but the combat has been worked a lot to focus STUART CULLEN

"It has grown over time and when we got the opportunity to work with Arkane Studios we

"This opened up a lot of new opportunities and that's where the co-op came from as well as

a long time that adding another player into the combat would be fun and it's been something

ideas made perfect sense. And Jerk feels that Young

changes a lot in terms sus and we do see it as a fresh start in that sense.

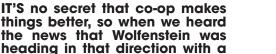
of things such as combat.

"There will be more enem

"The focus for us has been to

"So in that sense the core

on fun scenarios for co-op



spin-off we couldn't wait. But does Wolfenstein Youngblood have what it takes to stand alongside the full-fat

games in the series?

Well it's not just the game that's getting n on the co-op action as series developers Swedish firm MachineGames, have teamed up with Arkane Studios, the team behind Prev and the Dishonored series, to work or

Prey and the Dishonored series, to work on Youngblood and Wolfenstein Cyberpilot too. Youngblood shakes things up with a time jump some 20 years on from the last Wolfenstein game to the 1980s. So one-man Nazi-slaying army B.J. Blazkowicz is, well, no spring chicken and his twin daughters, loss and Soph are teorograps.

Jess and Soph, are teenagers.

That's not all that's changed – the Reich has been forced back to Europe after being

#### Wolfenstein Youngblood Xbox One, PS4, Switch & PC £24.99

defeated in the US and the death of Hitler while former freedom of Hitler while former freedom fighter Grace Walker is now head the FBI. Blazkowicz goes "miss-g", but Walker tracks him to of the FBI. Blazkowicz goes "missing", but Walker tracks him to
Paris and the twins, with the help
of Walker's extremely dull daughter
Abby, go in search of him.

And at the same time, they try to
help the French Resistance to take
back control of the city, one street
at a time.

If you're here for the tale,
beware. It takes a back seat a lot
of the time and doesn't have half
as good a cast as the past Wolfenstein titles.

stein titles.

But the gameplay picks up the slack. Moment-to-moment it's a blast as you take on the Nazi forces along with the

but what's not great is that enemies below your level are all but cannon fodder whereas higher level ones are basically tanks.



you're playing with a lower-level buddy, they'll last about three seconds. That's a pain as you spend more time carrying them through missions than enjoying the action together.

And each weapon now has bonus damage against certain enemies. That's great early on in the game when you need help, but it soon takes a back seat when you upgrade your arsenal, which is a shame.

All the series staples such as the power push and cloak are available which help spice things up as you can stealth your way through areas.

Co-op wise, things run well with both friends and random players, though a lot of the doors and like a headless chicken.

Graphically, things look good and feel like a Wolfenstein game so fans will feel at home.

It's the same for sound, with Shelby Young and Valerie Lohman doing a great job as the twins.

Wolfenstein Youngblood is a strange game. On one hand it's more of what fans love, taking down the Fourth Reich with a buddy. But on the other, the story really lacks the charm and heart the series is known for.

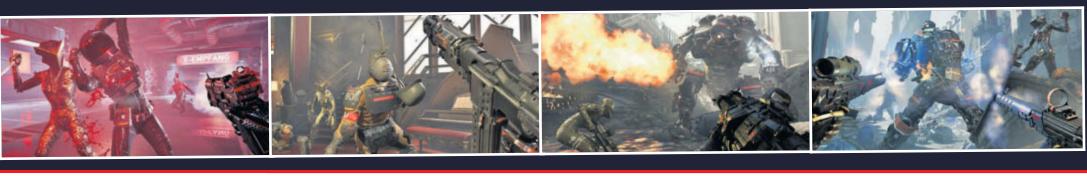
But if you're looking for a fun, over-the-top co-op shooter, it's worth the buy.

help of a buddy but there are a few new core changes that really impact the game.

As you complete missions and dispatch Nazism, you level up and unlock new powers and upgrades — buddy, they'll last about three sections.

As you complete missions and dispatch Nazism, you level up and unlock new powers and upgrades — buddy, they'll last about three sections need both of you to open for two minutes while the random you're hooked up with runs around like a headless chicken.

Graphically, things look good and fool like a Walforstein group so



STREETFIGHTER 5 is getting a few new brawlers as E. Honda, Lucia and Poison have now joined Capcom's much-loved a leak ahead of last weekend's Evo

able as part of the



this week. The bundle also includes a few different battle co tumes for each fighter as well. But

event put a stop to Capcom's plan to lurina the eSports DARKSIDERS fans are in for a

made the jump to table top.

The Forbidden Land is a new co-op dungeon crawler board game and customisable decks of cards for

will also be the first time in a Darksiders able at the same time. THO Nordic say the game features an entirely new story set in the Darksiders' uni verse as well as 61 pre-painted mini-

only available with the all-singing, all-dancing Darksiders Genesis

IF you're looking for some classic thrills at home both Pac-Man and Galaga are getting the Arcade1Up treatment with new arcade machines coming this month. These original artwork and

styling of the classic 80s cabinets. Alhough the Arcade1Up machines are 3/4 scale but you can boost sers. Both are priced £349, joining Asteroids

OP 5 GAMES THIS WEEK

the United States at the week President Donald Trump and again tried to link video games ith aun violence.

Trump said: "We must stop the glorification of violence in our society. This includes the gruesome and grisly video names that are now common-

themselves with a culture that cele-brates violence. We must stop or substantially reduce this, and it

has to begin immediately."

The President has previous of "blaming" gaming for mass shootings but at no point has he blamed the availability of firearms and how easy it is to obtain them over the counte





**KERRI WATT** 

WHERE: Glasgow. FOR FANS OF: Sheryl Crow, Ala

pama Snakes, KT runstall.

JIM SAYS: As Kerri Watt approaches
the release of her debut album,
things are looking rather exciting.
I've been a fan for a while, giving her early airplay some six years ago. She has a background in dance and musical theatre and toured in the musical Jekyll & Hyde with Wet Wet star Marti Pellow, but her sights soon turned to making music

She said: "I picked up the guitar during time backstage and instantly fell in love with learning and playing. Songwriting came quite naturally and it wasn't long before I moved back to Glasgow from London. I went on to play every bar, pub, open mic that would have me."

Back in London she hooked up with non producers and writers for

with pop producers and writers for early recordings. She said: "It resulted in me releasing music that was a little further away from what I felt in my musical soul. Since moving back to Glasgow, I've found my back to Glasgow. I've found my groove with writing on my own again.
"I was naturally drawn back to blues, country and rock. I've kind of come full circle, making the music I

wanted to make five years ago.' A couple of years ago she secured much, but she soon started working with indie favourites Embrace. She had met singer Danny McNamara at

one of her early gigs and the band ended up playing on her recordings. She even sang with Danny on last year's Embrace single Never and guested with them supporting Coldplay. Kerri now finds herself on the same label as Embrace. She said: "I'd been without a label for the last couple of years, which gave me time to do all the fun stuff with Embrace and finally write an album. It wasn' until this album was finished that Cooking Vinyl got wind of it. I now have the support of a very artist-friendly label who were happy to put it out just as I envisioned it.

Previously she's dabbled in pop, folk and Americana, but new single Cut Me Loose goes down more of a rock route. Perhaps not a surprise since Grammy-nominated American producer Machine worked on the record. His credits include Lamb Of God, Shinedown and White Zombie. Kerri said: "People will be surprised, but I wanted to take a risk. I'm so excited about how the album

ended up sounding."
Recorded in Austin. Texas. it's a very personal record. She said:
"Over the course of about five weeks last year, I wrote close to 40 songs. last year, I wrote close to 40 songs. They are a collection of everything I was feeling at the time, from the sadness of losing my granny, moving back up to Scotland and being in love and wanting to start a family. I narrowed 40 songs down to 15 which I took to Texas. We turned them into a solid album of 11 strong tracks."

The album is set for release payt

The album is set for release next year. If Cut Me Loose is anything to go by, it's going to be pretty special. She added: "Plans are to keep teasing out the new sounds in the form of singles, music videos and live shows before we do the big debut album reveal"

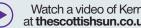
debut album reveal."

MORE: www.kerriwatt.com

Jim presents a weekly showcase of New Music on Amazing Radio, Sundays 2-4pm.

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at thescottishsun.co.uk