

● SONY Pictures are fully embracing the gaming world — with *Monster Hunter and Uncharted* on the way. Now they've teamed up with Smilegate Entertainment, the

developers of the free-to-play FPS *CrossFire*. It's a huge game in South-East Asia, with more than 650million registered players since its launch in 2007.



● SHENMUE 3 fans are hoping the second post-launch DLC pack hits the spot after a lukewarm reaction to the first one. The Story Quest Pack will see Ryo

cross paths with Shuqin Zhang and become embroiled in an escape where nothing is as it seems. Well, that's the official line. It's yours for £4.99 on PS4 and PC and out now.

# Get racy with a Circuit

IT is easy to get carried away with a racing rig to get that perfect lap time.

Before you know it, you have spent thousands and used up all the space in your living room.

Fortunately X-Rocker have brought a slick rival to the grid. This a racing chair that holds your wheel and pedals for that championship charge but you can fold it up at the end of the day and store it under the stairs or in a cupboard when it's time for tea.

The Circuit takes minutes to set up — with just one bolt needing to be screwed in. The rest is handled by Velcro straps as you put a few pipes together.

Despite that, it still has some weight and that's before you

## X-Rocker Circuit

£139.99

attach the wheel, which goes on to a plate on the chair. Now that does take a bit of time because you have to unscrew a few bolts on the wheel base to get the best fit.

You could just use the clamp system on your wheel, but the bolts option is the best because it all stays attached when you fold the chair up and that avoids going through the set-up every time you fancy a race.

Quick warning: the plate can work with a number of wheel models so

check whether yours is a match before settling down!

The chair comes in three colour finishes and it's surprisingly comfortable. It is a racing-style seat, but it is not as tight and kidney-hugging as some of the real-world seats I've



experienced. It has a nice suede finish without going over the top on the style stakes.

This is basically a big deck chair but, if you want solid and comfortable AND don't

want to use up a lot of space then this is a perfect option that won't break the bank.

★★★★



**NEW MUSIC**  
By Jim Gellatly

## WEEKEND DEBT

**WHERE:** Lanark/Glasgow.  
**WHO:** Grant Scott (vocals/guitar), Calvin Smith (guitar), Russell McInnes (bass), Harvey Boyle (drums).  
**FOR FANS OF:** The View, Fatherson, Bombay Bicycle Club.  
**JIM SAYS:** With their chunky riffs and melodic indie pop, Weekend Debt are starting to make waves.

Formed around three years ago, the Glasgow-based outfit have a string of well-received releases behind them.

Grant, Russell and Harvey first met at Lanark Grammar School, with Calvin coming on board later.

Calvin said: "The boys had been together for a year or so when I joined. I met Grant and Harvey at uni and it was an instant connection from the first practice."

"I'd already heard their name before even meeting them as they'd been gigging about Lanark and Glasgow and released an EP which got a lot of attention."

"I was a bit cautious because they had been playing together for a while, but everything felt very natural. We're all very similar people in terms of our personalities and the music we like. That was a big help."

Glasgow may be the band's main focus as their reputation grows, but Lanark was instrumental in shaping Weekend Debt. Grant said: "Most of the lyrical content from the early days came from just going to the pubs in Lanark and all the characters I would meet."

"We want to go out and show Lanark actually has a music scene. We played a show at the end of last year with our mates Amur and Blue Nicotine. It was good to see so many people coming out and supporting Lanark bands, especially when everyone is skint and hungover from Christmas!"

The band's fabulous new single Legato is another step in the right direction. The Discovery Music blog observed: "From the opening it's clear the boys have come back with a more mature version of themselves, making their influences known but defining more of their own sound."

A jaunty up-tempo affair, it shows that a break-up song does not need to be dreary. Grant said: "It's a song reminiscing about good times with an ex. I tend to not write sad songs, but I was going through a bad time and music was the best way to get over it. Maybe I should get dumped more!"

Weekend Debt's gig diary is starting to fill up, including slots at the Stag & Dagger multi-venue all-dayers in Glasgow and Edinburgh at the start of May.

Calvin said: "I've been to the last few Stag & Dagers in Glasgow and have always had such a class time. I've discovered so many new bands that I still listen to. It's just a big day out for everyone and a lot of fun watching gigs all day. Festivals are always a good way to find a new band to love so we're obviously hoping we can find some new fans along the way."

**MORE:** facebook.com/weekenddebt  
● Jim presents a weekly showcase of New Music on Amazing Radio, Sundays 2-4pm.

amazingradio.com  
jimgellatly.com

Hear Weekend Debt at  
thescottishsun.co.uk



# SHOT IN THE DARK

IT's tough to pigeon-hole the *Darksiders* series because the developers have mixed up the rules in every outing.

It had a *Zelda*-like vibe then it went all *Dark Souls* and now there is a *Diablo* feel as the action moves to a top-down hack and slash.

The latest instalment from Texas-based Airship Syndicate wears its inspiration on its sleeve but scratch the surface and you'll see it has true *Darksiders* blood coursing through its veins.

The series is based around the battle between Heaven and Hell.

The Four Horsemen of the Apocalypse act like lawmen in this world gone wrong — War, Death and Fury have all seen action in their own games, so it's about time Strife got to take the stage for his own outing.

But he's not alone on this adventure — he's teamed up with War.

The story sees this pair of death-bringers doing battle at the beginning of the *Darksiders* story, so this is really a prequel to 2010's first game.

And, for fans, the 15-hour tale will tick all the boxes as the duo are sent on a mission to bring down rogue demons in the underworld.

But there is a twist with Strife. It is fair to say that he is a bit different from the other *Darksiders* leads.

They played it very straight and were very po-faced a lot of the

## Darksiders Genesis

Xbox One, PS4, Switch, PC and Stadia £33.82

time, but Strife is a witty, wise-cracking funny boy.

And when you team this trickster up with War — who is about as comical as a brick — they quickly build a great chemistry.

It's a brave new route for the series that will probably appeal to as many gamers as it puts off. You may or may not like the Strife brand of high jinks, but stay with it and you'll see there's real heart to be found between the one-liners.

The gameplay is very fast-paced and packed with attack as you battle a horde of demons one minute, then do a bit of platforming before switching back to combat and it all runs buttery smooth.

If you have played a *Diablo* game then you will feel at home here but there are a few interesting additions to that winning formula that make this game stand out from the crowd.

As long-time fans will spot, War moves and attacks like he did in the first game. The only change is that the camera has pulled out which is a really nice touch from the developers.

Also, if you're playing solo, you can switch between the two leads whenever you want and you will make use of that party trick a fair bit to get the upper hand.

Strife is very much range focussed while War likes to be up close and personal. But you'll need a switch between them if you want to solve some of the puzzles.

But that also means you are free to mix up the combat as well. You can switch and make the most of their individual attacks and

mastering them is necessary. That said, if you opt for the co-op route, all this will be sorted by working together because each player controls one hero.

Staying with co-op, you can play online or in split screen local co-op but...

**WARNING BUZZER:** the local does try to squeeze all the action into the split screen but some enemies will hit you off-screen.

It's also worth saying that you can move around freely and are not tethered to your partner. That is a big plus especially when you want to explore.

**WARNING BUZZER 2:** The camera does a great job most of the time... but then you go behind a piece of scenery and it highlights your character but not the enemies. That means you have no idea of what's going on. You'll also find yourself getting caught on some of the scenery from time to time.

There is a great level of detail in every shot and it keeps the twisted heavy metal look that the series is known for. It is the same story with the soundtrack — it fully embraces the Gothic theme.

The voice acting is solid, with Liam O'Brien back as War and Chris Jai Alex doing a great job bringing Strife to life.

If the developers wanted to make each game in the series a separate entity then *Darksiders Genesis* is a success.

It is not content to go down the "normal" route so fans will enjoy their return to the world but newcomers will have plenty to enjoy, especially with a pal in co-op.

It may lack a little polish but there is depth and enjoyment in the combat.

★★★★

● UBISOFT used *The Six* Invitational competition in Canada to highlight the next thrill for *Rainbow Six — Operation Void Edge*.

While the top players were battling it out, Ubisoft revealed that *Void Edge* will add two operators, major gameplay changes and a tweaked Oregon map. Iana is a Dutch two-speed,

two-armour attacker. She has a hologram gadget that can spawn a clone. But it can't shoot and leaves you vulnerable. Oryx is a two-speed, two-armour defender from Jordan who can charge through walls to open up sightlines and surprise attackers.

In other news, Lesion's mines will no

longer deal damage on impact — now it's six damage for every tick.

And Twitch's drones will do one damage instead of 10, but can recharge shots — useful for clearing enemy gadgets.

Tachanka is being reworked. He'll keep his DP28 LMG but not

his turret. He'll also have a Kulakov grenade launcher. Ash is to get a Lara Croft-themed elite skin with a unique victory animation, gadget skin and weapon skins in a link-up between Square Enix and Ubisoft.

Finally, *Rainbow Six Siege* has been confirmed for PS5 and Xbox Series X from day one.

