

Fashion Police Squad

Cracking down on fashion faux pas in style



FORMAT PS5 (reviewed), PS4 PRICE TBC ETA Out now PUB No More Robots **DEV** Mopeful PLAYERS 1 **LENGTH** 6 hrs ACCESSIBILITY Subtitles; aim assist; controller

remapping

opeful Games' debut title is that rarest of commodities: a Doom clone in which no-one dies. Instead, those in your crosshairs in Fashion Police Squad aren't so much meeting their maker as they are their makeover artist in the shape of Sergeant Des, Trendopolis' leading sartorial serviceman. His firearms don't shoot bullets, they stitch up baggy suits, add colour to drab décor, and drain the garishness from neon '90s attire.

This is, of course, a fantastic pitch for a videogame, the kind of winning idea that other studios are probably slapping themselves for not thinking of. Fortunately Mopeful Games seems aware it's struck gold, and thus rightly embroiders the silliness of Fashion Police Squad's conceit across every thread of its gloriously glamorous campaign.

FIRST-PERSON SUITER

Fashion-based puns are just the icing on the cake of its surprisingly comprehensive story, in which Des must bring down the mysterious forces behind the criminal fashion underworld, while the game's colourful spin on the classic Doom aesthetic, matched with an endlessly earwormy chiptune soundtrack, makes for an audiovisual treat.

But, like all the best fashions, Fashion Police Squad's charms aren't only on the surface. Running beneath that extravagant window dressing is a genuinely smart and cathartic shooter that feels great to play across a diverse set of missions. Different fashion crimes require different solutions,

and the need to continually swap between the items in Des ever-growing arsenal of inventive weaponry stitches a layer of strategy to Fashion Police Squad's snappy firefights.

The game's coup de grâce, however, is Des' Belt Of Justice, which opens up more combat and traversal opportunities once

mechanics since Marvel's Spider-Man: Miles Morales. Throw in some clever boss fights against Trendopolis' biggest stylistic sinners and Fashion Police Squad's action loop boasts as much staying power as its effortlessly cool protagonist.

Overall the game makes a mighty impression, especially as

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unlocked within the early stages of the campaign. In addition to stunning enemies and smashing crates, you can use the belt to swing from anchor points around the environment and, paired with Fashion Police Squad's already exhilarating speed and motion, it makes for some of the most satisfying swinging

the breakout effort from Mopeful Games. Its clever twist on the Doom clone blueprint may do a lot of the initial legwork in winning players over, but the verve, panache, and smarts with which it delivers on that idea keeps Fashion Police Squad a joy to play right up to its final, horrendously dressed foe.



An outrageously suave shooter with pulpy, pacey gunplay. It's endearing enough to leave you wondering whether you need a complete change of wardrobe. Alex Avard



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