



RUMOUR time — PUBG is coming to PlayStation 4. We do know the exclusive Xbox deal is ending, so a PS4 move would make a lot of sense. There is

also a Suicide Squad crossover on the horizon — we clocked the official Twitter account, which posted a video showing Joker or Harley Quinn skins in the game.



GET the date in your Google calendar — GameBlast19 is on the weekend of February 22. GameBlast has raised over £700,000 in the last five years to

help disabled people who miss out on games because they can't use a controller or keyboard. They want to raise £100,000 this year. See gameblast19.org.uk



NEW MUSIC By Jim Gellatly

RETRO VIDEO CLUB WHO: Liam Allison (vocals), Sam McGill (guitar), Michael Ward (bass), Kieran Burt (drums) WHERE: Edinburgh. FOR FANS OF: Catfish & The Bottlemen, Circa Waves, The Vaccines. JIM SAYS: Formed in 2015, Retro Video Club have been bubbling under for a while now.

A string of great singles have paved the way as the band continue to gain momentum. Their latest 3AM is the strongest yet, and their first with Manchester-based Lab Records, who've also helped develop fellow Scots The LaFontaines, Vukovi and Vistas.

Singer Liam Allison said: "We met up with label bosses back in April and had a great chat about where they see the band going and how they could help take it further. We've got more tracks coming in the next few months."

They've played high-profile gigs, not least with Bastille and The Vaccines at DF Concerts' Edinburgh Summer Sessions at Princes Street Gardens in August. The lads have also sold out the Mash House and Liquid Room in their home city, as well as King Tut's in Glasgow.

February's Liquid Room date was a particular highlight. Liam explained: "For years we've seen all our favourite bands there and to sell it out ourselves was our proudest moment to date. Playing to 3,000 people on a beautiful summer's night underneath Edinburgh Castle was also pretty special."

Retro Video Club have just played eight dates, from Bristol to Newcastle, as part of a brilliant triple bill with Sheffield's RedFaces and BlackWaters, from Guildford. One of the cool things about music these days is that it's all so accessible — but you still need to get noticed. Singles Psycho and Chemistry have clocked up combined streams of over a million, and 3AM is gaining major traction.

Liam said: "We've been fortunate enough that the folks at Spotify seem to like it and have included it in some killer playlists such as Walk Like a Badass and The Indie List, which has helped it get to more ears. It's been going down really well live also."

Retro Video Club are set to play three headline Scottish dates next month, again with RedFaces and BlackWaters. The tour resumes at Stereo in Glasgow on December 13, followed by Edinburgh's Liquid Room (Dec 14) and concluding at Tunnels Aberdeen (Dec 15). For indie rock with a real spark, look no further. MORE: retrovideo.club

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

Watch a video of the band at: thescottishsun.co.uk

Lesson in world history

TODAY marks 100 years since the Armistice that ended World War I — and 11-11: Memories Retold is a gaming tribute to one of the most brutal conflicts in history. The collaboration between Digixart and Aardman Animations — in a move away from their usual Wallace And Gromit fare — provokes thought with a moving story and is an excellent way for younger gamers to understand the reality of war and appreciate the complexities.

It is no shooter. In fact, you never hold a gun in the whole game. And, while we all would agree that the people who fought on both sides should be honoured and remembered, this game never glorifies the act of war itself.

You play as a young Canadian photographer called Harry and as a German, Kurt, who has been told his son is missing in action.

Kurt is hell-bent on finding his son — no matter what the cost or where it will take him — while young, idealistic Harry has believed the hype in joining up but soon discovers the brutal reality. The power of the story comes when their paths cross.

The tale isn't based on any real-life events, but it isn't scared to touch on what was happening — and probe what family and friends really mean to you. You find yourself in locations across the war — from Arras and the trenches at Vimy Ridge on the Western Front to the streets of Paris.

This is more of a third person walking sim than a battleground — you will need to solve light puzzles to move the game on or just talk to people. It is inevitably a

11-11: Memories Retold Xbox One, PS4 and PC £24.99

heavy-duty game, but there are lighter moments where you play as a bird or a cat. Both are key to the story and they add an extra layer to the gameplay.

So to the thought-provoking bits. Harry takes photos to send home. Kurt has to write letters to his daughter. Do you sugar-coat everything or tell it like it is?

You'll also find fragments of letters and photos along the way. They unlock interesting collectables that flesh out the real-world side of things like gas masks or tunnel systems.

The story is told with a striking style — like an oil painting come to life and the soundtrack carries a fitting tone to what is happening on screen. The voice acting is also top-notch, with Elijah Wood and Sebastian Koch in the lead roles.

This is a game that dares to turn the spotlight on a truly historic time. It could even teach a younger generation with the heart-wrenching tale. Hard-hitting scenes like dragging a young German's body through No Man's Land or the impact of famine on Germany thanks to blockades can shock you.

But this is a seven-hour tale that should be told. It will live with you long after the credits roll — and it will make you think about 11-11 and what it cost those involved to give us what we have today.

STUART CULLEN



LISTEN up Switch fans — Grim Fandango is coming your way.

The LucasArts classic point-and-click adventure — which was originally released in 1998 — sees you as Manuel 'Manny' Calavera. He's a travel agent in the Land of the Dead trying to sell departed souls a trip toward eternal rest. It sounds a bit weird but then it is the brain-child of Tim Schafer. Many believe it is epic in the genre.

YOU can't beat a freebie. Bungie have made the core Destiny 2 game FREE to download on PC until November 18 on Blizzard's Battle.net to celebrate the first anniversary of its launch.

BATTLEFIELD V hype is hotting up. A trailer has revealed the launch game will have eight maps — including Aerodrome and Twisted Steel as well as the beta ones, Rotterdam and Narvik in Norway.

Then there's the DLC map, Panzer-storm — which comes out two weeks later. Battlefield V is out for deluxe owners on November 15 with standard edition landing five days later.

STUART CULLEN



YEARS ago the Rollcage series thrilled race fans.

Now Caged Element has brought it right up to date with some shiny new clothes.

Grip: Combat Racing blends arcade racing with kart combat. It has all the standard modes you'd expect, but adds an obstacle course where you have to survive an ever-changing track.

It is fair to predict that you'll spend most of your time in the career mode to start with. It's the best way to learn the ropes, customise your ride and attack championships.

It gently adds in new mechanics like speed boost, then offensive and defensive weapons. Where

Grip: Combat Racing Xbox One, PS4, Switch and PC £32.99

Grip differs from other arcade racers in your car can run UPSIDE DOWN. The flip mechanic is a game-changer because, technically, you never have to stop and it paves the way for some really fun tracks.

You can climb walls in tunnels, even race across the roof and, if you flip during a big jump, you just keep rolling without losing speed. It's a fun way to mix things up but you may need some practise and older gamers will feel that classic PS1 Rollcage vibe. It has a chunky

futuristic look from the cities to snowy mountains. The cars look pretty cool and the soundtrack is suitably over the top.

We would have liked it to be less stingy on the unlocks — it should be fast and furious, yet sometimes it takes too long to bag the next reward.

The tracks near the end also become more of a dodge-fest than a high-speed battle for victory.

The game has some rough edges but there is no denying the fun factor both off and online and the modes provide plenty of challenges.

STUART CULLEN



Red Dead Redemption 2

Xbox One and PS4 £49.99 WHEN we look back at 2018 it will be remembered as one of the truly great years in gaming history.

We have already seen the likes of God Of War and Forza Horizon 4 rip up the quality rule book and set the bar stunningly high.

But one title loomed on the skyline and had such a threat and potential that the industry was left quaking in its shoes.

Some firms put releases on hold. Others hit the buffers as they attempted to ramp up the quality. Yet more decided they could not compete and simply opted to look at a 2019 release date. If you don't believe us, just check the planned releases between January and March next year.

The reason? The gaming juggernaut that is Scottish-based Rockstar Games. Their latest tour de force, Red Dead Redemption 2, sent a shot of fear through the whole industry.

This is a defining moment in gaming history. From the way it tells its western tale to the world you explore and the sheer level of detail that has been built into the whole experience — Red Dead 2 is mind-blowing.

Time to admire some truly epic backdrops

The main story is a prequel to the best-selling first game... but you play as Arthur Morgan instead of John Marston.

You are part of the legendary outlaw gang before things went wrong, so you get to pull bank jobs, carry out rescues, have shoot-outs and take part in hold-ups.

We are in Wild West 1899. Dutch Van Der Linde's gang is on the run for a bank job that didn't go to plan and they have escaped up into the snow-covered mountains.

You become Dutch's right-hand man Arthur for a 70-plus hour slice of western fun.

There is a hefty slice of The Hateful Eight at the start, but it works well as a tutorial for you to learn the ropes and the basics of the game without ever feeling forced.

You will need to work through the first few hours before, suddenly, you get given the keys to the party and let loose on the HUGE map. And we mean huge. It is epic.

You can attack main missions or side quests, go hunting to earn cash, play dominos or just get into a good ol' bar brawl — it's up to you.

You can also decide how you make Arthur grow in the world — are you going down the good, the bad or the ugly route as you pick the outcome of most situations?

Do you want the last bandit to escape? Do you want to do something to help the poor? Your actions all have an impact on how you are seen in the world.

Rockstar have crafted a breathing world that has its own pace. It has a leisurely feel as you ride from town to town and that gives you time to admire some truly epic backdrops. You'll see



RED TRIGGERS YOUR INNER GUN-SLINGER

everything from wildlife running free in the woods to coming across people needing help. They often evolve into full-blown side missions so it pays to take your time.

You might expect a lot of open plains but Rockstar have filled the game with a mix of areas from farms to swamps and cities with that new-fangled tech called electricity. You can also marvel at how the developers have built the look — from the mood lighting at night to the way characters look. You can actually grow facial hair in real time and the action of firing and reloading weapons is simply awesome.

They have also mixed in a western-inspired soundtrack that gets better the more you hear it. It is the perfect accompaniment to the outstanding voice acting. Put it all together and it all adds real heart and soul to the game.

There is a host of tasks to complete — like cleaning your gun to stop it from jamming, brewing coffee if you want a drink or taking a bath when you get dirty. They all have

a stunning amount of detail beyond what you would expect with the shooting and horse riding. But even they are pretty special. They play a huge part in the adventure. You have to bond with your horse so that it will stay cool in firefights or come to your rescue when you call it.

Building that bond is just like real life — feed them, pat them, keep them clean and give them a few words of praise. Your horse needs to be your four-legged friend.

It is easy to see why other firms are not keen to go up against Red Dead Redemption 2. Most titles would suffer in comparison and the fight is on for Christmas sales.

This just shows why Rockstar is the benchmark. No studio comes close to the levels of detail they have put into the game. Game Of The Year? This could be Game Of The Generation.

STUART CULLEN



RED Dead Redemption 2 made a staggering \$725million in global sales in just three days on its way to becoming the biggest ever seller on PlayStation Network. That is hugely impressive considering God Of War and Spider-Man were Sony exclusives. But it was not all good news — Red Dead 2 did not out-perform Rockstar's other smash sensation, Grand Theft Auto. GTA V holds that record by breaking the \$1billion barrier in its first three days.

REBELLION'S Battlezone: Gold Edition has hit the Switch.

The reboot of the 1980 arcade game has cockpit motion controls for online and local co-op play as well as ALL the content ever released. We are talking bobbleheads, tank skins and the retro-infused

Classic Mode. The roguelite campaign means no play-through is ever the same. Try single player or drop-in, drop-out co-op for up to four players as you try to get to the volcano.

defeat the Corporation and save humanity — and all on the bus ride home. Out now from £29.99.

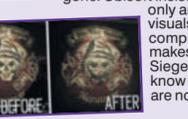


BIG stoosie in Rainbow Six: Siege world. Fans are raging after Ubisoft announced plans to change some game maps.

The tweaks — ahead of the game's release in Asian territories — aim to standardise the look across the globe and make future changes easier... but fans are not impressed.

The Season 4 update will also

change a few icons and some of the artwork surrounding violence, gambling and sex. For example, the melee icon will change from a knife to a fist while all skulls are gone. Ubisoft insist that they will only amend art and visuals and are "not compromising what makes Rainbow Six Siege the game you know today". Fans are not convinced.



TOP 5 GAMES THIS WEEK

- 1 Red Dead Redemption 2
2 Call Of Duty: Black Ops 4
3 FIFA 19
4 Forza Horizon 4
5 Marvel's Spider-Man

BLIZZARD'S annual BlizzCon in the US revealed a full-fat remastering of Warcraft 3.

Warcraft 3: Reforged is an HD overhaul with revamped models, graphics and cinematics and which includes the world editor.

World Of Warcraft Classic is also on its way. It will allow players to take the MMO back to 2003, before all the expansions and changes took hold. In other Bliz-

BLIZZARD SPECIAL REPORT

zard news, Diablo Immortal is a new game... for mobile. It is being co-developed by Chinese developer NetEase. It will be a fully-fledged MMO with six classes including Barbarians, Monks and the Necromancer.

New classes MAY be added in the future.

Overwatch is feeling the cowgirl love as Ashe joins the ranks — complete with a rifle, shotgun and dynamite.

Finally, Hearthstone has a new expansion pack called Rastakhan's Rumble.

