

● IT was just a matter of time before coronavirus claimed a title. Now Sony has revealed two casualties — The Last of Us Part 2 and Marvel's Iron Man VR will be delayed "until further

notice" because of Covid-19. The PlayStation Twitter account said: "Logistically, the global crisis is preventing us from providing the launch experience our players deserve".



● DOUBLE E3 whammy due to Covid-19. First, E3 is cancelled. Then the Entertainment Software Association try to get round the crisis by organising a digital show

— but now that's hit the buffers as well. There are some good news — the 2021 expo will be on June 15-17. At least that's something to put in your diary.

Need another hero

THE Bleeding Edge beta gave us a glimpse of a hero shooter that had the potential to be a smash hit.

But it also raised serious questions about the viability of a game that HAD to have four players. How often would you play a game which didn't work without three mates? Sadly, Ninja Theory have taken those same questions into the finished event.

This cyberpunk-inspired arena brawler is dripping with style and it clearly has an Overwatch vibe, but there is not enough in the engine room to make it a standout.

And that's because you still need three mates.

It is designed for four players and get-

Bleeding Edge

Xbox One and PC £24.99

ting a random quartet can be a struggle at times.

You need teams that work together as they take out enemies or capture key targets. If you don't, you don't stand a chance of winning.

It's also vital in combat because pack rules apply. Hunt as a team because lone wolves will be taken down in seconds. There are also

balancing issues as two healers and a tank can be an unstoppable force and that forces teams to adapt on the fly if they are to counter.

Away from the fighting, there is not actually much depth to the proceedings. There are only two modes at the moment — capture and hold or collect and return — and both feel like hero shooter modes.

Again, they are OK with your mates. Let's hope there are more in the pipeline. Better news is the cast of 11 wacky characters, each with their own moves to master. They have plenty of personality.

This is a decent first outing, but the limited modes and player problems need sorting. ★★



NOT SO THREESY

PCOM smashed it out the park year with the remake of Resident 2 — so expectations were high this new one.

ans were desperate to see whether it the same core game reworking and t the new content would be like. a tough job and we know you hate us for ut we have gone that extra yard to see if it orth your hard-earned pennies.

rely it is a no-brainer? Surely they just wed the RE2 recipe? Do that and they are y on to another winner. ell, no, not exactly. This should have been a remake. On the surface, it looks to have the same treatment, but it just feels and s differently. A lot differently.

e tale follows series lead Jill Valentine, who ns from the first game, and Carlos eria, a member of shady firm Umbrella's e security force.

e pair battle their way through eon City during a zombie eak.

it in an interesting twist, the n takes place a few hours e the events of the second e.

is also means you'll go to ns you'll have already visited resident Evil 2 but there are e of differences because cer- ents haven't taken place. We t that.

and this is certainly — as you would ct — no walk in the park. You are ed by the Nemesis — an armed-to-

Resident Evil 3 Remake

Xbox One, PS4 and PC £49.99

the-teeth, super-fast, super-deadly bio-weapon whose only mission is to eliminate all remaining S.T.A.R.S. members.

And, you guessed it, Jill just happens to be one of them.

Umbrella is afraid they will reveal that the zombie outbreak is actually down to a virus outbreak caused by them.

It's a neat storyline that works well with the gameplay. On that front, if Resident Evil 2 is Alien then this is very much Aliens. The action is centre stage and the puzzle side of things takes a back seat.

You always feel like you are being pushed on in the game and that there is never a moment for you to catch your breath and work out exactly what is going on around you.

You will have to battle a mix of zombies and other deadly creatures in ever more dark and claustrophobic corridors and that's before the Nemesis crashes the party and things go sideways.

That is a titanic fight because you won't get the chance to headshot him.

Instead of having two separate campaigns, this time Jill and Carlos's tales are interwoven and you swap between them a number of times across the length of the story.

Carlos is packing an assault rifle so that covers how his section is going to

play out. However, the ingenuity of entwining the two stories is also part of the game's biggest downfall... the length is really quite short, especially when compared to the second game.

A first play-through will clock in at about five to six hours.

It is also worth pointing out that the second game added new areas to the world, but the third actually removes wholesale blocks.

OK, you'll have to have played the original back in 1999 to spot the emissions but, for long-time fans, it's a bit of a gut punch.

And yes, like past games, if you replay this there are a number of challenges, unlocks and collectables to go back for that add cool weapons and other goodies — but each run will be quicker than the first.

Resident Evil 2 set the bar high on the graphics front and that standard is continued here. Some of the scenes are simply stunning while others truly reflect the horror they depict.

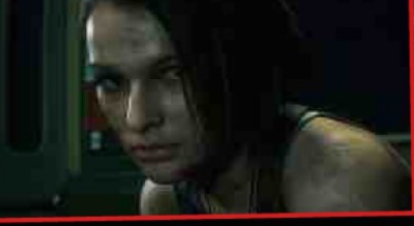
The voice acting and sound are also special — with extra credit to the squishy sound you get for blasting a zombie's head off.

We went the extra yard to see if this was worth the hype. In some ways it is. As a standalone game it is an absolute winner.

It should have been a blow-the-rest-out-of-the-water remake but RE2 was a tough act to follow and this has suffered in comparison.

Resident Evil 3 Remake will forever be in that shadow of the second game — but, here's a thought, play the two as a whole and you have one hell of a good time from start to finish.

Now, Capcom, how about that remake of Code Veronica? ★★★★★



THE third season of Call of Duty: Modern Warfare has kicked off with a lot of new content. The new season ups squad sizes from four to six and adds a new Battle Royale mode. It also adds a new Battle Royale mode. It also adds a new Battle Royale mode.

loot will be overhauled too. Then multiplayer gets three new maps. The battle pass includes the Renetti handgun and the SKS marksman rifle. Operator Alex returns with a prosthetic leg after the events in the campaign.



JOY for Xbox One users — Devolver Digital has delivered Dennon Games' Hotline Miami Collection (that's 1 and 2). They are violent, full of action and have a banging soundtrack. Yours for £20.99.

SONY has just taken the gaming world by surprise with a stealth appearance of the new PS5 controller.

It made the move out of nowhere — almost as if bosses knew gamers were desperate for some info while stuck in lockdown.

Sony revealed a handful of pictures and

some spec details. The DualSense wireless controller has a new built-in microphone array for easier communication with friends.

And the DualShock 4's Share button is now called Create — but Sony is remaining tight-lipped about its exact function.

No confirmed sightings of the console just yet.



NEW MUSIC

By Jim Gellatly

MIKE MCKENZIE

WHERE: Balerno, Edinburgh.
FOR FANS OF: George Ezra, Tom Walker, Harry Styles.

JIM SAYS: Mike vowed some big names last year when he picked up the inaugural BBC Radio Scotland Singer/Songwriter Award.

Judged by accomplished songwriters Fran Healy, Horse MacDonald and Karine Polwart, along with Biffy Clyro manager Dee Bahl and promoter Geoff Ellis, the final was broadcast live on the radio for BBC Music Day.

Mike said: "The BBC said from the start that their main focus was on the quality of the songwriting and performances. There were no age limits, or stipulations really. No sob stories or extra info put out there. That's what got me excited when I first saw the award being advertised so I sent in a demo."

Mike learned piano at a very young age, but his first taste of the music industry was as a drummer.

He explained: "First Aid Kit drummer Scott Simpson was a neighbour growing up. When he showed me how to play a few beats I was totally hooked and that led to me being in the first band I ever played with, Jakil. Many of my firsts happened because of Jakil, including recording and touring."

After he left Jakil, Mike took some time out to "try out being a proper grown-up". That didn't last long.

He added: "I realised that being a 'grown-up' was rubbish and that I wanted to pursue music. Having studied Popular Music at college I started writing and producing singers around Edinburgh."

"After being influenced by my partner in 2018 I started to explore the possibility of releasing material as a solo artist, finding myself back at the piano where it all began."

Mike writes, records and produces in his home studio, but he's also had a taste of a big-time set-up — at Abbey Road in London. He explained: "Liam Narrie, who played guitar with Jakil, invited me down to record it as part of The Abbey Road Institute where he was studying."

"It was such an amazing experience to be in the same spaces as some of the most-influential artists of all time."

Mike's just released his official debut single, Happy. A gloriously jaunty pop song evoking a similar feelgood vibe to its Pharrell namesake. He said: "It's a self-reflection on finding someone you want to spend the rest of your life with. Last year I got engaged and our journey has come with loads of hurdles — the biggest being the Atlantic Ocean as he's from Brooklyn! It's about overcoming challenges."

Social distancing has meant the video filming has been shelved, but Mike came up with another plan. He explained: "I've asked people to film themselves holding a card with someone, something, anything that makes them happy written on it as well as a separate clip of the thing itself. The footage will then become the video for the song with the hashtag #thisismyhappy."

MORE: facebook.com/mike mckenzieonline

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

● Jim Gellatly: jim@gellatly.com

PIC CREDIT: Alan Braidwood
Watch video of Mike at thescottishsun.co.uk