

# RUNNERS

## 20

Questions with

*Inina Voronina*

**FORZA 3 &  
BORDERLANDS**  
GAMES REVIEWED

Class/Speed/Power  
**2010 Bentley GT**

**MUSIC REVIEWS...**

**Smile Empty Soul**  
Consciousness

**SKILLET  
AWAKE**

November 2009

**Skillet**  
Awake





# 20 QUESTIONS

Get To Know Your Model



# Irina Voronina

Photography By: Andrew Gates  
Make-Up: Felicia Kim  
Swimwear By: Bizzy B  
Bseductive.com

**T**he Russia native was born and raised in the city of Dzerzhinsk, once considered to be the most polluted city on the planet. At the age of 20 Irina moved to Milan to pursue modeling. She instantly started booking print jobs and TV commercials and soon became an international model, traveling all over the world.

Irina relocated to the US to become Playboy's Miss January 2001 and her career continued to flourish. Ever since breaking into film with parts in "Reno 911!: Miami" and "Balls of Fury".

Look for Irina in a new sitcom "Svetlana" to be released in early 2010 as well as a field reporter on "Lopez Tonight". "My next goal is to produce", said Irina. "I am currently developing a TV show and working on making a feature film of my own".

Great looks plus a great laugh equals one great lady. You do the math.



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

*Ukrainian father, Russian mother.*

*Does it make me Rucranian or Ucrussian?*

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

*Sagittarius.*

**3. Where are you from?**

*Dzerzhinsk, Russia.*

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

*Well, let me see... I liked it all, especially free education and medical care. Yeah, I was a smart kid, very ahead of my time. (laughs)*

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

*Every time we had people over I would go in my Mom's closet and put on a surprise fashion show, modeling my Mom's dresses.... Without clearing it with Mom. I also loved to abuse her make up kit...and nail polishes...and shoes... Sorry, Mom!*

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

*You don't wanna know! It's out there!*

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

*Becoming a Playboy's Playmate.*

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

*I love computers and technology. Growing up in Russia I wasn't exposed to computers, but now I can't imagine my life without my Mac Book Pro! I retouch my own pictures, edit videos, pretty much do it all "in-house".*







9. What's your guilty pleasure?

*NY Cheese Cake, does it count?*

10. Who do you admire?

*People who achieved everything on their own.*

11. What's one of your personal goals?

*To have my own production company.*

12. What do guys compliment you on the most?

*My looks, of course. Very few people can see beyond the physical appearance.*

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

*Hmmmm.... Boobs!!!*

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

*Boobs, again... Having them doesn't always work in my favor.*

15. What do you look for in a guy?

*Great personality.*

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

*The eyes, the mirror of the soul.*

17. What turns you on?

*Great sense of humor.*

18. What turns you off?

*Bad temper, cocky condescending men.*

19. What's your biggest pet peeve?

*Bad breath combined with cigarette breath.*

20. Who's your celebrity pass?

*Angelina Jolie,  
Oh no! I meant Brad Pitt!  
I am all confused now!*

RM



# PIT PASS

Get In The Driver's Seat!

## Extreme Price. Extreme Power. Extreme Bentley

By: Nicolas Bates

Bentley is calling their latest Continental GT "the extreme Bentley." This is for good reason, as the newest GT line-up now includes a Supersports version, which is capable of 204 MPH and has a 0-60 time of 3.7 seconds. This car is qualified enough to be found racing on the high banks of Daytona, or cutting through the corners of Monaco, but you can also expect it to do what all Bentley's do: get you where you want to go in 100% luxurious fashion.

Bentley's 2010 Continental GT models are available in varying trims: the base coupe GT and the CTC (C for convertible), the GT and GTC Speed, and the newest arrival, the Supersports GT. The difference in each trim is subtle if you don't have the pedal mashed to the floor, but they include doorsills etched with "Speed" on the speed models, as well as a crackle-black-finished intake manifold, dark-tinted front grille, larger-diameter tailpipes, and a rear spoiler. The difference in the Supersports models includes the aforementioned goods plus the largest production brakes ever designed, a sweet carbon fiber rear bench in place of a rear seat for weight reduction, as well as light weight racing seats up front and 20" alloy wheels.

The mammoth GT is powered by a colossal 6 Liter, 48 valve, twin turbocharged, W12 engine with variable valve timing. Weighing in at 5,456 lbs, the GTC is the heaviest. The GT Coupe weighs in at 5,180 lbs, while the Supersports model shaves a cool 243 lbs off from its Coupe counter-part and comes in at 4,937 lbs. Regardless, hurling a two and a half ton vehicle to 204 MPH, and from 0-60 in 3.7 seconds is a bit of an engineering feat, to say the least. The GT comes equipped with 552 bhp, 479 lb-ft, while the Speed produces 600 bhp, 553 lb-ft and the Supersports comes with a tad more power at 621 bhp, 590 lb-ft. This beastly GT needs a fairly large apparatus to transfer the power to its wheels and all models come standard with a ZF 6-Speed automatic transmission that can be shifted manually. With this much power, you would expect to pay at the pump. MPG estimates are rated at 10/17 City/Highway for the GT as well as the GT Speed and 12/19 for the Supersports version.





## SPECS

### 2010 Bentley GT

Price:	\$185,395+
Engine:	6 Liter, twin turbo, W12
Torque:	479 lb-ft.
Horsepower:	552 hp
0-60 MPH:	5.1 sec.
Top Speed:	204
EST. MPG:	10 City/17 HWY
Available:	NOW



This car is a head turner no doubt. It gives off a high sense of luxury but also a high sense of style and sportiness with its soft curves and long lines. Be prepared to answer questions when you roll up in this behemoth wonder.

The 2010 Continental GT now sports newly standard speed sensitive power steering for more feedback to the driver, and the springs, dampers, and anti-roll bar were revised for optimal comfort. Suspension duties are controlled by a self-leveling air system that monitors ride height and damping depending on various road conditions you may encounter. Continuous Damping Control helps keep the body from rolling from side to side and the Electronic Stability Program helps keep the traction to all 4 wheels, which deliver massive amounts of power to the asphalt.

If you're at all indecisive about the color you want for your interior, this is not the car for you, as Bentley offers 17 shades of leather and five styles of wood trim. The Mulliner trim package adds quilted leather, chrome and turned aluminum panels in lieu of wood dash pieces. Another pricey option is the Naim 1000-watt, 14-speaker audio system. The Continental comes standard with a DVD Navigation system, which its electronic climate control system calls home. The plush interior will try to keep you as safe as possible with driver & front passenger frontal airbags with occupant sensors, front & rear side mounted airbags, front & rear side curtain airbags and front & rear 3-point seat belts w/pre-tensioners.

The Continental GT, and in particular, the Supersports version, are indeed "extreme," and not for the faint of heart or an individual lacking a serious budget. This automobile was made for the individual who needs the utmost speed, luxury and comfort and is not afraid to pay for it. Base Continental GT's start at \$185,395 and you will easily pay upwards of \$275,000 for the Supersports version. New house or 0-60 MPH in 3.7 seconds in a vehicle that weighs as much as a Toyota Landcruiser?







***"The eyes,  
the mirror of  
the Soul."***

See more of Irina at  
[IrinaVoronina.net](http://IrinaVoronina.net), [facebook.com/IrinaVoronina](https://facebook.com/IrinaVoronina) or  
[twitter.com/IrinaVoronina](https://twitter.com/IrinaVoronina)





**STATS:**

**Birthday:** *December 19*

**Height:** *5' 9 1/2"*

**Weight:** *130*

**Measurements:** *36C-25½-36*



# ALL ACCESS

The Latest Albums Reviewed!



## Smile Empty Soul





# Rockin' You Out of Coma

Written By: Brett Bayne

Photo By: Tyler Clinton

Sean Danielsen is pissed. You can tell he's pissed because his bitter, anguished lyrics contain a lot of cuss words—and he knows all of the really good ones. From the very first moments of "Faker," the first track of the long-delayed *Smile Empty Soul* album, Danielsen wastes no time unleashing his bile on the many liars, posers, contemptuous lovers, dumb blondes, skinny bitches, miserable drunks and game-players who are evidently folks that the poor sap comes in contact with on a regular basis. Hey, you'd swear a lot too if you knew these leeches.

Fortunately, the singer-guitarist's misery is our ecstasy. Recorded at least a year ago, *Consciousness* is SES's fourth and most musically rich album from the L.A.-based grungemeisters, offering up a dozen tuneably blistering vocal tracks and one excellent instrumental. Ingeniously produced by Eddie Wohl, the album is an impressive hard-rock confection, with nonstop flashes of genius from the trio, bolstered by bassist Ryan Martin and drummer Jake Kilmer, who perform with maddening creativity and imagination. Danielsen draws seemingly boundless inspiration from those who would attempt to keep him boxed in or under their thumb, and the result is a guitar bliss-out. My favorite track was "Compromise," a radio-friendly midtempo rocker whose gorgeous harmonies perfectly balance the uneasy cat-and-mouse lyrics ("When will you realize now you're forever mine / You don't have to run"). Yet the CD is so full of superior material, from moody to downright savage, that at any of half a dozen of the tracks could make their mark on Billboard's Modern Rock chart. Already the album's first official single, "Don't Ever Leave," has nabbed some modest airplay; here's hoping that *Consciousness* expands their fan base appreciably—and that Danielsen never stops consorting with losers.

**Smile Empty Soul: *Consciousness***

Label: F.O.F. Label Group / EMI

★★★★★  
RELEASE DATE: August 25, 2009





# SKILLET

## The Proof is in the #'s

By: John Rabb

Released August 25th by Lava Records, *Awake* marks Skillet's eighth album and follow-up to their 2006 Grammy nominated *Comatose*. *Awake* debuted on the Billboard 200 at #2, and convincingly captures the raw energy and multi-textured sonic landscape for which the band has become known. A combination of jarring chords, builds, and memorable vocal interpretation coalesce in *Awake* to form a progressive, modern rock sound. The band's popular appeal and straightforward message have earned Skillet a massive fan base and seven #1 songs.

In many ways, Skillet's new offering is a lot like their last record, featuring strings, guitars, and a deceptively hard edge. The band itself describes the album as having "... classic rock riffs, swirling drums, monstrous hooks, and undeniably catchy choruses... hints of old school progressive rock mixed in with modern alternative flourishes... touches of classical influence as swelling strings intersect with sonic adrenaline rushes."





The overall feel of *Awake* speaks to just how much the group has matured as a band since their last album. While all the tracks on the record sound like Skillet, the songs themselves don't necessarily sound like each other. This technique makes for an exceptionally balanced, polished, and produced collection of songs that work really well together.

The first released single "Hero" is a signature Skillet tune, as well as one of the more commercially viable tracks on the record, while "Monster" has a harder sound and darker feel than what fans may be used to. It is precisely this harder edge, however, that keeps the album from falling into the signature sound trap. The title track "Awake and Alive" is thematically reminiscent of the *Comatose* album, with lyrics like "I'm at war with the world cause I ain't never gonna sell my soul. I already made up my mind no matter what I can't be thought or sold!"

Throughout their career, Skillet has experimented with a number of different sounds and styles including industrial, symphonic, and (now) hard rock. *Awake* has a definite pop appeal to it, almost as if the band took everything from modern radio rock, put it in a blender together, and shook it up. So if you're a fan of pop rock, you're going to love this one.

Skillet is currently promoting their new album on their Awake and Alive Tour, playing with The Letter Black, Decyfer Down, and Hawk Nelson.

**Skillet: Awake**  
Label: Lava Records

★★★★★  
**RELEASE DATE: August 25, 2009**



# COMING UP...

Models To Keep An Eye On

## Elena Churikova

Photography By: Andrew Gates  
Make-up: Felicia Kim

**E**lena was born in Melitopol, a small sea town in the Ukraine. She grew up with a twin sister, which drew a lot of attention around town. When Elena was 14 her family moved to Russia. Two years after the move she had her first modeling experience. While shopping at a local record store she caught the eye of a photographer from St. Petersburg and had her photos published in the local paper. Elena came to the United States when she was only 19 to continue her education. While living in the USA she has had the opportunity to work with some very talented photographers. Elena plans to continue modeling with hopes that it brings more great opportunities and experiences. This stunner is sure to break some hearts along the way. Watch out America!







## THE STATS

**Birthday:**  
**April 29, 1988.**

**Zodiac Sign:**  
**Taurus.**

**Measurements:**  
**32B-23-36**

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

**Weight:**  
**110 lbs.**

**Ethnicity:**  
**Russian/ Ukrainian with  
a little bit of Polish and  
Jewish.**

**Hometown:**  
**Melitopol, Ukraine.**

**Turn Ons:**  
**I'm pretty much horny  
all the time, so I guess  
sex itself, or some  
people are so damn sexy  
that I get turned on  
just thinking of them or  
being with them. (smile)**

**Turn Offs:**  
**Bad breath and  
arrogance.**

**Pet Peeves:**  
**I hate lazy and stupid  
people.**

**Celebrity Pass:**  
**Josh Hartnett.**

**See more of Elena at**  
**[ModelMayhem.com/](http://ModelMayhem.com/1262077)**  
**1262077**









**COMING UP...**

Models To Keep An Eye On CONT'D

# Honey Dawn

Photography By: Andrew Gates  
MUA: Felicia Kim

*H*

oney Dawn was raised in the bay area but now resides in Hollywood California. She is a unique blend of Mexican, Filipina and White. Honey is all natural and proud of it, her measurements are 32-24-36.

She has been blessed with many opportunities along her journey that have given this firecracker the match to light the fuse. All her life she has been into dance, her specialties consist of; Hip-Hop, Jazz and Belly, though she's no stranger to passing her knowledge and love for dance on to others as she has also taught some Break Dancing classes.





Showing off her talents as a model and Go-Go dancer, Honey has appeared in music videos with the likes of Ray J, The Coldflamez, and Rick Ross to name a few. Not only can you find her getting sweaty on the small screen if your're even in Los Angeles and need some inspiration on the dance floor, look no further than Playhouse or Ivar, two of the hottest night-clubs in Hollywood. Honey has big plans as she also attends classes at a local campus. With a major in Fashion she has goals of teaching and opening her own dance studio. Honey is a force to be reckoned with as she moves forward, full steam ahead!!!









## THE STATS

**Birthday:**  
**August 23, 1985.**

**Zodiac Sign:**  
**Virgo.**

**Measurements:**  
**32-24-36**

**Height:**  
**5'4"**

**Weight:**  
**116**

**Ethnicity:**  
**Mexican, White and Filipino.**

**Hometown:**  
**Sacramento, CA.**

**Turn Ons:**  
**Romantic music and sweet loving words.**

**Turn Offs:**  
**Guys who are into themselves or celebrity/ rich guys who think you want them because they have money... You can't buy me.**

**Pet Peeves:**  
**Fakeness! I like natural, too much fakeness in LA.**

**Celebrity Pass:**  
**Fabulous and Tiger.**

**See more of Honey at**  
**[myspace.com/](http://myspace.com/iluvthahoneydip)**  
**[iluvthahoneydip](http://iluvthahoneydip) or**  
**[twitter.com/thehoneydip](http://twitter.com/thehoneydip)**



# GAME ON

The Latest Games Reviewed!





# It's 9 o'clock On A Saturday... (And I'm Still Playing Borderlands)

By: William Nadel

I've been following Borderlands since I read the first details years ago. Gearbox Studios was crafting a four player online First Person Role Playing Shooter. I recall drooling at the thought of looting, driving and blasting my way through a massive landscape filled with towering monsters and mythical titans. Yes, I was amazed when I heard there would be "Bazillions" of guns in the game due to the game engine's procedural content generation system. I can still feel the anticipation creep up my spine when I heard the game supported Split-Screen capabilities. I've now clocked over 40 hours with the game and I'm nearing the end of my second playthrough. Was all of this build-up, hype and gnawing anticipation justified?

Absolutely. Congrats Gearbox, you have delivered quite the loot hunting and level grinding experience. Like Diablo for the PC, Borderlands successfully pulls you into a color categorized world of magnificent desolation and cerebral treasure hunting. Starting off, the player is given the choice of four playable treasure seekers. These mercenaries have come to Planet Pandora seeking untold riches hidden in the legendary and mysterious Vault. The Vault is hidden somewhere on the planet, placed there by an ancient alien civilization. Pandora is a Mad Max style world filled with outcroppings of "human" settlements and seriously evil creatures that only live to kill you.

Thankfully, each character possesses unique abilities that serve you well as you attempt to survive the increasingly maniacal onslaught. Each class has a varied skill tree that can dish up truly different experiences, depending on which areas of expertise you decide to invest your points into.

The Soldier class can drop a shielded turret that lays down fire while also being able to heal and rearm your team. The Soldier specializes in rifles and the good 'ole shotty. Ah, the acid shotgun comforts in my time of need... The Siren class is a female Phasewalker that turns invisible and runs at high speed. She's one with the elements and prefers weapons that fire incendiary, shock, and corrosive acid rounds. Clever girl, because those elemental attacks cause persistent damage and corrode the armor of the tougher enemies. The Hunter class can summon a bird of death that can be used offensively in battle. The Hunter is a master sniper with a taste for the smoking revolver. Finally, The Berserker class is a human tank that can go into a blissfully surreal and mercilessly brutal melee rage. He rather enjoys beating people down and blowing people up. When augmented, his fists can deliver serious explosive and corrosive damage while generating money with each punch.

The gameplay is phenomenal and caters to both the role player and the twitch shooter. There are an infinite amount of progressively rare guns, shields and class mods, that alter the game and add replayability. The graphics are stylish and gory, with hand drawn cartoon-like textures applied on detailed worlds and characters. The sound design and execution really helps solidify the immersive experience with slick music and appropriate sounding weapons.

This game does suffer from some issues. The dancing robot called ClapTrap repeats his comments far too often. I also experienced mission critical bugs in Split-Screen and Single player which will be addressed in a downloadable patch. The story falls short of sufficient and could have been presented in an immersive manor that upheld the rich feel of their universe. Xbox Live four player co-op ramps up the fun to borderline illegal levels, but my loot was lost when the host disconnected mid-game.

None of these flaws are deal breakers. If you like twitch shooters and treasure hunting, do yourself a favor and buy this amazing game. My Xbox Live gamertag is X Trippopotomus and I'll be right along with you searching for untold treasure.

**Borderlands**

**PRODUCER: 2K Games/Gearbox Software**

**PLATFORM: Xbox 360**

**RELEASE DATE: October 20, 2009**

★★★★★

**RATINGS: Mature**

**GENRE: RPS (Role Playing Shooter)**



# GAME ON

THE RUKUS ANNUAL 2009





# Customize Your Speed

By: Mike Lowther

Oh, customization - you're so good to me. The first thing that comes to mind when playing a new racing game is the array of selection. Red pill or blue pill, I thoroughly enjoy getting to pick anything from the color of my car to making micro adjustments to my chassis. I don't care what it is, as long as I have the option to choose. Games are developed in a series of 1's and 0's and each combination of 1's and 0's determines how the next string of events will act differently. The more, the better. As for a simulation, Forza Motorsport 3 delivers, and delivers well. A highly acclaimed series, Forza has a reputation of supplying beautiful graphics with customized gameplay. Turn 10 Studios developed a system that makes navigating through career mode a cinch, and upgrading your vehicles easy for newcomers and veterans alike. Regardless of how it may seem, anyone can feel comfortable in this racing simulator, and rewards certainly ensue.

As with any simulation game, you begin from the bottom and work your way to the top. It's a long and sometimes strenuous road. But with persistence, creativity and strength, you feel godly at the peak of the pole. Race through events you book on your calendar and earn reputation and experience, while receiving credits to purchase new cars and upgrades. The harder you make the game, the more rewards you will get, such as discounts from big-name car manufacturers, access to specialty races, and free cars. The biggest complaint I get from gamers is that simulation racing is too difficult. Lots of people give up on this genre because they're restarting the first race they play within the first five seconds. Here, you customize your difficulty too the tee, leaving few unhappy customers.

Ironically, I learned the basic fundamentals of manual transmission from Gran Turismo 2, and drove my second car home from the dealership only stalling once. Never before have I seen a game where you need to activate the clutch while changing gears. For a racing sim, I *need* to race on the manual setting; you can easily drop a gear on a quick turn to overtake an opponent. But to switch gears using a clutch in a video game is ingenious, yet requires a little extra skill. This is a customizable feature, along with traction assist, ABS, and damage affliction and you will be rewarded for using these features if you choose to do so.

The typical racing sim consists of in-game opponents that follow the line, have perfect driving skills and creep up behind you every passing second. During the first race in Forza 3, I witnessed an AI driver spin out of control and nail a wall 50 yards in front of me. I was quite impressed to discover I'm a better racer on my first run through than a computer. Realistic damage shows on your car and the x-ray view on the HUD shows how badly you're beat up from dings and collisions, and you're also able to view tire wear and stability details. If you collide roughly with the wall on your right side, you're going to have trouble turning right. Realism - at its best.

Quite possibly one of the coolest features in this game is the REWIND feature. If you miss that turn, or collide with the driver in front of you, go back in time and correct your mistake. This feature was first introduced in Codemaster's GRID, and seems to be catching on with some new racing games. My only issue with Forza 3 comes from the HUD being too vague and hard to read. I feel like it's a hassle to break away from concentrated racing to find out what lap you're on. The font is quite small, even while playing on a 62" LCD. The soundtrack is decent, featuring artists like Celldweller, The Hives and Rise Against, but the actual in-game car audio is stellar, illustrating realistic vehicle and engine sounds from each individual car.

Growing up on the Gran Turismo series, which has yet to be succeeded, it's good to know there's variable competition that will keep us busy in the world of racing simulation. Forza Motorsport 3 continues valiantly with new features that keep the racing simulator genre interesting and fun for everyone. Maybe now's a good time to learn stick-shift if you don't already know it.

## Forza Motorsport 3

**PRODUCER:** Microsoft Game Studios/Turn 10

**PLATFORM:** Xbox 360

**RELEASE DATE:** October 27, 2009

★★★★★

**RATINGS:** Everyone  
**GENRE:** Racing Simulator