

GAMES FOR CARERS

AN initiative aimed at providing frontline NHS staff with free games has been launched.
 UKIE — the UK's video game trade association — has partnered with a

number of developers and publishers for the 'Games for Carers' drive to provide 85,000 access codes.
 NHS staff can claim their free code at giveaways.keymailer.co/nhs



It's a hard ride

WITH the real world MotoGP series in the pits just now due to the Covid-19 pandemic it's safe to say fans are chomping at the bit for some high-speed, two-wheel, thrills.

Good news. Italian studio Milestone have just delivered this year's instalment of their official series for the premier bike championship — MotoGP 20.

But with a yearly update, there is a fine line to be walked between keeping the game feeling familiar and also pushing things forward and adding in new content.

It needs something fresh to justify an annual layout of £50 from the punters.

And this year's has a bit of a mountain to climb as MotoGP 19 shook things up a lot compared to past entries — so the bar is set high before we even start.

On a racing front this is very much a sim title once again.

It aims to teach you how to ride a bike like a pro and even teaches you different ways to do it.

But beware if you simply run into the game and turn of all your assists — you'll be tasting the kitty litter in no time. Though turn-

MotoGP 20

Xbox One, PS4, Switch and PC £49.99
 ing off said assists can be its own separate challenge.

But unlike other bike racing sims (we're looking at you TT Isle of Man: Ride on the Edge 2) the game has a solid rewind system that looks to have been lifted from the studio MXGP systems. This is a huge plus.

You start out by creating your rider and then picking what class you want to race in. Do you start at the Moto 3 level and work your way through the ranks or just jump in with both feet and go full-fat MotoGP racing?

Starting in the lower classes will pay off in the long run as you learn how to race (often the hard way) and get to know the tracks (arguably just as important).

Then it's on to the new elements, which are to be found away from the track, as you pick a team to sign for. And then... well, it's up to you how things go.

You not only have to hire and fire the guys on your team but watch the purse strings as you focus on R&D for the season. This can reward you with some much-needed go-faster bits mid-season.

But things are never very clearly explained.

This feels like the game's biggest issue — unless you're a "fan" there is a lot of sucking and seeing to be done here. And it's all across the board, which just isn't fun.

Would a set of rounded tutorials really have killed you, Milestone?

When your R&D is done you're then thrown in the deep end with hundreds of options to get your bike ready.

You can spend hours tweaking settings and tyre compounds. It's all very anorakish, to be honest, as most people will just want to drop the throttle and get going sideways at 100mph.

Historic riders and machines

The game has the official license once again so you get all the bikes, riders and tracks from across all the championships as well as the historic riders and machines returning too. And love him or hate him, Keith Huewen is on hand again with commentary.

The ultimate question is always going to be: Is MotoGP 20 worth splashing the cash on this year? The game does what it says on the tin and is the best MotoGP title to date — but it feels like Milestone have forgotten that not everyone playing is Valentino Rossi.

★★★★



● WE all know the message now to stay at home but some firms are sweetening the deal.
 Bandai Namco have made Pac-Man Championship Edition 2 free to download on Xbox One, PS4 and PC. The firm

wants to "bring smiles and laughter to video game players throughout the world during this difficult time".
 Meanwhile Sony is letting PS4 owners download both Uncharted: The Nathan Drake Collection and Journey for free.

- TOP 5 GAMES THIS WEEK**
- 1 Animal Crossing: New Horizons
 - 2 FIFA 20
 - 3 Call of Duty: Modern Warfare
 - 4 Ring Fit Adventure
 - 5 Grand Theft Auto V

● IT'S safe to say Sony and Naughty Dog have had better weeks. The firms' highly anticipated Last Of Us 2 was hit by a HUGE leak that looks to have spoiled part of the ending of the game for fans.
 The spoilers circulated quickly online in a devastating blow to Naughty Dog. Video footage showed cutscenes and

gameplay — including several pivotal scenes.
 Only days after the leak Sony then confirmed the game would now be released on June 19, following it being "delayed until further notice" last month.
 Sony's other anticipated exclusive Ghost of Tsushima will now be out a month after Last Of Us 2, on July 17.



NEW MUSIC
 By Jim Gellatly

BABY TAYLAH

WHERE: Glasgow.
FOR FANS OF: Dua Lipa, Chvrches, Nina Nesbitt.

JIM SAYS: Baby Taylah's independent spirit and edgy pop sound make a captivating listen. The 27-year-old, originally from Stirling, had withdrawn from music before returning with the stunning track Reclaim late last year. Meeting producer and former Prides man Lewis Gardiner has helped forge the dark electronic pop she's now making.

Taylah said: "I started writing when I was 15, inspired by Alanis Morissette, and began writing some pretty angry tunes. I recorded my first album when I was 21. It was all guitar music and it flopped — badly! I went AWOL for a few years working as a barmaid."

After a three-year break she started writing again, this time with a focus on pop. She said: "I began working with Lewis in 2017, but I was a big fan of his band before that. I've always been involved with production, but I'm beginning to move to engineering now. Lewis will always be honest with me, even when it's not what I want to hear. There's real trust. He co-wrote my second single Home, and we'll work on the next EP together."

Real name Amy Louise Ross, she took her stage name from the Taylor Big Baby acoustic guitar she got when she was 16. She first performed as Baby Taylor before switching to Taylah. She said: "That was ten years ago, and Taylor Swift wasn't anywhere near the superpower she is today. I changed to Taylah in 2017 so I wouldn't be fighting for Google searches!"

Another pivotal moment was hooking up with Swedish label Icons Creating Evil Art. She said: "My manager at the time had a hunch that they would like my music, and I was a big fan of one of their biggest artists, Flora Cash"

But label boss Carl-Marcus Gidlöf wasn't convinced initially. Taylah added: "I was dead set on speaking to Carl-Marcus personally, as I felt I could explain to him what it was I wanted to do. We found common ground, and he flew me over to Sweden to meet everyone at the label. They're so supportive. The EP wouldn't have got off to the start it has without their love."

Reclaim seemed like the perfect introduction. She said: "I loved the idea of being the ruler of your own life, and anyone who tries to dethrone you will have hell to pay. It explains how I felt coming back to music again."

New single Home is accompanied by a video shoot at Glencoe, inspired by personal loss. She said: "We based the video on the death of my mum, turning the longing in the song into the longing you feel in grief. If mum were here just now, she would be someone considered to be high risk. Lockdown brings home how your actions affect others. I really empathise with those living with great anxiety right now."

Both Home and Reclaim are set to be included on Baby Taylah's upcoming debut EP Good Enough.

MORE: facebook.com/BabyTaylahMusic
 ● Jim presents a weekly showcase of New Music on Amazing Radio, Saturdays 2-4pm.
www.amazingradio.com
www.jimgellatly.com

▶ Watch video of Baby Taylah at thescottishsun.co.uk