



EXCLUSIVE

by **RACHEL MACPHERSON**

THE lads in Fatherson are revelling in a lightbulb moment that's boosted their confidence.

They have just released *Sum Of All Your Parts* — two years after their last album — but they refuse to call it a fresh start.

The trio from Kilmarnock — Ross Leighton, Greg Walkinshaw and Marc Strain — insist it is more a step forward.

Singer Ross, 25, says: "Fresh start is always meant nicely but it kind of suggests that we f**ked up and had to start again."

"It's more that we've just lifted a veil of insecurity. I don't think we're an entirely new band or going about doing things any differently."

He adds: "We were like 'Why are we second guessing ourselves all the time? Let's just be confident in our decisions'. It's the only way we can make the music we make."

Play loud music

"Fresh start is just a nice way of saying this album is better than the other albums, which we all agree with."

The band started out in 2010 under the name Energy!, but after the release of their first EP, Fatherson was born.

Despite being on the go for eight years, Ross insists the making of *Sum Of All Your Parts* goes back to their roots.

He said: "We spent nine months in an old sh*t building in Ibrox, it was only us and another guy who ran a Cryptocurrency firm. There was no hot water and it was absolutely freezing."

"This album was about us playing music together like we did when we were kids. Some days were great — we got to play loud music in a room and that was our jobs for nine months, which was class."

"Sum Of All Your Parts is the most confident and assured thing we've done because we got to find out what we loved about music again, instead of running the whole rat race and worrying about what people were going to think about it."

Fatherson have played with some massive Scottish bands over the years — from Biffy Clyro and Admiral Fallow to Frightened Rabbit.

But while Ross reveals the big names are still inspirational, he admits he has one gripe about Scottish bands. He explains: "They were the



We thought it's time for a Fatherson moment...

beginnings of our musical education. Scottish music has a way about it. You learn from the music you love. For Scottish bands to have a Scottish sound to them, I think that just comes naturally to people.

"But I always got dead frustrated with seeing and playing with bands who would sound Scottish then go on and sing with weird American accents or English ones."

"Don't get me wrong, it's obviously inspiration from other bands and that's who they were emulating. But when people find their voice it usually becomes a lot better."

But despite their recent success, the lads still can't believe their popularity.

Ross says: "Our Glasgow gig sold-out two and a half months

in advance, and that was before the album even came out. It's going to be an absolute party."

"Someone once told us coming to one of our gigs was like a choir practice, because they got to sing with a room full of strangers."

"We're lucky that way because from the get-go our gigs have been like that."

"I'm really looking forward to it, and now we've got a show the night after at the Alternative Peers Ball in Edinburgh."

"Everyone in that line-up we've been friends with for years, so we're going to have to drag ourselves out of our hangovers to get through that gig, but I reckon it will be awesome as well."

● **Fatherson play The Barrowlands in Glasgow on November 2.**

started to perform them at our gigs to gauge the reaction. They seemed to go down quite well."

Outwith the band Caroline co-hosts the online music platform The CAKE Show with Keith Easton. Marissa models for the world-renowned Model Team agency, featuring in campaigns for the likes of British Airways, John Lewis, Specsavers and Heineken.

The next step for The band is to complete their debut album. They've been working on the tracks with Mark Morrow, who's turned his hand to some of my favourite tracks over the past few years from acts like Indigo Velvet, Vistas, Annie Booth and Mt Doubt.

Marissa says: "There will be more catchy choruses and pop hooks, a few stripped-back, organic-sounding songs, plus a Christmas song which we are releasing as a single."

More: www.theeves.co.uk

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

www.amazingradio.com
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NEW MUSIC

By **Jim Gellatly**

time when the energy just clicked and the songwriting started to flow."

Though only now releasing their first music together, the partnership goes back a couple of years. Marissa, originally from Coatbridge, approached Newtowngrange lass Caroline about a possible collaboration, and they clicked instantly. Within a month they had 10 songs written.

Marissa continues: "We started off writing individually and would share our ideas with each other, then expanding the ideas and concepts behind the tracks. We recorded a few acoustic demos and then

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



THE EVES

WHERE: Edinburgh.

WHO: Caroline Gilmour (vocals/guitar), Marissa Keltie (vocals/piano/flute).

FOR FANS OF: First Aid Kit, The Corrs, The Pierces.

JIM SAYS: New Edinburgh-based duo The Eves are off to a filer with their debut single *Tides*, which came out on Friday. The coming-together of two accomplished solo artists, it's a wonderful introduction. A glistening pop gem with delightful harmonies it sucks you in straight away.

Caroline says: "Tides is a song about connection. The sense of familiarity between two strangers and energy pushing them together towards a central purpose. It was the first song we wrote together and captured the moment in

It's a love try angle

DOVETAIL Games' fishing frolics are proving so much fun that gamers are getting hooked on the real sport.

Titles producer Des O'Connor revealed that growing numbers are using the game as a tutorial then heading off to the riverbank.

He says: "Our gameplay programmer is a great example — before he worked on the game he had never fished but through working on the game he has learned about it and has actually picked it up as a real hobby."

"The game has tutorial videos for the core skills and it is 100 per cent possible to take what you learn from them and transfer the skills into the real world. And the videos are available to watch at any point during the game in case you need a reminder."

But the reverse is also true — with a number of anglers playing the game.

Des adds: "By far the highest percentage of the player base are real-world fishers, but we have had lots of feedback from the community saying that gamers just wanted to see what a fishing game was like."

"We find it is best enjoyed with friends in the multiplayer as you can have tournaments between you to catch the

largest fish. Fishing is the largest participation sport in the UK. More people go fishing than play football and it spans a huge age range."

Dovetail aim to push the boat out with *Fishing Sim World* — thanks to some extra BASS. Des says: "We have taken what the fans really enjoyed about *Euro Fishing* and made it better — so more species and styles of fishing like bass, pike and predator fishing."

"We wanted to take it to the next level so we have added predator fishing on a canal in the UK as well as two big bass lakes in the US — one in Florida and one in upstate New York."

"The Euro lakes are about 24 to 28 acres whereas the bass lakes are 2,500 acres so you'll need a boat to get around."

"There are also 18 species of fish but the team will continue to make free updates which will add new fish to the afterlaunch and you can buy new lake locations."

Des reckons the team have ramped up the levels over *Euro Fishing*. He says: "The game is built in the Unreal engine and the team have worked hard on getting it looking just right — how the water reacts and the transparency. You can now see the fish in the water."

STUART CULLEN

EXCLUSIVE INTERVIEW



BE A LINE KING WITH FISHY FUN



SIM games are usually hardcore — racing cars, flying planes or operating trains.

But there are laidback sim games where you harvest crops or — the ultimate in doing little — become a stone.

Well, Dovetail Games is angling for a new activity — going fishing.

Now we have to admit that we have never thrown a line on a riverbank or fought to land a whopper, so this is a game appreciation more than an assessment of how real the experience is. However, one of my impressions about fishing is realised from the off — you can just cast your line then sit and wait... and wait... and wait.

There are seven locations — from an inner city canal to an epic lake surrounded by forest. But, quite rightly, the fish take the epic crown. There is more choice than a supermarket fish counter — everything from carp to pike. You need the right kit — from rods to bait — and the skillset to get the fish out the water.

But, don't worry, there is a handy tutorial style. There is also a simple or advanced setting to make sure you don't sink without trace. And the more

Fishing Sim World

Xbox One, PS4 and PC £29.99

you play, the deeper it all feels — no puns intended.

It is also quite rewarding when you land a large fish after an epic battle. Once you get the hang of it, there are tournaments for single and multiplayer.

Real-world anglers will recognise a huge range of licensed kit — from lures and rods to boats — so you'll probably find the gear you actually use.

The water and fish look great, but the characters are as stiff as a... dead fish. The music is very easy going, if a little bit like a doctor's waiting room.

The game does lack a proper progression system — most things are unlocked and available to buy when you have enough in-game currency and you can fish all locations.

The biggest challenge is that most people will dismiss *Fishing Sim World* because it is a fishing sim. That is a shame because there is more to it than that. And you don't have to gut your catch.

STUART CULLEN