



TREAT time for Mega Man fans — the gaming legend is to get his own six-disc soundtrack compilation. The Laced Records mix is titled Mega Man 1-11: The Collection and will

feature 152 tracks over 30 years of game releases. Each sleeve has some neat art work. Pre-order now for £90 just ahead of its launch in December.

STARBREEZE Studios finally hope to nail Payday 3, but it won't land until the 2022/2023 financial year. The studio has been hit by the failed launch of Overkill's

The Walking Dead on Steam and CEO Bo Andersson quitting. Payday 3 was first on the cards in 2017, but the studio hopes to sort out a publishing agreement early in 2020.



NEW MUSIC By Jim Gellatly

CODY FEECHAN

WHERE: Methil, Fife. FOR FANS OF: KT Tunstall, Texas, Stevie Nicks.

JIM SAYS: Cody Feechan's blend of rock and pop has drawn comparisons with fellow Fifer KT Tunstall.

She's been on my radar since last year's debut single Manhattan Sky. Inspired by a trip to New York it was a great introduction to her talent.

Her next release Stepping Stones really brought out her voice. Cody's husky vocals and Scots lilt are at the forefront of the moving ballad. It's no surprise that she cites Janis Joplin as an influence.

She said: "Her vocals were absolutely mind-blowing. I love the coarseness to her voice."

Brought up in a musical family, her mum introduced her to Joplin. Her dad played with local punk band Patrol and first taught her to play guitar.

She said: "I have had a passion for music my whole life. I started writing my own songs when I was in my early teens but started to take the songwriting more seriously when I was about 16 years old."

Despite the early start, live performances didn't come until later for the 26-year-old.

Cody explained: "I had always wanted to do gigs, but I never had the confidence to do so. When I was around 20, I got the push that I needed and played my first acoustic set. I was so nervous, but I loved every second of it. Since then I have been gigging."

More recently she's started playing with a full band, bringing a different dynamic to her songs.

She continued: "My music has developed massively. I think that when you mature as a person and go through certain experiences then your lyrics become more real. I tend to go through stages of writing songs constantly and then I go through quiet spells where I don't play as much."

Her third single Satisfaction came out last month. It's a powerful and reflective number.

Cody said: "It's basically about being in a situation where you love someone or have a lot of strong feelings towards them, but they don't have the same feelings towards you. It then describes the feeling of 'satisfaction' you get when the tables have turned."

Cody, who recently won radio station Kingdom FM's Home Grown Talent award, currently balances music with her job as a mental health nurse.

She told me: "I have recently started working within the addictions services helping those with drug and alcohol addictions. It is such a rewarding job being able to help people in their time of need. Emotions can be very high in this kind of work and music is a good way of coping with these emotions."

Cody supports tribute band Definitely Oasis at Edinburgh's Liquid Room on Saturday, November 30. More: www.facebook.com/CodyFeechanMusic

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

www.amazingradio.com www.jimgellatly.com

PIC: Sean DeFrancesco Watch a video of Cody at thescottishsun.co.uk



'The digital Alonso is a very big challenge'

RACING legend Fernando Alonso reckons Grid can make you a proper driver.

The two-time F1 world champ has been very hands-on with the new game and has pushed for the "real" experience.

But we have found that Fernando telling you how it is done and you doing it with any great success are two different things.

Even more so when Fernando does and you are happy just to watch.

There is a reason why Fernando is one of the best. He is quick in anything that he drives and has the confidence of a world champion when he walks into the room.

We got to experience the full Alonso aura in Madrid, where he revealed how Codemasters pulled off such a coup. The Spaniard has fully embraced gaming — even setting up his own eSports team.

He said: "It was a decision that was straightforward for me as I've been a big fan of the series for many years and it's probably the only game on the market where you can combine the feel of arcade racing with pro sim racing."

That access to different people and gamers was very attractive to me and was the main reason I joined the project.

Codemasters made sure they got as much from the partnership as they could, but, typically, he reckons he was the winner.

He said: "I think I put most pressure on the level of difficulty of the other racers you'll face in the game."

"Even if you start last you'll need to find a way to use a different style of driving and approach — which is what we find when we drive the real thing. Normally, in the games, you have a group of cars in a line and braking at the same points. After a few races with the game you learn that, on that corner, they will brake there so you start to overtake them all at the same point."

"That's something we wanted to avoid in Grid so there are over 400 different named drivers and all 400 have their own skill levels and different levels when it comes to overtaking and overall factors when it comes to driving."

"Some will be good on high-speed corners or good on braking. That was probably the main input I had. I gave the team examples of how real racers would race."

The development team responded by building a digital Fernando for the ultimate test.

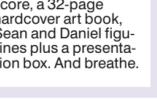
different disciplines can have value to my overall career but the Treble Crown is the ultimate goal for me as they are the three most-important races in motorsport."

However, the Spaniard admits his cojones may not be big enough for one motorsport discipline — MotoGP. He laughed: "I did try once in Motegi when I was with Honda and I got to ride Dani Pedrosa's Honda along with Marc Marquez. I did about four laps and after that I understood I wasn't good at bikes."

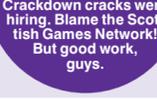
"It is truly scary. You need the special talents you only get by growing up in that environment. For me to start now, at the age I am, there is no way. I am crazy but not that crazy."

STUART CULLEN

DONTNOD'S episodic tale Life Is Strange 2 reaches its finale this December with the release of the fifth instalment. But publisher Square Enix has revealed the game will get TWO boxed editions that will also land on December 3. The standard edition will be £34.99



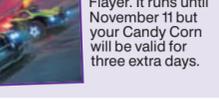
SCOTS firm Ruffian Games is working with Rocketcar on new titles. The news broke as it was revealed the Crackdown cracks were hiring. Blame the Scottish Games Network! But good work, guys.



ROCKET League's annual Haunted Hallows event has begun. It sees players battling it out on the pitch to earn Candy Corn, which can be used in the seasonal store to unlock autumn-inspired items. This year Psyonix have



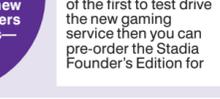
teamed up with Netflix so everything has a Stranger Things vibe. The Farmstead arena has had an Upside Down makeover, including blood-red skies and the Mind Flayer. It runs until November 11 but your Candy Corn will be valid for three extra days.



BIG free DLC update time for Warroo. Double Trouble is designed for co-op, with a new story campaign. Three new Outlaw Commanders and two new units — Thieves and Riflemen.



MARK the date in your diary — Google will be entering the world of gaming with Stadia on November 19 when the new service goes live at 5pm. If you want to be one of the first to test drive the new gaming service then you can pre-order the Stadia Founder's Edition for



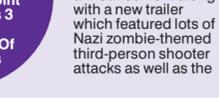
£119. That will bag you a Chromecast Ultra for 4K and HDR Streaming, a limited-edition Night Blue controller and a three-month subscription to Stadia Pro for both you and a friend. There is no word on which regions will get the service, so we are really hoping it is worldwide.



TOP 5 GAMES THIS WEEK 1 FIFA 20 2 Tom Clancy's Ghost Recon Breakpoint 3 Borderlands 3 4 Gears 5 5 The Legend of Zelda: Link's Awakening



A GLUT of Zombie Army 4: Dead War details have just spilled out with the headline news being that the game will hit stores on February 4. Developer Rebellion dropped the announcement along with a new trailer which featured lots of Nazi zombie-themed third-person shooter attacks as well as the



revelation that you'll be fighting a huge zombie shark as well. Oh, and there's a Collector's Edition in the pipeline that comes with lots of goodies including a steel book case, an art book, a bit of cool DLC and a fancy box to keep it all in. There's also a 10in model of the zombie shark. You're going to need a bigger box.



TIME FOR A FAST

CODEMASTERS have been living life in the fast lane in 2019 — with the brutally hard DIRT 2.0 and the rock-solid F1 2019 revving up hearts across the globe.

Now the Brits are back with an eagerly-awaited return for Grid. The original announcement was greeted with a sense of foreboding that another tough cookie was on the way.

But Codemasters have gone down a more arcade route and provided a really welcome change of pace.

If you're a series fan then you'll welcome the first instalment for five years. No doubt you also tried your hand at it when it started life as the TOCA series on the PS1 before a few name changes stopped at Grid.

But Codemasters aren't known as the masters of racers for nothing.

The firm have given this reboot their full attention as they have created a fast and frantic racer that will hook you in and keep hold of you.

Right out the box Grid has a simple philosophy — you have career mode and online. That's it. Well, it is unless you unleash the free play where you can just race your own custom racers for fun.

Career mode has a tale that is wafer thin — and that's being nice. If you are expecting an automotive drama between racers — a la F1 2019 — then you will be disappointed.

The tale sees you trying to break into the World Series and then win it. But, beyond a bit of pre-race chat between the commentators that you can skip and a cut scene at the beginning and the end, that's your story, folks.

However, what the career does is throw you the keys to a true selection box of horsepower-fuelled racing machines broken up into classes such as Tuner, Tourer and Stock and each offers different types of racing.

One minute you can be rubbing the wall in a stock car and the next you are hitting the apex in an open-top pocket rocket.

It's that variety that brings Grid to life. You're never bogged down by having to grind races in a set class to move forward.

And when it comes to the cars there is a beefy garage on show — from the likes of the Ford Focus and VW GTI to Chevrolet Camaros and Ford Mustangs all the way up to prototype racers. So, race fans, there will be something to float your boat.

But while the options for races and cars are healthy and plentiful, the track choices are a bit of a missed opportunity. There is only a handful of locations — 13 that are then cut into 80 layouts.

You'll burn them through in no time and soon know them like the back of your hand. Codemasters insist more are on the way and that

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they will be FREE. Another big element is the racing craft system. Put simply, the way you race affects the racers around you. If you race dirty then you'll make a nemesis. You can have up to five gunning for you in one race if the red mist descends and they are pretty ruthless. They'll nudge, barge and ram you every chance they get.

That is a great idea because it does encourage you to race clean, but it is unfortunate that the nemesis resets after each event. It would have been fun for a rival to be hounding you for a whole championship — especially if that rivalry was created by you.

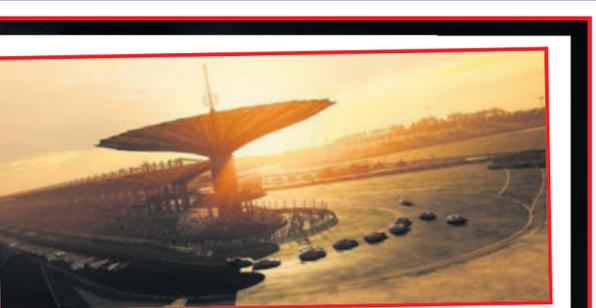
But you're not alone. You have an AI teammate who tries his best but never really has much impact. You might want to hire a new one to freshen things up.

The online side is well-handled and is mostly a smooth affair as you can race your mates or the world's best.

Codemasters have served up a visual treat, especially when you are going full-blast through a rain-soaked Shanghai bathed in a neon glow from the buildings as the night sky bursts into colour with fireworks.

But a dull, dreich day at Silverstone is just dull. We loved the change of pace in Grid. It is fun and carries the arcade vibe. Strap yourself in, it's a hell of a drive.

STUART CULLEN



'We can give it the kick-start we want'

SENIOR designer Mike Moreton was one of the driving forces in bringing Grid back to the . . . err . . . grid.

The Codemasters ace admits he was a mega fan right back to the early TOCA days on the PS1.

And he couldn't wait to get started once the lights went out on the comeback after a five-year gap from Grid Autosport.

He said: "We think it was the right time as Grid has been away for quite a long period of time now. It's a series we are all very passionate about at Codemasters as we all love motorsport and we love the variety that Grid can offer."

"We just felt now is the right time to bring it back because we have the ability to give it the kick-start that we really want."

Codemasters are known for being the racing game kings, and Mike, pictured above with STUART CULLEN, reckons Grid is the perfect tribute to the sport.

He added: "For us Grid is really a love letter to motorsport. Each member of the team has a favourite but they are broadly categorised into areas like Stock, Tuner and Tourer. Then we also have Fernando Alonso involved so we have taken his multi-discipline career and keep that in the game."

It takes strands of the career and works them together and we have the real estoterica — or specialised — events that we have kept as invitational events. They are races that don't quite fit into the categories and are more standalones."

Mike revealed the whole process was like letting a kid loose in a sweet shop especially when it came to naming down before we started growing other areas.

He said: "I think we have done really well with the spread of manufacturers as we have Ferrari, Porsche and Ford. We also have more purpose-built race cars like the Formula Jedi and the prototype cars."

"Instead of going down the Le Mans prototype route, we went for Daytona Prototypes with Acura and Cadillac. Everyone has a favourite car so we have tried to represent as many as we can."

Now that the main development work is done, Mike reckons the biggest role is to support a community that will decide the game's legacy.

He is proud of the efforts the team has put into Grid's post-launch support. He

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