



**SORT** of sad news for Gears fans as Gears Pop! is closing down next April, Microsoft have confirmed. The mobile real-time strategy game was developed by Mediatonic

and launched in August 2019 as a fun spin-off to the Gears of War series but hasn't hit it off with fans. In-app purchasing is now disabled but you can continue to play until April 26.



**REBELLION** will port the newest chapter of their WW2 shooter Sniper Elite series to Nintendo handheld this month. Sniper Elite 4 picks up after the

events of the third game but this time takes its brand of Nazi-bashing to 1943 Italy. It will cost £34.99 though if you pre-order now on the Nintendo's eShop there's 10 per cent off.



# Dogs winner

**THE world of 2020 is a bit of a mess right now with Covid restrictions impacting on our freedoms and having an undertone of authoritarianism.**

So what better time for Ubisoft to release Watch Dogs: Legion – an open-world epic set in a 'What If?' London in the near future where government has been superseded by a private military firm which rules by force.

It's a police state surrounded by high-tech drones and driverless cars. It's truly terrifying when it hits you this could be not a million miles from where the country is going.

But hey, that's for future me to worry about because I am going to have fun just now hacking drones, blasting round the streets of London on café racers and just generally sticking it to the man. Watch Dogs: Legion delivers all this in spades.

The series has had a bumpy road. From the over-promised original game to the too-cool-for-school sequel, there has been a real Marmite edge to it.

But the guys and girls at Ubisoft may have cracked it with Legion.

The main thing it brings to the

## Watch Dogs: Legion

Xbox One, Xbox Series X/S, PS4, PS5, Stadia and PC £54.99

table is a real game-changer – you don't play as one hero, instead you play as a city of them (well, sort of, as you can "technically" recruit anyone you see in the world to fight with you and DedSec).

It's a really interesting idea as no two characters are the same. Each has different skills and abilities and the key is building a well-rounded crew that complements your playing style.

If you're going for stealth then team up with hackers and spies. If you're going loud you'll want hitmen and football hooligans with you.

But this system comes at a price. If you play the game right you'll have permadeath on, which means if you die you'll lose that operator.

But, fear not, there is a city of new recruits to sell the dream of uprising to.

To get each new recruit on side you'll have to likely complete a mission for them outwith the core-game tale of freeing London (which is, oddly, really forgettable when we think about it). There are hundreds of thousands of missions and so far in our recruitment drive we have yet to see a doubler, which is a real surprise.

The game plays like a Watch Dogs title so you'll explore London hacking systems and causing anarchy, all while picking up an endless number of collectables (like any standard Ubisoft game).

Visually the game is very impressive. London feels like a city that lives and breathes under the heel (for now).

For the most part, the voice acting is solid though a few are a bit misplaced at times – there is a real smorgasbord of accents on show. And then there's the swearing, which would make Roy Chubby Brown blush.

Watch Dogs: Legion adds a new element to open-world gaming in the play-as-anyone mechanic and sets it in a city many will know as you battle to liberate each of the London boroughs and their people.

Yes, it can be a little rough at times but that doesn't stop it being a must-play.

★★★★★



## scarily spooky surprise

witch trial which took place in the town in 1692. To avoid spoilers we'll leave the tale there – but we will say the payoff was better than Man of Medan.

A big part of the game is bonding with the cast and spending time developing their relationships as, like the first time round, your choices can impact the tale as a whole.

A point we remember well from having Shawn Ashmore killed off in Man of Medan before the second act. So you really have to think how and what you answer during your chatting time.

Also like previous Supermassive Games, sometimes all

that stands between you and death is a quick time event. Although the window of time needed for these split-second moments has been lengthened – a welcome change, although they may be a bit too easy now. We're hard to please.

Also making a return is

the excellent co-op mode which sees you teaming up with a buddy and picking your own paths. This can not only cause conflict between yourselves but also in the game.

Or you could join in on the couch with up to five mates by playing pass the pad if the real world horror of Covid-19 ever ends.

The Dark Pictures Anthology: Little Hope is a fun evening that has its fair share of jump scares and moments.

But like Man of Medan, the tale just lacks real bite. Hopefully the next part of the anthology, House of Ashes, can sort this.

★★★★



● **VAMPIRE**-based hack and slashers BloodRayne 1 and 2 will be getting an enhanced edition on PC this month.

BloodRayne 1 launched in 2002 with femme fatale Rayne as she embarked on a



globe-trotting adventure to obliterate supernatural forces and Nazis.

If you own the original Steam and GOG versions of both games they will be automatically upgraded to the remasters for free.

## TOP 5 GAMES THIS WEEK

- 1: FIFA 21
- 2: Watch Dogs: Legion
- 3: Animal Crossing: New Horizons
- 4: Mario Kart 8 Deluxe
- 5: Minecraft

● **SOME** say you can't kill hockey mask-wearing horror movie killer Jason Voorhees.

Well, Friday the 13th: The Game publisher Gun Media didn't get that memo as it has announced support for the title is stopping and it is getting its final patch this month.

Gun has confirmed that the November patch will be slashing the game's dedi-



cated servers with the online multiplayer reverting to peer-to-peer matchmaking for quick play – though Database servers will remain active to track player's progression and unlocks.

Finalised patch notes will be released prior to the update. The game will remain on sale, and the Double XP, CP and Tape Drop Rates will remain active indefinitely.



**NEW MUSIC**  
By Jim Gellatly

### VULIN

**WHO:** Craig MacLeod.  
**WHERE:** Fowls, near Dundee.  
**FOR FANS OF:** Frightened Rabbit, Bon Iver, Sigur Rós.

**JIM SAYS:** Previously seen with folk rockers Dante, and more recently alt. rock outfit Dead Fiction, Craig MacLeod has re-emerged as Vulin.

His solo project burst to life last month with the release of the debut EP Tethered To Sleep.

The 35-year-old told me: "The idea behind Vulin was to create a moniker for my creative output. Bands come and go, so I wanted a name that I could keep and use for the rest of my days."

There is an alt. folk feel to the EP, Craig has wider ambitions.

He added: "I'm keen to write and produce in different styles. I thought by having an overarching name like Vulin, this would allow me to perform or write as a solo artist and also work as a producer within the electronica, trip-hop, ambient and alternative worlds."

So, to describe the sound of Vulin going forward may be tricky! It does give him a wider palette to work with, though.

The EP offers three contrasting tracks. The first single Distorted Silence eases us in with some mellow folk before reaching a cinematic crescendo. Folding Hands is more up-tempo as it veers towards indie rock. Highlight of the collection for me is Patterns That Glitch, a beautiful duet with award-winning folk singer Siobhan Miller.

Vulin may be just the one person, but along with Siobhan, he's brought in an impressive array of musicians. They include Admiral Fallow's Louis Abbott on drums, former Danny Wilson man Chris Marra on pedal steel and bassist Graeme Smilie, whose credits include Arab Strap and Emma Pollock. Former Dante bandmates Euan and Sean McLaughlin were also involved among others.

The initial plan had been to lay down the core of the record in a studio, but Craig ended up working at home and collaborating remotely. He said: "I also found out my wife and I were going to become parents so had a tight deadline to get the EP made before our wee girl arrived."

The rural setting also helped shape the music. Craig lives in the village of Fowls, where I grew up.

He said: "One thing I love is the silence in the morning and the birds. It's lovely for early writing sessions. Living here had an impact on the writing and production."

Working as a full-time music lecturer at Perth College UHI, as well as being a new dad, time is his biggest struggle. But Craig already has two more Vulin projects brewing.

He revealed: "One is much more acoustic and stripped back. The other is more synth and production driven collaborating with various artists and producers."

**More:** [www.vulinmusic.com](http://www.vulinmusic.com)  
● Jim presents a weekly showcase of New Music on Amazing Radio, Sundays at 2-4pm.

[www.amazingradio.com](http://www.amazingradio.com)  
[www.jimgellatly.com](http://www.jimgellatly.com)  
**PC CREDIT:** RUARIDH KIDD

Watch video of Vulin at [thescottishsun.co.uk](http://thescottishsun.co.uk)