

RUNNERS

20

QUESTIONS WITH

Ashleigh Kohlwey

Along Came a Spyder
2010 Spyker C8 Aileron

GAMES REVIEWED
DARKSIDERS

BIOSHOCK
2

MUSIC REVIEWS...

Rob Zombie
Hellbilly Deluxe 2

February 2010

Creed
Full Circle



4

Ashleigh Kohlwey

February Cover Model

20 Questions with Ashleigh

Photography by Andrew Gates

8

Pit Pass

Get In The Driver's Seat!

Featured Car:

The 2010 Spyker C8 Aileron

By Nicolas Bates

10

All Access

The Latest Albums Reviewed!

Albums Reviewed:

Rob Zombie; *Hellbilly Deluxe 2*

By Jenny Frank

Creed; *Full Circle*

By Daniel Richter

18

Game On

The Latest Games Reviewed.

Featured Games:

Darksiders

By William Nadel

Bioshock 2

By Mike Lowther

On The Cover

Photograph by Andrew Gates

Make-up & Hair: Meko Ito

This page: Photograph by Andrew Gates

Make-up & Hair: Meko Ito



RUKUS

EDITOR IN CHIEF

Andrew Gates

Art Director

Trish Gates

Senior Editor

Mary Stafford

Assistant Editor

Larry Herman

All Access Contributors

Jenny Frank, Daniel Richter, Brett Bayne

Pit Pass Contributors

Nicolas Bates

Game On Contributors

Mike Lowther, William Nadel

Contributing Photographers

Andrew Gates

Contributing Videographers

Nate Olson

Contributing Make-up Artists

Mieko Ita, Crystal Llamas, Felicia Kim, Joanna Berdzinska

Contributing Hair Stylists

Mieko Ita, Crystal Llamas

Advertising

Andrew Gates

andrew@RUKUSmag.com

Mailing Address

RUKUS Magazine

P.O. Box 91651

Los Angeles, CA 90009

20 QUESTIONS

Get To Know Your Cover Model

*A*shleigh began modeling when she was 21, while working as a waitress in a local restaurant. Curiosity got the best of her though and drove her to try something out of the norm for her. She joined a couple modeling agencies in Los Angeles, CA and soon expanded worldwide. Working her way up the ranks Ashleigh has already been a Hawaiian Tropic model, worked a print campaign for Rockstar and is featured on a mobile app by FHM. She may be new to the industry, but with her tenacious and personality her future looks pretty. Don't expect to see this one go anywhere but up!

Photography By: Andrew Gates
Make-up and Hair: Mieke Ita
Swimsuit: Skinny Dip Swimwear





Ashleigh Kohlwey

1.What's your Ethnicity?

I am german, Italian, polish and sweedish.

2.What's your astrological sign?

I am a Capricorn.

3.Where are you originally from?

Born and raised California girl.

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

I feel that waking up each day in this beautiful place is a blessing. It feels like paradise!

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

I liked to do silly things like play catch with a golf ball over my mom's car with a sun roof and spray windex directly into the tv buttons while trying to clean it while powered... I guess I learned a lot, and did it the hard way?

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

The craziest thing I've ever done was dirt bike in the middle of the desert and climb this giant boulder and had sex on top of it... crazy right?

7.What brought you to CA?

My scion! (smile)

8.What's your favorite hobby and why?

My favorite hobby would have to be cuddling, because you can never get enough of it!

9.What's your guilty pleasure?

Chocolate chip cookies, and freshly baked too! Accompanied by a cold glass of milk.... Heaven.

10.Who do you admire?

I admire my stepfather for raising three girls.

11.What's one of your personal goals?

My personal goal is to someday be a teacher and make a difference in children's lives.





12. What do guys compliment you on the most?

I guess my down to earth personality. I think when people first meet me, I can be judged as the hot blonde, who probably is a stuck-up bimbo, but I like changing people's perceptions of me. I don't mind the challenge.

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

I really enjoy my hips.

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

Umm, my toes are kinda spread apart far because they are so skinny. I used to be really self-conscious about my feet, but I am cool with them now.

15. What do you look for in a guy?

I want the total package. Smart, funny, attractive, successful, compassionate, and most of all a dork like me.

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

The clothes he is wearing. I think you can tell a lot about a person by their clothes: what lifestyle they lead, image, and lots more.

17. What turns you on?

A guy who is confident, but not cocky.

18. What turns you off?

Mind games, inexperience, being disrespectful or rude to others, ignorance.

19. What's your biggest pet peeve?

A guy trying to show off... it's so desperate, and it really makes me wonder what they are trying to compensate for.

20. Who's your celebrity pass?

Paul Walker or Dane Cook. **RM**

PIT PASS

Get In The Driver's Seat!

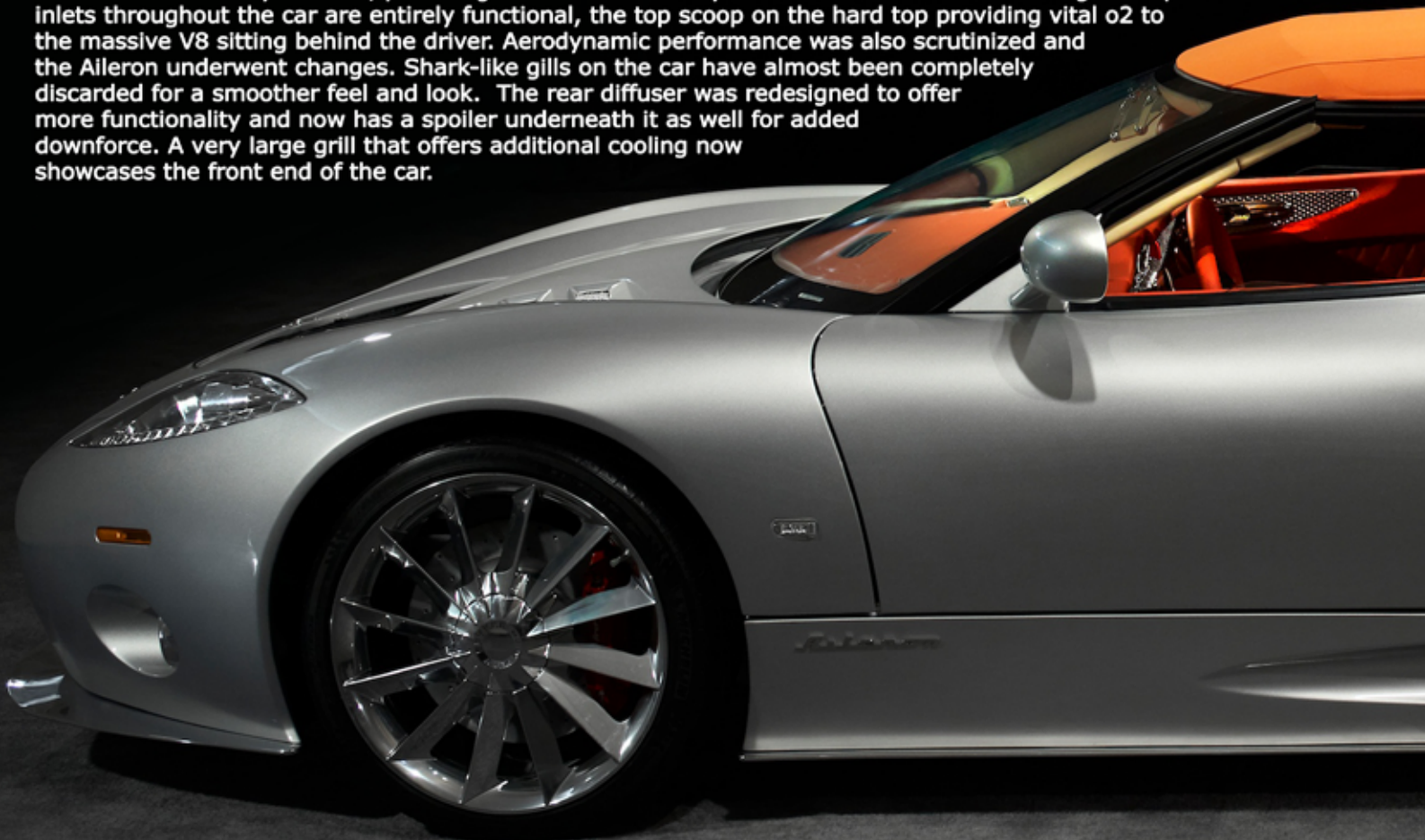
What Does a Lawyer, War Planes and Audi Have in Common?

By: Nicolas Bates

Destined to get the attention of owners of even the most expensive cars in the world, the Spyker C8 Aileron is a car determined to show the world that you can be different, yet provide the same amenities and power as the competition. A Dutch lawyer, Victor Muller, took on the Spyker name recently. The original company made automobiles in the late 19th century and fighter planes and plane engines into WWI. They closed their doors in 1925. Now, using designs from the aero industry and lifestyle, Muller is determined to build extremely exclusive sports cars that are "affordable".

The Spyker C8 Aileron is available in both a hard top, which sports amazing glass panels throughout the roof, and a Spyder version (yet to be released), which has a retractable roof that sets into the mid portion of the car. The Spyder version allows the usage of a not-so-usable luggage rack mountable behind that seats that may just fit a pair of pants. Hey, spills happen. The car's mid mounted engine is that of a 4.2L Audi V8 that produces 400 hp and 354 lb-ft of torque. It can either be mated with a ZF automatic transmission, straight from an Audi A8 sedan modified to work with 2-wheel drive, with manual shift paddles or a Getrag 6 speed manual. No traction control, no stability control, just sheer V8 power mated to a 3,154 lbs chassis for your head jerking enjoyment.

The Aileron was first introduced as a concept car in 2008 and now has a completely redesigned aluminum chassis. Special attention was paid to this to offer extreme rigidity and also make room for more cabin space and to offer room to new suspension components. Since its first design, the car's wheelbase has been lengthened by 150 mm and its front track by 155mm, providing much more stability. All of the Aileron's turbine engine inspired inlets throughout the car are entirely functional, the top scoop on the hard top providing vital o2 to the massive V8 sitting behind the driver. Aerodynamic performance was also scrutinized and the Aileron underwent changes. Shark-like gills on the car have almost been completely discarded for a smoother feel and look. The rear diffuser was redesigned to offer more functionality and now has a spoiler underneath it as well for added downforce. A very large grill that offers additional cooling now showcases the front end of the car.



SPECS

2010 Spyker C8 Aileron

Price:	\$218,000+
Engine:	4.2L 32V DOHC V8
Torque:	354 lb-ft.
Horsepower:	400 hp
0-60 MPH:	4.2 sec. (est.)
Top Speed:	187 mph
EST. MPG:	13 City/18 HWY
Available:	Now/Spyder later in 2010



As noted before, the car received a new suspension set up. sports a front and rear independent double wishbone system with front and rear stabilizer bars, mono-tube dampers, coil over damper steel springs, anti-dive and anti-squat setup for improved handling properties More attention was paid to kinetics (the branch of mechanics that deals with pure motion, without reference to the masses or forces involved in it). Any part of the suspension system that could be made with aluminum, was. This decision was brought on by the desire to keep all unsprung weight as low as possible. Its shock absorbers were replaced vertically within the wishbones. Minutia was paid attention to in the redesign of this handcrafted vehicle.

The interior is extremely extravagant with padded leather, available in 14 colors, on everything that isn't aluminum. Ergonomics and functionality were first in mind when the brushed aluminum dashboard was redesigned. So much so, that they might almost appear "boring." The dash and gauges certainly have a 50's style feel, as they are large, round, and come straight out at you. A large toggle switch covered with a red pop up cover controls the electrical functions. Standard will be a Khroma stereo system, Bluetooth interface, iPod connectivity and a navigation system. The car also now offers driver and passenger side airbags.

Muller is offering the Aileron at \$218,000 - a fraction of the cost to some of its competitors. And, while some people might pay the extra money to have the Lamborghini or Ferrari name, some may say that exclusivity is much more coveted. Spyker will build only 25-30 Ailerons this year, and even when the Spyder is released later in 2010, numbers for the Aileron are still said to be fewer than 100. **RM**





***"I Like changing
people's perceptions
of me"***



STATS:

Birthday: *January 9, 1987*

Height: *5' 6"*

Weight: *100*

Measurements: *32C-23-34*



ARTISTS
A I

B-Horror Music Train wreck

Photo Courtesy: Roadrunner Records

Written by: Jenny Frank

Hellbilly Deluxe 2 is the fourth solo release from Rob Zombie, the White Zombie frontman turned film/television director. The album originally scheduled for release in November 2009 was pushed to February 2010 due to a last minute change from Geffen Records to Roadrunner Records. Subsequently, the album's first single "What?" was prematurely released to radio stations and on iTunes in early October 2009. By far the most well-crafted song on the album, "What?" has a distinctive industrial feel reminiscent of old-school Ministry complete with Zombie's distorted raspy vocals. This radio friendly single with "a ha a ha a ha" chorus that easily latches on and doesn't easily let go is exactly what non-hardcore Rob Zombie fans need to remind them why Rob Zombie deserves a second listen. It's too bad that Zombie (citing lack of time before he began touring) failed to make a video or even so much as send out releases of the single to the press; thus, dooming "What?" to be quickly forgotten by press and fans alike.

Unfortunately, the rest of the album is lack luster in comparison. At best the songs on *Hellbilly Deluxe 2* can be compared to scenes from one of Rob Zombie's recent big screen horror films. He is without argument a master in imagery--the kind that makes most people's nightmares look like Candy Land inspired dreams. Rob Zombie's (fake) trailer for *Werewolf Women of the SS* starring Nicolas Cage can be seen as part of the Tarantino/Rodriguez, *Grindhouse Movies*, as well as being the 10th track on *Hellbilly Deluxe 2*. An almost compulsive attention to detail both as a director and musician is what allows Rob Zombie the creativity and success he often achieves by juxtaposing completely random images, themes and musical influences together. With so many projects in the works including numerous films and a television directorial debut on *CSI: Miami* it is likely Rob Zombie just found himself spread a little thin. *Hellbilly Deluxe 2* (with the exception of What?) is void of the kind of attention to detail fans are accustomed to.



With an already cult following for *Werewolf Women of the SS*, Zombie should have a built-in second single. From the science-fiction, B-horror-movie imagery to the classic, almost Dick Dale-esque surf guitar "Werewolf Women of the SS" barely misses the musical mark. Instead, like most tracks on *Hellbilly Deluxe 2*, "Werewolf Women of the SS" falls victim to a plague of over-powering, redundant guitar work from John 5 (Marilyn Manson fame). And there are doubts if RoadRunner Records would release a single with blatant Nazi imagery, regardless if it is nothing but a science fiction joke.

Instead of re-releasing "What?" or taking the chance on "Werewolf Women of the SS" it looks like the (second) first single is the non-radio friendly "Sick Bubblegum" with its "...rock motherfucker rock...." chorus and numerous cliché (and pointless) guitar solos. Lacking all creativity in lyrics and music "Sick Bubblegum" is easily forgettable and will definitely suffer from the repeated "bleeeeeeeps" necessary for radio and MTV play.

Listening to new music is often like sex with a stranger--full of anticipation and excitement. In the case of Rob Zombie's *Hellbilly Deluxe 2* it's more like a drunken one night stand with someone who is not a total stranger--vaguely familiar in a slightly comforting way; yet somehow unsettling and almost repulsive; definitely not someone you want to wake up next to every morning. After waiting 4 months for its release fans will undoubtedly love having some new Rob Zombie material. After a few listens even some die hard fans will agree, *Hellbilly Deluxe 2* is nothing more than a drunken one night stand.

Rob Zombie: Hellbilly Deluxe 2
Label: Roadrunner Records

★★★★★
RELEASE DATE: February 2, 2010

COMING UP...

Models To Keep An Eye On



Nikki Gray



Nikki Gray comes from Atascadero, CA, a small town north of Los Angeles. She was a tomboy growing up, but took gymnastics, soccer and track very serious, this could explain her amazing physical appearance. Although Nikki is the youngest of 3 girls this hasn't held her back, it may have actually given her the competitive spirit needed to pursue her modeling and acting career. Nikki is not just an amazing beauty, she is also a licensed realtor. Brains and beauty, this has got to be every mans dream girl. She's got big plans for the future as she will soon be crossing our paths on the big screen. Nikki has a supporting role in the new movie *Exit 102* to be shot this summer with Chazz Palminteri and James Woods. You can also catch her in the film *Social Network* starring Justin Timberlake where she plays his love interest. Keep your eyes peeled as she takes the stage and lights it up.

Photography By: Andrew Gates
Make-up and Hair: Crystal Llamas
Swimsuit: Skinny Dip Swimwear







THE STATS

Birthday:
July 14, 1985.

Zodiac Sign:
Cancer....I'm very much a cancer!

Measurements:
34-23-34

Height:
5'7"

Weight:
107

Ethnicity:
I'm American Indian, Welsh, Scottish and French.

Hometown:
Atascadero, CA.

Turn Ons:
Manly men...I'm not into metrosexual guys, chivalry, good sense of humor and a guy that goes after what he wants.

Turn Offs:
Disrespect, pretentiousness, egos, insincerity and drama.

Pet Peeves:
When people try to tell me what to do or give me there opinion when they have no right.

Celebrity Pass:
Sofia Vergera yuuuuuum I love latin girls. I saw her at a club once and we were both kinda staring each other down....I think we had a moment....well at least I had a moment. (laugh)

See more of Nikki at
NikkiGray.com or
Myspace.com/NikkiGray909

Break's over, Back to work!

Photo Courtesy: Wind-up Records
Written by: Daniel Richter

I welcomed Creed's latest CD with arms wide open. Unfortunately, I was left with a disappointing emptiness.

Creed released *Full Circle* on October 27, 2009 which is their first full length album since *Greatest Hits* in 2004. This album marks the return of the band as a whole, including original bassist, Brian Marshall. The five year hiatus was due, in part, to lead vocalist Scott Stapp's problems with alcohol.

If you were unaware that Stapp was a recovering alcoholic, you'd get it by the end of the second song on this record. The straight forward and simplistic lyrics are obvious and boring. The way Stapp delivers his message of recovery is almost insulting to the listener.

The music, however, is surprisingly heavy. The opening two songs provide angry metal riffs, and sharp shredding solos. With drum lines that keep you tapping on your desk with ferociousness, the band truly makes a testimony to their talents. Unfortunately, there are two core problems.

The first problem is Scott Stapp. In the song, "Rain" he claims that he is "washing everything away". We get it. You're an alcoholic looking to rid yourself of the ugly past. In the next song, "Away in Silence" Stapp desperately pleads with his fans, "don't give up on us". Along with poor word choice, the lyrics are obnoxiously repetitive. He turns a two minute song, into an insufferable four minutes. Stapp also uses the same metaphor of "stumbling" and "falling" throughout seven songs on this album. In a couple of the songs Stapp tries to growl like a true rocker, but fails miserably. His delivery is weak and childish; and he cannot grab a hold of his own style. Stapp is out of his element during the entire record.



The second problem is that the band itself struggles with identity issues and cannot decide what type of record to make. It bounces back and forth from heavier musical influences like metal riffing guitars and haunting drum lines, to late the 90's alternative rock that we have all come to know as Creed. The album is also peppered with predictable acoustic guitar intros. Each song -whether of metal or 90's influence- seems to follow a basic pattern of intro, verse, chorus, repeat. Nothing on this album blows the listener away, or catches you off guard. With that said, lead and rhythm guitarist, Mark Tremonti really displays his personal influences and skill on the six string on *Full Circle*.

Tremonti has stated that he is, "very proud of the solos on this record", as well he should be. The aggressive guitar work is the only thing in this album that offers any driving emotions. "The Song you Sing" ends with pig squeals that lead into another ferocious hair band solo. The slow melodic rock is fine, but it's when Tremonti lets loose that this album really shines.

Creed should have used their five year break to look for a talented vocalist/song writer. If this were an instrumental mix tape of late 90's and early 2000's rock, it'd be great. But it's not. Scott Stapp should stick with what he does best... drinking. And, the band should find a frontman that will lead them in the right direction.

Creed: Full Circle
Label: Wind-up Records

★★★★★
RELEASE DATE: October 27, 2009

COMING UP...

Models To Keep An Eye On CONT'D



Photography By: Andrew Gates
Make-up and Hair: Mieke Ita

21



Aubrey NICOLLE

A

ubrey Nicolle was raised in California's San Fernando Valley. She was quite a tomboy growing up, playing softball and riding her horses is where you could always find her. At the age of 15 her family moved to Santa Clarita, CA where she began modeling and acting classes. After completing High School Aubrey got into the real estate business where you can still find her today. Bored with the daily grind of 9-5's and office duties, Aubrey decided to follow her passion and once again pursue modeling. She has appeared in several fashion shows and even done some print and promotional work. She looks forward to working with many talented individuals and is excited for whatever the future has in store.





THE STATS

Birthday:
October 2, 1984.

Zodiac Sign:
Libra! I'm very
blanced.

Measurements:
32A-24-33

Height:
5'5"

Weight:
102 lbs.

Ethnicity:
Caucasian and Italian.

Hometown:
Sunland, CA.

Turn Ons:
Romantic dinners by
candle light.

Turn Offs:
When somone is lazy
and has no goals.

Pet Peeves:
Bad Drivers!!!

Celebrity Pass:
Channing Tatum.

See more of Aubrey at
modelmayhem.com/
AubreyNicolle or
ZZprado.com

GAME ON

The Latest Games Reviewed!

DARKSIDERS

Embracing the Darkside... (One Demon At A Time)

By: William Nadel

Steeped in comic book and religious lore, Darksiders attempts to tackle an action/adventure story of epic proportions. Masked by a thin veil of button mashing stereotype, Darksiders presents a deep and more complex gaming experience than I had anticipated. The story follows none other than War, one of the infamous Four Horsemen of the Apocalypse. He has been stripped away of all his unnatural powers and must fight to regain his Badassity while attempting to restore the Balance. You see, there are certain entities that would like nothing more than to initiate the war between Heaven, Hell, and Humans. The rub is in the fact that the humans have not yet spiritually progressed to the point where they would have any chance of defending themselves and this insufficiency will shift the balance of war unto the side of Hell... Apparently this is some important sh*t. The story unfolds through many highly detailed and interesting cutscenes that transition into the live action in a way that brings you into the world convincingly.

Since War has lost his powers, the beginning of the game starts off as a somewhat generic beat-em-up. You jump, you swing your sword, you hit some guys, and you move some blocks. Suspicion was rising. However, as the game progresses and War earns better weapons and moves (such as the grappling hook and portal creation abilities), the complexity of the gameplay and fighting mechanics becomes evident. Every enemy has a disgustingly awesome death animation, perpetrated by our hero. Every enemy and environmental object can release soul energy when it is destroyed. Soul energy is the game's currency, which is used to buy upgraded weapons and abilities. I found it odd that inanimate objects such as cars and wooden boxes would give you soul energy when smashed, but that's one of the genre traps this game falls into throughout the course of the journey.

The game mixes God of War flavored action with strong influences from games like Tomb Raider, Devil May Cry, and the recent Zelda ventures. I understand that developers feel games in this genre should include puzzle elements to lengthen and vary the gameplay, but how many times and in how many games do I want to move mirrors and blocks around to progress to the next awesome action sequence? They could use that disc space for more exciting nuggets like the various fight arenas laced throughout the game. As the game progresses, these busy work puzzles become more and more complicated. These are not the type of puzzles I want to tackle at 3 am, on the tail end of a marathon game session. This problem is exacerbated by a completely useless hint and waypoint system. With all the backtracking I had to do while solving these puzzles, the least they could have done was tell me the direction I was supposed to be heading.

The game should stick to what it does best: Truly exciting and engaging Boss Battles. There are some incredible boss encounters with beasts of legend towering stories high. The game would be all the better if the developers hadn't overlooked the serious potential they had to create an amazing co-op experience. This game is strictly single player and there is no way to share the experience with a friend. Multiplayer expansion??

Pipe dreams, yes, but allow me my dreams. The graphics, environment, and sound design are impeccable. Besides the random strewing of cars in unlikely places, I was very impressed with the artistic flair of the game. In many instances during my playthrough, I found myself commenting aloud with descriptive words such as "sick" and "quality" as though I was the star of some stoner flick gone awry. If you are bored with platforming, puzzle crunching, and beat-em-ups in general, look elsewhere for your fix. If you enjoy mind bending puzzles, sadistic action gameplay, solid boss battles, and endless gory combos with grizzly finishers, you are going to want this game. Vigil's creativity shines through enough to warrant your immediate attention.

Darksiders

PRODUCER: Vigil Games, THQ

PLATFORM: Xbox 360

RELEASE DATE: January 5, 2010

★★★★☆

RATINGS: Mature
GENRE: 3D Action

GAME ON
The Game Reviews CONT'D



BIOSHOCK 2

The Return To Rapture

By: Mike Lowther

Welcome back to Rapture. It's been a while, hasn't it? Its magnificently designed metropolis of brilliant structure, and gloomy, underwater irony has been tickling at my SCUBA suit for almost three years. The *Bioshock* series never fails to show off a dystopian society in its glory, while projecting a captivating, chaotic atmosphere. It's nothing short of original. Based on the social concept of Ayn Rand's novel, *Atlas Shrugged*, the developers of *Bioshock* have interpreted a world where social-mobility is absent, and violence is constant. The world of Rapture is a perfect playground to present a beautiful walkthrough of what life could be like in the 1960's, in a failed utopia, under the sea. *Bioshock 2* continues the story 10 years later, as you take the reign of a Big Daddy in search for your Little Sister.

The return to Rapture is nothing but itself. Ravage, heart wrenching, and utterly beautiful; nothing is like it. Well, except maybe the original. *Bioshock* set the bar pretty high for any sequel to come of it, and not much has changed. Andrew Ryan is dead, and Sophia Lamb has taken control of the submersed metropolis. As Ryan believed in creativity and unity of each individual, Lamb pushes unity as a group. Now, I'm not one to take sides on political matters like these, but watching these two go at it via tape recorders entertains me quite a bit.

You're a Big Daddy. That's right. You wear the suit and have the ability to drill your enemies to the ground. And yes, that drill is cordless. Wearing this suit finally gives you the ability to step outside the underground metropolis' architecture and glare at the array of beautiful plant life, while marveling at the fact that there's a city resting on the sea bed of the Atlantic Ocean. Though everything is spectacular outside of your suit, your character seems emotionless. The story is cheap about illustrating emphasis on my character. Disallowing me to feel for myself makes me upset, resulting in the absence of caring for my goals. Progressing through the stages wasn't necessarily a chore, but I grew mildly careless. It almost feels like I've played this game, leaving me with the occasional "wow". But when it came time to rescue or harvest Little Sisters, I chose to rip their heads off and consume their delicious juices immediately.

The basic gameplay mechanics got a bit of work, with more interaction from the environment. We're also introduced to a few new plasmids and weapons. Plasmids use a chemical called ADAM that rewrite your genetic code and allow for special physical powers, such as the ability to shoot flames out of your hand and perform telekinesis. What surprises me the most is that 2K Games stuck to what worked for them last time, and designed the game extremely similar to the original. It's so similar to the original title that the graphics only seem tweaked. Visuals are still next-gen, including amazing water effects and ragdoll physics, and I think the original *Bioshock* had some cutting edge graphics to this day, so I'm really not complaining that much.

Since we play as a Big Daddy, we need to assume the role as one. This means capturing Little Sisters roaming Rapture to harvest ADAM for you. If you pleasantly decide to rescue one, you have the option of letting them hunt for you, while you watch the progress bar fill up as you protect her. We're also introduced to the Big Sister, whom is more powerful and agile than a Big Daddy, as well as a few new Splicers. An amazing new camera researching technique has been added with a point system that lets you know how much you've learned about killing specific enemies, but a new hacking system has been replaced as you must land a needle in green and blue zones of a meter. This sucks because you're open for attack while doing them, so hacking becomes unfair at times. You can hack from far away with a "hacking tool", but this process could have been easily avoided if the new hacking system wasn't so dull. What a waste of a gun. Also, the radial for changing weapons and plasmids is a little sketch. Oftentimes, in the heat of battle, my command doesn't register when pulling up the selection screens interchangeably. This caused more deaths than I can count, with an exception of severe lack of ammo and increased difficulty in certain sections of the game.

All in all, I'm slightly disappointed with *Bioshock 2*, but Rapture is just as gorgeous. The A.I. is quick and challenging, yet the story is only interesting two-thirds of the way before it starts becoming lifeless. The score isn't very epic either. Bellowing crescendos and staccato-like stingers tend to make me feel like I'm riding a theme park attraction, or starring in a blockbuster movie. I didn't get that here. It hurts to know that the original developer of the series had nothing to do with this game, and 2K Games went with five developers to put this together, which shows. Shit can be haywire and sporadic at times, but I really need to cut them slack for creating a follow-up to one of the greatest games of today's generation.

Bioshock 2

PRODUCER: 2K Games

PLATFORM: Xbox 360, Playstation 3, Microsoft Windows

RELEASE DATE: February 9, 2010

★★★★★

RATINGS: Mature

GENRE: First-person shooter



For Advertising Rates Visit

RUKUS
MAG.COM