



INSOMNIAC Games have released TWO new suits for Marvel's Spider-Man. The Upgraded Suit and Stealth Suit are inspired by Spider-Man's

latest big screen outing, Far From Home. And the best bit is that you don't have to pay a penny to download them.



KONAMI have agreed a deal for Manchester United to appear in PES 2020 and future games. The news comes as Konami's contract with Champions League

winners Liverpool was terminated. So no Liverpool in official PES eSports competitions just now but you can still use the Reds in PES 2019.

Rapt by Raptor at Goodwood

PAINT master Stuart Baird is no stranger to stunning liveries in Forza. He even brought one design to life with a Gamescom-winning Ford Focus RS.

But seeing his design on a Ford Ranger Raptor at the Goodwood Festival of Speed is a new high.

He told STUART CULLEN: "I was contacted by Turn 10, asking if I'd be interested in designing a livery for Ford. Of course, I said yes."

"I was happy the design was for the new Ford Ranger Raptor, but I would be happy with any car because getting a virtual livery onto a real car is a big deal — whatever the car."

"When my livery was put on the Focus RS at Gamescom, I won that through a contest. This time it was different — I was working for Ford."

It was a tight deadline, but the effort was worth it. Stuart said: "Having the PTG logo on the Raptor was awesome. The fact that it was at Goodwood leaves me beyond words. Goodwood is like automotive Mecca."



IN THE DIRT

IN THE GAME

FUN ON THE HORIZON



THE Horizon 4 fun doesn't stop with the Lego Speed Champion expansion. You're now getting a beefy FREE Top Gear upgrade. The Track-Tor is in there along with show presenter Chris Harris voicing a new Horizon Story based around the show. You can unlock The Stig's race suit and a few other goodies too.

Pictures by: PTG Team

PLAYGROUND Games took fans by storm when they teamed up with Hot Wheels for a Horizon 3 DLC.

That raised the bar and expectations for Horizon 4 — especially after the lukewarm reception for Fortune Island.

But no one anticipated a link-up with Lego to combine the much-loved construction bricks with high-speed arcade racing.

The Lego Speed Champions expansion adds about 15-20 hours of gameplay. The story sees you head to the new Lego Island and its utter nonsense. You are there to prove the Lego festival is real or something, but it is of no value to the overall experience.

The island is wonderful — a place filled with detail. It is broken up into areas themed around original Lego sets, so there are pirates on the beaches and a UFO crash site. It's all good fun, but it is strange that none of the Lego-

Forza Horizon 4: Lego Speed Champions

Xbox One and PC £15.99

licenced properties are there — like Star Wars or Marvel. We get a Horizon first — an actual race track. It is made of Lego so it isn't quite Silverstone or Nurburgring, but it's fun.

When you land on the island your aim is to become the Lego Speed Champion. That's standard Horizon fare but, in a neat twist, as you go through the ranks you unlock bits for your Lego house.

There is a healthy array of challenges all based on Horizon core skills — winning races or doing stunts. The more interesting ones have unguided point-to-point races or having to smash stunt up to do tasks. Again, it is pure fun.

A big expectation was being able to drive Lego cars — but you only get three. That's a shame when you think that the

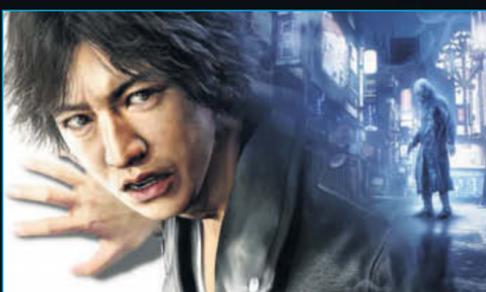
Lego Speed Champion toy series has everything from Ford to Porsche and Bugatti. In fairness, the three are a 1967 Mini Cooper S, Ferrari F40 and the McLaren Senna. All have to be built in perfect blocky goodness and they make you smile.

The developers have kept the core Horizon look but you can smash 70 per cent of things into hundreds of little bricks. That never gets old.

This is also the first Horizon expansion to add a radio station but it plays Everything is Awesome — from the Lego Movie — on constant loop.

This is a winner — the Horizon we know and love and the fun Lego world. The challenge system and the island are brilliant fun. It may not be for grown-up sim racers, but they are the ones missing out.

STUART CULLEN



Yagumi role has Greg expectation

YOU may not know the name, but the odds are that you've played a game or watched a film where Greg Chun has voiced a character. Now the Los Angeles-based actor voices Takayuki Yagami in Judgment — the Yakuza spin-off. He was determined to keep the flavour real to the series. He told STUART CULLEN: "Any time you're working on an IP that has a loyal following and you're going to be doing something that sort of piggy backs that, there is a lot of pressure and expectation but the best thing to do was not to stress about it because it's not going to help my performance."

As voice actors we feel that is something we try to do with every performance we do, but it was especially important with this one because of all of the preconceived notions around the game."

Greg is delighted the fans seem to have taken Yagami to heart. He added: "I am pleased to say, for the most part, I feel like it has been pretty glowing and I couldn't be happier. The reason we do this job is for the fans to enjoy the game and have a good time."

"As a gamer myself, I know the importance of feeling connected to the characters and voice acting is a big part of that so I am really thankful people are enjoying it. And people have said I fit Yagami and that's all you can really ask for."

The result has been a win-win for Greg and the game, but he admits he tried out for some of the other roles.

He said: "There were auditions that went through my agent. We didn't know what the game was at first — we were just sent the auditions and there were about 10 different characters at first."

"I auditioned for Kyohji, Ryuzo and Shinpei. I auditioned for everyone. How did I get the role? Well, I did the auditions and through the gods and good nature of the team, they picked me."

"It's funny hearing what I did for the other characters compared to how they actually sound. I sound nothing like the people who ended up being cast in the roles."

Once he got the Yagami role, he found a great script. He added: "Most of it is planned. Scott Strichart and Dan Sunstrum on the localisation team put together a great script from the original."

"Then we worked in the studio — myself, Scott and Dan and Keith Arem, the director/producer. If a line isn't working for some reason or it's not really matching up with the character's mouth movements then we can massage it a little to help it out but, for the most part, it's very well-scripted."

Greg was also helped by having the Japanese version close to hand. He said: "We wanted to stay close to the original spirit of the game and the performances. So having the Japanese preview and then following with my English version is very, very helpful."

"I do have to be careful not to take too many technical elements from the Japanese reading, like the pacing and pitch. You are after emotion so once you distill what you can from the Japanese line, you need to put that emotion through your body and your character and be consistent throughout the game."



EXCLUSIVE INTERVIEW



JUDGMENT DAY RULES

THERE is always a danger that spin-offs can't match the highs of the original that inspired them.

But Ryu Ga Gotoku Studio hope to buck that trend with their Judgment instalment in the Yakuza series.

The timing is good — the series is already a huge hit in the East and is really starting to pick up in the West and break away from its cult classic tag.

You play as Takayuki Yagami, a lawyer who becomes a private detective in Kamurocho — a favourite city in the Yakuza game.

Yagami has to investigate a serial murderer who is eliminating high-level gangsters. A big part of the tale is the bond you form with Yagami. He is grounded and likeable and he's backed up by a solid cast in a classic Yakuza way.

It is worth noting that Kamurocho and a handful of cameos are the only real links to Yakuza, so you can play Judgment without knowing a lot about the series.

It's also good that there is a full English dub which helps newcomers get into the swing of things.

The action is in the main cases but there are side missions where you can use a number of tricks in your detective bag to help

Judgment PS4 £41.99

the cause. They help to keep things fresh but less cool are the tailing missions. In fact, they are a bit of a bore.

Across the 30 or so hours you'll spend as Yagami you get to the bottom of a good few cases and find out just how Kamurocho ticks.

However, you never feel like you are making the choices, or finding your own path. That is a bit of a shame because it means you are mostly just following a trail of breadcrumbs.

Another big part of the game is the fighting. It is very similar to that seen in the Yakuza series — where you can switch between two different styles.

The Crane is perfect for taking on groups of thugs while the Tiger is the one to pick if you face a one-to-one battle.

And just like its Yakuza cousin, the fighting is fast, fluid and fun, though Yagami has a few tricks up his sleeve. He is very fast on his feet so he can do jumps and run up walls to help him get the upper hand in a brawl.

You will have to be smart in the fights because some

enemies really pack a punch and can rip your health bar apart with special moves called mortal wounds.

Away from the detective work, the Yakuza world includes tonnes of fun and addictive mini-games, from pinball machines to heading to the local arcade to play some classic Sega titles, throwing a few darts or heading to the batting cages... and that's just the stuff at the start of the game.

You can spend an awfully long time being distracted, but we really wanted karaoke. There was no karaoke. Sad face.

The look is simply stunning at times — the city streets and the characters have a fine polish. The sound is handled well with some excellent English voice acting. That said, there are a few lip sync issues but they do not occur often enough to grate.

And, if you want the full-on Japanese experience, you can switch the audio and have English subtitles.

Judgment has a strong tale and an amazing world that is full of things to do. It will give newcomers a taste of the Yakuza thrills without ever feeling like they have been dropped in at the deep end.

It's also a strong enough game to stand alongside the best in the Yakuza series — and stand on its own.

STUART CULLEN



THE new Cuphead DLC — The Delicious Last Course — has been put on hold until next year. It will feature new bosses, charms and a playable character, Ms Chalice, when it finally arrives. But it's not all bad news. Studio MDHR have also announced

Cuphead will be getting a cartoon series. Netflix have picked up the rights for an animated series and will see Emmy and Annie award-winning Dave Wasson at the helm. He was director on Disney's Mickey Mouse Shorts series.

WE have a cool Bossa Studios will follow Surgeon Simulator and I Am Bread with... Pigeon Simulator. Bossa Studios promise the full pigeon experience. No release date yet.

THE rumours are true — Nintendo is bringing out an update called the Switch Lite. The new version of the hit console is solely focused on portable play so it can't be docked with a TV, and it has fixed Joy-cons so you can't remove them to play. That means a few of the Joy-con features have been dropped, but Nintendo insist the move allows the Lite to be slimmer, lighter and offers slightly better battery life than the original. The Switch Lite will launch with three colour schemes — yellow, grey and turquoise. If you're a huge Pokémon fan there is a special edition on the way. It won't land until after the main launch, although you may not have to wait too long. The Switch Lite will be available on September 20 and you can pre-order now for £199.99. Time for you to start saving the pennies.

BAD news spoiler — Double Fine is delaying Psychonauts 2 until next year so that the team has more time to polish the final game. And, despite being acquired by Microsoft, it will still be on PS4.

THE inaugural DeveloP:Star Awards took place at the Hilton Brighton Metropole. The big winners were Sumo Digital who picked up Best Digital, Hello Games co-founder Sean Murray won the first DeveloP:Star Award.

took the Publishing Star prize. Team 17 nailed Game Of The Year with Overcooked 2 and Forza Horizon 4 won Best Visual Art and Best Use of an Engine. Hello Games co-founder Sean Murray won the first DeveloP:Star Award.

DEVOLVER Digital's remastered Metal Wolf Chaos XD is out on August 6. The General Arcade creation sees you as US President Michael Wilson as he defends the nation against a full-scale rebellion led by Vice-President Richard Hawk and his mechanised legions. And Donald Trump thinks he's got it hard? You have to fight in

advanced mechs across iconic landscapes including the Brooklyn Bridge, the Grand Canyon and the front steps of the White House. The game — which originally was exclusive to the Xbox and only available in Japan — will see updates including visual fidelity, refined controls and gameplay, a new save system and 4K + 16:9 support for modern displays.

MORE: fraserclean.co.uk Fraser features on Jim's latest New Music podcast at jimgellatly.com Watch a video of Fraser at: thescottishsun.co.uk



NEW MUSIC By Jim Gellatly

FRASER McLEAN

WHERE: Bathgate, West Lothian. FOR FANS OF: Ed Sheeran, Lewis Capaldi, Charlie Puth.

JIM SAYS: Fraser was just 15 when I saw him last year at the Party In The Park community festival in Bathgate.

He was just starting to find his feet with electronics at the time, shifting from guitar and vocals to dabble with other instrumentation.

The results were impressive as he layered the sound with his loop pedal. Now 16, Fraser started playing piano when he was eight and guitar when he was 10.

He's from a musical family. His elder brother, Cameron is in the exciting indie rock duo Pyro, while dad Stuart is a well-known performer on the local circuit.

He revealed: "Dad has played the pub and club scene for as long as I can remember. Because of him I've grown up around music and had the opportunities that some other people haven't."

"I started doing open mics and crashing my dad's gigs playing guitar and singing some of the songs I had written."

"I've known Stuart for a while, but he never really pushed Fraser on me. To his credit he's let his son develop his talent. Fraser explained: "My dad has never taught me to play any instruments, but both my mum and dad have always encouraged me by sending me for lessons from a very early age. He says his biggest problem with me is getting me to stop practising and go to bed."

"My brother has helped me massively. Although he's a techy side he is also very good at the music side of the music. He's encouraged me to develop my set-up to be as simple as possible for the best sound."

The Bathgate Academy pupil is part of the Music Plus mentoring scheme run by the Scottish Music Centre with support from Creative Scotland's Youth Music Initiative.

The programme gives participants aged 14-19 one-to-one experience with music industry professionals across a range of roles in the business.

It's an incredible opportunity for young people hoping to make a career out of music. Fraser has now released three singles. Last year's Complicated and That Night were recently followed by his strongest track yet, We're Done.

The progression is clear as Fraser starts to develop his style, creating accomplished, edgy pop. He continued: "I started adding in a loop pedal as I was influenced in the early stages by Ed Sheeran. I've then developed my sound into more of an electronic vibe using samples and synths leaning on my piano background. I have a lot going on with technology in my set. I have a part-time job and all the money I earn goes on music technology."

Catch Fraser at the Doune The Rabbit Hole festival at Cardross Estate in Stirlingshire next weekend. Next month he'll play an acoustic set on the Free Range Folk Stage at the Belladrum Festival, and he's set to appear at Live At Troon's under-18s mini festival at Troon Concert Hall.

MORE: fraserclean.co.uk Fraser features on Jim's latest New Music podcast at jimgellatly.com