## **Sunday** GAMES & MUSIC 👺



the EA Access service are meant to be given 10 hours of early access to all new EA games.

The company said the move was to d free trial offer. Subscribers of "reduce risk of spoilers".



HIDEO Kojima's Death Stranding has finally been released but the pre-launch buzz hasn't really paid off. The PS4 timed exclusive only entered the UK boxed games chart in second place behind Call of Duty: Modern Warfare.

Death Stranding also sits behind Days Gone as the second biggest PS-published game of 2019.

monarch is Bethesda's Fallout series and the young pretender is idian Entertainment's The Outer

best Fallout game in the series – New Vegas — so it's safe to see they know what they're are doing.

And The Outer World is a powerful challenge. It is very much a Fallout game that fans have been crying out

with that series.
You fill the boots of a human ice pole frozen in stasis aboard a for-gotten ship along with a few thou-

That is until a mad scientist pops you out to defrost and tasks you wit finding the kit he needs to wake up the rest of the ship's crew.

based on your decisions.

This has an impact on how the game will play out, Depending on what you do and what you say you may get extra quests or you máy

key moments are sign-posted so you'll never really know.

real spin on the people you'll



## A NEW KING

Xbox One, PS4, Switch and PC £44.99 encounter, as some are true company men while others are more

ree-thinking.
Gameplay-wise you can
recruit companions to join you
on your adventures and help you out in a pinch. The game has a healthy amount of combat which you can attack howfirearms or level your stats up and talk your way out of trouble.

A healthy upgrade tree lets you really build your own character to your own taste. Plus there are ranyou'll pick up along the way but these are based on how you're playing. If a firefight breaks out, things are handled well and you

have the power to slow time down a little — like the V.A.T system in Fallout.

The Outer Worlds is a vast

title that is very easy to get lost in and is packed with lore to help build the universe. It will scratch that Fallout itch and more with its depth of characters and interesting nev

worlds. The king is dead. Long live \*\*\*\*\*
STUART CULLEN



## Rough but role with it

SOMETIMES you find a real diamond in the rough that nails most of the main points to make it a great game... but just ends up falling short on the level of polish and overall quality you would be honing for

noping for.
French studio Spider's latest game GreedFall very much falls into this camp with its blend of Dragon Age and Witcher-style gameplay which makes for an epic RPG to get lost in.

You'll easily sink 60 hours into this beast of a tale that combines a realistic historical feeling with a very heathy dash of fantage creating a talk compelling.

of fantasy, creating a truly compelling

world to explore.

Built around doing quests and playing a number of different factions against each other. GreedFall really tries to tackle some weighty issues that you wouldn't expect and it will throw up a few Xbox One, PS4 and PC £44.99

moral conundrums along the way. And for the most part, the quests (yes, even the side ones) are well-written and can also be attacked in a number of ways. You could just simply go in blade swinging or you could take more of a stealth approach, with more interesting angles of attack opening up to you if you take your time to look around

And how you have spent your upgrade points has an impact on every outcome of the gameplay.
It adds a real weight to how you'll build your character, as well as a real value to

upgrading. But fear not as you can also re-roll

your skills during the game at any time. Combat-wise things are a little bit stiff, although you can plan your moves

using the tactical pause menu to give you a bit of time to work things out. On the downside there are a few glitches and bugs you'll see along the way — such as lipsynching and textures not popping plus some typos in the subtitles which show that aforementioned lack of polish that holds the game back a little.

GreedFall does feel at times like it's picking up the sabre from the once-great Bioware games Mass Effect and Dragon Age. If you have been hungry for a beefy hit of Western RPG action it'll deliver but you'll need to overlook a few rough edges.

STUART CULLEN

SURGE





WHERE: Glasgow. FOR FANS OF: Amy Winehouse

Adele, Alicia Keys.

JIM SAYS: I had my first glimpse of the rebranded Kitti last month at Many Studios in Glasgow's East End for the Tenement Trail all-dayer. I'd previously been enchanted by Old Ones, her first single as Kitty a

couple of years ago.

Before that she went under her real name Katie Dovle. I found loads

of artists called Kitty online, so the name change makes sense. Kitti said: "I found a Facebook page entitled 'Kitty' for a Norwegian

screamo band, so I thought I'd be really careful this time around.
"We started all over again. I erased the past 'Katie' and 'Kitty'. That left me with a fresh slate to

become my true authentic self that I feel like I've finally found."

With her enthralling blend of gritty soul and jazz, the Tenement Trail appearance was proof that the 23-year-old is finally set to make a breakthrough

have plaved in bands since the age of 15 so I've had plenty good times, but Many Studios was definitely a highlight as Kitti. I was finally able to play these new songs that I've beer working on for around a year and see them enjoyed by an audience."
Comparisons with Amy Wine

to accept, though she wasn't reall aware of Winehouse until news of

her death in 2011.

She told me: "It's almost impossible to avoid being compared to artists that have the smallest twinkle of resemblance to yourself. I think people associate me to Amy Winehouse as there's this gap right now for an artist heavily influenced by old jazz

and soul. It's understandable She says she's flattered but would rather be recognised for being her self. It is a lazy but convenient comparison. I imagined chin-stroking jazzers dismissing her as "too pop"

but she's a regular at The Blue Arrow jazz club in Glasgow. She said "I didn't go to the Conservatoire or study jazz, but I have a true passion for it. The scene in Glasgow welcomed me with open arms. I think they respect that I'm doing something cool and utilising my jazz pals for sweet brass lines

Her jazz cred is underlined by a collaboration with rising nu jazz pro ducer and composer Liam Shortall aka Corto. Alto. Kitti featured on the track Better on his Live from 435, Volume 1EP. She said: "We co-wrote the song. Liam is at the heart of Glasgow's jazz scene and is killing the game with this project."

With her latest release Chasing
The Crowd, she has come up with

an instant classic. It was Record of the Week on BBC Radio Scotland's

Afternoon Show, having already picked up airplay from my buddy Vic Galloway, so this is just the start of something very special.
Kitti plays Websters Theatre in



game, Johannes Bickle, head of production at Deck13, reckoned fans wanted the

from a wider range of different weapon styles to find out what they like most.
"We also added more features to ranged combat, and finally, by opening up the game world, more choice in what tasks you want to do first and how you impressions it seems that it was a good want to tackle them." to do so.

But choice is just the start of it as Johannes feels that the ame has grown too big for the etting of the first and the move to a city scale title was just too mpting. He said: "While it was cool to

He said: "While it was cool to start off our story in an abandoned factory complex in The

empting. Of course this had many more mplications than what we originally envisioned."

more ranged combat using the player's drone companion."
Fan feedback also helped the team set

Johannes added: "First of all, we exchanged the claustrophobic environ-ments that we could fill with scare jumps and the likes with a more open environ-

real star in the game.
"We tried to feature it as much as possible, offering widely differing environ-

cleverer, use their combat space better—head against the wall.

sequel to give them more options.

He told **STUART CULLEN**: "We gave the players more choice. It starts with the character generator where they can choose gender, age, and a lot of other features. Then, they're able to choose gender, age, and a lot of other features. Then, they're able to choose gender, age, and a lot of other features. Then, they're able to choose gender, age, and a lot of other features. Then, they're able to work together in groups, dynamically change their behavior and they're now able to work together in groups, dynamically change their behavior and they're now able to work together in groups, dynamically change their behavior and they're now able to work together in groups, dynamically change their behavior and they're now able to work together in groups, dynamically change their behavior and they're now able to work together in groups, dynamically change their behavior and they're now able to work together in groups, dynamically change their behavior and they're able to choose gender, age, and a lot of other features. Then, they're able to choose gender, age, and a lot of other features. Then, they're able to choose gender, age, and a lot of other features. Then, they're able to choose gender, age, and a lot of other features. Then, they're able to choose gender, age, and a lot of other features.

"We removed features that people didn't like, for example the 'weapon proficiency' where you improve your skills with a specific weapon by using it a lot, which led to people feeling being stuck with that type and switching to a different one later in the game didn't make

Surge 1, we wanted to go wider, more open, and give the player more freedom.

"So the idea to transfer the setting into a city felt very setting into a city

But the move to the city setting has the accessibilly of the game in terms of also changed more than just the game's the setting of the skill bar and the overall difficulty of the game.

Johannes said: "We noticed with The Surge 1 that although many players generally enjoyed it, some didn't advance very far into the game, in part due to a nent, and yes, I'd say that the city is the high difficulty of the bosses and only few options to overcome them.

"And while we didn't implement an easy mode into The Surge 2, we gave the ments and much more verticality in players many more options to shape the gameplay." experience according to their favourite playstyle. You can now use the drone to cause significant damage, you can use an open environment, resulting in more different ways of evading or blocking reedom regarding where you would like and, due to the more open game world, you can just come back later when you have better equipment and a higher level ment meant that enemies had to become instead of just banging your figurative





IN a rare case of a big firm listening to the outcry from fans, Sega and Paramount Pictures have shown how the reworked Sonic the Hedgehog will appear intense criticism of his original (and pretty awful) look. The backlash was

to see what all the buzz is about.

Sonic's creator had his say. Yuji Naka tweeted: "Is this a Sonic movie?" That led the movie director Jeff Fowler to admit a few

FANS of bashing Nazis are in for a sed changes would be which was meant to be

Six Siege as part of Year Four.
Called Operation Shifting Tides, it
will see the Theme Park map get

well as bringing two new operatives to the game — Kali, an Attacker from India, and the rework treatment as

OVERCLOCKERS UK and noblechairs are teaming up to support two Twitch streamers who have

their explicit language and gestures. Sweet Anita and MrGreg les are full-time partnered

1 Call of Duty: streamers on Twitch.
Check out 3 FIFA 20

TOP 5 GAMES THIS WEEK

GOOGLE'S game streaming service Stadia is set to go live ns Tuesday. In a bid to build some buzz, the full line-up of titles coming to the

new platform on launch day, as well as a few after, has been

chase and play on day

A total of 12 games

one, including Red Dead Redemp tion 2, Assassin's Creed Odyssey, Destiny 2, Mortal Kombat 11, and the Tomb Raider reboot trilogy.
Tequila Softworks' GYLT will be

the only launch-day exclusive.

Another 14 games will come to Stadia before the close of the year, the close of the year,

Glasgow on Saturday as part of the Great Western festival. MORE: www.hiitskitti.com

Watch video of Kitti at





And in this instance, the failing

The plot thickens even more as Obsidian Entertainment were the team behind what many see as the

or— just that it has nothing to do

sand of your friends.

From there, the epic adventure begins as you explore space, talking to different people, doing quests for them and, most interestingly, shaping each encounter how you want

lose off storylines.
The killer with this is none of these

The galaxy of Outer Worlds is a ery interesting one.
Huge corporations own everything and everyone and this puts a



Return of the Obra Dinn Xbox One, PS4, Switch and PC £16.74

IN the world of indie gaming, Lucas Pope is shaking He is very much a one-man studio and his breakout title Papers. Please was a hit with players and critics. alike as you filled the shoes of a border crossing security guard in a truly bleak tale.

So hopes were high for his next game after the 2013

smash  $\dot{-}$  and Pope delivered once again with Return of the Ohra Dinn Once again you are thrust into a truly mundane role, his time as an insurance claims adjuster for the East ndia Company who has to find out what happed aboard

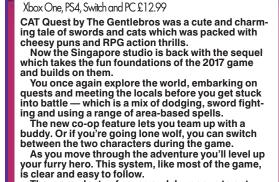
he ill-fated Obra Dinn ghost ship. In a neat twist you have a magic pocket watch that lets you look at snapshots of the past as you have to piece

what is at times a brutal puzzler on your grey matter.

The game's art style is also striking. It's rendered in I-bit graphics and is all monochromatic — a real blast rom a bygone era of gaming. Return of the Obra Dinn is one of the biggest indie hits

of the past few years.

Now it's made its way to console it's well worth a look STUART CULLEN



ogether what really happened to the crew. As each snapshot shows the exact moment that each is clear and easy to follow.

There are plenty of caves and dungeons to get stuck into in the hope of finding some shiny loot as well as hidden secrets.

Returning fans will be left wondering why the power to fly has been rermoved though it may be of the 60 onboard died, it's up to you to join the dots in

Cat Quest II

Cat Quest 2 is a light and enjoyable tale packed with real charm. It gets its claws into you over its 10-plus hour tale and is the purrfect stepping-on point for younger gamers looking for RPG kicks.

STUART CULLEN

Kenya. Kali is equipped with a CSRX 300 sniper rifle that can breach barricades and hatches with a single shot while her gadget is an underbarrel LV Explosive Lance. Wamai

brings some trick mag-nets to the party which

Tourette's. Due to their

an interview with Sweet