

# RUNNING

# 20

QUESTIONS WITH

**Naureen  
Zaim**

GAMES REVIEWED:

**CALL OF DUTY 2**  
MODERN WARFARE

**LEFT 4 DEAD 2**

**MODERN MARVEL**  
*2010 Porsche GT2*



December 2009

**BUCKCHERRY: STILL LIT UP!**  
**BLACK BUTTERFLY: ALBUM REVIEWED**

# 4

## Naureen Zaim

December Cover Model  
20 questions with Naureen.  
Photography by Andrew Gates.

# 8

## Pit Pass

Get in The Driver's Seat!  
The 2010 Porsche GT2 is featured.  
By: UNKNOWN WRITER

# 12

## All Access

The Latest Albums Reviewed!  
Buckcherry: *Black Butterfly* Album Reviewed  
By: Brett Bayne

# 14

## Coming Up...

Models to keep an eye on.  
Featured models:  
Sabrina Jane and Annah Barnes.

# 22

## Game On

The Latest Games Reviewed.  
Featured games:  
Modern Warfare 2 and Left 4 Dead 2.

### On The Cover

Photograph by Andrew Gates. Make up: Felicia Kim.  
Hair: Crystal Llamas. Swimsuit: Skinny Dip Swimwear.  
This page: Swimsuit, Skinny Dip Swimwear.



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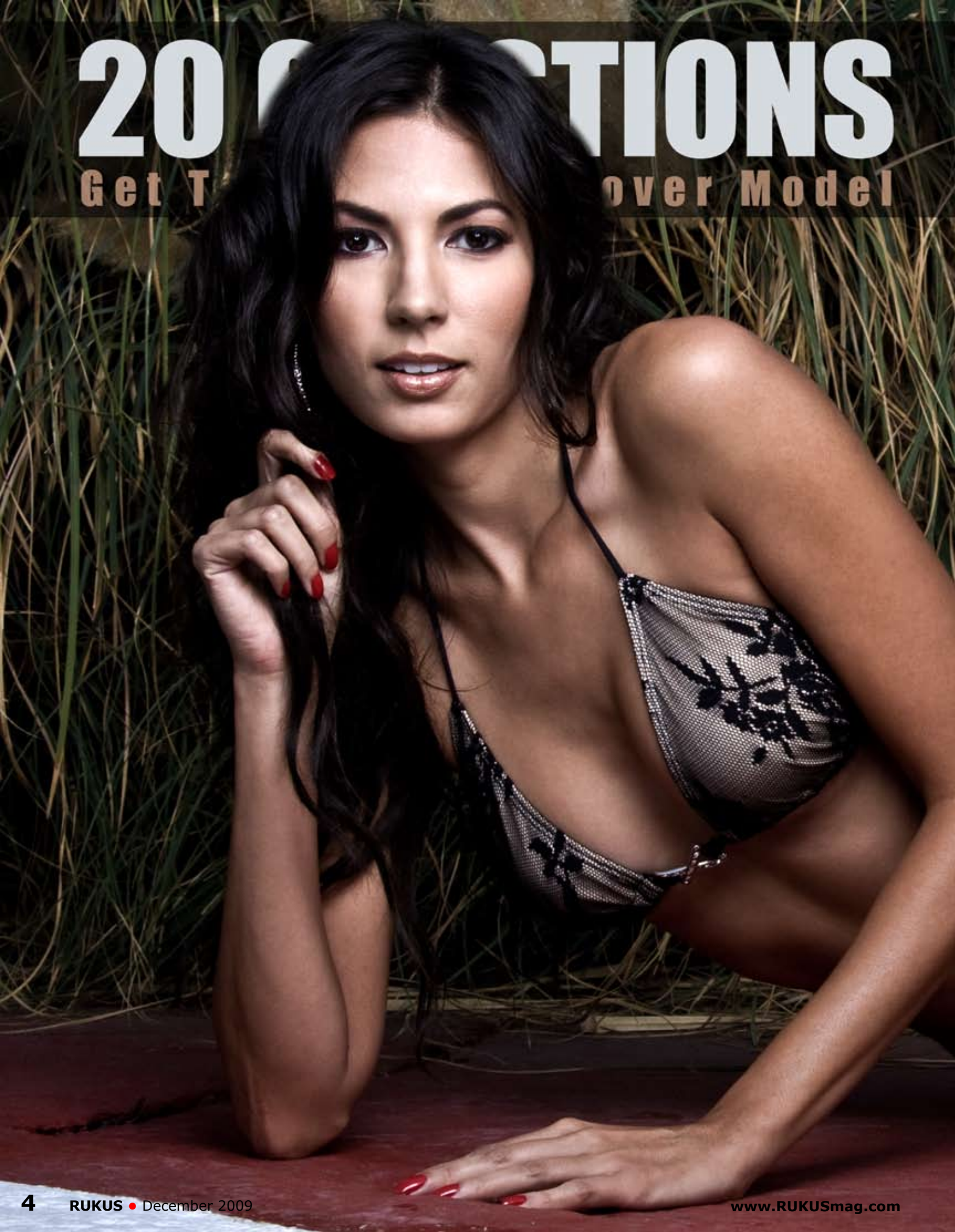
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# 2009 PREDICTIONS

Get T... over Model



# NAUREEN ZAIM

*N* aureen Zaim was born and raised in Chicago, Illinois. She went to the University of Illinois and obtained two Bachelors in Fine Art-Painting and Sculpture. After graduating, she moved to LA to pursue her art career. While living in an 1,800 square foot artist loft next to skid row she cranked out paintings while also pursuing her life long goal of modeling. She often uses nudes of herself in her artwork and has always been inspired by the textures and poses used in creative fashion and beauty ads. While supporting herself with modeling she also started to get the "acting bug" and decided to give that a shot. Naureen now acts and models while still creating artwork.

Currently she will be filming a movie called Beautiful People where she will be playing a high school cheerleader, who has a dramatic and cataclysmic demise. She is the face of a major Anheiser Busch beer campaign, has a movie in post production called, "I Am Bad"... in which she kills two people with her bare hands! (laughs)

She is also producing an animated feature film, and publishing a children's book series she illustrated and co wrote.

Photography By: Andrew Gates  
MUA: Felicia Kim, Hair: Crystal Llamas  
Swimsuit: Skinny Dip Swimwear

**1.What's your Ethnicity?**  
Irish, German and Indian.

**2.What's your astrological sign?**  
On the cusp of aquarius and pisces.

**3.Where are you originally from?**  
Chicago, IL.

**4.What did you like most about growing up in Chicago?**  
Wrigley Field.

**5.What kind of mischief did you get into while growing up?**  
The usual stuff; boys, booze and cigarettes...

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

**7.What brought you to CA?**  
The weather.

**8.What's your favorite hobby and why?**  
Painting because I am an artist at heart and love to convey my ideas to the world.

**9.What's your guilty pleasure?**  
White Castle cheeseburgers.

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





**11. What's one of your personal goals?**  
**To become independently wealthy.**

**12. What do guys compliment you on the most?**  
**My eyes.**

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

**14. What's your least favorite body part on yourself?**  
**My butt, it's too small.**

**15. What do you look for in a guy?**  
**Ruggedly handsome good looks with a brain and heart to match.**

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

**17. What turns you on?**  
**Wine, assertiveness, generosity, spontaneity and guys that like cats more than dogs.**

**18. What turns you off?**  
**Bad breath, mommas boys, close-mindedness and green peppers.**

**19. What's your biggest pet peeve?**  
**People not picking up dog poop.**

**20. Who's your celebrity pass?**  
**Ewan McGregor. RM**

# PIT PASS

Get In The Driver's Seat!

## The Quintessential Sports Car

By: Nicolas Bates

Porsche has done it again. The 2010 Porsche 911 GT2 is even more technologically advanced than the last. Who would've thought they were capable of thinking what they thought? Probably not even them. While, technically, a luxury sports car, the 2010 GT2 will make you feel like you're driving a non-production race car with amenities. Oh, the possibilities.

The 2010 GT2 boasts 530 hp with roughly 500 lb-ft of torque in a chassis with a curb weight of 3,175 lbs. And guess what? No all-wheel-drive to suck up more of your precious power. That's right, folks, Porsche has opted for a rear-wheel drive set-up. Some may be upset at that fact, I certainly think it was a smart choice. Porsche is stating 0-60 in 3.6 seconds and 0-100 in 7.4 seconds. I can't even seem to finish a yawn in that amount of time. But wait, there's more: no sloppy paddle shifters. That's right, a real-deal, 6-speed gearbox for your high rpm shifting. The power is brought to you by a 3.6 liter, 6-cylinder twin turbocharged boxer motor with variable valve timing. Both turbos are equipped with variable turbine geometry, which optimizes flow into each of the compressors.



## SPECS

### 2010 Porsche GT2

Price:	\$193,000+
Engine:	3.6 L twin turbo H6
Torque:	502 lb-ft.
Horsepower:	530 hp
0-60 MPH:	3.6 sec.
Top Speed:	204
EST. MPG:	15 City/24 HWY
Available:	NOW



The 2010 GT2 still has its basic design, as it's still a part of the 997 family. You can still count on its gorgeous lines and large vents throughout the body. Jump into the cockpit and you will see an interior that begs to be used. Light weight, race style seats let you perch yourself into the car, which has a very basic, simple gauge cluster. What else do you need though? Just analog gauges to inform you of basic engine functions. No hoo-ha here. But when it comes down to it, the cluster is not really "basic." You can check your oil level via digital dash report. Are you .2 quarts low? Your cluster will tell you. Get this: at no additional charge, you can opt for the Clubsport Package, which adds a roll cage to the rear of the car coming up to the front seats, a fire extinguisher, and preparation for a master battery switch. The front seats will now be covered in flame retardant material. Not too bad at a \$0 price tag.

The GT2 got a facelift for 2010 and now has a redesigned front bumper. It is now home to larger scoops, which accommodate the cooling of a central radiator and the large, standard ceramic brakes. The intake opening at the rear of the car force-feeds air into the car's intercoolers. If you follow the smooth, curvy lines to the back of the GT2, you will find a larger rear, two-tier spoiler. The spoiler is also equipped with vents on each side, which force feed air to the rear of the vehicle. The GT2 comes equipped with a standard titanium exhaust system, which, Jack Murphy of Beverly Hills Porsche thinks cannot be outdone by any aftermarket company or tuner. I bet he is right. The GT2 will surely jerk your head back into the carbon fiber surfaced seats with its launch control system enabled. Doing 30 mph in a residential area one minute and bending corners at 65 mph through a canyon the next? They thought you might be doing that and the GT2's air ride suspension system will adjust itself based on how you are driving the car. Don't worry about your vital engine parts not being properly lubricated as you take the car's stiff chassis left and right at breakneck speeds because it is equipped with a dry-sump lubrication system with an external tank. I think you get the point: you don't just "pay" for a Porsche. You pay for amazing advancements in technology.

Some exotics of this caliber have the muscle for the go, but seem to be directed towards the folks that only want show. Not the 2010 GT2. This car was built to be driven, and driven hard. This car begs to be taken to its limits and has the technology to do it right. And, if you have the cash, I highly suggest picking one up. So choice, so choice. **RM**



A full-page photograph of a woman with long, dark, wavy hair, wearing a black lace bikini. She is posing in a field of tall, dry grass, with one hand on her head and the other holding a large, fluffy seed head. The background is a dense thicket of similar grass.

***"Boys, Booze  
and  
Cigarettes..."***

See more of Naureen at  
**NaureenZaim.com** or **IMDB.com**



**STATS:**

**Birthday:** *February 19*

**Height:** *5' 7"*

**Weight:** *110*

**Measurements:** *33C-25-35*

**ALL ACCESS**  
The Latest Albums Reviewed!

# BUCK- CHERRY



# STILL LIT UP!

Written By: Brett Bayne

Photo By: Valerie Rosas

Although they often find themselves teetering between generic rock 'n' roll and inspired craftsmen, the L.A.-based Buckcherry are never anything less than fun, and their fourth album, *Black Butterfly*, throws so many infectious guitar hooks at you, it's hard to really care which side of the fence they're on at any given time.

The bastard children of Aerosmith and Guns 'N' Roses, Los Angeles-based Buckcherry formed in 1995 and released two albums of easily digestible hard rock before disbanding in 2002. But when original singer Josh Todd and guitarist Keith Nelson revived the band a few years ago, Buckcherry enjoyed a creative renaissance, producing its most famous hits, "Crazy Bitch" and "Sorry." With its fourth studio set, *Black Butterfly* finds the boys kicking ass harder than ever, having honed their sound to a wild and raunchy groove that's uncannily impossible to resist. The powerful "Rescue Me" is a shrewd way to kick off the album—a three-minute workout with driving chords, urgent vocals and a killer guitar solo. It's a harbinger of many more good things to come, particularly the bright "Dreams," the rollicking "Fallout," and "Talk to Me," which comes from the same musical neighborhood as Aerosmith's "Love on an Elevator," which it vaguely resembles melodically. *Black Butterfly* is 85 percent unbridled testosterone, with a couple of obligatory mellow tracks ("All of Me" and "Don't Go Away"), presumably to give Todd a way to catch his breath during the inevitable live shows. His voice is fine form here, and Nelson's guitar work continues to impress. Bolstered by the first single "Too Drunk," *Black Butterfly* (released in 2008) paved the way for a live album, the newly released *Live & Loud 2009*, which features their best-known material—except, curiously enough, for "Too Drunk."

**Buckcherry: Black Butterfly**

**Label: Eleven Seven Music**

★★★★★

**RELEASE DATE: September 16, 2008**



# COMING UP...

Model Keep An Eye On



S

abrina Jane is a well-known name in the industry. She has graced national magazine covers and calendars, over 50 top website features (interviews, online mags, galleries, hosting and bio sites). She's done photoshoots for just about everything under the sun. She's done tons of promo work, been on weekly club flyers for years working as a host or model, she's walked the runways, danced at the best

# SABRINA JANE



Photography By: Andrew Gates  
MUA: Felicia Kim, Hair: Crystal Llamas  
Swimsuit: Skinny Dip Swimwear

spots and shot with the best photographers. She doesn't do it for any reason other than she CAN. So why not. It pays well and meeting new people is a joy!

Her most recent work is Sunset Beauties Calendar 2010, Cover or Lowrider & Cover of Performance and Autosound Magazine coming out 2010. As well as many features in SuperStreet Magazine. You can pick these mags up at any local store.





## THE STATS

**Birthday:**  
February 2.

**Zodiac Sign:**  
Aquarius.

**Measurements:**  
34D-23-33

**Height:**  
5'1"

**Weight:**  
96

**Ethnicity:**  
Caucasian/Hispanic.

**Hometown:**  
Orange County & LA.

**Turn Ons:**  
Humor and  
humbleness.

**Turn Offs:**  
Arrogance and  
seriousness, bossy  
guys suck.

**Pet Peeves:**  
When guys don't know  
how to take "NO" for  
an answer. I don't like  
you dude...get over it.

**Celebrity Pass:**  
Paul Walker.

See more of Sabrina at  
[myspace.com/sabrinajane](http://myspace.com/sabrinajane)  
or [modelmayhem.com/sabrinajane](http://modelmayhem.com/sabrinajane)

**COMING UP...**

*Made it To Keep An Eye On 2009*

# Annah Barnes

Photography By: Andrew Gates

MUA: Felicia Kim, Hair: Crystal Llamas

Swimsuit: Skinny Dip Swimwear



**A**nnah Barnes is a mix of German-Swiss, Irish & Spanish. Born & raised in beautiful Orange County, Ca. Annah moved to Murrieta, California at age 13. She graduated from Murrieta Valley High School in 2004 and moved back to Orange County. Annah slowly started her modeling career while working at Hooters & go-go dancing on the weekends. She worked herself through beauty school & received her Esthetician license.



**She's a very ambitious and spunky Dollface that is focusing on print & television work & couldn't be happier. She was Miss Teen Temecula Valley 2003, graced the cover of High Speed magazine, was featured in MMA sport mag and Spire mag, modeled for TeaseUm bikini and a Savini wheel poster girl. She hopes to be a spokesmodel on television and land a role in a movie or a hit television show.**





## THE STATS

**Birthday:**

**August 21, 1985.**

**Zodiac Sign:**

**Leo.**

**Measurements:**

**34D-24-35**

**Height:**

**5'3"**

**Weight:**

**108 lbs.**

**Ethnicity:**

**German-Swiss, Irish  
and Spanish.**

**Hometown:**

**Huntington Beach, CA.**

**Turn Ons:**

**When a guy I'm dating  
remembers those little  
things and makes me  
feel like a princess. I just  
want to jump on him!**

**Turn Offs:**

**Cocky, bad manners, bad  
hygiene and rude.**

**Pet Peeves:**

**Compulsive liars and  
shady people.**

**Celebrity Pass:**

**Tommy Lee, to be wild  
and crazy for one night  
would be a lot of fun!  
(Wink, Wink)**

**See more of Annah at**

**[Myspace.com/  
BarbieFly821](http://Myspace.com/BarbieFly821) or  
[Nikkizangels.com](http://Nikkizangels.com)**

# GAME ON

The Latest Reviewed!



# CLICK, CLICK, BOOM!

By: Mike Lowther

Flawless? Maybe. Epic? Most likely. Best first person shooter to date? Absolutely. Quite possibly the most anticipated game of the year, Modern Warfare 2 has the hits. An ultra successful follow up to Call of Duty: Modern Warfare, this title is magnificent, exploring every facet of modern day military action, with impressive realism to follow.

Here's an FPS where you're put in the shoes of an active military soldier, fighting the war across seas. Sure, many games have already done this. But what makes this different? To start, never have I seen such realism. I can go on, and on, about how real things can be. But when you have precise audio, fantastic visuals, and Hans Zimmer performing a score at your side, it's definitely a leg up from the rest. Before popping in the game, I kind of knew what to expect. Backed by a \$60 million budget from Activision, Infinity Ward could not disappoint. They took a structure that was super solid, and created something that makes our gameplay even more real, more vivid.

The campaign missions are insane. They're long, exhausting, yet ultra rewarding at the end. Intense battles are like rounds of tug-of-war, and gun fights are instantaneous. You need to be snappy at the controls, or you'll end up a warm body in the sand. I'm a big fan of single-player aspects, and I want to explore every nook of my surroundings. Heavy detail was maintained to just about everything from the opacity and glare of a water jug to blowing out the tires on a worn out truck. Precise depth of field is apparent as you can focus hard on your target to nail that headshot. Skin and facial hair are on point, while the detail of hand gestures holding the gun in front of you is just outstanding. Enemy A.I. has been perfected to the tee, allowing you to break around their smarts and take them down with a melee swipe from your handy-dandy knife. You can even pick off enemies while riding a snowmobile. It's all-out chaos in this one, and I wasn't expecting anything less.

The multiplayer side of Modern Warfare 2 is nothing short of phenomenal. Being a big fan of the first Modern Warfare's multiplayer sessions, I was expecting nothing short of fantasticalness in a disc, and this sequel didn't fail to deliver. Activision and Infinity Ward knew they had big shoes to fill with the success of Modern Warfare (selling over 15 million copies worldwide), and did rightfully so. Not only did Infinity Ward deliver a solid single player experience, but it also redefined what it meant to be the "definitive multiplayer experience."

The new maps are amazing, which also offer a lot of variety for the hardcore online player and the casual ones as well. Maps such as Favela add a lot of close combat situations, with players hiding in every building and corner of the map. A map ironically called 'Rust' is heavily detailed and great for free-for-all battles, adding lots of intense firefight combat with dirty confrontations. Modern Warfare veterans will definitely find some of the maps touching base to home, since they follow some of the same aspects and formulas from the original title. With a starting point of 16 maps, you can't go wrong the variety being offered.

What made the first game so successful was that it was fast paced FPS fun, with quick-and-go matches to play, and lots of kills in the process. Infinity Ward has implemented a new system, called IW.net, to find games faster and easier for the player. While IW.net is still in its early stages, I have yet to see much difference from what the first game offered matchmaking wise, but the future looks radiant. I have a few friends who have trouble getting into the multiplayer action, and it's because this game is so real. *Fttp, Bltp* - you're dead. You don't have a superficial over-shield like Halo, but you can often-times pick up bullet-proof riot shields that protect you momentarily from gunfire.

All in all, this release is amazing, and nothing more. If you liked the original Modern Warfare, and are in need of a different and obscure twist, look elsewhere, as what you will find in Modern Warfare 2 is what it's supposed to be, a sequel, not an entirely new game franchise.

## Modern Warfare 2

PRODUCER: Activision

PLATFORM: Xbox 360, Playstation 3, Microsoft Windows

RELEASE DATE: November 10, 2009

★★★★★

RATINGS: Mature

GENRE: First Person Shooter



# It's A Dead Man's Party...

By: William Nadel

Only one year has passed since Valve's zombie thumping shooter *Left 4 Dead* hit our sweaty palms and here I'm reviewing its sequel, *Left 4 Dead 2*. Some have suggested that one year isn't enough time to develop a quality sequel. After grinding every corner of every level of every mode of every movie while utilizing every melee and projectile weapon and attack upgrade in this game, do I believe that Valve has produced a worthy sequel?

Yes, indeed. For those of you unacquainted with the *Left 4 Dead* series, it is a continuous zombie massacring mindf\*ck. You are one of four Survivors and must play savior to this zombie-laden wasteland. This is a gruesome FPS with the intent of getting your heart pumping while you scurry to save your friends from a nightmarish zombie death buffet. Interested yet? Well you should be, unless you are under the age of 17 or live in Australia.

(Valve butchered the AU version because of strict Aussie game regulations. Boo to Valve for giving in.)

With *L4D 2*, Valve has improved upon almost every aspect of their first game. There are more modes, scenarios, weapons, new Special Infected zombies, and eerie environments to round out the experience. Players must blast through detailed and varied backdrops in a world gripped by a stunning zombie apocalypse. Xbox Live members can join up in a four player party or fire up split screen co-op in the ever changing Campaign. The Director is the game's A.I. system that watches your style of play and adapts the gameplay to your needs. If the game is too easy, the Director will spawn hordes of zombies. If your butt cannot help itself from being kicked, the Director will ease up on the zombies and add a splash of health packs or weapons.

Weapons, gore and suspenseful audio are what make a kick ass zombie game and this game has plenty. There are now melee weapons that can replace the pistols. They range from the always hilarious frying pan to the always atrocious chainsaw. My favorite moment was when I threw a vile of Boomer Bile at my feet, summoning untold swarms of evil. Too bad for them I had my Texas chili makin' chainsaw. At least twenty-seven zombie decapitations occurred within my first burst of the saw. That is why the saw is family. There are plenty of guns, including the new Grenade Launcher. All of the primary weapons can be upgraded with explosive and incendiary ammo. There is a high level of gore in this game and it can be shocking. Shotgunning a zombie in the gut is gross, but it's another level when the intestines spill out on the floor and are dragged ten feet while he continues to pursue.

The new Realism mode removes visual help and makes zombies more durable, unless you nail a headshot. There is no respawning, but the new Defibrillator can still be used to revive dead buddies. This mode is really fun with a good team. Communication is key with all of the online modes in this game. If you don't like to use your headset, don't expect consistent success online in *L4D 2*. The Versus mode allows four human Survivors to battle through levels with four other humans playing as the Special Infected. There are many levels this time around and that will provide hours of gameplay if you like the thrill of being a zombie. That extends to the enjoyable Scavenge mode, where players attempt to gather and utilize gas canisters while the other team plays as the infected. Survival mode has made it back and it is still as fun and impossible as ever.

If you like a frantic twitch FPS or have ever seen the *Evil Dead* series, you will really enjoy this title and you'll be coming back for awhile. Just make sure you bring some worthy partners or it could be tough on the higher difficulties. If you were hoping for a drastic overhaul of the Source engine or the game format, it looks like you'll have to wait for now. Till then, Happy Hunting!

## Left 4 Dead 2

PRODUCER: Valve

PLATFORM: Xbox 360

RELEASE DATE: November 17, 2009

★★★★★

RATINGS: Mature

GENRE: First Person Shooter