

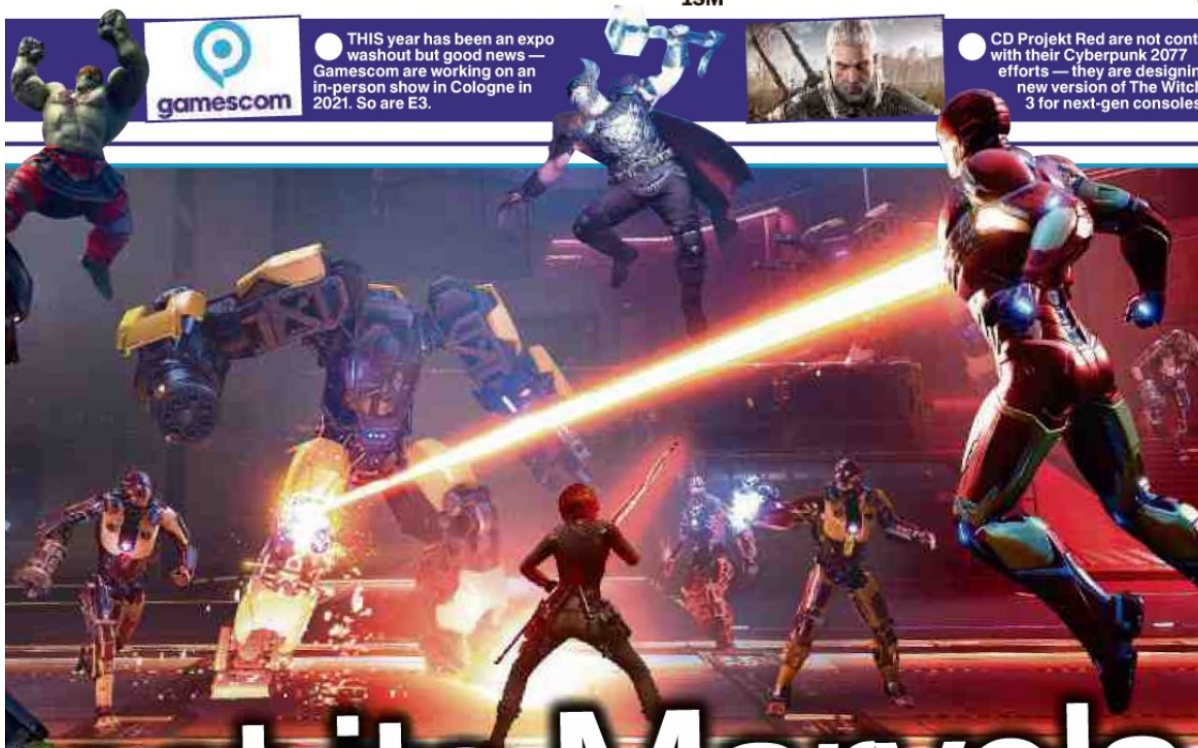


THIS year has been an expo washout but good news — Gamescom are working on an in-person show in Cologne in 2021. So are E3.



CD Projekt Red are not content with their Cyberpunk 2077 efforts — they are designing a new version of The Witcher 3 for next-gen consoles

and PC. And it will be FREE to all owners of the game on those platforms. It will have ray-tracing and faster load times and include both expansions and extra content.



NEW MUSIC By Jim Gellatly

KEV SHERRY WHERE: Glasgow FOR FANS OF: Teenage Fanclub, The Beach Boys, The Lemonheads JIM SAYS: Kev is a busy chap. As well as fronting Attic Lights he's a political commentator and blogger, including articles in The New Statesman. He's also a comic book writer and novelist.

He joked: "I don't have much of a social life so that gives me plenty of time to get things done. I've always enjoyed working on creative things. I've loved comics all my life."

"I published a digital comic with artist Katia Vecchio last year called Warpaint. It did really well and it's being physically published around the world next year. I'm working on another couple of graphic novels and a proper novel as well."

It seems everything is inter-related, including his debut solo album Foxy Orthodoxy which is released on Friday. He told me: "It does all link together in a way that I planned right at the start. The album has songs on it about the characters in Warpaint and the upcoming novel Here Be Apples. It's a triptych that explores the political, social and cultural issues that I'm interested in."

The album was recorded with producer Paul Savage at Chem19 studios near Hamilton. Kev said: "I started off just myself recording in my bedroom, back to my old school indie roots, after having spent years recording in big studios with Attic Lights. Then I realised it needed the production chops of someone with experience. Paul and I hit it off and we had a shared understanding of creating a really raw, unproduced record with no frills."

Foxy Orthodoxy doesn't sound like a no-frills affair. It takes you on a wonderful journey, with a bit of a Beatles' White album feel to it.

Kev said: "The overall theme is how, even though we like to think of ourselves as unique individuals, we are all at the mercy of various forms of 'peer pressure', whether that be through the media we consume, our families and friends, the politics or religions we surround ourselves with. All of these forces have powerful effects on our minds."

Ideally, he would have been out on the road promoting the album with his band Low Fruit. That's on hold thanks to the pesky virus. He added: "We were supposed to play Party At The Palace but we will be back next year. We're back to rehearsals this month. As soon as the world is back on its feet, we can bring these songs to life."

As for Attic Lights, the story is not yet at an end. Kev said: "We are currently on hiatus until the mood takes us all to do another album. We were supposed to be playing a few festivals this summer including Belladrum, but Covid put paid to that."

In the meantime, Kev's embracing the freedom of being his own man. He said: "I really enjoyed the process. I'm able to make the songs about issues — the rise of the far right, social media, feminism, gender politics and the current state of society — that concern me."

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

amazingradio.com jimgellatly.com

Watch video of Kev Sherry at thescottishsun.co.uk

# Lost its Marvels

IC book heroes make megabucks for e bosses, so it is a no-brainer for ng firms to grab a little slice of the n.

Marvel Cinematic Universe has ed into a movie juggernaut and there real buzz around the second series of on's The Boys.

Crystal Dynamics were determined not to out — they set their sights on an epic g tale in a new vision of The Avengers se — and they almost pulled it off. y take the characters we all know and elements from the comics and the bigger l universe to craft a story with genuine and soul.

main tale follows Kamala — aka Ms Marvel — as she er powers and comes to grips being a superhero and all trying to hold together the ers and stop the evil forces of

ever, the event that gave la her powers also boosted and the Avengers have to go e run.

five years after the events of A

## Marvel's Avengers

Xbox One, Xbox Series X, PS4, PS5, Stadia and PC £49.99

Day, our heroes are actually on the world's most wanted list.

It's a well-written tale worthy of the heroes it stars and the game starts well. You can have fun smashing things as the Hulk or soaring through the sky as Iron Man and you can swap between the heroes as you like at the start of each mission.

But you soon realise that there are two games here — the one Crystal Dynamics wanted to craft and the game the publisher Square Enix wanted.

In short, the latter was a Marvel version of them

Destiny where loot is king and you have a lot of mission replaying, especially on the multi-player front.

There are lots of missions, but only a handful of types. This is quantity over quality.

Most of them see you having to beat up so many bad guys or hack a system. And that's a pain because you have to hold a circle yet enemies can beat you out of it. And have you ever seen the Hulk standing still?

You also run through the same secret labs backdrop repeatedly while the enemies come in very few flavours. You expect more from a Marvel game because the comics have hundreds of thousands of them to pick from.

If you simply attack the campaign then you'll have a good time but the "as a service" approach kills it. The repetition is painful and it has a weak gear-drive-loot system... and many technical issues that will need patching.

This should have been a special game. Some parts do shine through, but the bad bits overpower the good.

★★★



# EPIC OUTING

I'll come back to bite you. are a few light-hearted s, such as MacTavish, who s "Scottish" accent from ig a copy of Braveheart he It reflects the game's nse of humour. must build a of six in role- turn-based —think XCOM. ig up has a real on conflicts so eed to think hat can really

benefit your squad. This is an epic adventure set in a world full of a\*\*\*\*\*s.

It is tough going, but funny and satisfying in equal measure. And that's before you touch the co-op where each player can play faction off against each other.

If you are looking to get lost in a world that's worse off than ours then this is a must.

★★★★★



A CERTAIN Italian plumber hits 35 this year and Nintendo plan to celebrate in style. No fancy cakes, just a ton of Mario-shaped goodness.

First, the trilogy of classic Super Mario game remasters will be out on September 18. The Super Mario 3D All-Stars will contain Super Mario 64, Super Mario Sunshine and Super Mario Galaxy.

Then there's a new handheld — sort of. Game & Watch is coming back — with

Super Mario Bros out on November 13. It plays host to the 1985 Super Mario Bros game and The Lost Levels sequel. There will be 35 Easter eggs including a version of Game & Watch classic, Ball, and it is an alarm clock.

Mario Kart also gets real thanks to an augmented reality version of the game where players race a remote control kart against virtual opponents on tracks around real-life obstacles. It looks like

you'll need plenty of space... and money. A car and starter set is £100 each but you can race up to four in the same game if you have flush friends with a mansion. It's out on October 16.

Finally, a new Switch version of Super Mario 3D World with new Bowser's Fury content, Tetris 99-themed event and an Animal Crossing crossover event.

That all adds up to more Mario than you can shake a plunger at.

