



EXCLUSIVE
by JOHN DINGWALL

IT will be an emotional homecoming when singer Ian Hunter strides onto the stage at Glasgow's Barrowland venue with his band Mott The Hoople.

The musician, from Hamilton, will be performing the show as part of a UK tour just weeks before his 80th birthday.

Yet 50 years ago, the band nearly called it a day – until David Bowie stepped in.

The members of Ian's group had decided to go their separate ways after failing to make a dent in the pop charts.

When Bowie – who was enjoying fame with the classic album *The Rise & Fall of Ziggy Stardust and The Spiders From Mars* – heard the news, he offered to help them record several of his own songs including the one that would become Mott The Hoople's biggest hit, *All The Young Dudes*.

It marked a change of fortunes for Ian, the son of a Glasgow policeman.

The singer, who now lives in Connecticut, says: "We split up in Switzerland and one of the band members rang David Bowie up and asked him for a gig with The Spiders."

'We learned a lot in the studio'

"David was like, you can't leave Mott. The next thing David was giving us his songs and one of them was *All The Young Dudes*. The rest is history."

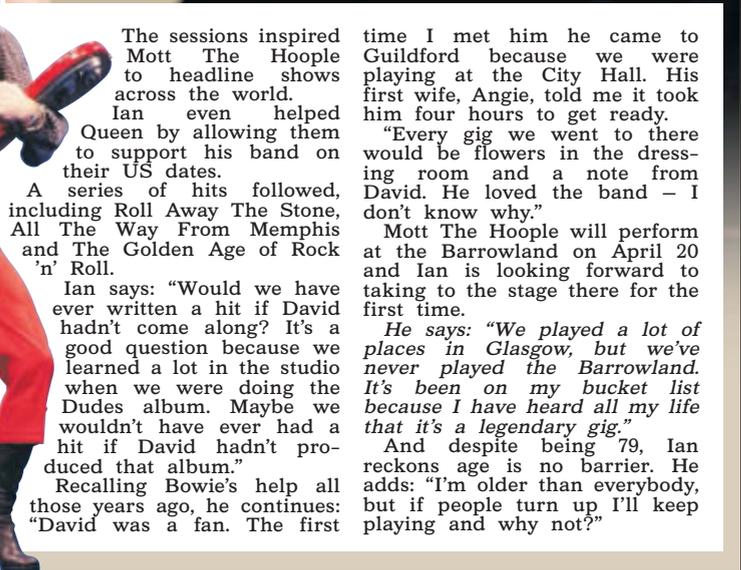
He adds: "David's manager worked for a music publishing company. We went round there and David was sitting on the floor and he played *All The Young Dudes* on an acoustic guitar. He was a huge fan. He also offered us his song *Suffragette City* and quite a few other songs. Until then, it just wasn't happening for us on the radio.

"We hadn't crossed over into the pop market."

Bowie, who died from liver cancer on January 10, 2016, also produced the band's 1972 album *All The Young Dudes*.



We may Mott have been a hit without Bowie



The sessions inspired Mott The Hoople to headline shows across the world.

Ian even helped Queen by allowing them to support his band on their US dates.

A series of hits followed, including *Roll Away The Stone*, *All The Way From Memphis* and *The Golden Age of Rock 'n' Roll*.

Ian says: "Would we have ever written a hit if David hadn't come along? It's a good question because we learned a lot in the studio when we were doing the *Dudes* album. Maybe we wouldn't have ever had a hit if David hadn't produced that album."

Recalling Bowie's help all those years ago, he continues: "David was a fan. The first

time I met him he came to Guildford because we were playing at the City Hall. His first wife, Angie, told me it took him four hours to get ready.

"Every gig we went to there would be flowers in the dressing room and a note from David. He loved the band – I don't know why."

Mott The Hoople will perform at the Barrowland on April 20 and Ian is looking forward to taking to the stage there for the first time.

He says: "We played a lot of places in Glasgow, but we've never played the Barrowland. It's been on my bucket list because I have heard all my life that it's a legendary gig."

And despite being 79, Ian reckons age is no barrier. He adds: "I'm older than everybody, but if people turn up I'll keep playing and why not?"



Pictures by: PTG community

Forza pack's hit the skids

YOUR mission, should you choose to accept it, is to follow the Game Of The Year with a spellbinding DLC.

Fortunately for Forza fans, the Playground Games dev team were up for the fight.

Unfortunately for Forza fans, the size of the task was just too big.

The first Horizon 4 expansion pack, *Fortune Island*, takes the action away from the UK and onto an island that could easily pass as being off the coast of Shetland or Orkney.

It is a stunning location with a real mix of coastal and rural A roads snaking across the island – these are some of the best drifting roads ever seen in a Horizon game. And that is a tick in any Forza fan's box.

Add in a new sky box where the *Aurora Borealis* lights up the night sky, and a storm weather system and Playground have crafted a fun and welcoming new site.

As for gameplay, you don't break something as successful as Forza.

Of course the aim is to race to be crowned champion through a number of race types across the island.

All the usual ones are there, but a few new ones have been thrown in for good measure.

Think point-to-point events where you have to get there to the finish any way you can – and all within a set time.

But therein lies the dilemma. If you're a fan then you'll have done all this before – many times across the series. There is nothing that will blow your mind.

The best chance is the new treasure hunt system where there are 10 hidden chests, each containing a cool million credits.

You simply have to solve a riddle by

Forza Horizon 4: Fortune Island
Xbox One and PC £15.99

doing something in the world like setting a drift goal or a jump in a certain car and then you'll be shown an area where the loot can be found.

It's a fun addition to the game and walking away with 10million credits at the end is a great way to help unlock core content as well buying castles or certain high-end rides.

You'll also get a few new cars for the treasure hunts, in addition to the fleet that comes with the expansion pack.

They include an interesting mix of off-road monsters and full-on hypercars such as the 2002 Koenigsegg CC8S and Ram 1500 Rebel TRX Concept.

There is a lot to like about *Fortune Island*, but there is a real feeling of "been there, done that" at times – especially if you put time into the past titles' expansion, *Storm Island*. It is just more of the same, which is great in one way, but it never really goes anywhere.

After *Horizon 3's* mind-blowing *Hot Wheels* expansion, fans were eager to see where the new game would go.

Hopes and expectations were high.

Instead of hitting it out the park, it seems that Playground have played it safe. Newcomers will have a ball and enjoy every minute, but long-term fans will suffer those déjà vu moments and will ultimately feel a bit short-changed.

Yes, there are new elements but the shine soon fades after you bag your new riches. Unless you're a drift nut, your time here may be limited.

That said, *Fortune Island* is a perfect weekend break. Just don't go house hunting there.

★★★
STUART CULLEN



THE DAZED DIGITAL AGE

WHO: Gogo McKerrrow (vocals/synthesizer), Martin Gowans (electronics/rhythm), Daniel Buchegger (guitar/vocals).

WHERE: Inverness.

FOR FANS OF: Depeche Mode, Nine Inch Nails, LCD Soundsystem.

JIM SAYS: The Dazed Digital Age are the latest in a long line of acts that blur the boundaries between rock and electronic music. They have backgrounds in both. Frontman Gogo also treads the boards with indie rockers Lional, while Martin made his name as DJ and producer Polymath.

Gogo said: "Gowans and I have been good friends for a while. We would often discuss getting together and making some tunes but never imagined playing in a band together. It finally did come about early last year, with our first show in March. I'd realised it would be great to have a guitar element to the band and I knew Dan from school." The DDA got off to a flyer with debut track *IV*. They've got a lot more music floating around but took the decision to concentrate on the one song to get the ball rolling.



NEW MUSIC
By Jim Gellatly

Gowans and we developed it in rehearsals. The vocals and guitar were recorded at IMOUT Studios in Inverness. We then brought everything together in Gowans' home studio. Out of all the songs we have written and played live it seemed to get the best reaction, so it was logical to make it the first single." *IV's* got a great 80s synth pop feel with a bit of a Human League vibe. If the rest of the material is as good, The DDA have a very bright future.

Live performances have been rare so far, but they showcased at XpoNorth last year and played their first festival at Belladrum. Their next appearance is with Edinburgh hot tips *Man Of Moon* at The Tooth & Claw in Inverness on March 1.

MORE: facebook.com/dazeddigitalage

● 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

