

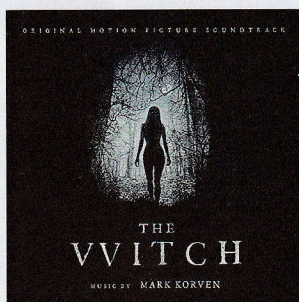
Extras

The other stuff we're excited about this month...

THE WITCH

SOUNDTRACK **OUT NOW**

Mark Korven's creaking score is practically an unseen character in Robert Eggers' scare-story, as woodsy as the forest and its murky terrors. Korven deepens his spell by using unusual instruments – is that a nyckelharpa, or are you just pleased to scare me? – so you're never quite sure what you're hearing. But the tight-wound strings, fraught choir and shriek-y tension of 'The Goat & The Mayhem' make one thing sure: this top-grade scoring is the stuff of nightmares.



CULT CINEMA: AN ARROW VIDEO COMPANION

BOOK **OUT NOW**

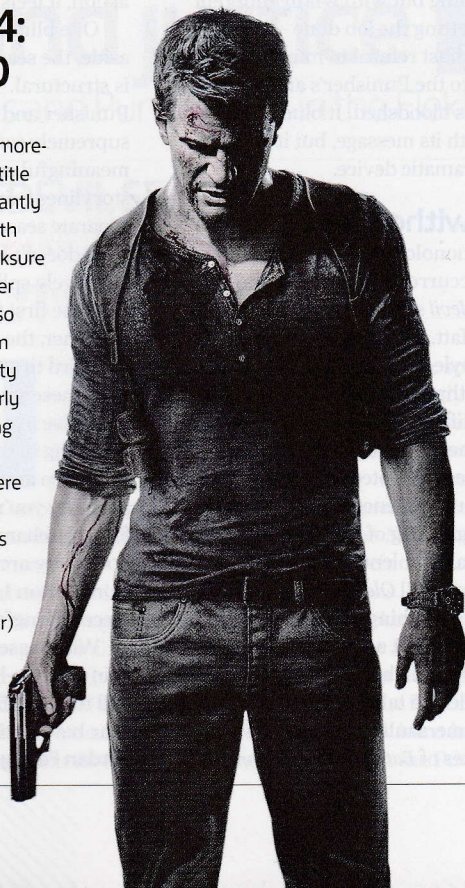
After Ben (*High-Rise*) Wheatley's intro, Anthony Neild's broad-church of a book combines 20 essays from cult movie distributor Arrow's DVD releases with 10 specially commissioned pieces. The dearth of pictures is bizarre, but the writing is smart: among others, Caelum Vatnsdal gives an appreciative guide to David Cronenberg's early works and Tim Lucas writes beautifully on Roger Corman's *The Fall Of The House Of Usher*, revelling in its "sense of contaminated earth, corrupted lives and imminent doom".

UNCHARTED 4: A THIEF'S END

GAME **OUT 10 MAY**



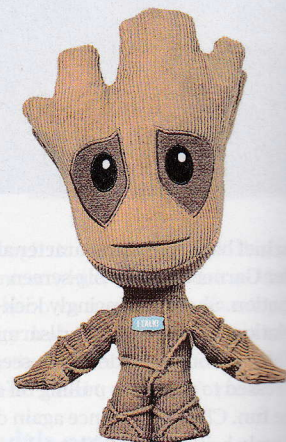
As that none-more-definitive subtitle makes abundantly clear, the fourth outing for cocksure treasure seeker Nathan Drake is his last. It's also the final *Uncharted* game from revered series creators Naughty Dog, dragging Drake out of early retirement in search of the long lost pirate colony Libertalia. Previous *Uncharted* games were generation-defining technical marvels bolstered by gaming's best writing, and part four is set to repeat the trick with vastly larger (and even prettier) environments providing the backdrop for another rollicking pulp adventure story starring a genuinely likeable cast of characters.



TALKING GROOT

TOYS **OUT NOW**

At last, the cross between the MCU and Jeremy Corbyn we've been waiting for. Become a tree-hugger with the corduroy incarnation of Groot, who sports lovable mournful eyes, a wistful half-smile and a sticker boasting "I talk!". Toy Groot doesn't talk much, but his subtle twists in inflection make every word count: to our ears, his "I am Groot's" sounded – among other things – variously proud, chastened, quizzical and slightly in need of a toilet.



DESIGNING WITH PIXAR

BOOK **OUT 10 MAY**

Kids or anyone who ever enjoyed drawing daft 'taches on magazine portraits will have fun with this interactive drawing book. Introduced by John Lasseter and featuring 45 activities, *Designing With Pixar* invites you to populate reef-worlds, offend Edna Mode by inking cheap specs on to her face, and redesign Rosie the spider. Alternatively, in the back section, create your own Pixar-verse mash-ups: have Woody and *Brave*'s Fergus visit *The Incredibles*, or Anton Ego served by (or eaten by) a monster.

