



WHOOP, whoop — it looks like Sony are finally going to let cross-play between the PS4 and other platforms. They are running a beta with

Fortnite to see how things will go. The U-turn comes after mounting pressure from the industry after Nintendo and Microsoft allowed it earlier this year.



IF OUR EGX chat has put you in expo mood, then fret not. Resonate is at the SEC in Glasgow on 1 October 19-21. Expect YouTube superstars like Syndicate



and Terroriser and home-grown heroes like Marley Thirteen. Expect eSports tournaments, indie, retro, kids' zone and an over-18s area. See resonatetotalgaming.com

NEW MUSIC By Jim Gellatly

GLASSMASTERER

WHERE: Edinburgh. FOR FANS OF: Frank Ocean, Gorillaz, Drake. JIM SAYS: Edinburgh-based electronic wizard Glassmasterer looks like breaking out of the underground with his latest release. The brainchild of Oban-raised 23-year-old Lewis Bigham, Glassmasterer has moved on from the quirky instrumentals on last year's Deed and Dabble EPs. He's produced some sparkling collaborations with double A-side Last Chance To Make Plans/GhGhGhGhost!

Both are phenomenal, and show Lewis is no one-trick pony. He said: "With Last Chance To Make Plans I wanted to create a multi-generational song that took the listener on a sonic trip and sum up what Glassmasterer is all about in one track. "I'm pretty sure the title comes from a line I misheard while listening to a song called Born Under Punches by Talking Heads, and the title has always stuck with me. "As for GhGhGhGhost! it started as a fun little instrumental I made back in early 2017. "I've been performing it live with my friend Zenga The Titan for about five months now



and it's really great to see the studio version get its release."

As for the name, he added: "When I first went in a professional studio as a teenager an engineer was talking to me about the process of CD duplication."

"The final stage is known as 'glassmastering'. It effectively takes the green hue out of the surface and replaces it with a nice silver sheen. I always thought it sounded rather cool."

Plans are afoot for a Glassmasterer album. He said: "Besides Chuchoter and Zenga The Titan, I've been collaborating with funk/soul singer James Mathias of Bourbon Street 5, virtuosos guitarist Jack Hinks, singer/songwriter Scarlett Randle, singers Isla and Maeve Hannigan, jazz band Archipelago, and singer Katherine Aly. "They are all going to be on my debut album. We've been working on music that covers funk, house, pop, jazz, afrobeat, hip hop and lounge." It all sounds like it will be pretty special. MORE: glassmasterer.com

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

Watch video of Glassmasterer at: thescottishsun.co.uk



Hitman 2 Xbox One, PS4 and PC

AGENT 47 was back with a bang at this year's event. We got time with the Miami mission from the new game. The job was to find and take out a father and daughter who would have made a fortune from selling arms on the black market. It was all about supercar racing on the streets, but the details of the hit were up to you. Cue bags of fun as you work out the best way to dispatch the targets. We roamed a huge level filled with options from sabotaging the car to just pushing them out of a window. Hitman 2 promises plenty of what fans of the original game loved — huge areas with lots of fun ways to fulfil your contract. Half the fun is finding them out.

Sticky Cats PC

THE Leftfield Collection was one of the most interesting areas at the show. It was where the indie developers went wild. And the winner? Definitely Sticky Cats — a couch multiplayer where four friends battle it out. The idea is simple — you're a cat and you have to grab a fish and escape through the window with it. But — and it's a big but — your cat sticks to everything, including other players' cats. Cue hilarity as you battle to get the fish while not getting stuck. This is a real laugh — a slice of indie perfection. This is our game of the show.



Ace Combat 7: Skies Unknown Xbox One, PS4 and PC

IF YOU feel the need for speed then this is a must. Take to the skies in a number of war-proven planes for some good dog-fight action. The Ace Combat series guarantees an over-the-top story of warring nations and personal challenges, but this is slightly different. This is all about your ability to turn and burn and go Mach 2 with your hair on fire — and it is great fun. The demo let us get behind the stick on three fighters armed with an array of missiles and rockets as we set out to destroy a number of enemy forces. It is all very smooth and looks stunning. Some of the mission we tried was a visual treat. And, if that wasn't enough for armchair Mavericks, then rejoice in the fact that the game also supports flight stick controls and there will be some missions that can be played in PSVR. Oh, be still our beating hearts.

The Dark Pictures Anthology: Man of Medan Xbox One, PS4 and PC

SUPERMASSIVE are the masters of horror on the PS4 thanks to the Until Dawn series. Now they have teamed up with Bandai Namco for a real frightfest. This will evolve into an episodic game, with new chapters released throughout next year. The first is Man Of Medan. We tried a short demo and it seems like an atmospheric tale where you must get through an abandoned ship. It has an all-star cast, including Shawn Ashmore, and a choice system. This spook fest is shaping up well.



MANY may think the toys-to-life craze is over, but Ubisoft have other ideas. You build a spaceship that sits on your controller — and it then becomes the game. You pick your pilot and your weapons, but you can swap and switch at any point. And, if you put the gun on the ship backwards, it'll appear like

Starlink: Battle for Atlas Xbox One, PS4 and Switch that meaning you can shoot backwards. This is a sci-fi epic as you are a force for good. The cast of characters would give Star Wars a run for their money, but the toys are the hook. Christmas hit.



XBOX are bringing keyboards and mice to the Xbox One. Boss Phil Spencer broke the news on the Inside Xbox show. He revealed that Xbox Insiders will try them next month — on Warframe — before it goes live later this year. Spencer insisted the keyboard and mouse won't be a default option in all games — that will be up to the developer. But he did hint that the new feature would open the platform to titles that were not accessible just now. Microsoft and Razer are teaming up to release kit that will support the feature, so expect an Xbox-themed Razer keyboard and mouse.

- TOP 5 GAMES THIS WEEK 1 Marvel's Spider-man 2 Shadow Of The Tomb Raider 3 Crash Bandicoot N. Sane Trilogy 4 NBA 2K19 5 Mario Kart 8 Deluxe

HARD times at Telltale Games with reports of significant lay-offs and even a possible closure. The firm issued a statement that did nothing to allay fan fears — it basically confirmed the rumours. They let most of the workers go last week with just 25 staying on to fulfil the firm's obligations to its board and partners. Telltale's CEO Pete Hawley said: "It's been an incredibly difficult year for Telltale as we worked to set the company on a new course. "Unfortunately, we ran out of time trying to get there."

THE redesigned Hyperkin Xbox Duke Controller now comes with a translucent green finish. The Green Duke is the same size as the standard black one — and is yours for £69.99.

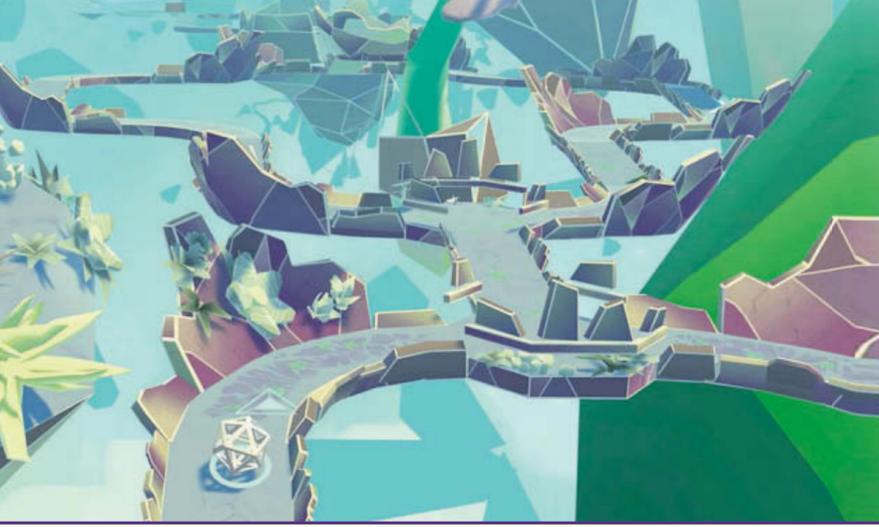


RED Dead Redemption 2 is getting a public beta for its multiplayer component. Rockstar have revealed it will kick off in November. The details on how and what it will be like are light on the ground just now but a Rockstar spokesman said: "Red Dead Online utilises the core gameplay of Red Dead Redemption 2 and offers an evolution of the classic multiplayer experience in the original Red Dead Redemption." If you have played their other title — GTA V — online then you can expect this to go down a similar route. That means it will evolve and have a constant flow of content and events. Rumour suggests it will also feature a blend of co-op play and narrative elements.

Gamer crowds are indie mood for fun

Arca's Path PSVR, Oculus, SteamVR and Vive port

IT WOULDN'T be EGX without a bit of VR and the guys at Rebellion had your back with Arca's Path. It will be on a number of VR systems, but we got handsy on the PSVR. You must move a ball through a maze but, in a devilish twist, you don't use a controller. No siren, you move your head to guide the ball. It all feels a bit odd at the start, but it soon clicks and then you can start changing the speed and direction with marginal head movements. The game is also wrapped in what the developers, Dream Reality Interactive, call a "future fairytale" where you are a young girl named Arca in a trash world. One day she finds a headset that takes her into a puzzle world. The full game has 25 levels set over the striking crystalline landscapes as well as an experimental electro soundtrack from Ninja Tunes artist Raffertie. Dream Reality Interactive will be well-known to PSVR owners — they are made up of ex-members of Sony London Studios, who worked on PlayStation VR Worlds. If you have a PSVR then this is a title to look out for when it arrives on December 4.



Killer Queen Black Switch

FAST, frantic and fun — just some of the words that sum up our time with Killer Queen Black. We got hands on with the Switch build as we took part in a 4v4 battle in a bid to take a glorious victory. We had three options — fill the hive with the most berries, ride the giant snail to victory or get your queen to kill the other teams. The way you work together with your team is vital if you want to win. Each player has a role to play — whether it is grabbing berries or defending the workers. The pace is very quick and it will be a hit when it lands.



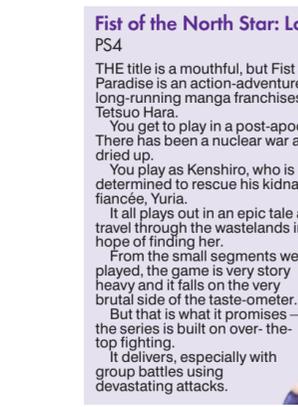
Soulcalibur VI Xbox One, PS4 and PC

BANDAI Namco let fans battle it out with a number of fighters from their up-and-coming title — with one of the highlights being the Witcher hero, Geralt of Rivia. Soulcalibur has always been about blade combat and the game feels really good with a fluid system that is easy above some other fight games. It never felt like we were just button mashing in fights as we tried standard attacks and more powerful special moves. There is a depth that will please more-seasoned fight fans. The characters and arenas look stunning. The game has real Soul... This is a mobile game and is best played with a touchscreen device. It has a great charm and was a welcome change of pace on the show floor as well as teaching you all about bees.



Bee Kind Mobile

NOT all games are about saving the world or blasting bad guys. This indie title sees you try to guide a bee through a garden to find seeds to grow flowers and make food. This is more of an educational tool for kids aged between five and seven, teaching them the importance of a healthy ecosystem. This is a mobile game and is best played with a touchscreen device. It has a great charm and was a welcome change of pace on the show floor as well as teaching you all about bees.



Fist of the North Star: Lost Paradise PS4

THE title is a mouthful, but Fist Of The North Star: Lost Paradise is an action-adventure game based on the long-running manga franchises by Buronson and Tetsuo Hara. You get to play in a post-apocalyptic alternative Earth. There has been a nuclear war and the oceans have dried up. You play as Kenshiro, who is determined to rescue his kidnapped fiancée, Yuria. It all plays out in an epic tale as you travel through the wastelands in the hope of finding her. From the small segments we played, the game is very story heavy and it falls on the very brutal side of the taste-ometer. But that is what it promises — the series is built on over-the-top fighting. It delivers, especially with group battles using devastating attacks.

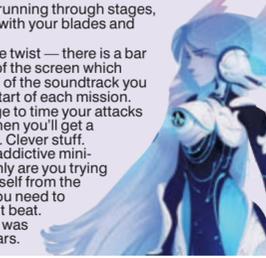


GRIP Xbox One, PS4, Switch and PC

THIS is a throwback to a classic racer called Rollcage. It takes arcade racing and flips it on its head. You drive a buggy that can run in whatever way it is pointing. That opens the game up to some very wild and challenging tracks as you race at breakneck speeds, flipping from the ground to

Soundfall Xbox One, PS4, Switch and PC

SOUNDFALL is a great mix of rhythm magic and hack-and-slash excitement. This was actually one of the surprise successes from the indie section of the show floor. It is a fresh and original idea that offers you a new gaming challenge. You start by running through stages, battling aliens with your blades and guns. But here's the twist — there is a bar at the bottom of the screen which tracks the beat of the soundtrack you picked at the start of each mission. If you manage to time your attacks with the beat then you'll get a damage boost. Clever stuff. It makes an addictive mini-game — not only are you trying to defend yourself from the enemies but you need to do it at the right beat. This challenge was music to our ears.



the roof as you push for the lead. The game also has a healthy arsenal of weapons and power-ups to help you get the upper hand. We tried the Switch version and were impressed by just how well it ran in handheld mode — there was next to no framerate drop.

IT was time for an indie revolution at EGX.

The gaming convention in Birmingham saw the best that the smaller firms had to offer — with a string of games from the wild to the wonderful. Now, we love trumpeting some indie magic, but it did rather point the spotlight on the empty space that was normally filled by the AAA boys. The 11th EGX was a four-day fun fest as crowds of gamers got up close and personal with a real mix of titles. The show boasted over 200 playable games — from the likes of Assassin's Creed Odyssey and Metro Exodus. But more than half of the offerings were in the Rezzed area, where the indie boys were strutting their stuff. Games like Disco Elysium and Phogs were big draws, with Dead End Job by Edinburgh-based Ant Workshop also on show. The firm's Tony Gowland said: "It's been a really good show for us. The game has been getting a great reception as well as a lot of footfall on the show floor. "Saturday was the craziest day as we had so many people playing the game. "It was great to see so many people sitting down playing the game and walking away with a giant smile on their face." The Leftfield Collection was also a zone of discovery. It was home to some of the most interesting titles at the show — games like Kine, Tick Tock: A Tale For Two and Tanglewood. The last one is being developed for the Mega Drive using the same tools and systems that were king in the 90s. And it will get a Mega Drive release so dust off the old consoles. EGX is all about the games — there were a number of dev sessions for games like Hitman 2 and 11-11 Memories Road as well as discussions

on the state of VR at the moment and the future of Battle Royale games.

Our highlight was the Bethesda Community Quiz — and not just because you could win Fallout swag. No, this one was hosted by Aussie funny man John Robertson. He said: "Having loved the indie section, I spent time as a flying cat on Mao Mao Castle and a vengeful goose in Untitled Goose Game. "On the retro games, I beat a 12 year-old at something you've been playing for 25 years. But my highlights of new games had to be Fist Of The North Star: Lost Paradise, and the fact addictive little classics like Stick Fight and Windjammers are heading to the Switch. "I was there to host the Fallout quiz for Bethesda, and Fallout's the best journey to a post-apocalyptic town you can have without actually going to Birmingham." But there was no escaping the AAA-sized elephant in the room. Their absence and the non-appearance of firms like Xbox, EA, Razer, Twitch and Turtle Beach was a real downer. It is hard to fathom why Xbox did not show Forza Horizon 4 so close to the UK launch. It says something when two of the biggest stands were Nintendo and Sega. It was almost retro. Even Nintendo boomed. Why have so much exclusive Switch product and so few consoles? It meant long queues for the likes of Untitled Goose Game and Travis Strikes Again: No More Heroes. Overall, EGX was fun and enjoyable, but the lack of the X factor meant it felt quieter than in the past. Here are STUART CULLEN's highlights...

