

RULES

JULY 2009

20

Questions with

Kourtne O'Connor

TRANSFORMERS
Revenge Of The Fallen
GAME REVIEWED

LIGHTNING STRIKES
The Ferrari
612 Scaglietti



GREEN DAY - BREAKS IT DOWN
21st Century Breakdown: Reviewed

20 QUESTIONS

Get To Know Your Cover Model

Photography By: Andrew Gates

MUA: Joanna Berdzinska

*Kortnie
& Connor*



K

ortnie O'Connor was born in Sacramento, CA and moved to Orange County when she was 10 years old. She went to Junior High in Huntington Beach and then moved to Laguna Beach to finish High school. She is currently attending the Fashion Institute of Design and Merchandising in Los Angeles. She first started modeling when someone approached her at a local mall and asked if she had any interest in becoming a model. She has done a variety of work from runway, high fashion and commercial print to swimsuit and lingerie, as well as Playboy. She has recently taken up acting and has been featured in music videos with such artists as Santana, Nickelback, Foo Fighters, Saliva, Hinder, HelloGoodbye and 303 just to name a few. She has recently done work with the hit HBO series Entourage. She has high hopes for the future and would ultimately like to land a permanent role on a TV show, land a modeling campaign or become a Victoria's Secret model. Kortnie O'Connor is one to keep an eye on as she rises to the top.

1. What's your Ethnicity?

Irish.

2. What's your sign?

Libra.

3. Where are you from?

I was born in Sacramento, CA.

4. What did you like most about growing up in LA?

I liked our house. I had a huge backyard with a pool and my dad made me a really cool playhouse and a jungle gym. It was like Disneyland in my backyard when I was little. I had rabbits, a few dogs and a cat. It was the most exciting thing ever for a little girl.

5. What kind of mischief did you into while growing up?

I didn't start getting into mischief until I was about 14. I remember getting caught by the cops for throwing eggs at cars. I had ditched school that day with a friend and was escorted back to 7th grade in a cop car. That was the first time I got into trouble.

6. What's the craziest thing you've ever done?

I have done so many crazy things I wouldn't know where to start. It would be hard to believe some of the crazy stuff I've done.

7. What brought you to LA?

I moved to the OC when I was 10 years old because my dad's job transferred him there.

8. What's your favorite hobby and why?

I love to do athletic things like run, swim and wakeboard. Anything that makes me sweat.





9. What's your guilty pleasure?

Chocolate.

10. Who do you admire?

God.

11. What's one of your personal goals?

I would like to be a Victoria's Secret model.

12. What do guys compliment you on the most?

My smile and my eyes.

13. What's your favorite body part on yourself?

My Butt.

14. What's your least favorite body part on yourself?

I love it all and wouldn't change any of it.

15. What do you look for in a guy?

Nice skin, Athletic and someone that is well educated on life. I need someone with a good sense of humor also.

16. What's the first thing you notice about a guy?

His body...and what kind of jeans he's wearing.

17. What turns you on?

Successful men and good style.

18. What turns you off?

Smokers.

19. What's your biggest pet peeve?

Dirty shoes and someone that licks their fingers when they eat, drives me nuts!

20. Who's your celebrity pass?

Johnny Depp. RM

PIT PASS

Get In The Driver's Seat!

INTERIOR:

The Ferrari 612 Scaglietti, a luxurious and powerful four-seater exotic sports car, has a beautifully designed interior trimmed in aluminum and complimented with

sophisticated leather upholstery. It comes with a powerful Bose audio system that gives clear sound and many interactive systems that can be controlled through small buttons mounted on the steering

wheel. The front seats provide enough room to accommodate passengers of any size, while the back seats provide enough room for passengers of small to average sizes. The Scaglietti provides



SPECS

2009 Ferrari Scaglietti

Price: \$313,088+
Engine: 5.7 Liter V12 DOHC
Torque: 434 lb-ft.
Horsepower: 532 hp
0-60 MPH: 4.2 sec.
Top Speed: 200 est.
EST. MPG: 9 City/16 HWY
Available: Late 2009



8.75 cubic feet of cargo space, which may not seem like a lot, but it's average for its kind.

EXTERIOR:

The Scaglietti is an attention-getter but many critics agree that it does not fulfill the high standard looks of the Ferrari brand. It comes with a fixed electro chromatic glass sunroof and intermittent wipers.

Forget the critics; you can ride in style and bring the kiddies.

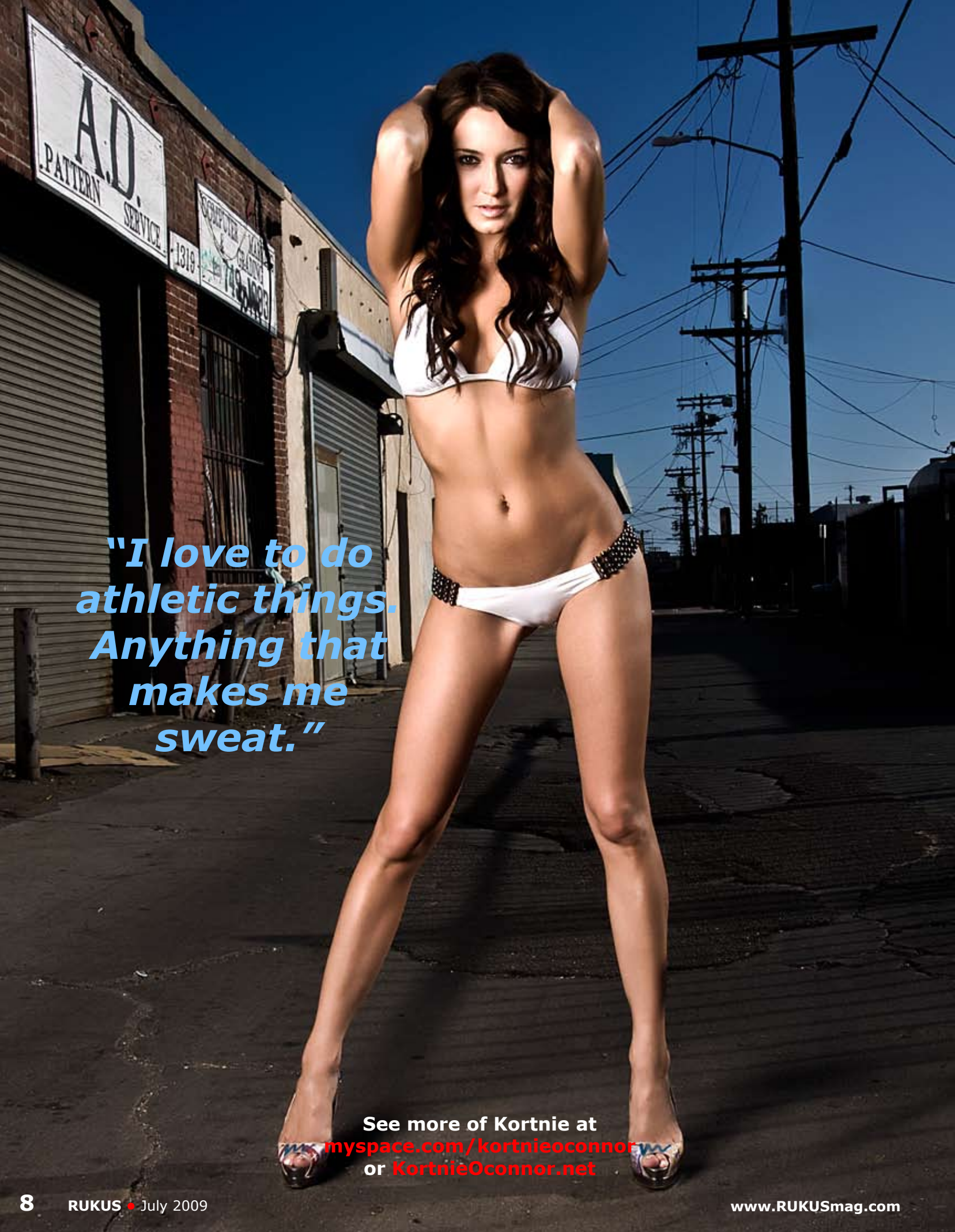
ENGINE:

Don't be fooled by its seating capacity. The engine is a front mounted 5.7 liter V12 with dual overhead cams. It's got 540HP with 434 ft-lb of torque. This kitty purs and has enough bite to leave marks.

SAFETY:

Crash testing for the '09 Scaglietti has not been performed by the federal government or the insurance industry. Still, the Scaglietti lists features such as traction and stability control, remote anti-theft alarm system, rear parking sensors, electronic brake force distribution, and child seat anchors. **RM**



A full-page photograph of Kortnie O'Connor posing in a white bikini on a city street. She is standing with her legs apart, arms raised behind her head, and looking directly at the camera. The background features a brick building with a sign that reads "A.D. PATTERN SERVICE" and "1319", and several utility poles with power lines against a clear blue sky.

***"I love to do
athletic things.
Anything that
makes me
sweat."***

See more of Kortnie at
myspace.com/kortnieoconnor
or KortnieOconnor.net



STATS:

Birthday: *October 5*

Height: *5' 8"*

Weight: *120*

Measurements: *34-24-32*

ALL ACCESS

The Latest Albums Reviewed!



Green Day—The Master Craftsmen

By: Brett Bayne

Given the astronomical success of Green Day's critically acclaimed 2004 concept album *American Idiot*, it's not exactly a shock to find that the band has crafted its eight studio album *21st Century Breakdown* into a similarly hook-filled rock opera. Stamped from the imagination of singer-guitarist Billie Joe Armstrong—and sounding every bit as fresh and enthralling as its Grammy-winning predecessor—*Breakdown* is a meticulously produced punk-pop magnum opus about the unfulfilled promises of religion, politics and becoming an adult.

A reaction to the broken policies of the Bush administration, *American Idiot* juggled two-minute songs with tunes totaling nearly 10 minutes, albeit divided into shorter sections. *Breakdown*'s 18 linked songs are never as lengthy, but still occasionally feature their trademark patchworks: the title track is actually two short songs spliced together, while the fun "¡Viva La Gloria!" is another twofer, starting as a lush piano-and-string number before abruptly shifting into high gear with a frenetic guitar raveup.

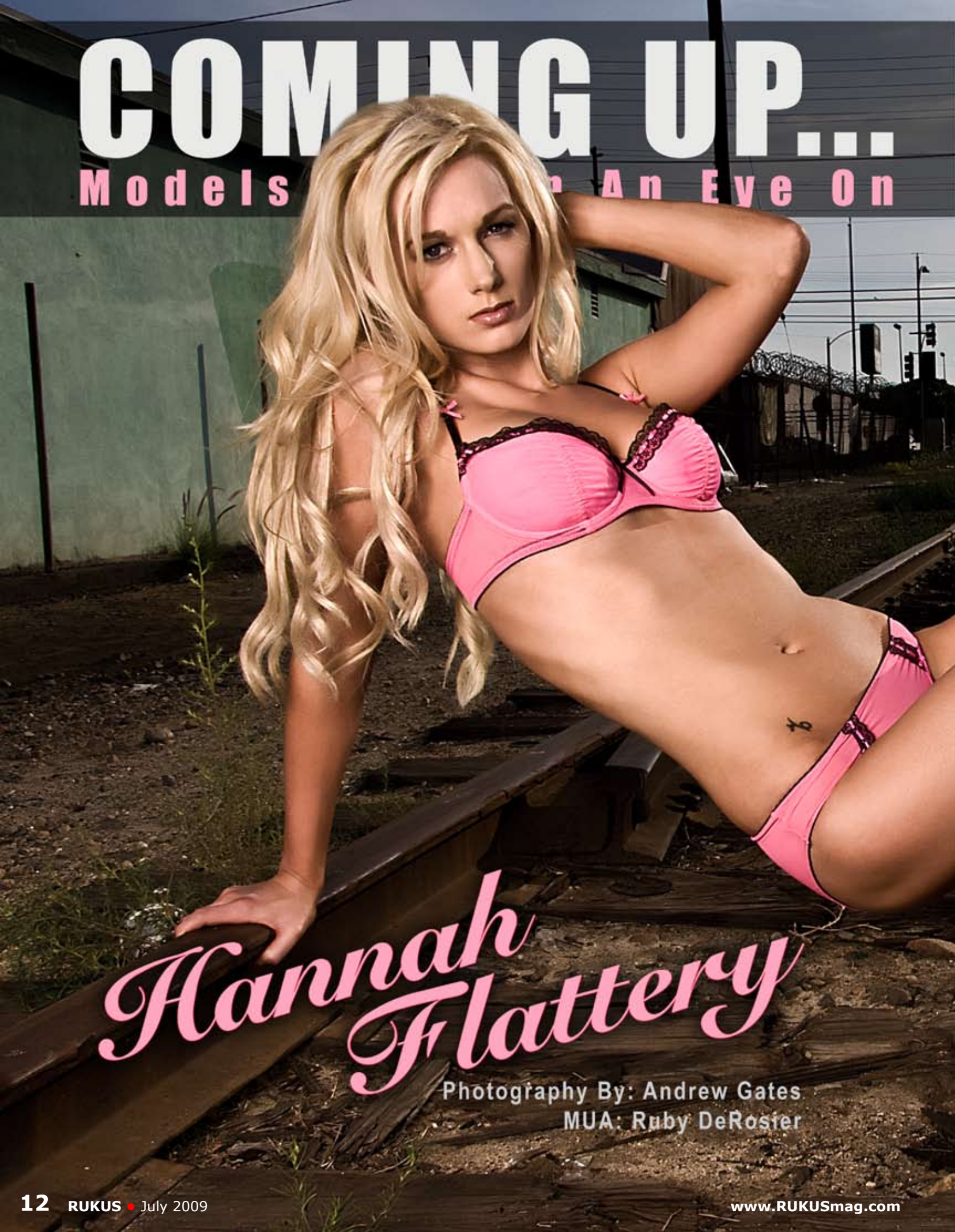
The album is divided into three sections: "Heroes and Cons," "Charlatans and Saints" and "Horseshoes and Handgrenades." The story, such as it is, revolves around a young couple named Christian and Gloria, punk lovers howling from the wreckage wreaked by Dubya-style political conservatism and religion. In fleshing out their adventure, Armstrong frames his contempt with the same crunchy guitars and insanely infectious melodies that helped propel *American Idiot* into a chart and sales phenomenon. "My generation is zero / I never made it as a working-class hero," he sings with heartfelt disillusionment.

This is heady stuff, but the music never strays from economical, punchy and melodic. Best of all, Green Day have mastered the art of the ballad, shrewdly breaking up their signature uptempo material with their best love songs: the heartfelt "Last Night on Earth" unashamedly recalls the Dave Clark Five's 1964 hit "Because" melodically, while "Restless Heart Syndrome," a torch song that gradually builds in intensity, seems destined to follow in the #1 single footsteps left by "Boulevard of Broken Dreams."

The overriding charm of Green Day continues to be its relentless pop-thrash—simple hooks built into mini-masterpieces, such as the three-minute "Know Your Enemy," and Armstrong's delicious guitars on confections like the album-ending "See the Light," with its obvious melodic nod to AC/DC's "You Shook Me All Night Long." If fans have to wait another five years for a record, may it be as stylishly executed as this one.

COMING UP...

Models *Keep An Eye On*

A blonde woman with long, wavy hair is posing on railroad tracks. She is wearing a pink bikini with black lace trim. She is leaning back on one arm, with her other arm resting on the track. She has a small tattoo on her left hip. The background shows a green wall and some industrial structures.

Hannah Flattery

Photography By: Andrew Gates
MUA: Ruby DeRosier

A photograph of a woman's legs from the knees down, wearing black high-heeled sandals with ankle straps. She is sitting on a wooden bench or set of train tracks. The background shows a hilly landscape with some trees and a cloudy sky. The lighting is dramatic, with strong shadows.

A

annah Flattery is an Irish model who has recently come to LA in order to further her career and broaden her horizons. She was born in Dublin, and grew up most of her life in a small town in Ireland as one of five girls. She just graduated from University College Dublin, where she majored in Marketing and French. She speaks fluent French after spending a year abroad studying in France. As a teenager she started off as a grid girl and car show model for tournaments such as the British Touring Car Championship and the British Super Bike. She then started modelling for Irishbabes.net magazine. She hopes to have much success here in LA, and enjoys life here so much she doesn't want to return home!





THE STATS

Birthday:
August 1, 1987

Zodiac Sign:
Capricorn.

Measurements:
32C-24-32

Height:
5'8"

Weight:
112

Ethnicity:
Irish.

Hometown:
Kildare, Ireland

Turn Ons:
Guys muscular arms, if they have tattoos it's a plus. (wink)

Turn Offs:
Hairy feet.

Pet Peeves:
I hate queuing (waiting), patience is not one of my strong points!

Celebrity Pass:
Mmmm, I would have to go with Brad Pitt.

See more of Hannah
at modelmayhem.com/1024662

Leonela Waltrick

Photography By: Andrew Gates
MUA: Ruby DeRosier

Leonela Berna Waltrick is Brazilian and was born in southern Brazil in the beautiful state of Santa Catarina on February 16, 1984. Since a very young age, she had a passion for modeling and for sports. While modeling in Brazil, her mother encouraged her to participate in local and national beauty pageants. She moved to the United States in 2003 and began to get involved in sports and fitness activities and became very involved in weight training, nutrition and health. She had personal knowledge and experience about the negative impact of starvation as a model in Brazil so she was very aware of her overall health. She overcame the challenges and obstacles of being in a new country, with a culture so different than hers and a land so far from her beloved family. Leonela plans to become a very successful personal trainer and fitness model so that way she can relate her love for sports and modeling.







A full-page photograph of a woman with long dark hair, wearing a yellow bikini top and patterned bottoms, posing with her arms raised behind her head. She is wearing a gold beaded bracelet and a belly button ring. The background is an outdoor setting with a green wall and some foliage.

THE STATS

Birthday:
February 16, 1984

Zodiac Sign:
Aquarius

Measurements:
34-27-38

Height:
5'8"

Weight:
135

Ethnicity:
Italian and German.

Hometown:
Encino, CA

Turn Ons:
**Hmm, only my boyfriend
knows that answer.
(smile)**

Turn Offs:
**Guys that are over-
confident and arrogant.**

Pet Peeves:
**I hate liars,
manipulative and false
people.**

Celebrity Pass:
**Tom Welling, what a
superman!!!**

See more of Leonela at
[Myspace.com/](http://Myspace.com/LeBwDesign)
LeBwDesign

GAME ON

The Latest Games Reviewed!



Transformers—Less Than Meets The Eye!

By: Josh Moorhead

"Transformers: Revenge of the Fallen" (brought to you by Activision) for PS3 is as cheap as my headline. It is the next in a long line of sad titles that have walked that green mile march to their sentenced death. It is a licensed game and that means what it means, unfortunately as it almost always has, warts and all.

Or perhaps that should be rust as giant robots don't really suffer from acne. This game finds plenty of other things to suffer from though, like its source material. Transformers 2 the movie even if you thought it was awesome wasn't all that deep. And even if you did think it was awesome that enthusiasm most likely will not carry over to this port.

The game is essentially a shoot em' up that boils down to: enter area, shoot Decepticons, leave area, go to new area, and shoot same ol' Decepticons. The game manages to make work of a Transformer about as thrilling as a nine hour day in a cubicle. Besides the boredom of work "Revenge" reminded me of a few other things, like those 2D side-scrolling brawlers of yore, say "Streets of Rage" or "Golden Axe" which were downright repetitive but fun as the dickens. "Revenge" is all punch n' go, but with no fun to show for it. You play as all the Autobots across various zones, like Shanghai, California and Egypt and every level will see you dropped into an enclosed map where you find blips on a radar and then repeatedly punch or shoot them in the face for some greater cause. This does not feel like playing a game after a few hours, it feels like repeatedly being punched or shot in the face.

"But," you say "you can TRANSFORM!" sure, and this should be cooler too. It's obvious that the game had some ambitions, while running around in full robot mode the player is essentially in a standard issue action title, and while in vehicle mode the game does it's best imitation of "Twisted Metal" or "Burnout". The controls while you're a semi or car are pretty tight. When you're a jet or a helicopter though they get loose and confusing. Transforming is seamless, as it should be, but the choice to change control schemes once you are transformed is a poor one. Why is it necessary that shoot and jump should become different buttons once I'm a car? It kind of turns our heroes into drunken sailors in a fight.

Your enemies in the fight will also be a little confusing. While you might expect "Revenge's" AI to be weak, it's actually just kind of a pussy. If you drive halfway across your radar to engage the enemy rather than getting in some good hand to hand combat or a shoot out your opponent will often take one slap, and then transform into something the size of a smart car, cry and drive away to hide in an alley somewhere. This makes the game all very cat and mouse, demanding all the finger-fury of a button masher with none of the reward. And cat and mouse? C'mon! This is supposed to be giant effing robots going to world war!

"Revenge" takes all the energon out of the heroes and villains you play as (yes, you can go on the Decepticon campaign but it is largely identical). The opportunity for explosive cut scenes are even subbed out for animations of the transformers standing around the equivalent of their water cooler and bitching. So allow me.

The controls are iffy, the plot is non-existent, the campaigns are relatively short but frustrating leaving no replay value, the maps are small not leaving much room to wreak havoc in and there's nothing in the design that makes you feel as if you're actually a giant transforming robot. Some of these complaints could follow over from the film, but with Michael Bay's direction the movie's at least flashy and loud. "Revenge" doesn't go "boom!" in any way. It doesn't deserve the HD it's packaged in. The graphics are dreary and lack detail, the sound is sharp but lacking in variety, the camerawork suffers from questionable placement at times, but without the style to compensate.

"Transformers Revenge of the Fallen" is good at answering a few questions. Is Megan Fox still hot as a vaguely discernable stack of rendered 0's and 1's? Yes. Could it ever get old listening to Optimus Prime? For sure. Could a Transformers video game ever make "Harvest Moon" look like an enthralling actioner? Yes. Could an awesome Transformers game possibly exist? I hope so. But for now revenge is still served cold. **RM**

Transformers, Revenge Of The Fallen

PRODUCER: Activision

PLATFORM: PLAYSTATION 3

RELEASE DATE: June 23, 2009

★★★★★

RATINGS: Teen
GENRE: Sci-Fi Adventure