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ISSUE 39

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Paul McNally looks forward to Tokyo this month and PlayStation 2

Any day now I'm flying off to Tokyo once more, this time for the official launch of the PlayStation 2 at the Tokyo Game Show. At the time of writing we're being promised a look at the new case, the first games that will be released and a final specification sheet of what the thing can do. Then once this is over, the world will begin to gear itself up for a December launch in Japan.

And so will begin a new era in gaming. Sony are promising that only developers with a proven PlayStation track record will be allowed to develop for the new machine in order to keep the quality up. How this pans out in terms of non-Japanese games initially is anybody's guess, but it may (just about) prevent the tide of bandwagon jumpers that a new console invariably brings with it.

Back to the big question on everybody's lips though? What will the box look like? Well, we'll be truthful - we're like everybody else in that we really don't have any idea. Rumour is that it will be half the size of the current PlayStation, so we're expecting something Dreamcast shaped, but we're not going to tease you with pie-in-the-sky artist's impressions. I don't see the point of that. What we can be sure of though is that it will be pretty smart and won't look out of place sitting under your telly.

As far as rivals go, Nintendo has recently announced that its new machine WON'T actually have a DVD drive or a modem and that these will appear later as add-ons. This will allow them to keep the cost and development time down, but industry rumour has it that we won't see the Nintendo "Dolphin" this side of 2001 anyway.

So Sony steal yet more yards on their major rivals, as we wait eagerly to gauge the success of the Dreamcast launch later this month, smug in the knowledge that the PlayStation will obviously win this battle anyway. There really is no stopping them.

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perspective

SQUISH

Worm War II

They're pink, wrinkly and pretty pissed off. Worms Armageddon is now at hand

The sequel to the best multiplayer game ever is at last reading itself for a skirmish, Sony style. The long awaited Worms Armageddon has finally been unveiled and has the look of another monster multiplying ruckfest. New lavish and even more insane backdrops, from breakers yards to Liberty Island, are the stomping grounds where you'll be enjoying the fruits of some seriously vicious wormy warfare, with the testy wrigglers now packing more heat than Sam Janus' in a solarium.

A massive arsenal awaits all worm-mongering fans with new features including a steerable rocket and a solid donkey statue that's dropped from the heavens and can take out enemies and scenery like a full-on delivery of oblivion. Multiple use Ninja ropes, which can be fired out as you fall allow you to swing the entire width of the screen in a

few simple moves, are another standout upgrade that'll have you wanting to catch this worm earlier than the proverbial bird.

We'd play with the rampant little pink soldiers all day if we could.

Released **October**



THE EVIL OF VIDEOGAMES #5

Throw shit at old folk's windows



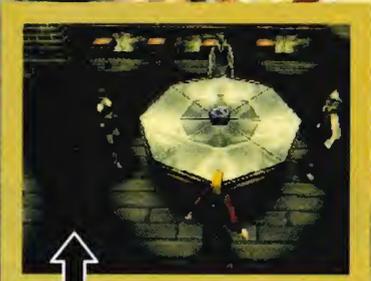
Tut

trackrecord

Developer: Team 17
Track Record: Worms Platinum ★★
Publisher: Hasbro

BLEEDIN' JAPS

Over



Knights of the octagonal table?
Nah, that just doesn't sound right

UPDATE

South Park



Hello children! The first of the three badly drawn South Park obscenity-fests is currently rocking its badly drawn self towards its PlayStation debut. We've got an early version and believe us, it's going to be funnier than watching Noel Edmunds drowning on his own vomit!

Featuring all the show's best loved characters (but thankfully no Barbara Streisand!) and one of the most rib-cracking multiplayer modes ever, things are looking damned spanky! Frame rates are high, fogging problems are low and the graphics look as close to the TV

show as you can get without using sugar paper and a pair of Crayola safety scissors.

South Park looks like it's going to match up to the N64 version in all its pissed-on snowball glory. With its everyday tale of evil comets, mutant killer turkeys and talking Christmas shite, fans are set to be cracking their ribs in laughter. And how can anyone fail to be amused by the sight of innocent woodland creatures being brought to extinction levels by a group of kids armed with cow launchers, sniper chickens and the mysteriously name "fart doll"?

Tree huggin' hippies expect to be offended in late September. There won't be much time to make sweet luv down by the fire though, South Park Rally and Chef's Luv Shack will be licking their salty balls only a month later. Schweet!

Released **September**

Cartman's mom is a clean living virgin!



trackrecord

Developer: Acclaim
Track Record: WWF Attitude ★★☆☆
Publisher: Acclaim

Blood 2

Futuristic adventure that's heavy on the brain and light on the trigger



Long time readers may remember a smart adventure game by the name of OverBlood. It was a clever Resident Evil/Fade To Black crossover that held our attention with its gripping storyline but, as with most good things, it ended prematurely. Well, sur-prize! Here comes the sequel and it goes a little something like this...

"In the year 2115 AC, the centre of the Earth, called East Edge, is delightfully colourful. It is Christmas soon. The people could not live any longer without the air cooling machine since the unknown temperature rise of the Earth, called the sudden death of the Earth which occurred 70 years ago..." Hang on! This is making absolutely no sense.

Whoever translated the storyline from its native Japanese really needs to be taken outside and forced to read Peter and Jane books. It's written in a way that would make your nose bleed.

Oh well, this still looks like it could be a real stunner. It stretches over two CDs and incorporates 69 fully rounded characters. Judging by the quality of its predecessor, this immense adventure could be a real stormer. Once we become geniuses in Japanese grammar, we'll bring you more.
Released **October**



trackrecord

Developer: Riverhillsoft
Track Record: OverBlood ★★
Publisher: PBH Systems