



● WE All Fall Down is the final piece of DLC for We Happy Few and is available now. The tale is set after Act Three of the main game after Victoria Byng

confronts Ollie and focuses on her withdrawal from Joy. Now off the drug Victoria — armed with a whip and a dart gun — she can see what's happened to Wellington Wells.



● DECEMBER 12 may have some election thing going on, but it's also Game Awards night — gaming's Oscars — in LA. The nominations are out with Control,

Sekiro and Death Stranding leading the way. We are sure the number for Death Stranding has nothing to do with awards creator Geoff Keighley having a cameo role in the game...

STRANDING

only appear when it's raining and are by far most challenging of the two as you have to find your way around them. Fail and they will take you to the other side. You can't fear not, you have a little buddy to help you out. The baby is... well, a baby in a jar that senses the player's emotions. It's Kojima. He also does one of the weirdest things we've seen in a game for a good while. He starts to cry when the player is near but it's not through the TV — he cries through the speaker in the PS4's surround sound.

When the little guy is upset you have to calm him down by rocking your controller up and down. If he gets too stressed he stops working. Classic Kojima.

This is just a taste of what awaits you. You'll also have a gun that fires blood bullets and grenades made from your poop and pee. And then there was silence in the review room.

The multiplayer side gives everyone the power to build post-boxes to watchtowers and bridges which can help you and others get around. You can also leave notes in the world and use them in combat.

Death Stranding is a truly interesting take on the multiplayer genre where everyone works together and this creates a co-op-style like system where you can show appreciation to others.

There is no denying that Death Stranding is a mix that is, at times, epic and mind-blowingly breath-taking then boring and a grind. There are a lot of ideas in play and they are all interesting when they click, but those joyous moments can be few and far between.

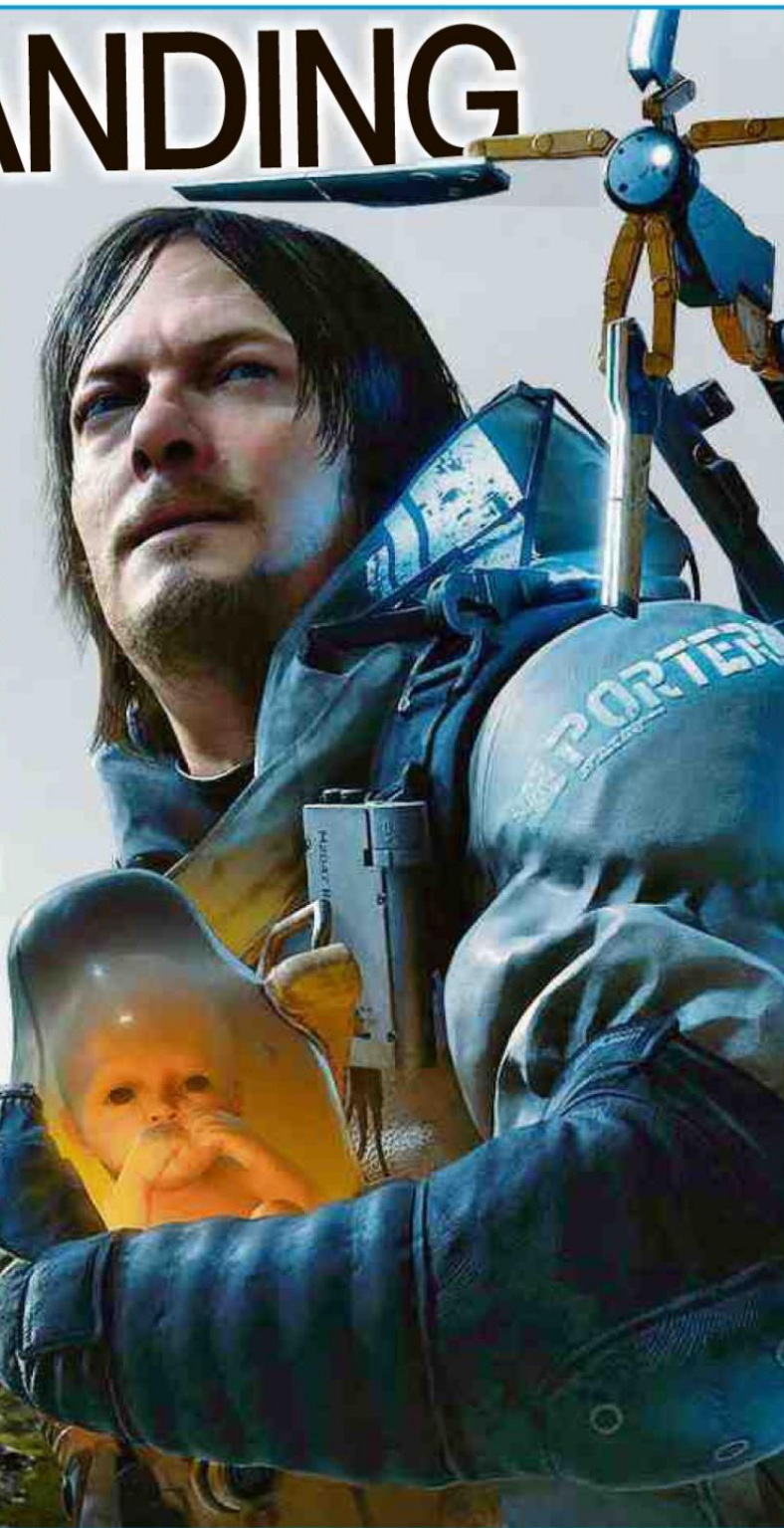
For most fans will find no fault, but more fair-weather players may find it just too heavy going.

STUART CULLEN

work with

space as we were. This guy was looking at the actual world in front of him." Death Stranding's launch was swathed in mystery but it seems he was stunned when Kojima even admitted he didn't know what the game was really about.

He said: "What's really funny is I have been saying I'm the only person in the world that knows what the game is about is Hideo Kojima but now Hideo is saying he doesn't know. But, more than anything I know that there is an end to it he really wants to accomplish with this project and there is a real concept behind it — to be more than just a game people will play. I am like 'If he pulls it off it will change things.'"



As all eyes on London as Xbox fans flocked out Microsoft's X019 event, the firm announced a host of new titles as well as sharing more detail of that are in the pipeline. A mini expo at the Copper Box allowed the lucky few who made it to the event to get hands on with the titles as well as meeting the developers behind them. The news front a number of announced titles in the works

X019 LONDON SPECIAL REPORT

like Obsidian Games with Grounded and Rare, who are working on Everwild. Rare will also be releasing another Sea Of Thieves update — The Seabound Soul that will add an all-new lore-focused Tall Tale quest. Xbox Game Studios dropped a trailer

for a new game from Life Is Strange developer Dontnod Entertainment. It's called Tell Me Why and will be Xbox exclusive. Halo: Reach will join The Master Chief Collection on Xbox One and PC on December 3. The long-awaited release is the first game in The Master Chief Collection to hit PC and will be followed by the first three Halo games as well as Halo 4 and the campaign from ODST.



NEW MUSIC By Jim Gellatly

JOESEF WHERE: Glasgow FOR FANS OF: Frank Ocean, Sam Smith, The xx

JIM SAYS: Josef seems to have come from nowhere to become one of Scotland's most in-demand new artists. Hailing from the east end of Glasgow, the rising star only played his first gig in March.

It sold out in advance with only a couple of short music clips online.

He said: "Before I started even writing my managers thought that it would be funny for the first gig to be King Tut's and to try and sell it out without putting any tunes out."

"At the time it felt like it was impossible. I wasn't in the music scene and didn't really know anyone from it, so I wasn't that clued up in terms of King Tut's being this prestigious venue. It's funny looking back at it now. It was some buzz."

He went on to play two more sold-out gigs at Tut's in the summer. September's debut London show was also fully booked.

You'd imagine the 24-year-old would have spent years slogging away to emerge with such a fanfare, but he explained: "I only started making music about two years ago, so it's still relatively new to me."

"Basically, I got encouraged by my mate, who is now one of my managers, to have a crack at it after we got p****ed and I sang at an open mic night."

Josef's debut single Limbo was released just before his first gig. A chilled-out track utilising hip hop beats along with his smooth soulful vocals, the tale of lost love was a great taste of what was to come.

Soon clocking up over a million streams, the singles Loverboy and Don't Give In followed.

All three tracks feature on his stunning six-track debut EP Play Me Something Nice, alongside it's outstanding title track. The theme of his first song continues throughout the collection. He said: "It's just about my first relationship, how it spiralled out of control and how I dealt with it. It was a part of my life I still struggle to let go of sometimes. The EP gave me a bit of closure about some stuff, so it's been kind of cool that way."

Josef cites his mother as his main influence behind his music. He said: "She just had such good taste in music ever since I can remember. I think I've just absorbed everything she used to play like The Mamas and the Papas, Al Green and stuff."

The singer played his biggest gig last month when he was invited to support Mercury Prize nominated hip hop star Loyle Carner at Glasgow's SWG3. He said: "He's one of my heroes so it was quite nerve-racking."

Josef was booked to play one of the smaller rooms at SWG3 on December 23. Due to demand it's been upgraded to the 1,200-capacity Galvanisers within the complex. He's also set to play Saturday's Scottish Music Awards at the Old Fruitmarket in Glasgow, nominated for Coors' Best Breakthrough Artist. The bash is the main fundraising event for charity Nordoff Robbins.

MORE: josefjosefjosef.com ● Jim presents a weekly showcase of New Music on Amazing Radio Sundays 2-4pm.

amazingradio.com jimgellatly.com Watch video of band at thescottishsun.co.uk