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## RUKUS

**EDITOR IN CHIEF** 

**Andrew Gates** 

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**Trish Gates** 

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**Larry Herman** 

All Access Contributors

Mike Lowther, Jenny Frank, Daniel Richter

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**Troy Lindner** 

Pit Pass Contributors

**Nicolas Bates** 

Game On Contributors

Mike Lowther, William Nadel

Contributing Photographers

**Andrew Gates** 

Contributing Videographers

Nate Olson

Contributing Make-up Artisits

Lyndsay Gabrielle, Jacob Lara

Contributing Hair Stylists

Lyndsay Gabrielle, Jacob Lara

Advertising

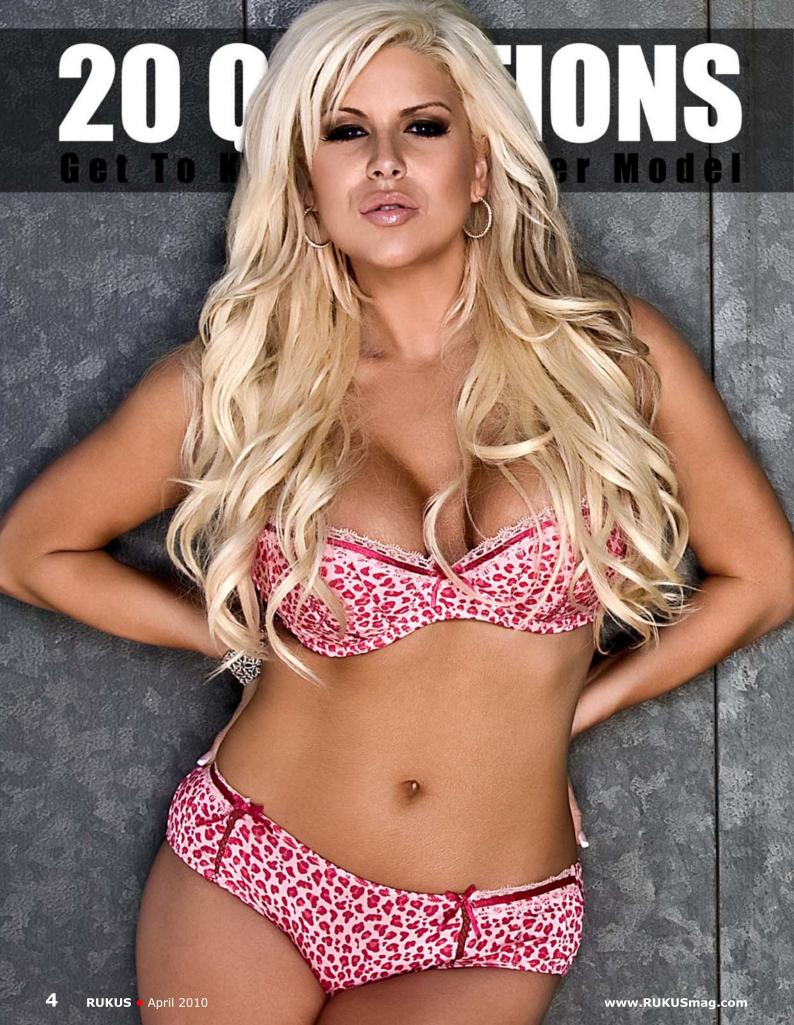
**Andrew Gates** 

andrew@RUKUSmag.com

Mailing Address

**RUKUS Magazine** 

P.O. Box 91651 Los Angeles, CA 90009



## BIODES BIODES Photography By: Andrew Gates

exas born and raised, Brooke Banx is a blonde bombshell and sweetheart swirled into one. Beginning her modeling career three years ago, Brooke set the glamour modeling world on fire with her sultry looks and stunning curves, combined with sweet personality and "work hard, play hard" philosophy. Much of Brooke's time is spent traveling and shooting with some of world's hottest photographers for catalogs, ad campaigns, posters, and merchandise worldwide. She has also landed many features and pictorials in magazines and on countless major men's websites. Since joining the Myspace community six months ago, Brooke has become one of the site's hottest vixens. A recent move to Los Angeles gives her the chance to follow her dreams within the world of television. Already a business marketing student, Brooke is also majoring in journalism. Recently she was given the opportunity to host National Lampoon Network's show "Hotties". America better watch out, Brooke Banx is on a roll and on fire!!



- 1.What's your Ethnicity?
  Iamapolishjewmixedwithirishaswell.
  I like to call it Heinz 57. (smile)
- 2. What's your zodiac sign? Cancer.
- 3. Where are you from originally? Austin, Texas.
- 4. What did you like most about growing up in Austin, TX?

Being small town. I was raised with strong morals and ethics. (smile)

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

Please! I was an angel! (laughs) Just Kidding. I've always been a big fan of boys, so sneaking out of my house to hang with the cute boys in school was common for me!!

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

That's a tough call. I'm so willing to try anything and everything. I love new experiences.

7. What brought you to CA?

Work and change. I really love the city. great energy. Lots to do and you are so close to the beach and the mountains at the same time plus you can't beat the Cali weather!!

- 8.What's your favorite hobby? Everything and everything. My hobby is trying new things... (smile)
- 9. What's your guilty pleasure? Chocolate and red wine. I'm attempting a 2 month fast from the two.
- 10. Who do you admire? Anyone who works hard, has integrity, and is confident in who they are.
- 11.What's one of your goals?
  I am working toward my degree so

I can become a psychiatrist. That is definitely my largest goal now.

12.What do guys compliment you on the most?

My eyes and my breasts seem to get a lot of attention.

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

I like my eyes also. I think a lot can be expressed through a persons eyes and I think I have very intense and expressive eyes.

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

Over the years. it's been my hips because no matter how tiny I am I always have a little curve, but over the years I've learned to love it. I have a very feminine body.

15. What do you look for in a guy?
Intelligence and good conversation, along with a true deep and passionate connection. Integrity is also big, and it doesn't hurt if he has a strong jawline and super ripped abs!!

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

The way he carries himself and presents himself for sure.

17. What turns you on?

Confidence is a BIG turn on, then intelligence and good conversation.

18.What turns you off?

Liars are by FAR my biggest turn off. Lie to me once and I will never trust you again. I also don't like closed minded people, players, or people who are rude or talk down to other people.

- 19. What's your biggest pet peeve? Liars are my biggest pet peeve.
- 20.Who's your celebrity pass?

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## PIT PASS Get In The Driver's Seat!

## BIG Brother

Blightly leases and alightly wides. He nees 2018 Auton Rartin VIII Varitage looks more than alightly reserver than 6's 100s involves, the VIII Varitage. The VIII Varitage, edited is 100% based as the VIII classic and design, had any parameter to been the language make parameter in the services of the language and design, and the approach the national design of the services. Designed to the services as the flux of the services flux to the service flux to the services as the flux of the service flux to the service flux to

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to implicate these charages.

performance deffusions.

### SPECS

### 2010 VIZ Vantage

Price:
Engine:
Torque:
Horsepower:
O-60 MPH:
Top Speed:
EST. MPG:
Available:

\$268,000+ 6 .0 Liter V12 420 lb-ft. 510 hp 4.1 sec. (est.) 190 mph (US) 12 City/24 HWY In Europe ONLY



The Aston Martin V12 Vantage has true potential as its designers and engineers have invaluable experience with the N24 race program, making this car one of the most technologically advanced in the world. CEO of Aston Martin Motorcars, Dr. Ulrich Bez states, "This is the ultimate performance interpretation of the Vantage range, combining our most agile model with our most powerful engine..." You probably won't disagree, however, you'll have to travel to Europe to hit this Aston Martin's gas pedal. The size of the 12 cylinder motor in the Vantage has made the crash protection area too small to meet U.S. standards. Anyone up for a trip to Nurburgring? You bring the check for \$268,000.



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# The Latest Reviewed

## A Change of Season

Written by: Mike Lowther

Man, it's hard to imagine a super successful side project from Linkin Park's frontman, Chester Bennington. We've seen Mike Shinoda do it with Fort Minor, and come out on top with much acclaim. But the last time I saw Chester go off on his own was back in '02 with the song *System*, off the *Queen of the Damned* album, which was nothing short of an amazing addition to a flawless soundtrack. But that's when the nu metal genre was as large, and melodic hard rock from younger artists was in its prime. Now, we're introduced to Out of Ashes, Bennington's album from his band, Dead By Sunrise.

It's apparent Bennington rides this entire album, which also features members from Orgy filling in on these mainstream rock ballads. This disc is very similar in melody to some of the tracks off Linkin Park's *Minutes to Midnight*. You can clearly tell Chester wrote some of these during that time, and probably needed a different output to make them bleed though a new medium, hence Dead By Sunrise. Ever since the original LP days, it was extremely evident that Chester would head out and do something on his own, and this is his statement.

## DEAD SUNRISE

I can hear the grunge and sorrow, spilling of emotion, and tasty diction through a balanced flow of tunes throughout the record. In the track *Give Me Your Name*, slight nuances of dreamy ocean vocal effects can be heard in the recited, "and I fall into the ocean". Other tracks like *Crawl Back In* and *My Suffering* give off a cheesy pop-rock vibe. I can do without them. The record feels as if it's completely run by a mainstream label, which in all honesty, it is, but what Chester really knows how to do is comply artistically to the rules and regulations of creating a catchy, commercial album. And it's done right. I don't shun this at all; it's smart, but I'm not tickled very much. You can hear a STP influence brought into today's decade with a hint of Nirvana and a sprinkle of Orgy synth throughout the course of the record, but I can't brush off the nagging pop-rock feel. I hope Bennington has been able to get this out of his system and head back to Linkin Park with a fresh, heavy-hitting vibe.

**Dead By Sunrise: Out of Ashes Label: Warner Bros. Records Inc.** 

RELEASE DATE: October 9, 2009



## The Merion Brandos of Rock

Photo by: Tessa Angus Written by: Jenny Frank

Have you heard of Black Rebel Motorcycle Club? Sometime they just go by their initials....BRMC....have you heard of BRMC? They have been around since 1998; started out in San Francisco, but are now based in Los Angeles. They have a massive fan base in the U.K. In 2003 a show in Leeds, England was cancelled half way through for fear the floor in the auditorium was going to give out from audience's dancing, bouncing, hopping, etc......

You have heard of them, then? Come on....don't lie just because the name sounds really cool--like the name of a band every man should have heard of. A name almost reminiscent of something Brando would have uttered way back when people like James Dean and Marlon Brando were the type of men every man wanted to be like and every woman just plain wanted. (And rightly so because Black Rebel Motorcycle Club took their name from the motorcycle gang in the 1953 film, The Wild Bunch.) It does sound awfully cool doesn't it? BLACK REBEL MOTORCYCLE CLUB....and their latest release on Vagrant Records, "Beat The Devil's Tattoo" sounds just as tough.

"Beat the Devil's Tattoo" is by far the most complete BRMC release to date. If you are familiar with their previous albums you know the band's style is completely random, changing from garage rock (Nirvana) to alt-country (Wilco) to 1960-esque psychedelia (Led Zeppelin). The closest comparison I can make is to British band The Jesus & Mary Chain--but then if you have heard of The Jesus & Mary Chain, you've probably been listening to BRMC long before reading this review.

"Beat the Devil's Tattoo" is a well-crafted and perfectly balanced album. Past BRMC albums seemed to weigh heavily on one style or another, which is understandable for a relatively young band still learning and finding their footing while dealing with numerous line-up shake ups mostly due to their drummer Nick Lago's battles in and out of rehab.



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Label: Abstract Dragon/Vagrant





http://www.rukusmag.com/Main/mediakit2010.html

## WORK IT OUT Vous Guide to Personal Filmess



## Nutritional Nugget

## Easy Tips

- -Drink half of your body weight in ounces of water (150 pounds=75 ounces of water).
- -Your body is basically 75% water and most of body's aches, pains, and stomach problems happen because of dehydration.
- -If you can't pronounce an ingredient on the label, I wouldn't suggest eating it.
- -The fewer steps between nature and your stomach, the better.
- -The best thing for preventing hangovers is drinking at least 1 liter of quality drinking water before you sleep. Almost all the symptoms of hangovers are from dehydration. This alone will make waking up after a late night much better.
- -When eating sushi, add a spoonful of water to the soy sauce to keep the salt intake down.



## Forward Ball Roll

Place your elbows shoulder width apart on the ball. You can also do this from a kneeling position to take less pressure off the lower back. As you move your arms forward, inhale slowly and make sure your hips don't drop down. Exhale as you slowly return to the starting position. Stop if you get any pain in your low back or hips. Make sure to keep looking down and don't lift up your head during the exercise. You should feel this in your abs, mid back, and triceps.

### Swiss Ball Sit-up

First, pick out the right size Swiss ball. When you are sitting on it, your upper legs should be parallel with the ground. Then lie back with your feet shoulder width apart. You can either cross your arms over your chest on place them to the side of the head. You never want to put them behind your head. It is much better to support your neck with your fingers at the sides of the head. Exhale as you slowly sit-up. During this exercise the ball should not move. Also make sure your hips don't drop down. Then inhale as you go back. Make sure that you don't sit up too far, this will work the legs more than the abs. You want your abs doing all the work. When done correctly, this exercise should be very tough to get over 20 reps.



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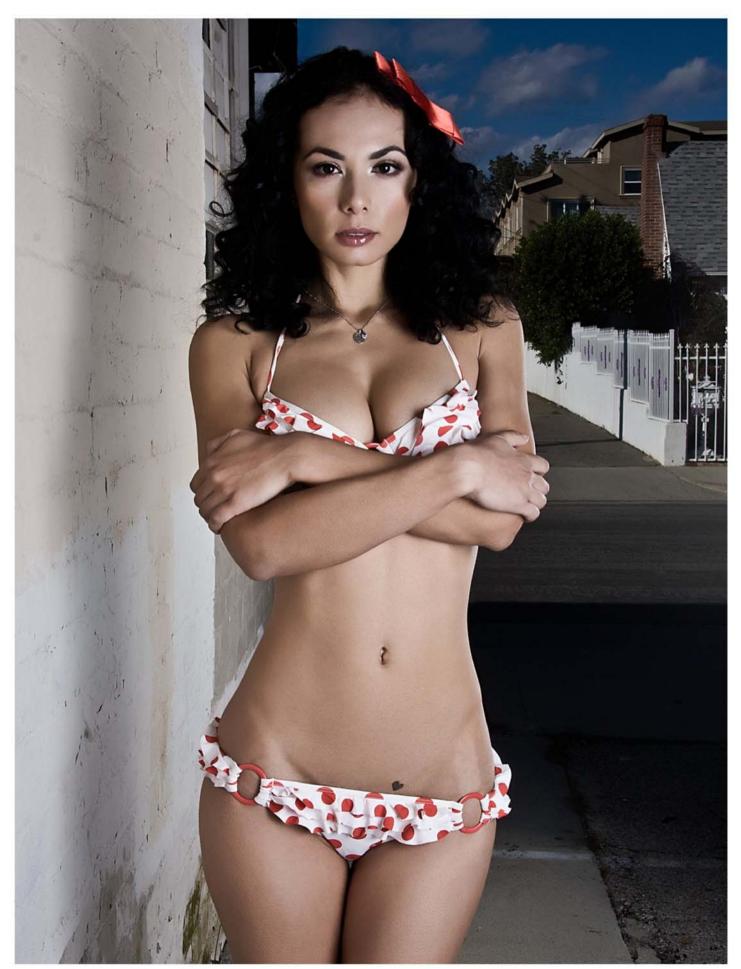


## Photography By: Andrew Gates Make-up and Hair: Jacob Lara

aniela, a.k.a. Ella, is a passionate person and performer whose many early memories are of singing and dancing for her family and friends. Growing up in the border town of Imperial Beach, Ella was greatly influenced by the Northern Baja California, Mexico and southern California surf communities. Some of her musical influences are bands and artists such as Sublime, Elefante, Enanitos Verdez, Luis Miguel, the Doors, and Pink Floyd. As a musician, she is passionate about the energy she creates on stage and strives to inspire her audience. Her smart lyrics range from an honest, self-reflection that is so dramatic it sometimes turns humorous to ethereal and dreamy. Her first album, Die of Love, is the story of her love journey from adolescence to early adult-hood. In sharing her music nationally and internationally, Ella is in the preliminary stages of identifying eco-friendly events and ways to make and share music that are environmentally friendly. She hopes to use her music as a tool to raise awareness about social and environmental issues that affect all of us. As well as being as musician, Ella is also a certified yoga instructor and psychology major. But that's not all, she is also interested in having her own animal shelter one day, to help protect more animals from

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euthanasia. One thing is for sure, you cannot box in this beauty!



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COMING UP...
Models to Keep An Eye On CONT'D

## 

Photography By: Andrew Gates Make-up and Hair: Lyndsay Gabrielle

na Cheri Garcia grew up in Anaheim, California. Her life was every little girl's fantasy — a fairytale full of cheering, dancing and running around Disneyland as if it were her own personal playground. After graduating high school with honors and tackling college, she decided to take a swing at modeling. Home Run! Before she knew it, she was booking editorial and promotional gigs. Within the first year she landed a contract with Toyo Tires and started traveling throughout the United States. Even though her life is now full of jet-setting and photo shoots, she still remains grounded. This down-to-earth tomboy still loves her kickboxing and football. This is just the beginning - stay tuned to see where this new fairytale takes Ana Cheri!





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Birthday: May 16.

**Zodiac Sign:** Taurus.

**Measurements:** 34-26-36

> Height: 5'7"

Weight: 120 lbs.

**Ethnicity:** Native American, **Hispanic and** Caucasian.

**Hometown: Huntington Beach, CA.** 

> **Turn Ons:** A sexy back.

> **Turn Offs:** A hairy back

**Pet Peeves: Chewing with your** mouth open! ewwww!

> **Celebrity Pass:** Jake Gyllenhaal

See more of Ana at com/812097 or

# The Lates m 28 RUKUS • April 2010 www.RUKUSmag.com

## Choose Your Fate

By: Mike Lowther

Back in May of 2006, I watched an early tech demo of a mysterious project from Quantic Dream. Immediately, I was blown away by how they incorporated emotion and character into simple test footage. I cried. It was a fantastic way to show off incredible motion capture and lighting, while preserving the mystery of what the game was actually about. Finally, 2010 has come and *Heavy Rain* has been released.

The story focuses on the Oragami Killer, a thief who kidnaps small boys and drowns them in rainwater, left to be found by detectives shortly after their death. We're introduced to a handful of characters, and placed tersely in their shoes. What's unique is that the gameplay gives you the ability to feel for the characters. Everything you say, every choice you make affects what happens next. For instance, there are no aliens or monsters. 'Emotional simulation' is the key phrase here, as *Heavy Rain* is completely void of any supernatural elements.

The actors who portray the characters in the game visually look like their personas. This reflects upon the remarkable motion capture technology used to put this project together. It gives for stunning performances, verbally, as well as physically, and the actors truly shine. It's captivating how immersed you can get into this game. It tricked me, made me feel responsible for my actions, and then deal with the repercussions. Moods revolve around the non-stop raining throughout the game, filtered through a score composed by Normand Corbeil. It's callously depressing. This is one of the first games to simulate social conditions so captivating and so lifelike that sometimes it's too much to digest. Typically, you'll have the option to back out and refuse when dealing with impossible, heart wrenching decisions.

Visually, this title is damn impressive. With realistic lighting, remarkable skin detail, and added film grain, it sincerely feels like you're in a movie. The camera is either handheld or placed on a dolly, feeling ultra realistic and cinematic thanks to the beautifully tested Havok physics engine and Vicon camera systems. Instead of a free-roaming world, levels are broken down into short scenes that are highly detailed and don't require an immense environment; less is more. Gameplay is easy to catch on, as a QTE (Quick Time Event) system is used where your actions are based on hitting the said button at the appropriate time. Typically, you'll need to hold down more than one button at a time while controlling the analog sticks or applying motion to the 6-Axis controller.

Ultimately, this is the best thing in the simulation category right next to the Shenmue series. *Heavy Rain* is a benchmark in social simulation, as it enables you to forget about reality and become immersed in a new world, emotionally. I just can't get over how original it is. This is a game that breaks your social barrier and makes you feel for each character individually. The voice acting is phenomenal and the detail in this game is utterly amazing. Though I ran into a couple lock-ups, and the movement could be slightly glitchy at times, it didn't stop me from participating in my role in the story. Playing through this was an experience unlike any other and it leaves you with the ability to go back and play it again a completely different way. The replay value is definitely apparent, though director David Cage urges to play it only once. I recommend the same considering it was *my* life for an eight hours span, and I wouldn't have played it any other way.

**Heavy Rain** 

PRODUCER: Sony Computer Entertaiment PLATFORM: PlayStation 3 RELEASE DATE: February 23, 2010

RATINGS: Mature GENRE: Adventure

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## Love Is A Battlefield...

By: William Nadel

Yes, the review's title is the first of perhaps many classic rock puns that shall bubble forth during this *Journey* into world of Battlefield Bad Company 2. For the unfortunate shooter fan who has not had the chance to experience a Battlefield game, the series is an open world shooter with a style and personality unique to the series. Players have an opportunity to jump into the boots of various armed factions while fighting using choppers, tanks, modern weaponry and squad tactics to win the battle for their side. The series originated in the gritty world of PC shooters, therefore retains much of the frantic pace and twitch shot goodness when being translated to a console. Battlefield has progressed to legendary status and the series continues to push technical boundaries with BC2. There have been vast improvements over Battlefield Bad Company. Many took issue with the bullet damage in the first game and this has been corrected. More often than not, people die when it seems like they should. They use a class-based system, where certain guns are paired with certain abilities. A great addition to the system is the ability to swap in some of the unlockable weapons for your default class gun. The environments, audio, and graphic fidelity have improved, thus raising the bar when taking into consideration the scope of the online battles.

Everything is destructible. This chaotic system is called Destruction 2.0 and it revolutionizes online shooter strategies. If you want to rush a building, no need to go through the door. Blow the Sh\*t out of the wall behind your enemy and flank them through the smoldering new entrance. Given enough explosives, it's even possible to bring entire structures down upon the helpless victims inside. As great as this is, DICE cheesed that a bit. To assist aspiring demolitionists in their *Dirty Deeds* (done dirt cheap), Destruction 2.0 will kill you if you are anywhere near the collapsing building. It matters not if you are sheltered in a non-collapsed section of the building, you are simply terminated the second the building starts to go. I wish it were more dynamic. That being said, You Can't Always Get What You Want.

The Story mode is more exciting than it was last time 'round. There is no cooperative mode for the story and that would have been fun. The game is still all about the multiplayer and the feel of running around in squads, chatting up devious strategies with your mates while pillaging the war torn landscapes of some Swedish designer's daydream.

I have a few points of contention. Sorry Colbert, but I'm putting DICE on notice. In the PC iterations, players were able to drop to their stomachs during battle. This ability has been stripped from all console versions of the series. They claim going prone gives snipers an unfair advantage, however many players feel that not being able to go prone gives snipers the best advantage of all. In an FPS about strategy, please give us all the tools we need to recreate realistic scenarios. An issue that makes my brain go *Comfortably Numb* is the connection errors these games experience when first released. The online servers are craptastic when console Battlefields first ship. They always fix these issues within a few days, but I now expect online issues the first few days of release.

If you're feeling Hot Blooded and you need an adrenaline fix, Bad Company 2 is your huckleberry... I can't deny it.

## **Battlefield Bad Compa**

PRODUCER: DICE, EA PLATFORM: Xbox 360

RELEASE DATE: March 2, 2010

RATINGS: Mature GENRE: First-Person Shooter

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