

# RUNKS

## 20

Questions with

*Candace Kita*

**HALO 3 &  
MADDEN 10  
GAMES REVIEWED**

**MOVE, Get Out The Way!  
2010 Nissan GT-R**

**MUSIC REVIEWS...**

**Black Crowes  
Before The Frost...**

**Black Eyed Peas  
THE E.N.D.**

October 2009



# 20 QUESTIONS

Get To Know Your Cover Model



A woman is lying down in the foreground, her legs extended towards the right. She is wearing a light-colored, strappy high-heeled sandal. The background is a large, vibrant mural with abstract shapes in shades of orange, red, blue, and white. The name 'Candace Kita' is written in a large, stylized, red cursive font across the top of the image.

# Candace Kita

**C**andace Kita was born in Los Angeles but raised in England, Belgium and Texas, she graduated from college with degrees in philosophy and contemporary religion. After postgraduate work in sociology, she chose to pursue her dream of acting. Shortly after moving to Los Angeles Candace found herself appearing in numerous TV Commercials and Television Series she has also been featured in some full length movies. Candace is the founder of Hotties With a Heart, an organization that brings together young women who donate their time to various charities throughout the United States. Recent events have included Read Across America, The Boys and Girls Club, The Salvation Army, and The Bob Hope USO. She also hosts a weekly radio show in Los Angeles, Hottie Help with Candace Kita. This live call-in show broadcasts each Sunday from 2-3pm (PST) and is one of the highest-rated shows on LA Talk Radio. Each week Kita discusses women's safety issues with a celebrity guest.

Photography By: Andrew Gates  
MUA: Felicia Kim

**1. What's your Ethnicity?**

*I am of Asian descent but I was born in the US and also raised all over the world.*

**2. What's your sign?**

*I am a Libra.*

**3. Where are you from?**

*I was born in the City of Angels.*

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

*I grew up all over the world actually, but primarily in the South. My favorite memory is playing in the fields throwing cow patties. We wouldn't throw cow patties at each other, but we would have contests to see who could throw them the farthest. I also remember it always being 104 degrees with humidity when I was growing up. I got used to it so whenever people say it is hot and in the 90's I just laugh.*

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

*I was a pretty good kid on the whole. The only thing I remember doing is throwing rocks at the neighbor's car because he didn't let us play with his pet raccoon. We used to feed the raccoon through a hole in the fence. He was on one side in a dog run; we were on the other. He would push his little black paw through the hole and hold out his hand for treats. Very cute of course. But the neighbor would tell us to leave him alone. He was probably right looking back as raccoons can be pretty mean sometimes.*

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

*Probably hiking around in the jungles of Costa Rica. In the jungles of Costa Rica I saw alligators in the water right next to you. Of course there is the famous crocodile bridge where you can throw pieces of chicken to 14 foot crocs underneath you who leap out of the water to get it. Amazing and I always wondered what would happen in you accidentally fell in!*

**7. What brought you to LA?**

*Acting.*

**8. What's your favorite hobby and why?**

*I love yoga; really great for the mind and body. It strengthens and*





*keeps you limber at the same time. I encourage everyone, people of all ages, to try it.*

**9. What's your guilty pleasure?**  
*Chocolate.*

**10. Who do you admire?**  
*Obama.*

**11. What's one of your personal goals?**  
*I just finished my first book, "The Hottie Handbook: A Girl's Guide to Safety". This is a safety primer for young women. Topics include: surfing the internet, work safety, travel safety, dating, blind dates, dorm safety and safety on campus. I just signed with the publisher and it will be an iPhone App in a few months. My goal is to complete my second book on women's safety. Shhh, the title is still a secret, but it is already in the works. Also, on a related note, please listen to my weekly radio show on women's safety on LA Talk Radio. We broadcast live each Sunday from 2-3pm and bring on a celebrity guest. Listeners are invited to call in each week.*

**12. What do guys compliment you on the most?**  
*Probably my smile and my hair which is down past my waist.*

**13. What's your favorite body part on yourself?**  
*My left elbow*

**14. What's your least favorite body part on yourself?**  
*My right elbow*

**15. What do you look for in a guy?**  
*A sense of humour.*

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

**17. What turns you on?**  
*Humour, someone who listens and respects your wishes, tattoos.*

**18. What turns you off?**  
*An inflated ego, an inflated sense of self, not listening.*

**19. What's your biggest pet peeve?**  
*People who are late. I always say, if I can be there on time, so can you.*

**20. Who's your celebrity pass?**  
*Kobe Bryant. RM*

# PIT PASS

## Get In The Driver's Seat!

### A Supercar for the Superconscious

By: Erica O'Young

Allow it to reintroduce itself. The Nissan GT-R is back, packing the same deadly punch of performance and price. With very few compromises and five additional horsepower, a revised suspension, updated wheel finishes and standard front-seat and roof-mounted curtain side-impact supplemental air bags, the super-car from 2009 relaunches in time for the super-cost-conscious in 2010.

Introduced in July 2008, the 2009 version of the GT-R roared onto the scene garnering awards worldwide as Motor Trend "2009 Car of the Year," Automobile magazine's 2009 "Automobile of the Year" and Kelley Blue Book's "2009 Best Resale Value Award." But while the model set racetrack records and tore up sub-4-second dashes to 60 mph, it gained less than rave reviews in reliability. The GT-R's secret weapon was its launch control system, but the same system also placed extreme stress on the car's rear-mounted transaxle.

Critiques, however, did not fall on deaf ears. The 2010 GT-R features a reprogrammed launch

control system standard to all new models (and retrofitable to '09 models) designed to limit transaxle stress. It works, and it actually works rather well. To pack an even bigger punch, the horsepower rating of the GT-R's 3.8-liter twin-turbo V6 engine has gone from 480 hp to 485. With new Transmission Control Module (TCM) programming to optimize clutch engagement for improved drivability and improved vehicle acceleration with the Vehicle Dynamic Control (VDC) activated, the 6-speed, dual-clutch transmission holds its own with the best. An updated braking system features more rigid brake lines for improved durability and brake calipers with both the Brembo and Nissan logos. As a final adjustment, the 2010 GT-R's state-of-the-art suspension has redesigned Bilstein shocks with a new valve body design and revised spring and damper rates.

On the outside, things are looking better as well. The 20-inch RAYS forged aluminum-alloy wheels now have a darker, high-luster, smoke finish on the base model and a new "near-black" metallic wheel finish standard on the Premium

model. For 2010, one new color – Pearl White – is offered, and even the Super Silver exterior color boasts a polished front bumper.

The inside is a bit less glossy, but functionally driver-centric. Here, speed and efficiency are top priority. Snug sport bucket seats and a high center console cradle the driver and front passenger, and rear seats are modest but functional. In terms of



## **SPECS**

### **2010 Nissan GT-R**

Price:	\$83,040+
Engine:	3.8 Liter V6 twin turbo
Torque:	434 lb-ft.
Horsepower:	485 hp
0-60 MPH:	3.3 sec.
Top Speed:	193 est.
EST. MPG:	16 City/21 HWY
Available:	Late 2009



quality, the GT-R interior does not lack with plenty soft-touch materials and a general feel of quality construction.

Safety-wise, the massive antilock Brembo brakes, stability control and traction control are all standard, as well as front-seat side airbags and full-length side curtain airbags. With a best 60-0 mph stopping distance


of 98 feet, last minute screeching halts in the GT-R won't be a problem for the pedal-happy.

Perhaps the only caveats to the 2010 GT-R's comeback are the slightly bulky handling (The car weighs in at 3,800-plus pounds, a mass that becomes perceptible in tight corners) and the lack of a conventional manual transmission option. The

GT-R's automated manual transmission makes its break-neck acceleration available to everyone, but gearheads will miss the irreplaceable feel of shift, clutch pedal and road.

All in all, the 2010 Nissan GT-R remains undefeated in the category of performance for price. Still the most accessible exotic sports car on the market, the Nissan GT-R races back for another year of rave reviews. **RM**





***"It  
strengthens  
and keeps  
you limber"***

See more of Candace at  
[candacekita.com](http://candacekita.com), [twitter.com/candacekitapr](https://twitter.com/candacekitapr) or  
[myspace.com/therealcandacekita](https://myspace.com/therealcandacekita)



**STATS:**

**Birthday:** *October 6*

**Height:** *5' 6"*

**Weight:** *105*

**Measurements:** *34C-24-33*

# ALL ACCESS

The Latest Albums Reviewed!



## THE BLACK CROWES



# Keepin' You On Ice

By: Brett Bayne

The Black Crowes love to perform onstage—fully a third of the band's major-label releases have been live albums, including the two-disc *Warpaint Live*, released earlier this year. So it's no big surprise that the band would eventually turn their attention to building a hybrid. Famished for an opportunity to create something musically adventurous, the Crowes have recorded their eighth studio album live in front of an audience of diehard fans in Woodstock, New York. It's not a new idea—Todd Rundgren recorded his 1991 album *2nd Wind* the same way—but it's one that isn't easily pulled off, and the Crowes nail it. (Almost to prove their mettle, the band has unnecessarily preserved their audience's applause between tracks, as if to say, "See? This was recorded live!") *Before the Frost* won't come close to reaching the five-time multiplatinum success of the group's debut disc, 1990's *Shake Your Money Maker*, but it's an experiment that works on virtually every level: impressive musicianship, expert jams, a fully realized suite of tunes and the wizened production of the band's newest guitarist, Paul Stacey (who replaced Marc Ford in 2006).

*Before the Frost* kicks off deceptively, with a cutesy-pie ragtime piano and banjo that gradually builds into the rollicking "Good Morning Captain," which suggests a harder-rocking Jimmy Buffett. The aural bouquet that follows consists largely of bluesy, laid-back Southern rock, typified by standout tracks "Been a Long Time" (at 7:48, the group's longest song to date), and the slide guitar-drenched "Appaloosa," a melodic cousin of Paul McCartney's "Maybe I'm Amazed." Only on two tracks do the Crowes stray from their signature sound: "I Ain't Hiding" may surprise fans with its shameless disco groove, and Crosby, Stills and Nash are hauntingly channeled in the reflective "What Is Home."

Consumers are used to getting so-called bonus tracks on their CDs, but the amazingly prolific Black Crowes have stepped up with a startling bonus for purchasers of *Before the Frost* on disc—they're offering nine bonus tracks on what amounts to an altogether different album, available as a download. The companion album, *Until the Freeze*, is twangy, rock-free fun, with folky singalong numbers like the fiddle-infested "Shine Along" and the honky-tonk "Shady Grove." Lovers of hit rockers like "Hard to Handle" and "Twice as Hard" will likely feel like they've accidentally downloaded a breezy Matthews Southern Comfort LP from 1973 and fall blissfully to sleep, but diehard Crowe comrades will cream over the extra 46+ minutes of tunes. Make whatever you will of the *Freeze*; the *Frost* is one of 2009's most unexpected delights.

**The Black Crowes: Before The Frost...Until The Freeze**

Label: Silver Arrow Records

★★★★★  
RELEASE DATE: September 1, 2009

**ALL ACCESS**  
The Album Reviews CONT'D



# THE E.N.D. IS NEAR!

By: Dashiell Arkenstone  
Photo Courtesy: Interscope Records

The new release from the hip-hop troop turned pop-sensation THE BLACK EYED PEAS might harbor acclaim from its target audience, but while it may satisfy the throng intended, the album hardly fits the standards of any actual music lover. It opens with a deep, manipulated voice--the kind you'd here at a monster truck rally--spitting some profound spoken word that tells us: "Everything around you is changing." Well, he couldn't possibly be referring to the effect of this album, as it offers nothing that hasn't been done before.

The album opener "Boom Boom Pow" does not at all hold to its title. It's less a "Boom Boom" than a "tap tap" --a very weak and boring launch. The next track is undeniably catchy, but poses a problem that becomes a common theme throughout the record: solid dance pulses that are continuously chopped and littered with layers upon layers of artificial vocals. This record is polluted with so much auto-tune and vocoder that the integrity and individuality of the performers is lost and replaced with a pedestrian and stationary sound that falls short of having any utilitarian attributes--even for these times. The vocals aren't allowed a moment to breathe without being pummeled with effects or somehow doctored, falsifying their humanity and molding them into the industry standard "talent: optional" garbage that we've heard over and over again--because somehow, that's what tops the charts.

"Meet Me Halfway" is a more straightforward and therefore tolerable approach to a good pop song. Unfortunately, the Peas couldn't resist a bridge with a spliced and severed vocal pattern, though its presence could be overlooked if the rest of the album wasn't infested with it. When we get to "Imma Be," we're happy to hear a familiar BEP hip-hop track again and another theme is introduced: ceaselessly repeating the song title in almost every song. We also realize how the songs seamlessly fit into one another. These transitions definitely help the pursuit of this album, as without them, it would be quite an undertaking.

Let's jump to the track "Out of My head:"

Fergie: "You see these feet? Ima hit the street! Yeah, I'll be walkin'!... Ima hit the bar, get some vodka, some red bull...When I see a boy, Ima say "wassup"... Whyncha come with me? We goin live it up! We steppin' out! Hode up, hode up--how da bridge go? I think I drank too much! Wait, I think I know it--here we go!"

Cute.

Interesting words from a spelling bee champion. The gods only know how she lets herself get away with her ghetto-speak, which gets harder and harder to stomach as the album progresses.

The proposed anthem "Now Generation" takes a more traditional approach to songwriting with the use of real instruments! Or at least it seems so. But by this time, with a song relying so heavily on vocal accompaniment so late in the record, that auto-tuner is tragically missed. Speaking of which, the track "Missing You" is almost dynamic enough to remember, but the constant repetition of the words "missing you" will make you want to vomit; too bad, it's a good song.

The lyrics are dreadfully unimaginative, something that the studio magic couldn't help, leaving us with hooks like "Ring-a-linga-ling-ling...dinga-linga-ling-ling...hello-hello...ring-a ling-linga-ling...ding" --you get the idea, and as far as this whole electro-retro-futurism style is concerned, well, I hope they're wrong.

BEP claims that "Energy Never Dies," but apparently music does, and they're okay with that.

**Black Eyed Peas: The E.N.D.**  
**Label: Interscope Records**

★★★★★  
**RELEASE DATE: June 9, 2009**

# COMING UP...

Models To Keep An Eye On

*Monica Goe*

Photography By: Andrew Gates





*M*onica Goe is originally from Cali, Colombia. This exotic Colombiana has been modeling off and on both in Colombia and in the United States. She took some time to get into modeling when she got to the States, but look for her to come on strong! She loves to get in front of the camera. Monica enjoys the art and has a passion for modeling. She has been working as a promotional spokes-model and will be working on some calendars soon! Monica has a degree in Chemical Technologies and wants to pursue a career in marketing, interior design, and real estate as well as continuing her modeling.





## THE STATS

**Birthday:**  
March 10.

**Zodiac Sign:**  
Pisces.

**Measurements:**  
34B-23-34

**Height:**  
5'1"

**Weight:**  
98 lbs.

**Ethnicity:**  
Latina / Colombian.

**Hometown:**  
Phoenix, AZ.

**Turn Ons:**  
Good attitude/humor,  
sexy eyes, and strong  
arms and legs.

**Turn Offs:**  
Rude and conceited  
people.

**Pet Peeves:**  
Fake, hypocritical  
people.

**Celebrity Pass:**  
George Clooney and  
Ricardo Arjona.

See more of Monica at  
[www.monisaonline.com](http://www.monisaonline.com)  
or  
[www.modelmayhem.com](http://www.modelmayhem.com)

**COMING UP...**

Models To Keep An Eye On CONT'D

# Maya Michelle Rew

Photography By: Andrew Gates  
MUA: Felicia Kim

*M*

aya Michelle Rew was born February 5, 1987 in Tokyo, Japan to a Japanese florist and an American Navy officer. Being mixed, Maya has always stood out with a perfect mix of Japanese elegance & Southern belle charm and the curvy measurements of 34C-24-38. Growing up in the small beach town of Carpinteria, CA, Maya always knew she had to move to the big city. Now 22 years old, Maya resides in Hollywood, CA where she works as a model & gogo dancer.

Maya has always been a performer. Since her first dance recital at 3 years old, she has been in love with the spotlight. She gogo dances at the hottest clubs in Los Angeles weekly which is what fueled her career into modeling, magazines & music videos. When Maya is not working hard, she enjoys relaxing at home, hanging out with her girlfriends & eating! Often described as down-to-Earth, talented & caring, Maya shows great potential for the world of entertainment.







## THE STATS

**Birthday:**  
February 5, 1987.

**Zodiac Sign:**  
I am an Aquarius.

**Measurements:**  
34C-24-38

**Height:**  
5'3"

**Weight:**  
115

**Ethnicity:**  
I am half Japanese & half white, French/English to be specific.

**Hometown:**  
Carpinteria, CA.

**Turn Ons:**  
I get super turned on by guys that are passionate about everything they do, amazing kissers and sexy music.

**Turn Offs:**  
I hate when guys have low self esteem, jobless, have bad breath & can't take care of business in the bedroom.

**Pet Peeves:**  
I hate when people are constantly saying bad things about themselves only so you'll compliment them.

**Celebrity Pass:**  
???

See more of Maya at  
[MySpace.com/Maya\\_Michelle](https://www.myspace.com/Maya_Michelle) or  
[Twitter.com/MayaMichelleRew](https://twitter.com/MayaMichelleRew)

# GAME ON

The Latest Games Reviewed



# SUIT UP AND SHOOT!

By: Mike Lowther

It's time to throw down your perks and reload for *Halo 3: ODST*. Halo is back, but not with a complete new sequel. ODST is more of an expansion, an entirely new adventure with added goodies and surprises that complement a brand new multiplayer system with a sick campaign. Though you're not Master Chief, we can still enjoy futuristic gun-slinging action with lots of yapping Grunts and blue-green blood.

We have a similar HUD which includes a new night vision mode, and you can easily see your enemy and pinpoint health to pick up. Sure enough, the game plays very similar to Halo 3. But I'm not gonna rag, it *is* Halo 3. So you can't expect much more than an expansion. This time around, we don't play as Master Chief. We take on the roles of four ODSTs (Orbital Drop Shock Troopers) who become separated from the squad on a suicide mission gone haywire. It reminded me of the movie *Crash* where all of the storylines intersect to make a whole, but with cool guns and aliens. From the top, it was simple enough to take control of your character as it was when I first picked up the original Halo. Same controls, but with added gameplay mechanics and some upgraded tweaks. Shotguns and Spartan Lasers are still here, but a silenced SMG takes the role of the primary assault rifle. I've grown more accustomed to using alien weapons quite often, since ammo is scarce. Your primary backup weapon also happens to be a magnum with a scope. You can produce satisfying headshots on the fly with this revamped weapon from the original Halo.

This time around, we have a similar HUD which includes a new night vision mode. You can easily see your enemy and pinpoint health to pick up. Our campaign takes place in the city of New Mumbai, Africa, and it's in ruins. Throughout the adventure, we stumble upon audio logs and slowly discover what really happened. The sound bytes are suspenseful and recorded well, depicting what happened before we arrived to decimated New Mumbai. The soundtrack is brilliant; epic and cinematic. Even though this game vividly reminds me of *Starship Troopers*, my eyes grew moist when I start every other chapter. The storyline isn't exactly fulfilling, but film grain helps the visuals to make it solid. The orchestral music beds are soothing and remind me of the calm areas in the original *Resident Evil* series.

I was a little shocked to notice the multiplayer didn't have a matchmaking option. I couldn't connect to random players around the globe like I used to. *Why is this?* ODST comes with two discs: one for campaign with a new feature called Firefight, and one containing only the multiplayer content from *Halo 3* with added maps. It seems probable to assume the packaged Halo 3 multiplayer disc was shipped with ODST to not cause too much of a ruckus. But Firefight. Ah, Firefight. The new approach to Halo's multiplayer that requires a team effort. Instead of kamikaze battling with Team Rockets and suicide beat downs, we now battle vicious waves of aliens in an all out endurance. Teams up to four players can enjoy simultaneous action and strategizing to overcome the hoards of enemies with constant challenges after each round. Many of the maps are unlocked throughout the campaign.

As for a game isn't even considered a full sequel, it's safe to say it's enjoyable. It's a reworked Halo title that doesn't justify its release as a sequel, it can only be considered an expansion. It's a great addition to this fall's gaming. *Halo: Reach* is scheduled for Fall, 2010 as *Halo 3: ODST* will weigh us all over until then.

**Halo 3: ODST**

**PRODUCER:** Microsoft/Bungie

**PLATFORM:** Xbox 360

**RELEASE DATE:** September 22, 2009

★★★★★

**RATINGS:** Mature

**GENRE:** First-Person Shooter

**GAME ON**

THE GAME REVIEWS CONTINUE



# The Turducken of Games

By: Josh Moorhead

If there was any doubt that my manhood was intact since football season ended last winter it all went away when I was nearly brought to tears watching the opening for this year's edition of Madden Football. In 100 years John Madden will be long dead (God rest his golden but gravy filled heart) but kids will still be playing Madden NFL Football 110 as if it were Washington's America 1776. That is to say Madden has become an institution, it's just American. If you don't play Madden you're a terrorist.

Okay okay okay, that's taking things a little too far. There have been rivals to EA's sometimes described as "evil" stranglehold on the NFL license over the years. ESPN and the 2k brand actually got some good shots in there but now Madden stands alone, which is kind of a mixed bag. As American as John Madden, NFL football and their passionate marriage on game consoles is the monopoly they run is down right Soviet. Once a year we all line up in August, huddled together waiting for our portioned serving of Madden. It's like a soup line. We don't know whether it'll be hot, cold, excellent bisque or tasteless broth. In that sense Madden, or rather EA is a bit more like Stalin.

But thankfully this year the evil empire and its fearless leader have delivered so much so that I will now resort back to my original comparison of EA and Madden as fearless American heroes. Heroes that make mistakes, that are debated, but heroes nonetheless. Case-in-point: I felt last years edition was a little too complicated somehow, a little too fast, the renders of athletes were unrecognizable, the run game was practically impossible, the prominent presence of Madden IQ depressed me, the presentation was sleek to a fault, disconnecting the player from the experience. And in 10 all of that has been addressed.

Guess who looks like Wade Phillips in Madden NFL 10? Wade Phillips. Guess who looks like Kurt Warner? Kurt Warner. That is to say these people are finally discernable. They have faces and more distinct body types. Now not every coach is either a fat white blob or a skinny black stick. The personalities the fans see on Sunday are present every time the PS3 is powered up. Speaking of power this is what I wanted out of an HD football experience. Stadiums, turf, jerseys and skin are detailed, colorful; sharp. EA knows it too. During loading screens its advertised how this is the most animated Madden yet, with hand towels that blow on the wind and other serene details.

The motto for this year's Madden is actually if you see it on Sunday, you see it in the game. This has never been truer, we see fans tailgating pre-game, officials measuring first downs; even the scrum for fumbles is animated and requires fighting game like button precision to come up with possession. But the pretty bow that Madden's wrapped in... okay let me try that again with more testosterone, the bacon that Madden's wrapped in wouldn't be anything if the sausage under it wasn't great (that still sounds wrong, doesn't it?)

But the sausage is good. The game play mechanics are much improved here. The game is slowed down, which sounds like it might be a disadvantage but actually speaks to the reality of the pro game. Getting a grip of this year's Madden is like being a rookie quarterback coming into his own, as they often say "the game slows down for them." Once you learn how to breathe and stay in the pocket you'll be rewarded with more consistent, more open receivers. The quarterbacking this year is much more detailed, from stats to pocket presence you'll have to play to your QB's strengths more than ever before. For instance, I threw 4 interceptions with Brett Favre in his new purple and gold trying the long ball before I finally realized slants were where his strength lied. I then went undefeated on the season and won the Super Bowl (okay, with a few restarted games).

The presentation of this years Madden over all is much better, highlighting the drama and glory of the game with home screens depicting fans and players in the heat of the moment. Franchise runs at a good clip, though it lacks some detail from past years. I miss the faux sports radio broadcasts and local news coverage of 07 for example. But what players do get for the first time ever is a weekly highlight and an analysis show hosted by real live human beings. This, although not always detailed, is impressive. Call it Madden Sportscenter. And if discussion and debate from real humans is what you look for, the online game is in full swing, offering for the first time an online franchise mode is offered where you and up to 32 buddies can play a season. I'd tell you more what this is like if I had 32 buddies who didn't mind putting video games on credit.

Overall living under the Madden dictatorship is great, and is much improved from years past. From packaging to playing this Madden should be remembered fondly, and should definitely be the one to buy if you're the "buy a new Madden every few years" type. I know I was, but had to get a fix for the mostly bad taste 09 left in my mouth. Madden 10 delivers a delicious cleansing of the palette as American as apple pie.

**MADDEN NFL 10**

**PRODUCER: Electronic Arts**

**PLATFORM: Playstation 3**

**RELEASE DATE: August 14th, 2009**

★★★★★

**RATINGS: Everyone**  
**GENRE: Sports**