



● THE worst-kept secret in gaming is finally out — BioWare has announced the remaster of the Mass Effect trilogy. Mass Effect Legendary Edition

will include single-player base content and DLC from the three games plus promo weapons, armours and packs all remastered and optimised for 4k Ultra HD.



● UBISOFT has unveiled details of Rainbow Six Operation Neon Dawn — the fourth season in Year 5. New Thai Operator Aruni has a Surya Gate which deploys laser

defences that damage attackers but lets defenders in. The Skyscraper map is "reworked" and the Sixth Guardian Program offers a limited-time bundle dedicated to charity.

Next-gen helped us Bond with fans

YOU need to unleash your inner James Bond to work in the gaming industry — especially when a next-gen console is on the horizon.

Every move has to be done in secret.

David Springate, right, the technical director on DIRT 5, admitted they even used code words and secret handshakes to keep everything under wraps.

He said: "Launch on a new generation of console is exciting, not just for the gamers but also developers."

"The advances in technology and processing capabilities create a great buzz with the possibilities and new gaming experiences they offer."

"It's very difficult to keep things under wraps. Friends and family constantly pester you for updates and we are sworn

to secrecy — both from hardware and game perspectives.

"Early on, when Microsoft and Sony share their specifications with us, it really is on a need-to-know basis. We can't even share widely within the team. We have to use code words to refer to them in conversation, not share the development software and keep the hardware locked away. It sounds weird but we're used to working this way."

That didn't stop him getting blown away by the possibilities. He added: "The new consoles are monsters. DIRT 5's 120fps mode is just not possible on older hardware. The new CPUs in these machines provide so much



EXCLUSIVE INTERVIEW

computational power that we're now going to be able to take games into previously unexplored territory. The fast nvme/ssd drives also provide a lot of opportunities. There are no other consumer computing devices that are this fast. I'm looking forward to pushing them to their limits.

"Loading 10GB in two seconds — that's the kind of speed we're talking about. That means we can refill all of RAM very quickly."

Loading textures within a single frame means in way games are made in future will be very different. Players have a lot of amazing experiences to look forward to." Although DIRT 5 and DIRT

Rally are in the same series, David insists they are very different beasts.

He said: "From the moment we announced DIRT 5, we communicated the clear split in franchise. DIRT Rally being the more serious simulation-based game while the numbered DIRT series is the amplified style game. The overall reaction from players has been very positive."

He added: "DIRT 5 is an arcade racing game that features real cars on semi-realistic tracks similar in style and gameplay to older DIRT titles. Onrush focused heavily on driving as a team and taking out competitors, but DIRT 5 is still a true racing game at heart."

"DIRT 5 is developed on a new and advanced version of the game engine used for Onrush, and it is natural that they would have some visual similarities."



NEW MUSIC
By Jim Gellatly

GREG PEARSON

WHERE: Dubai/Edinburgh.
FOR FANS OF: Paolo Nutini, Dermot Kennedy, The Lumineers.

JIM SAYS: Greg has been making a name for himself thousands of miles away — six years ago the singer-songwriter quit his job to pursue his music ambitions in California.

He said: "I wanted to have a go at making a proper career for myself. I felt that taking myself away from all the comforts of home would be the best way to see if I could survive."

"I ended up playing on a party ship that went from LA to Mexico. It was a really cool entry into the industry for me. It gave me freedom to write during the day, and at night I would do the gigs on the ship."

"I stayed in Long Beach for about five months before moving back to Scotland to release my debut single These Walls."

He was soon on his travels again, this time heading to the United Arab Emirates. Dubai has been the 30-year-old's base for the past few years, though he's been back in Scotland since Covid struck.

The Gulf city has given Greg some incredible opportunities, securing massive gigs with some of the world's biggest stars, including Lewis Capaldi.

He said: "His label heard some of my music and passed it on to his management. They then contacted me about the support slot."

"We moved in the same circles before I moved to California. It was funny when we met, as it turned out we have played a lot of the same gigs in Edinburgh and had been on a similar path until things took off for him."

The timing for his gig with Lewis in January was perfect as he was just about to release his third single Million Miles. A few weeks later he was asked to open for US superstars OneRepublic.

He added: "I had the opportunity to meet them before the gig and, again, they were so kind and supportive of me as a new artist. Ryan Tedder started following me on social media, and I've been sending songs back and forth."

Greg's no stranger to mixing with the stars in the UAE, having previously performed at Ft's Abu Dhabi Grand Prix and the Dubai World Cup, one of the world's richest horse races. He's rubbed shoulders with celebrity guests including Niall Horan, Gordon Ramsay, Rio Ferdinand and The Proclaimers.

With plans to perform at the Edinburgh Festival Fringe in August scuppered by the pandemic, he's used his time to write and record.

He said: "My new single Forever Young was written during lockdown. It aims to provide the listener with a sense of nostalgia and self-assurance."

Greg's next few releases are almost ready to go. He added: "We are just working on getting some dates set."

"I'm hoping to tie them in with live gigs. Fingers crossed that won't be too far away."

MORE: greg-pearson.co.uk
● Jim presents a weekly showcase of New Music on Amazing Radio Sundays, 2-4pm.

amazingradio.com

jimgellatly.com

Watch video of Greg Pearson at thescottishsun.co.uk



START your engines and hit the mud with Codemasters.

Their rally series comes to life on the Series X and S machines.

The racing game maestros have spiced things up this time. The series has been mainly forged on a traditionally tough sim, but has thrown its pace notes out the window and gone down the arcade route.

You get to trot around the globe tackling 10 events in different countries.

There is a feast of horsepower — from rally cars to more extreme off-road fare and even sprint cars from a variety of manufacturers. It is typical

DIRT 5

£54.99

Codemasters in that each car handles differently and you will find walls and ditches as you explore the best way to drive them.

If that wasn't enough, things go up a level when you hit the tracks because there is an evolution in conditions.

The event could start dry then become a mud bath in the rain or a skating rink as the snow falls.

Every aspect will change how

your car performs and really spices up the experience.

You get all the standard modes, but the campaign will attract most of your attention.

Gaming legends Nolan North and

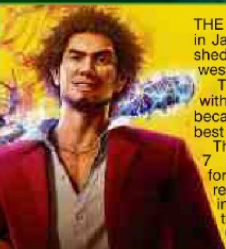
Troy Baker do the narration and the story does actually work.

Then there is Playground — the game's track editor. It will give racers endless tracks and offers a canvas to paint drift-fuelled visions. This will be the game's legacy.

DIRT 5 is truly stunning. It is a massive change from what you'd expect from the brand but it nails it.

This is like what the Horizon series did for Forza Motorsport — it delivers the thrills of racing but with a cheeky arcade core.

★★★★★



THE Yakuza series is huge in Japan and is attracting shedloads of fans in the west.

That trend will continue with Like A Dragon because it shows off the best of the next-gen tech. This is basically Yakuza 7 so you could be forgiven for thinking refresh instead of inspiration. Forget those thoughts — Ryu

Ga Gotoku Studio has

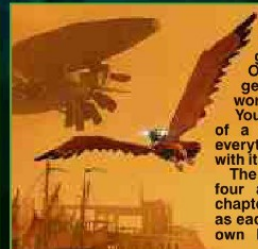
Yakuza: Like a Dragon

£54.99

served up an RPG with a turn-based combat twist. It keeps the brutal battles the series is known for and lets you roam the streets of Yokohama.

The gripe? There are some huge difficulty spikes as you progress through the game that will need you to grind.

★★★★★



MIX the classic Panzer Dragoon gameplay with Sea Of Thieves and you get this — an open world "flight sim".

You jump on the back of a falcon and shoot everything that moves with its mounted guns.

The tale is told from four angles, with each chapter letting you play as each faction with their own loadouts and war

The Falconeer

£24.99

birds that will require different strategies.

The fighting is great fun and keeps you on your toes but there are a few other mission types to add some variety.

The story is OK, but the gameplay can get a little repetitive at times.

★★★★★

● GRAND Theft Auto publisher Take-Two Interactive has forked out a reported £759million to buy Codemasters.

That adds the likes of the F1 and DIRT series (see above) to a publishing portfolio that



includes like 2K, Rockstar Games and Private Division. Boss Strauss Zelnick said: "We believe their offerings

will be highly complementary to our sports portfolio and enhance further our long-term growth."

TOP 5 GAMES THIS WEEK

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

● WHAT happens when the worlds of supercars and gaming come together and you have £200,000 to burn?

Well, you could buy the first BAC Mono R supercar to be delivered from Briggs Automotive Company in Europe.

This is no normal track day toy — it's finished with a special



WipEout livery in tribute to PlayStation's iconic anti-grav racing series. It was created by WipEout co-creator Nick Burcombe and series graphic designer Eddie

Wainwright who worked with the Liverpool car firm. It was requested by the owner back in January as both WipEout and BAC have strong Liverpool links.