

FUN space-based adventure Deliver Us The Moon is getting a Collector's Edition. Publisher Wired Productions have confirmed it will get just a 2,000 run and comes

with a certificate of authenticity. You get the Deluxe Edition, vinyl, comic book, art book, poster and lots of themed goodies. It's £79.99 — pre-order from wiredproductions.com



MICROSOFT Flight Simulator is on the way but, in a retro twist, you can bypass the digital version and get a physical with TEN double-layer DVDs. They contain all of the

game world apart from the updates Microsoft and developer Asobo releases from the moment the discs were pressed. They are around 90GB.

THE FIREPOWER

some of the best are available at the lower end. The maps flow well and there are some fun drops — from space bases to a desert on. Each one holds a different vibe and is packed with choke points for intense battles.

As said, some of them are a little on the small side but that most of the cast can fly.

There are three modes: Rocket is a beefed-up death match, Rocket Attack is where you go on the AI.

Finally, the objective mode is where things are split into three different tags. Rocketball is a sort of capture the flag affair, and Rocket is like headquarters from Call of Duty. Then Treasure Hunt is a new take on the oddball mode. They are all a good laugh



to start off with, but they don't last the test of time. After a few hours the cracks start to show because the game's biggest issue right now is balance. Some heroes boss the battles, end of story, and it's not easy to get these powerhouses at the start of a match.

Another point — if a player leaves and the teams are unbalanced, the one with the fewest players is on a hiding to nothing. And that happens far too frequently.

Rocket Arena has charm and is fun — at least initially.

It needs work to sort out the balance and it needs it now. If this isn't fixed, then it may not retain its player base before they drift back to more well-known pastures. And that's before you question why this game costs £25 and is not free to play.

★★★★



Heaven samurai

THE PlayStation 4's days may be limited — but it has had some cracking titles during its lifetime.

Sony have smashed it out the park with their single-player forced content — with the likes of Horizon Zero Dawn, Spider-Man, God Of War and, most recently, The Last Of Us 2.

Even some of the weaker entries, like Day's Gate, have still produced epic journeys.

But all good things have to come to an end. And Ghost of Tsushima gets to bring the curtain down in spectacular style.

This final act of an epic series of games is worthy of the accolade.

This has been developed by Sucker Punch Productions — the team behind the Sly Cooper and Infamous series.

The Washington studio turned to the Far East for inspiration this time out and have finally delivered a game many players have been crying out for — especially as other big-hitters have ducked feudal Japan challenge. Yeah, we are looking at you, Ubisoft, and the Assassin's Creed options. You get to fill the wooden sandals of Jin Sakai, a man who has been raised to be a samurai and lives by their code of honour.

He guards Tsushima Island with his clan of samurai brothers. The development

Ghost of Tsushima
PS4 £49.99

team used the real-world Mongol invasion of Japan in 1274 as a loose basis for the game.

It all kicks off with an epic battle where things do not exactly go to plan for Jin. Once the dust settles he finds that his uncle has been captured and all his samurai troops are dead.

On top of that, the island is over-run with Mongol forces so Jin has to work his way back to strength and assemble an army that can force the invading troops off Tsushima.

That all adds up to a meaty main course, but the game is also about a battle between Jin and his way of life. That is where it really shines — Jin is a samurai and their code restricts how he can fight. He can't use dirty tricks like sneaking up behind enemies for a kill.

It creates a dilemma — how far is Jin willing to go to save his people and at what cost to his beliefs.

That is a really interesting hook for the tale because gaming actions you might consider as second nature, like stealth kills, are seen as dishonourable here.

You are a samurai so your sword will play a vital role. You can cut down everything from weeds to various enemies. There is a real Dark Souls and Batman Arkham vibe to the combat — you face off against a foe and you have to time your attacks and look for openings. It is all very tense, but it does stumble a

little when you are trying to creep around because it all feels a bit stiff and the AI is geared towards you dropping in "uninvited" but it is not a deal-breaker on the whole experience.

Throughout your journey you'll level up but, again, not in the usual way. This is based on you getting better at the game, not banking style points. You'll unlock a number of attacks and techniques. It all means the game is open level so you never face a massively high-level opponent, which is a sigh of relief because the whole affair is skill-focused.

You will be blown away by the look. This is classic samurai cinema with stunning detail, in the way the wind blows the leaves from the trees to epic backdrops.

On top of that there is a black-and-white filter and a sensational photo mode.

The soundtrack deserves an award of its own — it fuels the Japanese tone and builds the action into a crescendo as you go into battle.

You actually feel your heart racing faster.

The characters are handled well and the inclusion of an original Japanese voice track is nice, although the animation dubbing is a bit wild at times.

The best word for Ghost of Tsushima is "epic" — simple as that. It's packed with detail and is a real tribute to the source material.

It's a fitting swansong for the PS4 and one hell of an outing from a new IP that has more stories to tell.

★★★★★



MICROSOFT threw the Halo grenade into the debate for the next-gen Series X console launch with a sneak peek of Halo Infinite at their Xbox Games Showcase 2020.

There's no doubt that game will be the Series X decider for many gamers. The demo

revealed the Chief is back and is classic Halo, but bigger and bolder. We got a hint at weapons and new abilities, including the new hook which looks to have a Doom-inspired vibe.

But fan reaction to the graphics was lukewarm, so still work for them to do.

There were also trailers for

State Of Decay 3, the next Forza, which was simply called motorsport, and the long-awaited confirmation that Playground Games are working on the next Fable.

The Games Pass was also in the news — every game in the Showcase will be free for pass owners.

In other news, we had

Rare's Everwind, Obsidian's new FPS RPG Avowed and Remedy are handling the campaign side of CrossfireX.

But there was one major info tidbit missing — a release date and price for the Series X. It seems they are still trapped in the "you go first" battle with Sony and their PS5 console.



NEW MUSIC
By Jim Gellatly

THE CAPOLLOS

WHERE: Aberdeen.

WHO: Kyle McDonald (vocals/guitar), Lloyd McDonald (bass/vocals), Brett Thain (guitar), Greg Adams (drums).

FOR FANS OF: Courteeners, Arctic Monkeys, Catfish And The Bottlemen.

JIM SAYS: Aberdeen loons The Capollos have come of age with their recent singles.

The explosive indie sound of Addiction and Electrify is set to take them to the next level. Much as I enjoyed their self-titled debut EP in 2016, they've defined their sound with subsequent releases.

Singer Kyle told me: "We first set out to be the next Oasis! I think most bands do when they get together. I have always been, and still am, a lover of Oasis but I don't want to replicate them. It's been done and it should be left."

"Instead, we veered off that Brit-pop sound we had early on and went down a slightly heavier sounding road. A road I never thought we'd go down, but I can safely say we've found our sound and we dig what we sound like now."

The band got some early attention on local radio, winning the Northsound One To Watch competition. Later they got a Contribution to Music gig at the Original 106 sponsored Pride of Aberdeen Awards. The Capollos also secured high-profile support slots with the likes of Cast, The Sherlocks and The Pigeon Detectives. They even performed a special acoustic set at an Elton John VIP party at Aberdeen's Exhibition Centre.

Kyle said: "It's been nice to develop in Aberdeen. The scene is top-drawer at the moment. There are loads of bands who are really good to listen to and great live."

Twin brothers Kyle and Lloyd had been in other bands, but the magic started to happen when they got together as The Capollos.

Kyle explained: "A long time ago, we use to batter each other. As we grew older, we've become closer as brothers. We've had a couple of spats to do with the band, but nothing lasts longer than a day."

"The music has helped a lot and we have connected in our songwriting. We always wanted to be in a band together, having had the chemistry of performing with each other for years."

They met Greg in college and Brett came in after they posted on a local music forum.

The latest single Electrify continues to clock up streams and cool radio slots, with the legendary Janice Long saying: "I just love that, the energy that pours out of it."

Kyle added: "We have been overwhelmed with the response to Electrify. A lot of people have been hyping it up on Twitter. It's been the quickest song to get listens."

With a couple more singles in the pipeline, these are exciting times for The Capollos.

Go check them out for a dose of exciting indie rock 'n' roll!

More: www.facebook.com/TheCapollos.

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

PIC: Hannah Power Photography
Watch video of The Capollos at thescottishsun.co.uk