

RUKUS

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Leianna Kai

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**Sunset Strip
Music Festival:**
Smashing Pumpkins,
Slash, Kid Cudi &
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Hair and Make-up: Lyndsay Gabrielle
This Page
Photo by: Andrew Gates
Hair and Make-up: Lyndsay Gabrielle

RUKUS

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20 QUESTIONS

Get To Know Your Cover Model

Leianna Kai

Photography by: Andrew Gates
Make-up & Hair by: Lyndsay Gabrielle

*L*eianna Kai was born and raised right here in sunny California, but her heart will always be further west in Hawaii. This talented model and singer's exquisite looks come from a special blend of Hawaiian, Portuguese, Italian and Irish. Having only started to model two years ago, it's truly astonishing how fast her star has skyrocketed, creating an extremely full calendar. Even though it's a challenge juggling her full-time job as a personal banker with her budding modeling and singing career, Leianna still manages to have a little fun, even making time for the occasional rendezvous. If the RUKUS readers had their way, all their deposits would be with Leianna.





20 QUESTIONS

1. What's your Ethnicity?

I'm blessed to be Hawaiian, Portuguese, Italian and Irish.

2. What's your zodiac sign?

Aries. Yes, I'm very feisty.

3. Where are you from originally?

Born and raised a California girl and currently in L.A.

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

Disneyland! (laugh) And the beach.

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

I'm the youngest of 5 but 6 including myself so I will admit I was pretty spoiled and I was kind of a trouble maker. In my early teens I would never be home, I wouldn't tell my parents where I was, and I ditched school occasionally. (laugh) Although, I wasn't as bad as some kids.

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

The craziest thing I've ever done would probably be when my closest girlfriends and I were 18 in our freshman year at college and my parents were out of town, it was a rainy Saturday and we were bored so we hired a male stripper to entertain us. (Laugh) There are so many memories and so much fun.

7. What's your favorite hobby and why?

My favorite past time would definitely be singing. I've always been the little performer of the family. I started singing when I was about 4 years old or maybe even younger when I discovered the little Mermaid and wanted my voice to sound like hers. I would rewind it over and over until my family wanted to kick me out. (laugh) Just kidding. Until this day I'm still an aspiring singer/performer.

8. What's your guilty pleasure?

My guilty pleasure would have to be shopping. I buy bras by the pound!

9. Who do you admire?

I admire Marilyn Monroe because she defines sexy, intelligence and talent all in one.

10. What's one of your personal goals?

A personal goal is to be an award winning music artist.

11. What do guys compliment you on the most?

Hmmm, I think they compliment me most on my eyes and smile.

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

I think I have nice feet.

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

I hate my legs.

14. What do you look for in a guy?

Honestly I love guys that are dorky and intelligent and can fix everything for me! I wouldn't have it any other way.

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

The first thing I notice about a guy is if they dress well. I love when guys wear express clothes or guess clothes! As long as they don't dress better than me.

16. What's your ideal first date?

My ideal first date would be having some yummy Mediterranean food from my favorite hole in the wall spot "Janets" take it home grub and watch a good movie. After the movie we could chitchat and get to know each other. (laugh) What can I say I'm a simple girl.

17. What turns you on?

It turns me on when a guy takes control.

18. What turns you off?

It turns me off when a guy is super quiet and never has opinions!!

19. What's your biggest pet peeve?

I hate when I have to repeat myself! I feel like I have to scream sometimes.

20. Who's your celebrity pass?

Michael Buble is my ultimate crush. I'll always wish I just had one night with him. (laugh) **RM**

PIT PASS

Get In The Driver's Seat!

Pontiac Who?

When an automobile manufacture, with the specialization and prestige of the likes of Ferrari, replaces their flagship vehicle, it is nothing to scoff at. Consider the Enzo replaced. And to replace it we will see the 2011 Ferrari 599 GTO, a street legal version of Ferrari's track only car: the 599XX. The 2011 599 GTO is currently the fastest street legal Ferrari in the history books.

Ferrari had four main objectives in mind with the 599 GTO: decrease weight, increase power, decrease understeer and increase downforce. To decrease weight, the car's FI transmission was forced to diet and loose 18 lbs., the exhaust lost 29 lbs., thanks to new hydroforming technology (which allows for thinner tubing and fewer beads), the trunklid is now created from weight saving aluminum, and the underbody has been redeveloped to score a savings of 68 lbs. Not to mention, Ferrari opted for thinner windows to save weight as well. Overall, the car comes in with a dry weight of 3,295 lbs. To combat the all too known understeer issue, Ferrari has added stiffer springs, redesigned magnetorheological shock absorbers, a larger rear anti roll bar, and largely important 40 mm wider front tires. Coupled with the F1 Trac traction control system, and you are looking at virtually no understeer. Aerodynamics were scrutinized and improvements include a new front bumper and spoiler, a wider rear bumper with a larger trunk wing, which helps add to the car's 317 lbs. of downforce at 124 mph, with an apparent zero increase in drag. Other additions include a larger rear diffuser. Which, if nothing else, just looks amazing. Although, not in full 599XX garb, the 599 GTO takes much of what was learned from the designing and testing of the 599XX track-only car.

On to the nitty gritty...what makes this thing go? The 599 GTO is powered by a 6.0L V12. This V12, Ferrari says, is, "...about 90% of the 599XX's engine." The allegations of incest are true, with the 599XX even sharing its crankshaft and intake system. The GTO gets new connecting rods and pistons, and gets its compression upped from (the 599 GTB's 11.2:1) to a whopping 11:9.1. Premium please! The GTO gets to share the XX's exhaust, however, with added catalytic converters. Our horsepower and torque numbers come out to 661 bhp at 8,250 rpm and 458 lb/ft of tq at 6,500 rpm. Coupled with the F1 transmission and upshifts taking



Written by: Nicolas Bates
Photos by: Ferrari

SPECS

2011 Ferrari 599 GTO

Price:	\$460,000+
Engine:	6.0 L V12
Torque:	458 lb-ft.
Horsepower:	661 hp
0-62 MPH:	3.3 sec.
Top Speed:	208 mph
EST. MPG:	17.5 l/100 km
Available:	Contact Ferrari NOW!



60 milliseconds, and downshifts taking 120 milliseconds, respectively, you are in for a "neck jerking". The 599 GTO will also perform multiple downshifts if its captain so desires. All that is needed is the downshift paddle to be held down and the result is perfectly timed and "throttle blipped" downshifting ecstasy.

The 599 GTO has a very "streetable" look - a trait I see as positive. Ferrari, with its Enzo's and F40's can really accentuate the "exotic" in their exotic cars, but the 599 GTO looks more subtle, more refined. It is heavily reminiscent of the Aston Martin V12 Vantage bodylines. Its hood long and sloping, with a heavy curvature toward the end, and mating perfectly with a wide front bumper, which houses large vents, both front and center, and left and right. The 599 GTO has a 6 Series BMW feel to it where the side windows meet the rear of the car. The decklid screams "550 Maranello", yet, only has single, circular taillights. The rear diffuser adds a very aggressive feel to the already very confident, and domineering 599 GTO.

The Ferrari 599 GTO is sure to go down in the history books as a very serious machine, with very serious advancements. And with only 599 units being made (oh, so crafty, Ferrari) you can bet people will surely pay the \$460,000 price tag to be able to park a piece of automobile history in their garage. Not to mention the opportunity to drive a car that is the closest possible relative to the amazing machine that is the non-production Ferrari 599XX. **RM**



*It turns me on when
a guy takes control.*





STATS:

Birthday: April 13, 1986

Height: 5' 3"

Weight: 105

Measurements: 32-24-32

ALL ACCESS

The Latest Albums Reviewed!

The Terror Returns

Written by: Alex Groberman

The last decade has been up and down for the man known to his fans as “Joey Crack.” Between losing his friend Big Pun, poor album sales and an ill-advised beef with 50 Cent, Fat Joe stumbled on the success ladder. To maintain some kind of recognition amongst his younger audience, Joe resorted to lyrically basic, feature-friendly singles that quickly wore out his credibility with his original supporters.

That all changed in “*The Darkside Vol. 1*,” as Fat Joe returned to his original recipe for success: pure, unfiltered spitting.

The album begins with amazing choir note and blaring synths on “Intro” where Fat Joe shows he hasn’t forgotten about his enemies with a bold exclamation regarding his old nemesis 50 Cent: “We’ll throw the biggest party when Curtis die.” The same refreshing gutter attitude carries over into “Valley of Death,” a song with a triumphant production brought by Cool & Dre. Excellent beats continues to be the name of the game on to the Just Blaze tune, “I Am Crack” where Joe takes on the role of the drug, and speaks in first person as if he was the narcotic. It is on this song in particular that we understand what Joe meant by “returning to the darkside” when he proclaims: “It’s crack baby, minus the incubators.”

The album’s first disappointing song comes on the Clipse and Cam’ron assisted, “Kilo.” While the song is an unquestionable banger, Joe ends up being shown up by his guest features. In fact, while the tune appears on Fat Joe’s album, it feels as if the subject matter and style of the song would have fit better if the final cut left “Joey Crack” off. The only other mistake on this album had to be “Heavenly Father,” a Lil Wayne sampled tune that wasn’t all that great to begin with.

Joe’s first single, “(Ha Ha) Slow Down” is the ultimate hype-up song, and should have clubs and parties blasting it out all summer long. Young Jeezy provides arguably the best feature on the entire album, and a few seconds into the tune you instantly recognize why Fat Joe opted to use it in his return party.

Yet, the album truly becomes borderline classic with the DJ Preemo laced “I’m Gone.” In perhaps Joe’s finest showing over the last decade, the slow-and-simple piano and violin loop accompanies lyrics like: “Preemo on the beat, yeah I know it sounds different / But his mans just passed, his soul’s just risen / Cold, cold, world is the word that was given / As he see me fifteen with the burner out of prison / Gangster – f--k that, I’m Gang Starr/ Tell Nas Hip Hop’s dead now, my man’s gone / As I rise to the top, knee-deep in the game I survive every shot / Back to life like *Thriller*, back to reality / Flipped the light scoop, got everyone mad at me / ...I’m hungry, ... I’ll eat your flesh / I’m a butcher, chainsaw through your spleen and chest / ...Joe Crack, yeah man on fire / Conversate with the devil, rockin’ diamond messiahs.”

“*The Darkside Vol. 1*” is without a doubt the best produced and constructed Fat Joe album ever. Yet somehow, Joe manages to overshadow the phenomenal beats with lyrics reminiscent of his early D.I.T.C. days. Whether this is truly the return of “Joey Crack” remains to be seen, but for now, fans can sit back and enjoy as this blast from the past provides listeners with one of the best albums of the new year.

Fat Joe: The Darkside Vol. 1

Label: Terror Squad/E1

★★★★★

RELEASE DATE: July 27, 2010





A Bit of Nostalgia

Photo by: John McMurtrie

Written by: Travis Reilly

Often, when an iconic rock act releases its 15th studio album, a savvy music critic spends more column inches discussing the band's historical significance than they spend actually critiquing the music they've been tasked to review. This is because tenured artists become complacent and then their music suffers. Providing a great deal of non-vital context is one way in which a sympathetic evaluator might wax poetic for hundreds of words without ever having to type "mediocre." Rock journalists were once fans too and no one really wants to slay their idols.

Iron Maiden is different than most bands with a 35 year repertoire because *The Final Frontier* is rather good. It's not merely a "worthy effort from seasoned veterans"; there are no caveats, disclaimers, or asterisks. It's a legitimately good album.

So we can dispense with any diversionary history lessons or personal anecdotes and focus instead on these ten quality songs.

Much of the Iron Maiden's longtime success is directly attributable to composer, writer, bassist, and founding member Steve Harris but he spends the first few minutes of the album waiting in the wings. "Satellite 15... The Final Frontier" does what every excellent opener must: it sets the tone and cultivates anticipation. The song's first half is simple, almost primal. Nicko McBrain's drums are tribal and all three guitarists rev the engines on their six-string hotrods. After Bruce Dickinson's operatically intoned first verse, the entire band kicks into overdrive and delivers a supremely satisfying bit of nostalgia.

Harris' skills are more blatantly represented on track two, "El Dorado." His galloping bass line might well be a methamphetamine-infused rendition of the opening riff from Heart's "Barricuda." Dave Murray throws the cherry on top



with several sweet, progressively intense guitar solos near the track's end. Narrative triviality aside ("Greed, lust, and angry pride / It's the same old, same old ride"), "El Dorado" is a fine choice for a first single.

Like the vast majority of releases, *The Final Frontier* is not without a few lemons. "Coming Home" is a paint-by-numbers power ballad -- a forgettable series of predictable arpeggios combined with ho-hum lyrical contrivances. Only an engaging solo near the song's climax saves it from complete mediocrity. "The Alchemist," plagued by contrived drum fills and *Deliverance* inspired dueling guitar work, is the worst offender. Mercifully, it's also the shortest song.

"Mother of Mercy" is interesting because it's where *The Final Frontier* permanently shifts gears. After a sluggish build-up over the song's first verse, the band takes off in an unexpected direction around the ninety second mark. Iron Maiden sheds that old New Wave of British Heavy Metal sound and embraces a richer, more cerebral texture. Incorporating elements of progressive rock is unexpected, if not risky, but it pays off nicely in the album's second half.

There's a bit of an epic quality to each of the four lengthy tracks rounding out the album. Dickinson tells two engaging stories with his low-registry on "The Talisman" and "Starblind," but "When the Wild Wind Blows" is the saddest, spookiest ballad (and one of longest songs Iron Maiden has ever recorded). It's an appropriate finale. Each band member has an opportunity to shine with the layered multitude of instrumental solos.

Iron Maiden: The Final Frontier

Label: EMI/UME

★★★★★

RELEASE DATE: August 17, 2010

ALL ACCESS SPOTLIGHT

Myspace.com/TransmitNow



TRANSMIT NOW, DOWNTOWN MERRY-GO-ROUND

A band's first gig usually takes place on a Wednesday night at 7:00 p.m. and is played to a small, not so attentive crowd in a dilapidated bar. Some bands go their whole career without ever landing a spot in a music festival or being played on MTV. Orlando, Florida band Transmit Now scored all three within their first 2 years together. Their first live concert was at The Vans Warped Tour in 2008, a gig they got after winning a "Battle of the Bands" show. Soon after they won the popular vote on MTV's "I Want My Music on MTV II" contest. Now the band has released their debut album, *"Downtown Merry Go Round,"* a quick, fast paced album full of hard power pop anthems. Singer Andy Brooks sounds like a heavier Brendon Urie of famed band Panic at the Disco, and the rest of the band accompanies him with their take on modern day punk rock. Their first single, "Let's Go Out Tonight," is an upbeat song about joining the party and their song "Issues" resembles The All American Reject's song "Gives You Hell." The album moves quickly, lasting only 35 minutes, but it gives enough time for the band to prove what they have to offer: power pop madness.

Written by: Silas Valentino
Edited by: Nicolas Bates

SECONDHAND SERENADE, HEAR ME NOW

There is no rule about naming a solo project. Bay Area native John Vesely got the memo and his project Secondhand Serenade has released two albums full of acoustic ballads of love and hate. Now Vesely has to juggle raising a family, he was just 20 when his first child was born, and his music; all while trying to grow up. Recently, Secondhand Serenade released its third album, *"Hear Me Now."* This time Vesely set out to make a more upbeat album and to include material about something other than just relationships. But he stays in his comfort zone with songs like, "You and I," "Is There Anybody Out There," and "So Long." The songs on the album are fairly similar to each other and are slow and sorrow-filled. "Stay Away" features an electric guitar and "Something More" could pass for Owl City. For fans of Owl City, Dashboard Confessional and even Angels and Airwaves, *"Hear Me Now"* is a good listen if you want to hear one person's point of view on their trials, tribulations, and overall, having to mature as an adult.

Myspace.com/SecondhandSerenade



Myspace.com/FramingHanley



FRAMING HANLEY, A PROMISE TO BURN

Music acts like Joe Cocker, Sinead O'Conner and Alien Ant Farm will always be remembered for their take on someone else's song. Framing Hanley had success with their cover of Lil Wayne's song "Lollipop," but now they have set out to make a name of their own. The Tennessee quintet has recently released their sophomore album, *"A Promise to Burn,"* an album of songs about girls, sunsets and warzones. Influences from 30 Seconds to Mars and All Time Low can be spotted, and at times singer Kenneth Nixon sounds like a younger Brandon Boyd of Incubus. Lead single "Stupid Girl" has a big chorus with powering guitars and "Weight of the World" has a catchy flow sure to grab your ear. Overall, the album appears to be a little over-produced and lacks a device the band can use for originality. But for fans asking Framing Hanley for more like they heard in their first release, *"The Moment,"* *"A Promise to Burn"* can be very "promising."



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LIVE & LOUD

The Live Show Reviews

Sunset Strip Music Festival


Written by: Nicolas Bates
Photos by: Nicolas Bates




The Binges

The residents of Hollywood, CA saw the closure of Sunset Blvd. during the last weekend of August to make way for the third annual Sunset Strip Music festival. Not only were there 2 stages erected on both ends of cordoned off Sunset Blvd., but many clubs, including The Roxy, The Cat Club and the Key Club, opened their doors to acts for the festival. Artists were diverse and ranged from the likes of new hip hop artist Kid Cudi to alternative rockers Smashing Pumpkins.


The Binges started out the evening, giving way to all the heavy hitting headliners. They played a phenomenally energetic set at The Cat Club (directly next door to the famous Whisky A Go Go.) exciting the large crowd as they gathered within the less-than-large venue. Vocalist Dylan Squatcho belted out his form of raw, unapologetic verses while guitarist Mayuko Okai shredded her Angus Young like riffs with ease. This girl can play, and play well. The Binges never cease to amaze, and this time was no different. They are a band that bring it hard. Every time. A true live rock 'n roll band. (Cont'd on page 20)



Mayuko Okai,
Guitar



Tsuzumi Okai,
Bass



Dylan Squatcho,
Vocals

(Sunset Strip Music Festival cont'd from page 18)

As if having the Smashing Pumpkins as a headliner was not completely unexpected, rock idol Slash was due to hit the stage with vocalist Myles Kennedy. At this point, most of the patrons were either at or were heading toward the West Outdoor Stage where Slash was to perform his magic. Guns 'N Roses and Slash had a very powerful influence over many people, musicians and non-musicians alike, for many years. The large sing-a-longs by the enormous crowd was evidence of this. A quick look around would verify almost every human to be singing lyrics to tunes over 2 decades old. Slash and Myles Kennedy played a slew of Guns 'N Roses covers, including "Sweet Child of Mine," "Night Train," and "Paradise City," all giving the crowd more and more to be excited over. Slash's playing was smooth, controlled and sounded every bit as you might expect. His calm demeanor adds to the "wow factor" of his playing. Black Eyed Peas' Fergie joined Slash and Myles on stage toward the middle of their set for a few tunes, adding a bit of visual entertainment and vocal help. Although the very few original Myles Kennedy and Slash tracks that were played felt a bit like rehashed 80's rock tracks, Myles Kennedy held his own and then some covering Guns 'N Roses tracks, serenading the L.A. crowd no different than say, Mr. Axl Rose himself.

To change it up quite a bit, new on the hip hop scene, MC Kid Cudi was to play the East Outdoor Stage right after Slash. Some potential technical difficulties kept Cudi from playing promptly at his due start time, however, the younger audience did not seem to mind. Kids vied for spots closer to the stage, spots that would enable a closer look and listen to Kid Cudi. When he finally emerged, thunderous roars of applause from the crowd greeted him. One may say that Kid Cudi is inexperienced on stage and in performing, but his stage presence at SSMF was nothing short of what it should be. It was obvious from his body language and big smiles that he may as well have had an IV drip of adrenaline and excitement straight from the crowd to his arm. Kid Cudi played tracks like "Embrace the Martian," "Man on the Moon," and a brand new track called, "Ghost".

Event headliners The Smashing Pumpkins were scheduled to start on the opposite end of Sunset Blvd., so we followed the masses over. The Smashing Pumpkins now have no original members, save for Billy Corgan. The SSMF crowd did not seem to be bothered or even notice, judging by the way they were
(Cont'd on page 22)





Slash

(Sunset Strip Music Festival cont'd from page 20)

enthralled with the Pumpkins. The band commenced their set with "Ava Adore," a personal favorite of mine. From there they played a slew of their alt classics, like: "Cherub Rock," "1979," "Today," and another of my personal favorites, "Bullet with Butterfly Wings." Most people, it seemed, had never been able to see a live Smashing Pumpkins show, and thus, appeared 20-something and 30-something's reminiscing about their earlier days as teens, unbeknownst to them that an outsider, such as myself, was on to them. New material was also played, which was well received and was commented on by Billy Corgan as, "...a return to the original Pumpkin's sound." Billy Corgan, although quite sarcastic at times, spoke to the crowd more than it seemed he would, given his on stage demeanor, even bringing out his two children at one point, saying, "...I don't know, I guess I fathered them at some point in the 90's," after which he thanked them and they walked off stage. He also listed a plethora of Los Angeles bands that influenced him to play the music so many are interested in today. Although they played a set of at least an hour, The Smashing Pumpkins played on encore as well, of course, to the delight of SSMF concert goers.



After The Smashing Pumpkins wrapped up their set, the crowd dispersed quickly, although some Sunset Strip venues would still hold acts for another 2 hours. The Sunset Strip Music Festival was a diverse and fun way to finish out the summer months, and I, for one, am very delighted in the fact that I got to experience The Smashing Pumpkins live. From the Binges AC/DC, in your face rock 'n roll style, to Kid Cudi's new blend of hip-hop, diversity was key in this year's line up. That only begs the question: who will be headlining next year's SSMF?!

Show: Sunset Strip Music festival
Venue: Sunset Blvd.

Date: August 26-28, 2010
City: Hollywood, CA

Billy Corgan



COMING UP...

Models To Keep An Eye On

Catherine Gontran

Photography by: Andrew Gates
Make-up & Hair by: Lyndsay Gabrielle

Catherine Gontran was born in Paris, France and raised in Houston, Texas. Growing up, this half French, half Vietnamese beauty sought any creative outlet to keep herself entertained: writing, playing the piano, or simply drawing on a piece of paper. Any form of art is what always kept her attention. So naturally the entertainment industry was a perfect fit. Catherine's interests go beyond what happens in front of the camera. She finds what happens behind the scenes just as fascinating. It wasn't long after graduating high school that Catherine packed her bags and headed west to Los Angeles where she is pursuing a career as a fitness model, as well as dipping her toes into acting... and she wouldn't have it any other way!







THE STATS

Birthday:
October 20.

Zodiac Sign:
Libra.

Measurements:
3cC-24-34.

Height:
5'5"

Weight:
105

Ethnicity:
French and Vietnamese.

Hometown:
Paris, FR & Houston, TX.

Turn Ons:
Someone who takes charges, and goes after what they want in life – and is actually doing it. Not just talking about it, that's a turn off.

Turn Offs:
Men who are so self-involved, who only think about themselves, and who want to always talk about what they've done and accomplished. The ones who don't ask how you're doing. Gross.

Guilty Pleasure:
Fries! If I worked in a cubicle, I would eat fries everyday. I'd be extremely fat but at least I will die happy. Add some chicken wings and you've got yourself a meal!

Pet Peeves:
People who stare! If you're going to stare, don't make it so obvious. I also don't like it when people cut you off while you're talking.

Celebrity Pass:
He's not a "celebrity" yet, but I know he will be eventually. When that day comes I'll be able to say his name. And you'll be like "Yeeeahh buddy!" Hot stuff!

See more of Catherine at
ModelMayhem.com/881962

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



PRIVATE
NO PARKING
EXCEPT FOR
CITY VEHICLES
AND TAXIS
EXCEPT ON
SUNDAY
LAW ENFORCEMENT
OFFICERS
EXCEPT

DANIELSON

Siray KONG

RESERVED
MR. CA

Photography by: Andrew Gates

*S*iray Kong was born in the camps of Thailand, but grew up in the Land of 10,000 Lakes, otherwise known as Minnesota. This half Thai, half Cambodian stunner has a unique take on modeling; she considers it acting without the dialogue... movements, expressions and emotions captured in still a frame. Siray's ultimate goal is to parlay her modeling career into an acting career. Besides modeling as a creative outlet, Siray also enjoys drawing, singing, and dancing. But her favorite pastime is mingling. You'd be hard pressed to find an event this social butterfly didn't like. We say, spread your wings and fly Siray!





THE STATS

Birthday:
March 2, 1985.

Zodiac Sign:
Pisces.

Measurements:
32-24-34

Height:
5'1"

Weight:
100 lbs.

Ethnicity:
Thai & Cambodian.

Hometown:
Minneapolis, MN.

Turn Ons:
Soft touches, genuine
kisses and rubbing on
my booty. (smile)

Turn Offs:
Bad breath, rude
gestures and a bad
personality.

Guilty Pleasure:
Oreos, I Love them!!!

Pet Peeves:
Chewing with your
mouth open.

Celebrity Pass:
Tatum Channing.

See more of Siray at
[Facebook.com](https://www.facebook.com)

GAME ON

The Latest Games Reviewed!

Doggone Good!!!

Written by: Andres Caicedo

Kane and Lynch 2: Dog Days doesn't revolutionize cover-based shooters, but sure as hell keeps you occupied on summer nights. I came in playing this game with very low standards, as the first one wasn't anything to write home about. But soon after finishing this quickie, I was delighted with a very same level sequel. Square Enix and Eidos Interactive sure had to pull a miracle with the second one, and although it isn't a 'perfect game', so to speak, it will sure bring hours of fun for someone looking for something new other than CoD multiplayer matches. Believe me, I know.

The story is minimal at best, but honestly not the selling point of the game. Kane comes to visit Lynch in Shanghai, China for an arms deal, as well as to catch up on old times. While a little hazy with the occurrences from the first game, the sequel gives you something to work with. Action-packed, shit starts to hit the fan before you even know it. Progress your way through the slums of China, toward the financial capital of Shanghai. Aside from the story, the main part to focus on is the gameplay. If I could relate, it's a *Gears of War*-esque gameplay that has become pretty traditional over the years – the typical duck & cover, rinse & repeat. Although there's nothing original anymore about this style, there's something satisfying about hiding next to a wall while you are blind-firing enemies with your automatic shotgun. You can hold up to two guns, and while the guns indefinitely run out of ammo fast, enemies also drop their guns. Picking up ammunition from a recently deceased body will fully replenish your ammo as well. Gameplay is pretty much "move to room A, clear out enemies, progress a bit, then move to room B, and repeat," and although, this doesn't extremely exciting, it's very satisfying to shoot people in this game. One awful thing that bothers me (and why it hasn't been touched upon in the majority of shooters) is how unrealistic that it takes 3-5 bullets to nail someone down, with the exception of headshots. Another neat treat that the game has to offer is the visuals. Instead of having a muddy and grainy picture like the original title, you now have a handheld vibe following the main characters. This promotes action and intensity and adds depth and the artistic look that this game is going for.

All in all, *Kane and Lynch 2: Dog Days* is a fun game in strides. It will be over before you know it (roughly under 4 hours on normal difficulty), but it will definitely satiate your shooting needs for a hot minute. If you're looking for a quick shooter with not too much to worry about in the story department, catch this one fast before another par title pushes it aside.



Kane and Lynch 2: Dog Days

PRODUCER: Io Interactive

PLATFORM: Xbox 360, PS3, PC

RELEASE DATE: August 17, 2010



RATINGS: Mature

GENRE: Action

Bigger, Faster, Stronger

Written by: Albert Marrero, Jr.

Well folks, as summer winds to a close, the beaches empty, and the swimming pools lay down the tarps, it can only mean one thing, football season is here. Time to move indoors, dust off the big-screens, stock the fridge, and... grab your controllers. Madden 2011 is here baby, and for all you old school people reading this, "It's time to put the women and children to bed and go looking for dinner!"

In the world of Madden, change can be good (improved graphics, customizable audibles), or it could be dumb (vision cone anyone?). Not much has changed in the way of Game Modes, they are pretty consistent with last years options. I honestly don't do much outside of Play Now or Online play, but hardcore Madden players will notice the consistency. I didn't mention much about the locomotion style of play in NCAA 2011's review, but its here in Madden also. Essentially you're using both analog sticks to control the runner, using the left for movement, and the right for upper body. I haven't perfected it, so I'm a bit old school when it comes to running with the rock. I'll use the speed burst and then cover the ball as I'm about to get hit. Occasionally, I'll try to juke someone out of their socks, but with the new precision running styles, it's way more realistic and less likely you'll make someone look plain silly.

Arguably the most significant change is Gameflow. Purists will dislike this change, but others (especially those new to the game) will enjoy it because it makes educated decisions for you, based on the situation on the field. So, breaking it down, Gameflow is way for EA to finally address the speed of the game issue. So much time was spent in the menus and play selection that you didn't get as much time playing the actual game of football. Thus, Gameflow was born. Here's my take: Gameflow is cool insomuch that you get to hear from the Coach in your helmet (headset) and understand why a particular play was chose. I like it on defense, because the coach is going to anticipate what play they're going to run just like I would anyway. Besides, he's a defensive coordinator and gets paid to make these decisions. I'm just a former college football player, and I played offense at that. On offense, I don't like it. Yes, it speeds up the game, and yes, you can audible out of it, using some pre-picked audibles (if you've taken the time to select them), but more often than not, I get stuffed. It's like the game AI is saying, "Hey, I know what you picked, because I'm essentially the same person calling your plays too." For example, I was playing as the Colts, because Peyton is the man, and Reggie Wayne is a baller, and I was really trying to test the improved passing game (more on that later). I used GameFlow and it suggested I throw a slant, but ironically, there wasn't just one, but TWO defenders covering my "go to" guy. So I audibled out of it and threw a deep route to Wayne. House. Six points for me. Bottom line: For n00bs, it's ingenious, for veterans who know the game of football, it's hit and miss. My suggestion, use it a couple times, see what you think, listen to the rationale behind the plays, learn more about the game of pigskin, and then turn it off, like a 1337 baller.

I mentioned earlier the Locomotion system, but there are some other notable changes to the game play. So yes, linebackers run different than wide receivers, but the passing game has improved. In years past, you'd toss the rock and your guy could either catch it or drop it depending on random chance, or so it seemed. This time, if you take your time and make smart decisions, you're rewarded for them. Your guy will actually go up for the ball, the sideline catches are MUCH improved, and the one-handers can be jaw dropping. I mean, let's face it, these are PROFESSIONAL athletes, so they SHOULD be catching most of the balls thrown their way. Where this improved ability doesn't translate is on defense. I've hit the QB as he's thrown the ball and it hits my defensive guy right in the face mask. Dropped. WTF? Also, one of the most annoying factors for me is how the game AI can run right around my blockers and sack me without breaking a sweat. I was using Dwight Freeney, a Pro-Bowler, and couldn't get around the block once. Maybe I r s0x, I dunno, but it just seemed odd to me. The QB has all day to sling the ball. Also, using the truck stick is a gamble. Unless you're perfectly square and have support, just go for a safe, easy tackle... Or else you're going to be on the wrong end of someone's highlight reel.

So you know the old adage "If it 'aint broke, don't fix it."? They've changed the kicking controls also, and I don't know why. It's very old school, and easy to get used to, but the old style worked just fine. They say it's to take advantage of each kickers unique abilities, but hey, a field goal is a field goal to me. Who knows, maybe that's why they changed it. If it works the way they say it should, pick the Raiders and you should never miss a field goal.

Ultimately, Madden 2011 is everything you hoped it would be. Most Madden players get the game, note the cool new features, bitch about the cool new features, and then just play their friends. Hardcore players will find some interesting tweaks, but overall, the adjustments have been positive. Madden wouldn't be Madden without some gambles (again, Vision Cone anyone?) so we'll see how GameFlow is received. I think it'll be here for a while, so get used to it. Oh, and the graphics are just sick. Rex Ryan really looks like Rex Ryan, Peyton looks like Peyton, and of course the hard hits make you cringe. Ultra-realistic, intuitive, and fun, Madden 2011 doesn't disappoint. See you online kids, because this year my Skins are taking it all the way!



Madden 2011

PRODUCER: EA Sports

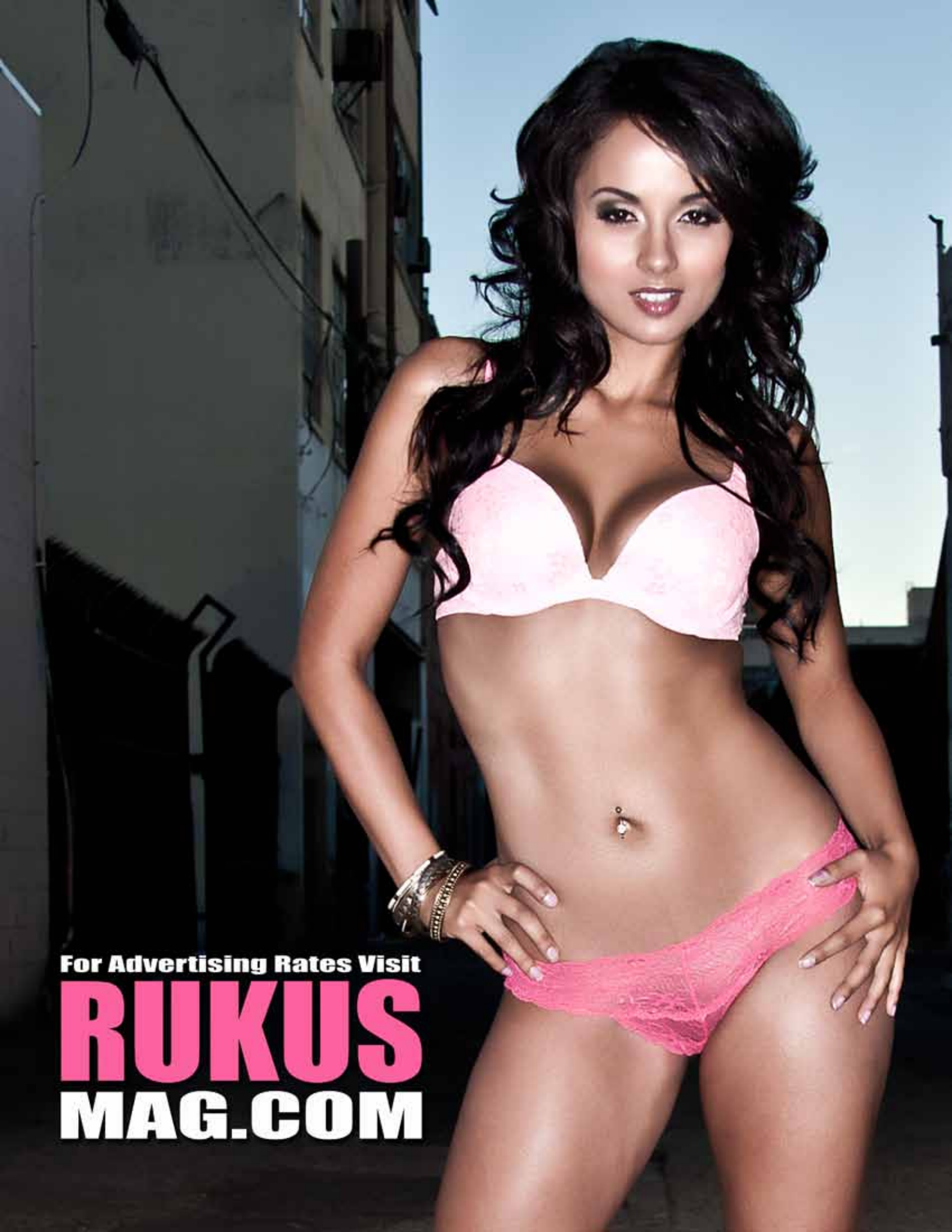
PLATFORM: PS3

RELEASE DATE: August 10, 2010

★★★★☆

RATINGS: Everyone

GENRE: Sports



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