

Ultra Racer 64

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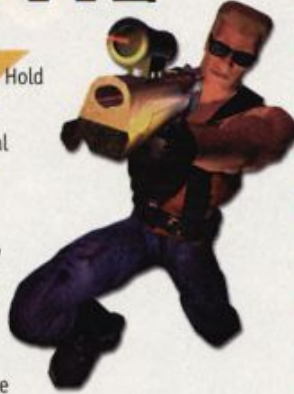
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DUKE NUKEM: THE MOVIE

Schwarzenegger. Willis. Van Damme. Nukem. Nukem? Hold on to your popcorn, folks—Duke's going to the movies, thanks to a freshly inked deal between GT Interactive, 3D Realms, and Threshold Entertainment.

"With his blond crewcut, beefed-up body and tongue-in-cheek tough-guy irreverence, Duke Nukem is the most recognizable male action hero in interactive entertainment today," said GT Interactive CEO Ron Chaimowitz. "Duke Nukem commands a strong presence in the gaming world, and we look forward to the opportunity of translating that phenomenon into a feature film," added Threshold CEO Larry Kasanoff.



Threshold has struck gold with game movies before, producing two *Mortal Kombat* feature films which earned a combined \$100 million in the U.S. alone. Duke's film details are still being worked out, so no plot or stars have been announced, but expect Threshold's talent with digital effects to be a major force.

But while the companies congratulated each other, one man felt the arrangement was already overdue. "It's about friggin' time my good-lookin' mug was brought to the big screen," snarled Duke himself, currently warming up for his next games, *Duke Nukem: Time To Kill* (PlayStation) and *Duke Nukem Forever* (PC). "I was about to bust some serious butt if Threshold, GT, and 3D Realms took any longer to put this deal together!"



TIGER WOODS TEES OFF FOR EA

Move over, Madden—there's a Tiger on your tail. Electronic Arts recently announced that golf phenomenon Tiger Woods has signed a four-year agreement to endorse a series of EA Sports golf games for the PlayStation and PC. Tiger will not only lend his name and likeness to EA Sports products, but will help in the design of future games as well.

"I've played video games for many years," said Woods. "The chance to work with the top brand in sports gaming and play a key role in the design of an interactive golf product will be an exciting challenge."

While Tiger is surely being handsomely compensated, EA received its own financial perk the day the deal was announced—the company's stock jumped 10 percent. Look for Tiger's first EA game appearance this July or August.

Tiger Woods endorses Nike, American Express, and now, EA Sports.



Static

Okay, everyone, repeat after us: "There is no Lara Croft nudity code. There is no Lara Croft nudity code." Get out and meet a real girl already. • The WWF's Cactus Jack wants a piece of Johnny Ballgame, but we can't mention which piece... • Wait a minute...U R NOT E...U-R-not-red-E...You are not ready! We get it! We finally get it! • Yet another company recently bragged about how its newly released game earned more money than most feature films during a weekend. Congratulations, guys—but since your product costs \$50 and a movie ticket costs \$7, you're still only reaching 1/7th of the people they are. When you can start matching units sold to tickets sold, call us. • So where's Donkey Kong Country 64 already? • As usual, don't believe everything you read at that other gaming Web site. T-HQ says its preview of WCW Nitro for N64 is totally false, and no 64-bit port of Nitro is on deck. When you're tired of hearing rumors and chasing shadows, log on to www.gamepro.com. • HotRod Todd's a dirty little sniper in Quake II, so feel free to chaingun him to shreds if you see him playing online. • Hey, Sony marketing guys! Put the hidden codes back into your ads. That was a brilliant tactic—it turned your game ads into games themselves, and gave people a reason to stare at still images of your products for 10 minutes at a stretch. • Dan Elektro says, "Never mind Donkey Kong Country—let's see Donkey Kong 64!" • Bloody Roar...Bloody Roar...Bloody Roar...Bloody Roar...

A Color Game Boy—At Last

You heard right—Nintendo will finally bring color to its hand-held hit. The new system will be roughly the same size as a Game Boy Pocket, can display 56 colors from a palette of more than 32,000, and runs all existing Game Boy games in your choice of tints. Look for it later this year.



UltraRacer 64 RATING: 4.0

The UltraRacer 64 operates much like a remote-control car controller: There's a trigger underneath to control acceleration and braking, while the two-inch foam-padded disc on top enables you steer your onscreen car with an actual wheel. The unit sits comfortably in the hand, supports memory and Rumble Paks, and 14 of the 16 buttons can be remapped. That's good, because navigating menus without a joystick quickly becomes a confusing chore.

Sloppy steerers like San Francisco Rush didn't perform any better than normal, but games with tight controls, such as F1 Pole Position 64, only got better with a real wheel. After about a half-hour, your hand begins to cramp, but it's easy to simply switch hands—lefties and righties will find themselves on equal ground at last. The UltraRacer 64 isn't as innovative as the NegCon, but it's still a good ride.

Price: \$29.99. Contact: Performance, <http://www.interact-acc.com>

