

Pass system doing away with the traditional Season Pass mechanic for additional content. 1v1 and 3v3 variations in Gunfight mode are also on the way.

1SM



CROWD-funded space sim Star Citizen has now hit \$250million developer Cloud Imperium tes. The initial campaign ured over \$6million in 2012 and,

despite missing the 2014 release date, a private investment of \$46million last year means support-ers are contributing an average of \$130,000 a day through pledges.

read small print

Sniper Ghost Warrior Contracts

Xbox One, PS4 and PC £34.99

hands dirty. The action plays out over a background tale of oil companies, corruption and espionage, as you find yourself travelling across the five huge open

maps on show.
It's very much a case of 'Here's your toys, go and have fun' as the game doesn't hold your hand or tell you how to carry out any of your objectives. So that opens up a number of different choices to get the job done.

get the job cone.

As if that wasn't enough of an extra added
buzz, to add a bit more tension, getting the job
done is only half the task as you have to then
make your way to an upload point after doing the

deed.

So you have to think about how you're going to get your backside out of the action after it all kicks off even before you get your hands dirty.

But you're well-equipped for the job as you have a high-tech suit — a bit like the nanosuit from Crysis —

that lets you scan areas as well as soak up

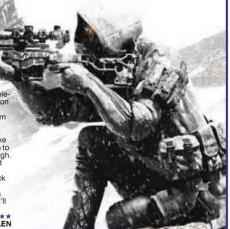
that lets you scan areas as well as soak up some damage — plus it has a few other tricks. So this is all well and good, but we've all got our fingers on our triggers and our eyes locked on the telescopic sight, so let's get in about the sniping — and on the whole it is very well done.

OK, it doesn't have the X-ray Sniper Elite kill cambut that doesn't stop the thrill of the epic shot getting you.

So once you've sussed out your enemies, take your time and read the world around you, down to the wind direction to land that you can kill through. You also get a host of gadgets to help you out as well, such as a turret.

Sniper Ghost Warrior Contracts is a move back to what made the series fun and the new focus has made it more of a solid game, though there are still a few glitches. But if you're looking for a sniping thrill it'll hit that mark.

STUART CULLEN





THE Legend of Zelda's Link and Master Sword are now available in Super Mario Maker 2— as a FREE

Mario Maker 2— as a FHE
update. Loads of new iten
P Blocks and
Dash Blocks as
well as new enemies Spike and
Pokey — have
been added. But

it's the Zelda content that will have people heading back to this level-editing wonder. Pick up the Master Sword and Mario will transform into

Link, unlock ing new abili-ties themed around the Hyrule hero

TOP 5 GAMES THIS WEEK 1 FIFA 20
2 Call of Duty: Modern Warfare
3 Star Wars Jedi: Fallen Order
4 Sea of Thieves
5 Minecraft

HUGE news for virtual racing as Codemasters has announced its acquisition of British studio Slightly Mad Studios. So Codemasters will add Project Cars as well as an "unannounced Hollywood blockbuster title"—very likely a Fast And Furious game — to its racing brands which includes Dirt, Grid and of course the official F1

licence. A deal worth \$30million in cash and stock sealed the deal, with Slightly Mad CEO lan Bell remaining head of the studio within Codemasters. Codemasters CEO Frank Sagnier said "more streaming services and the next generation of games consoles due in 2020 made this the perfect time for expansion".





KEIR GIBSON WHERE: Fort William. FOR FANS OF: Ed Sheeran, Cold-play Shawn Mendes

play. Shawn Mendes.

JIM SAYS: With comparisons to chart sensation Lewis Capaldi, Inverness-shire singer-songwriter Keir Gibson is set to be the next homegrown talent to break through. The 18-year-old from Fort William has only released two singles so far but is being tipped for the top. It's glorious alternative pop packed full of emotion. It really started to blow up when he played Belladrum near Inverness in the summer, his second appearance at the festival.

He said: "It was incredible! My debut single Wide Eyes was out the day before, so it was an amazing couple of days. It was the first time being on stage and seeing a few undred people turn up knowing my song. It was a big moment for me." Music surrounded Keir growing up. He said: "My dad was into Scotish traditional music, with lots of people around the house jamming. I started playing guitar aged 11 and began writing songs when I was about 12 or 13.1 won a school talent show, the first time I had feedback that I might actually be good at this." He's a bit better than good. Wide Eyes and his brilliant follow-up Hollow are the fruits of an exciting collaboration with North London production duo Charlie Martin and Joe Housley (aka The Nocturns). Keir said: "We hit it off straight away. They've been able to realise what the sounds are in my head and dot it. When you write on your own with just a guitar and plano it can be quite isolating and one-dimensional. Having them as collaborators has opened up my mind to what I can achieve."

He revealed that both singles are about the same relationship. He explained: "Eyes Wide is about the hurfful side of it and Hollow is the pick-me-up. Sonically. I think Hollow is a bit more immediate and bigger in sound. It's a hard song to sing as it's at the top of my voice but it packs a punch. Eyes Wide has a different keyleined. "Eyes wide is about the sounds are at standout." He said: "Everything just clicked, and the 800-strong crowd were really responsive. The room was packed, and they gave their full attention. Playing



Watch video of Keir at thescottishsun.co.uk