

● **RUMOURS** of The Mass Effect Trilogy remaster have been rife for ages, but big news — a report claims it has been delayed internally until 2021 from its original slot this

month. EA and BioWare have had to battle Covid, but the delay is rumoured to be because the original game "does not live up to the quality of the rest of the package".

● **SQUARE** Enix is bringing a new version of NieR to the Xbox One, PS4 and PC next April. It gets the catchy title NieR Replicant ver.1.22474487139. The Japanese

market actually got a game called NieR Replicant game — and it is this version that is being brought back for current-gen consoles and for a debut on PC.

A SLOW BLOW

when things kick off, the third-person view shows all the brutal action as you control your gang of up to five. Each one has its own classes, weapons and stats and you can spend hours tweaking them — and that's before you customise their look and names. That's a neat personal touch.

Small word of warning — the combat is very much in the hands of the RNG gods. You can be at point-blank range with a flame-



thrower and still miss. The other major issue is the length of time the game takes. Slow-burner does not do it justice and you can't skip enemy plays while the AI is not so smart. The latest dive into the Warhammer

40k universe is solid but slow and a little rough around the edges. It is ideal fodder for a second lockdown.

★★★★



and try it

Super Mario 64

N64 1996

The grand old daddy of the Mario empire is 24 years old — and it is a bit of a shock when you start it up.

The movement is a sign of how far we have progressed in a short period of time. In an odd way it's like playing through a history lesson — this is where 3D games, especially platforming, really started.

But clear that hurdle and you will be genuinely surprised at how well the game holds up today.

The collection does a great job in showing the way the industry has evolved in the years between 64 and Mario Galaxy.

The game design is Nintendo at its finest and, again, it ages well.

Just be careful with the camera — it is a pain in the backside to control.

This is also the game that has had the most work done on the visual front. The pixel count is nine times higher than the original Nintendo

64 version, but it is the only non-widescreen game in the collection.

It now has crisp, new overlays which are a welcome addition because fonts are more readable and jagged edges are smoothed off.

Super Mario 64 may be the golden oldie and it does show its age at times, but this is a history lesson you'll love.



Super Mario Sunshine

Gamecube 2002

ment tried something new. But, ultimately, it was just overly obscure and frustrating when it came to completing tasks, especially when compared to the other two games offered here.

They are both very intuitive and natural.

When you also consider the need for remapped controls because the Switch doesn't have any



analogue triggers like the original GameCube controller, then you can see areas of confusion on your pressure attacks and fiddly platforming sections.

But take the time to master the controls or just make peace with them and you'll find a real hidden

gem that shines a little more brightly now than it did 18 years ago.

It's also the first time the game has been ported beyond its GameCube version so fans will be delighted with its return, especially after a few tweaks.

It now runs in widescreen and has a few new textures.

It's also the only Mario title here to be fully voiced, for better or worse.

It tells an interesting Mario tale... but it's just not Galaxy.



● **CALL** of Duty: Modern Warfare and Warzone have launched its Season Six with new maps, guns and a vampire bat called Edward.

The biggest addition is the subway in Warzone which is a new fast-travel system. The Armoured Royale mode gives each squad an armoured cargo truck. Then there are two free weapons



and two operators, Farah and Nikolai, and four multiplayer maps added.

Finally, Edward — you can creep up behind your enemy and he'll rip your opponent's head off and disappear in a puff of smoke.

Sticking with CoD, Cold War's Zombie mode has been revealed. It has a new story, characters and ways to play and is billed as

"next-generation" in a Zombie history that began in Call of Duty: World at War in 2008. The Die Maschine tale is set within the Treyarch Zombies universe, so expect hordes of undead and outlandish weapons.

NACON have a REVOLUTION Unlimited Pro Controller to celebrate the launch of Cold War. It comes with a code for in-game goodies and is out on November 13 at around £160.



TOP 5 GAMES THIS WEEK

1. Super Mario 3D All-Stars
2. Marvel's Avengers
3. Mafia: Definitive Edition
4. Animal Crossing: New Horizons
5. Mario Kart 8: Deluxe



NEW MUSIC

By Jim Gellatly

LUCIA & THE BEST BOYS

WHO: Lucia Fairfull (vocals), Adam Campbell (guitar), Chris Ballantyne (bass), Ally Scott (drums).

WHERE: Glasgow.

FOR FANS OF: Christine And The Queens, Lana Del Rey, Wolf Alice.

JIM SAYS: My first introduction to Lucia was a weird one. I'd been sent an MP3 around seven years ago and saved it without clocking the file had no artist information.

Later, I couldn't remember where it had come from. I loved the track and stuck a clip online to see if anyone knew. An answer came back — it was Lucia Fairfull.

It turned out my then Clyde 1 colleague Gina McKie (now at Go Radio) had met her at an event and forwarded the song.

I've got a terrible memory for names and faces, but when it comes to music I can usually remember where I first heard my favourite artists. I wasn't going to forget Lucia after the rigmarole of tracking her down.

Performing under a couple of names as a solo performer, the band came about around four years ago, later becoming Lucia & The Best Boys.

The name comes from the title track of their first EP. She explained: "Best Boy was one of the first songs I'd ever written that was properly released. It is a homage to the early days and beginnings. It's also a more meaningful way to give recognition to the band."

The new single Perfectly Untrue is the one that should launch them to greater things. Infectious, with a certain rawness, it's a track that encapsulates everything I love.

It's dark pop coupled with Lucia's sultry vocals.

Along with previous single Let Go it features on the brilliant new EP The State Of Things, which comes out on Friday. Lucia said: "Perfectly Untrue is about hiding your true emotions, and pretending you are fine. Not only to ease the discomfort you think it might give others around you, but to help you make yourself believe you are fine."

"It is completely OK to not be OK no matter who you are and if there is a reason or not. This song is just part of the personal story and experience I had with heartbreak, which is all revealed in the EP."

The melancholy beauty of Forever Forget and Somewhere In Heaven complete the astonishing collection. Lucia added: "This EP is almost like a fairytale, telling a story from a short period of time in my life. It's only since I stepped out of that time that I have fully managed to understand all the different emotions I was feeling, through listening to it."

The band have just claimed Tune of the Week with Perfectly Untrue on Jack Saunders' Future Artists show on BBC Radio 1. They were Vic Galloway's first live session guests in six months on BBC Radio Scotland last week. The live renditions of the EP tracks sounded incredible.

Going forward Lucia & The Best Boys hit the road with Dream Wife on a UK and European tour next year. Catch them at St Luke's in Glasgow on April 18.

MORE: facebook.com/LuciaAndTheBestBoys

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

amazingradio.com
jimgellatly.com

(Photo credit: Oli Erskine)
Watch video of Lucia & The Best Boys at thescottishsun.co.uk