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Ghostface Killah

Apollo Kids



Duran Duran

All You Need Is Now

February 2011



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20 QUESTIONS

Get To Know Your Cover Model

HIROMI

OSHIMA

Photography by Andrew Gates

H

Hiromi Oshima was born and raised in Tokyo, Japan. Hiromi, who has earned a B.A. in Communications, speaks fluent Japanese, English and Spanish. She moved to the U.S. after being discovered by a photographer and has been modeling ever since. Not long after her arrival, Hiromi had the honor of becoming the first, and to this day the only, Japanese Playboy Playmate. In addition to appearing in Playboy and modeling for numerous catalogs and magazines, her credits also include being a photo production coordinator, stylist and producer for a number of magazine covers and photo shoots. Her career only continues to blossom to this day domestically and internationally.





20 QUESTIONS

1. What's your Ethnicity?

Japanese.

2. What's your zodiac sign?

Capricorn.

3. Where are you from originally?

Tokyo, Japan.

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

What I liked most about growing up in Tokyo was having so many options for everything. It's a big city, so there are many things to do and places to go. I never got tired. And a lot of places are open until late, so you really didn't have to worry about time to do anything.

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

Well, I was raised very well by my parents, so I had never done any kind of mischief on purpose. But I've done it one time by mistake. When I was, like, six years old, my brother had appendicitis, so I was visiting him at hospital and went to the restroom. They were high-tech electronic toilets, and you had to push a button on the wall to do everything. I was still a little kid and couldn't read all the Chinese characters on buttons, so I guessed and pushed a button to flush. But it didn't flush, and I was standing there for seconds and realized it was a nurse call button. So I ran away and went back to my brother's room...

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

Posing for Playboy.

7. What's your favorite hobby and why?

Music. I go to a lot of shows. It's my passion. I just love music! I like classic rock and indie rock the most of all, but I like all kinds.

8. What's your guilty pleasure?

McDonalds french fries!

9. Who do you admire?

Pat Lacey. She works at Playboy Promotions and is a bunny mother for all the playmates. She used to be a Playboy bunny, and after retiring as a bunny, she trains all the bunnies all over the world. The reason why I admire her is because she has all the qualities I love

as a woman. She is professional, honest, funny, intelligent, caring, hard working, loving and beautiful inside and out. And everyone who knows her loves her! She is so wonderful and amazing!

10. What's one of your personal goals?

It is one of my new years resolution this year. It is to write a book in Japanese about my life, beauty tips, diet, exercise, etc. You can ask me next year if I accomplished it. (Wink)

11. What do guys compliment you on the most?

My body. Of course I exercise to be in shape, but I feel lucky to be Asian and really appreciate that my parents gave me a small figure.

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

Waist. I have tiny waist. It is given by my mom. No matter how much I gain weight, my waist is always small. I know I'm very lucky.

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

Thighs. That's where I gain weight first. I don't like it!

14. What do you look for in a guy?

Great personality. If a man is ugly inside, he is ugly. I don't care who he is!

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

Vibes, presence, aura.

16. What's your ideal first date?

Go to lunch. No drinks or romantic dinner, I want to get to know the real person.

17. What turns you on?

Guys who inspire me, sweet, protective, stylish, intelligent and has sense of humor.

18. What turns you off?

Guys who are arrogant, cocky, rude, look at themselves in the mirror a lot. Hairy back.

19. What's your biggest pet peeve?

People who can't put down their cell phone at lunch, dinner or when you're with friends.

20. Who's your celebrity pass?

Kurt Cobain, that is. (Wink)

RM

PIT PASS

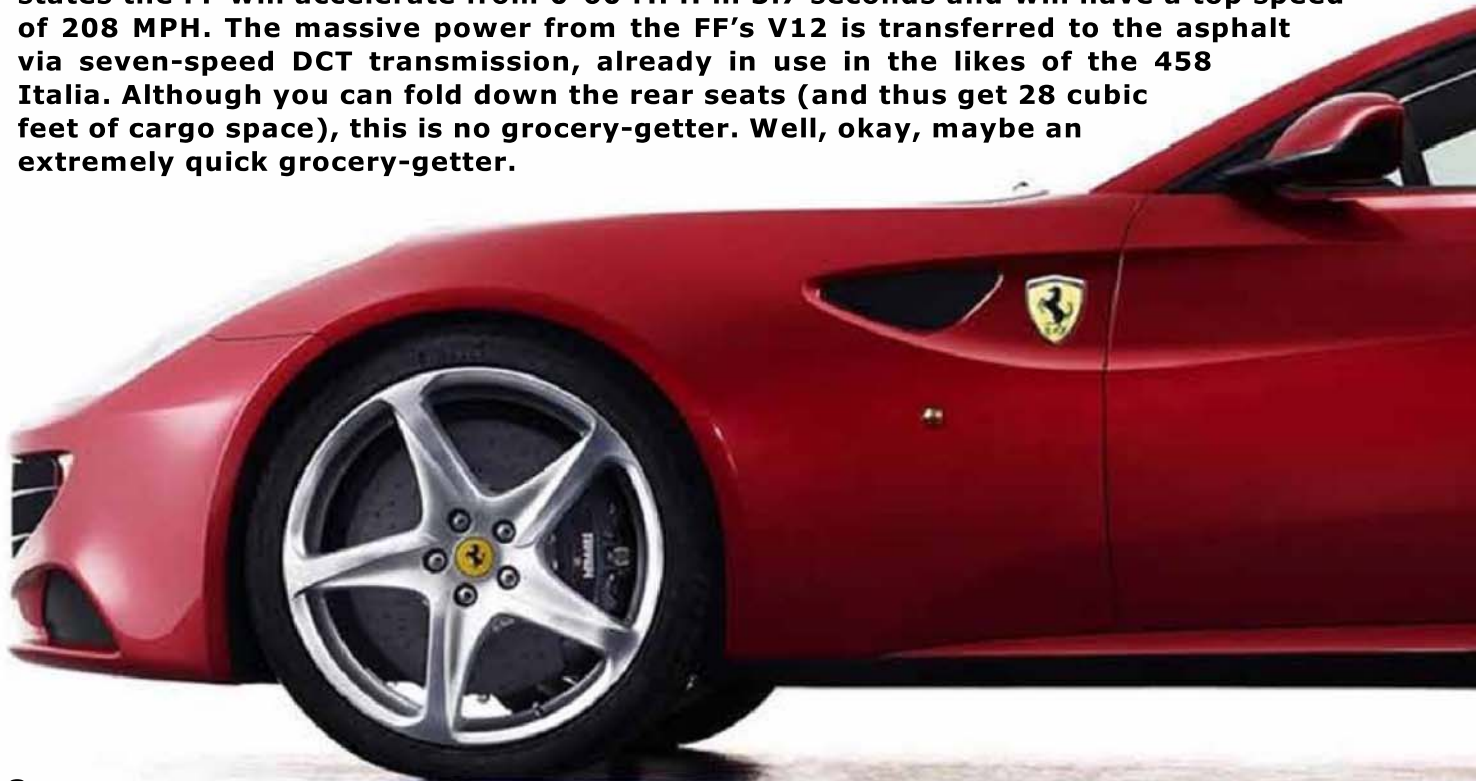
Get In The Driver's Seat!

YES, It's a Ferrari

By Nicolas Bates

Ferrari, the Italian manufacturer of supercars needs no introduction. However, what may need a heavy introduction is Ferrari's latest model: the FF (or Ferrari Four) – the 612 Scaglietti's successor. Long-time design partner Pininfarina helped the FF take shape, and it maintains much of what "Ferrari" is, however, much of what is not "Ferrari" is the fact that the FF is a four-door, four-wheel drive, "shooting brake" with an astounding 28 cubic feet of cargo space; an obvious take off from what Ferrari has ever been known for. Did Ferrari feel it was time for a new market and a change, much like Porsche felt when releasing the Panamera sedan? Apparently so. And with the FF, Ferrari is due to let loose its smallest, yet, most powerful vehicle yet.

First off, before one may comment on weight distribution, I will make it clear that, while it may be contrary to belief, the FF actually has a rear weight distribution of 53%. Amazing? I think so. This is largely due to Ferrari's patented "4RM" four-wheel drive system – a system that Ferrari claims weighs less than 50% of other four-wheel drive systems. Regardless, when you take in to account the massive V12 up front, the fully warranted, "Ooooh..." may just pop into your head. The twelve-cylinder power plant is a reworked version of the 599 GTB's 6-liter V12, with the FF seeing 6.3-liters of output. This is good enough for 651 horsepower and 504 ft-lbs of torque. Ferrari states the FF will accelerate from 0-60 MPH in 3.7 seconds and will have a top speed of 208 MPH. The massive power from the FF's V12 is transferred to the asphalt via seven-speed DCT transmission, already in use in the likes of the 458 Italia. Although you can fold down the rear seats (and thus get 28 cubic feet of cargo space), this is no grocery-getter. Well, okay, maybe an extremely quick grocery-getter.



SPECS

2012 Ferrari Four


Price:	\$200,000+
Engine:	6.3 Liter V12
Torque:	504 lb-ft.
Horsepower:	651 hp
0-60 MPH:	3.7 sec.
Top Speed:	208 mph
EST. MPG:	18 MPG
Available:	Contact Ferrari



The front of the FF is essentially a slightly redesigned 458 Italia; that much is evident. The rear is something reminiscent of a BMW Z4, however, what really sets the car apart is its long wheelbase; not always seen on a "shooting brake" design. And sure, the "shooting brake" design has been available for decades on different makes (although sometimes only at substantial cost and having to enlist the help of a highly-specialized fabrication company), and sure the style has been made popular by the likes of BMW and their Z-series vehicles, but nothing has been created as truly stunning as the FF. When you mate the FF's appearance with its performance, you get something never before created on this planet. The FF may be a love it or hate it design, but one thing is for certain: respect should be shown to Ferrari for having the innovation and design to create a car 100% in a class of its own.

Regardless of price or country, necks will crane and jaws will drop when the world is introduced to the highly powerful, highly comfortable and all new, Ferrari Four. Who knew you could do over 200 MPH on the way to get groceries? **RM**





*...I want to get
to know the
real person.*



STATS:

Birthday: January 6th, 1987
Height: 5' 6"
Weight: 110
Measurements: 32D-24-34

See more of Hiromi at
www.HiromiOshima.com

ALL ACCESS

The Latest Albums Reviewed



Lucky Number 13

Written by Katie J. Norris

The unique British pop sound that can only be attributed to this famously prolific band, has managed to find itself, once again, in the creation of yet another new album. With *All You Need Is Now*, their 13th studio album, co-produced by Mark Ronson, the “Fab Five” (or Four) have come back strong. They had made clear intentions of creating this new full-length album as their comeback project from “Rio.” This is, of course, a bold statement, and I don’t know if it lives up to those expectations exactly, but it definitely brings them back strong from *Red Carpet Massacre*. Collectively, the songs embody the spirit of the thirty-year-running-band while simultaneously feeling like it’s also part of “here and now.” Each song gives us a sense of the band members’ own journey through the course of their careers.

The album opens with “All We Need Is Now,” a subtle anthem that gives us the classic image of Simon’s dance moves as he sings, “and you sway in the moon, the way you did when you were younger.” We are taken out onto the autobahn of Germany in “Blame The Machines” – Duran’s familiar synthesizers and metaphors for a lost love takes us to a place no other band releasing albums in this era could possibly find. Duran’s classic 80’s style blends well with a catchy melody in “Being Followed.” “Leave A Light On” is almost completely modern except, for maybe, the incorporation of Nick’s familiar keyboard synthesizers. But then the album goes so retro in “Safe” that I feel like I’m wearing the wrong outfit. Some of the songs are very reminiscent of their earlier albums. “Girl Panic” reminds us a bit of *Seven and the Ragged Tiger*. “The Man Who Stole A Leopard,” which features a surprising, but well-executed guest performance by Kelis, opens with a keyboard line that brings us back to memories of “The Chauffeur.” This songs’ usage of orchestral sounds with a great rock vibe makes it a Euro-dance mix beauty. And “Runaway, Runaway” is an energetic ditty about a girl finding her independence.



“Before The Rain,” the closing song on the 9 track digital album is by far my personal favorite. It is melancholy but moving, giving it an energy which I find is not always an easy combination to create. It begins with a flowing string section, pulling in our attention so that we are captivated when Simon starts singing his lyrics. The blend of the 80’s instruments Duran refuses to let go of, with modern beats of today, create its full effect. This song also builds and drops in all the best places making it feel like a natural crescendo. It is a hearty, moving piece of art in a world of simple, formulated pop tunes manufactured to enhance bank accounts. The arrangements of the instrumentation are clearly personal choices of experienced musicians and artists.

The digital release of *All You Need Is Now* contains 9 songs and is available on iTunes. A full album will also be released as an LP/Special Edition CD on March 21, 2011. With Duran’s unwavering appreciation for instrument arrangement, *All You Need Is Now* leads its listeners back to the glory days of vinyl, when radio was king. Though I am a fan of today’s rock/pop, this album is like taking a nice break from watching TV to read a good book.

It is refreshing to listen to an album created by a timeless band that have not been jaded by their success, but still evoke all the same passion and fire as when they got their start in the early 80’s.

Though this album may not appeal as easily to the newer generation of listeners, their tastes saturated by today’s pop, the album holds an unapologetic, mature confidence in their style that rewards older fans and invites new ones.

Duran Duran: All You Need Is Now

Label: Tape Modern

★★★★☆

RELEASE DATE: December 21, 2010

ALL ACCESS

The Album Reviews Cont'd



Keepin' It Grimy

Photo by Scott Schafer
Written by Jeremy Weeden

Apollo Kids, the 9th studio album from Ghostface Killah, finds the Wu-Tang Clan member staying true to his grimy hip-hop roots. Whereas many hip-hop artists seem to be making a move towards pop in an effort to find a commercially successful middle ground, Ghostface seems to be deliberately going in the opposite direction. This album is a throwback to when beats and rhymes mattered more than radio appeal. One can hear the passion and emotion in his voice as he raps and it is made obvious he is putting his soul out there for the listener. The guest appearances are carefully chosen and with the exception of Jim Jones, feature underrated, but acclaimed rappers like Black Thought, The Game and, of course, the Wu-Brethren. While *Apollo Kids* does not break any new ground for the Wu veteran, it is a must buy for any fan of Wu-Tang and real hip-hop in general.

For some reason, within the rap world, the prevailing thought seems to be that after a certain age, rappers are "too old." Ghostface quickly dispels this notion with the first track. "Purified Thoughts" is a hard hitting, soul-looped track produced by Frank Dukes, a rising producer out of Toronto, and featuring fellow Wu-Tang member GZA and Wu affiliate Killah Priest. From the first verse, with lyrics like, "Take my hands out my pockets, you can see my thumbs, both of them turned green, from counting the ones," you can see Ghostface has not lost a step.

The good times continue on "Superstar," featuring veteran rapper Busta Rhymes, who delivers a quality guest appearance with a smooth verse over a Roy Ayers sampled track. This is one of the better tracks on the album and would be a good single if Ghostface chose to push this album into the radio market.

The last two songs on the album are among the best ones. "Ghetto" features Raekwon, Cappadonna and U-God, while "Troublemakers" features Method Man, Raekwon and Redman. "Ghetto" features a verse from U-God that seems to be directed toward certain Wu-Tang members, primarily RZA. He speaks of their relationships and how the closeness between them had dissolved because of money and fame. "Troublemakers" is reminiscent of the original dynamic heard on early Wu-Tang albums. Ghostface teams up with Method Man, Raekwon and Redman over a horn-heavy beat from producer Jake One to deliver a classic sounding Wu-Tang track.

Overall, the album has a great flow and the songs are more of a cohesive nature, in lieu of multiple singles thrown together to form an album. Redman, Raekwon, Sheek Louch, U-God, Sun God, and many others, all deliver stellar verses alongside Ghostface Killah for a truly entertaining affair.

Apollo Kids was not widely publicized but it is great album for any true fan of hip-hop. The album is a short, sweet, tongue-twisting crime affair that will leave you hoping a Wu-Tang album is due somewhere in the near future.

Ghostface Killah: *Apollo Kids*

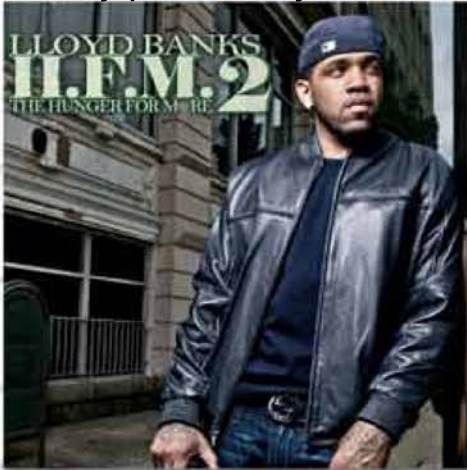
Label: Def Jam

★★★★★

RELEASE DATE: December 21, 2010

ALL ACCESS SPOTLIGHT

Myspace.com/LloydBanks



Lloyd Banks, *The Hunger For More 2*

Lloyd Bank's third effort, *The Hunger For More 2*, is probably the rapper's best so far. Banks combines hard beats with clever, hard-hitting lyrics and hooks that are catchy without feeling forced. This makes for an album that will appeal to the radio masses and to fans of harder hip-hop. The G-Unit rapper has plenty of help along the way, as there are features on almost every song. Pusha T, Styles P, 50 Cent, Ryan Leslie and Lloyd are just some of the all-star features. One of the standout songs on the album is the Kanye West and Swizz Beatz assisted "Start It Up." This song features the rappers over a melodic, bass-heavy beat and Kanye West delivering an impressive verse with lyrics like, "They say good things come to those who wait, So I'ma be at least about a hour late." This track will quickly find itself on repeat on anyone's iPod. The best song on the album, however, is "Where I'm at," featuring Eminem – a tale of lovers each rapper has scorned. This song not only has production from Grammy nominated producer Boi-1da, it also features Eminem delivering a blistering personal verse to longtime adversary Kim, which only reiterates why he is one of the best in the rap game. One thing is clear, with Bank's storytelling and punch-line ability, he intends to put New York back on the map in 2011.

Written by Silas Valentino & Jeremy Weeden
Edited by Nicolas Bates

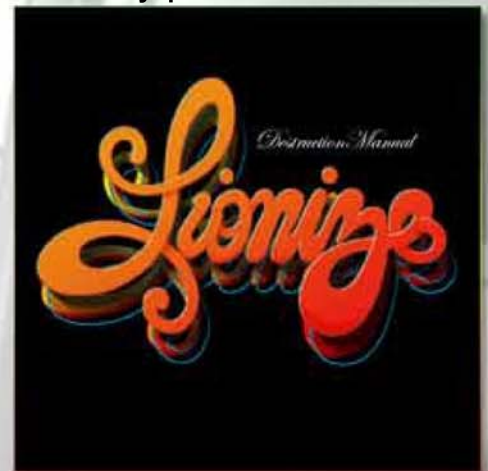
Lionize, *Destruction Manual*

When it comes to reggae, it's hard to want to look further than Bob Marley and Sublime. But every once in a while a band will come along that will make you love that skank guitar a little more. That band is Lionize. February is when they release their third album, *Destruction Manual*. This album continues the band's sweet combination of classic rock organ and steel pulse guitar.

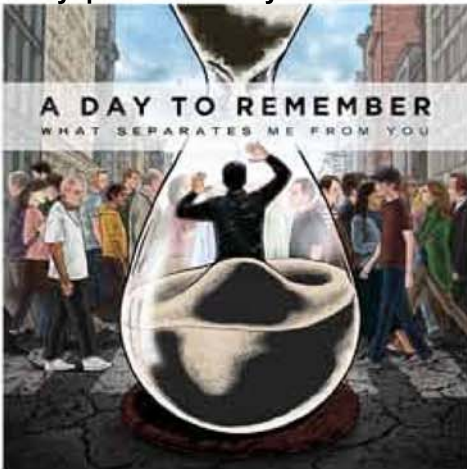
To lionize something means to treat it with great interest and importance. The band Lionize does just that with their music. The switching back and forth of rock n' roll and reggae shows the band has created a new bud for the harvest. "Savior of Fontana" starts off like a 70's FM classic but soon turns into a smoke cloud of reggae munchies. The song "Killers and Crooks" features two members of one of reggae's other favorite groups: Steel Pulse. David Hinds and Selwyne Brown use their experience to give Lionize a hand in rolling a tasty treat.

Whether it's a trip to the beach or a twenty-past-four-session, reggae will always be the way to go for tunes. Even though Marley's *Legend* and Peter Tosh's *Legalize It* are albums of the ages, it's always nice to pack in another band in the rotation. Lionize keep the good times nice and hazy with their latest release *Destruction Manual*.

Myspace.com/Lionize



Myspace.com/ADayToRemember



A Day To Remember, *What Separates Me From You*

A Day to Remember have found a glitch in rock n' roll genres. The unusual combination of metalcore and pop punk may seem like a joke, but A Day to Remember have found a way to make it work. The band has recently released their fourth album, *What Separates Me From You*; an album that keeps their unique amalgamation of style sounding fresh and metal.

After the modest success of their last album, *Homesick*, A Day to Remember retreated to their hometown of Ocala, Florida to begin recording the new album. Founding guitarist Tom Denney decided to leave the band to focus on family, and he was replaced by Four Letter Lie's guitarist Kevin Skaff. *What Separates Me From You* offers memorable songs like lead single "All I Want," "2nd Sucks," and "All Signs Point to Lauderdale." "All I Want" is mostly a pop-punk explosion with a catchy chorus. The music video has over 20 cameos from artists such as Andrew W.K., Pete Wentz from Fall Out Boy, and former member Tom Denney. The song "2nd Sucks" samples Mortal Kombat and keeps the metalcore style alive.

A Day to Remember has been around for only half a decade, but that was enough time to establish a foothold in today's metal music. *What Separates Me From You* makes the band hard not to remember.



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LIVE & LOUD

The Live Show Reviews

Motörhead

Photo by Nicolas Bates
Written by Lyndsay Murphy

After over thirty-five years of rocking hard and melting faces, British band Motörhead still know how to ignite a crowd. The prolific power trio played to an insatiable, sold-out audience about a week after releasing their twentieth full-length studio album *The World Is Yours*. To say the House of Blues in Anaheim was “sold-out” was an understatement.

This Tuesday night show in Anaheim kicked off their North American tour. As fans old and young plastered in band paraphernalia and leather jackets became increasingly restless for the show to begin, the band burst out onstage and assuredly announced, “We Are Motörhead.” Judging by the crowd’s response, it was safe to say there were die hard fans on the premises.

Song two, “Stay Clean,” brought amp issues, causing the already-rowdy crowd to become even more riled up. Restless fans chanted the band’s name and yelled and screamed for their beloved Motörhead to return as Lemmy stood patiently behind his mic. Although the delay disrupted their flow, the band returned to form with the popular “Metropolis.”

But frontman and rock icon Lemmy Kilmister, with his signature bushy mutton chops, mane of hair, and biker garb, didn’t disappoint. He displayed charisma, presence and a confident attitude that solidifies his stature as a founding father of rock ‘n roll. Lemmy’s voice sounded as grimy and “rock ‘n roll” as ever, much to the adoration of men and women alike. Before launching into the fast “I Got Mine,” Lemmy teased younger concertgoers: “This song was written in 1983—before you were born.”

Their sixteen-song set showcased the band’s prolific career, with picks spanning their discography. Motörhead’s performance fueled the enthusiastic audience, and a dense, seething moshpit kept intense pace throughout the show.

Guitarist Phil Campbell shredded aggressively, and drummer Mikkey Dee pounded energetically for a profuse solo during “In the Name of Tragedy.” Lemmy’s vocals shined on fan favorite “Ace of Spades,” which they saved for the last song before their one song encore.

They performed all the essentials, including “Metropolis” and “Killed by Death.” An encore of “Overkill” was just the opposite, leaving headbanging fans wanting more.

Pioneers of thrash metal and punk rock, they still have the sound perfected. Motörhead’s musical approach has followed a formula over the years, but it’s one that clearly pleases fans and makes for solid shows.

Show: Motörhead
Venue: House of Blues Anaheim

Date: January 25, 2011
City: Anaheim, CA



Lemmy Kilmister

LIVE & LOUD

LIVE SHOW REVIEWS CONT. 2

Social Distortion

Photo by Nicolas Bates
Written by Michelle Oberg

In 1978 a band was born. Since then, 17 members have come and gone, but the final four remain. With 546 shows since 1982, they have 48 more dates in 2011. Epitaph released their most recent album, *Hard Times and Nursery Rhymes* in May 2010 – totaling 7 studio albums, 2 compilations, one live album and two DVDs. But 3 is the number for this story, representing the total sold out shows that took place in Los Angeles. This band is Social Distortion.

Patrons flocked to see the “dysfunctional society” performance which had a stage design reflecting the artist’s views on their band name’s premise; complete with street lights, life-sized, cardboard people and cemetery themes. The two-tiered venue was rendered immobile due to packed fans of all demographics. With that being said, it was surprising at how contained the audience was amidst the crowd surfing and mosh pits.

Emblematic to the band’s native state, they opened with “California Love” by Dr. Dre and 2Pac. The buzz began and with that entered Mike Ness, Jonny Wickersham, Brent Harding, and David Hidalgo Jr. Flashing spotlights from the stage danced to the beat of all the hits, starting with their long instrumental intro leading into “Road Zombie.” Their clear chemistry together as a true, united force relays into their sound to create heavy guitar riffs with raw and aggressive drumming and vocals that would make a child cry.

Continuing with “So Far Away” and “King of Fools” (which Mike Ness expressed to the crowd its original penning had been completed at the Palladium circa 1983), they debuted their first song of the evening off *Hard Times and Nursery Rhymes* with “I Won’t Run No More.” Viewers shuffled around on the floor holding their fists to the sky. Mike Ness and his counterparts have great energy on stage, gingerly moving amongst each other between jump kicks. Hidalgo appears to use the most energy controlling the bands tempo with the consistently beating of his bass drum. Behind him was the regularly displayed mascot the band has used throughout their career – the all too recognizable dancing skeleton with a cigarette and martini.

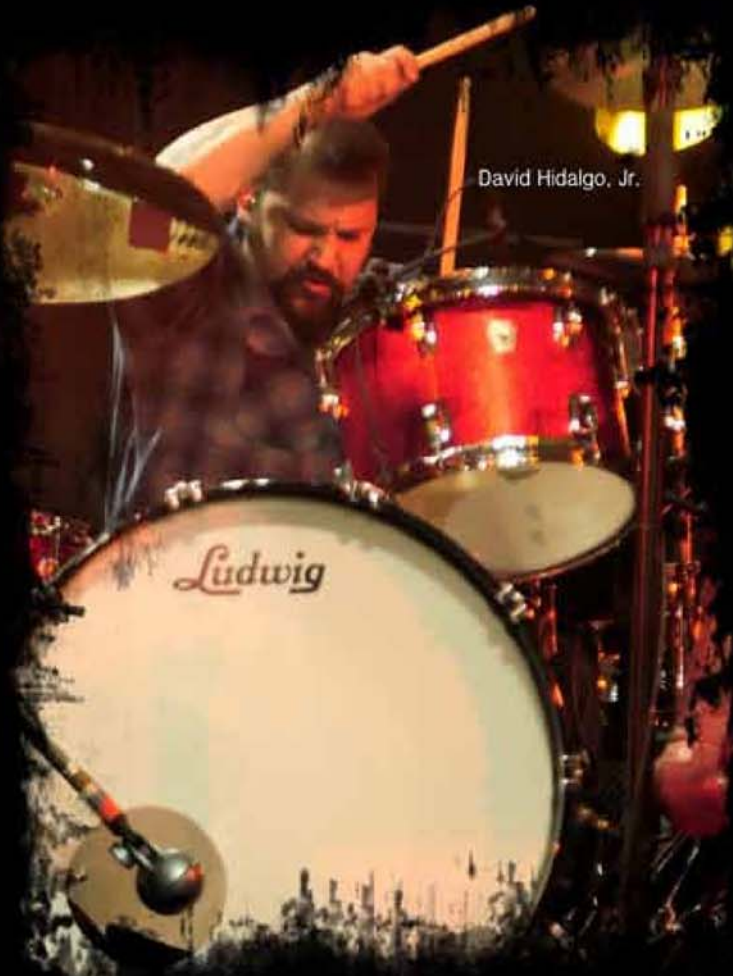
As the girls “woo” synchronically to their favorite tunes, guitar solos by Jonny “2 Bags” blows the rest of the less vocalized away. Mike Ness declared his love for “Machine Gun Blues,” calling it his favorite track. We agree the ending is nostalgic to the 80s with heavy drumbeats and trebly guitar riffs that just screams metal over punk. The attraction to Social D comes from their interactive crowd and artistry. A band that plays for their audience is one that is appreciated more than the ones who just play. The direct connection Mike Ness makes with each person he can lay eyes on is ever-present.

As the hits kept coming with songs like “Ball and Chain,” “Sweet and Lowdown” and the encored “Story of My Life,” venue lights turned from the stage to the crowd highlighting their karaoke attempts. With gibber gabber kept to a minimum, Mike Ness talked of the debauchery of ‘the good ol’ days’ and Hollywood as his stomping ground. Their message and delivery of live vocals are uplifting and positive – perfect for the self-contained madness of fans that thankfully remained un-bloody and functional

With the encore lasting 30 minutes, the evening eventually began its final descent. The debut of the new tune “California” with the addition of two “soul sisters” on back-up vocals was beyond words. This night was a memorable finale to their Hollywood performances; also noted as the best of the three by the band. Be sure to check their website, www.socialdistortion.com, for upcoming tour dates. Because punk rock is alive and kicking.

Show: Social Distortion
Venue: Hollywood Palladium


Date: January 29, 2011
City: Hollywood, CA

A photograph of David Hidalgo, Jr. playing a drum set on stage. He is wearing a dark, patterned shirt and is captured in a dynamic pose with his drumsticks raised. The bass drum in the foreground has the "Ludwig" logo on it. The background is dark with some stage lights.


David Hidalgo, Jr.

A photograph of Jonny Wickersham playing an electric guitar on stage. He is wearing a dark suit jacket over a light-colored shirt and a dark tie. He is looking down at his guitar. The background is dark with some stage lights.

Jonny Wickersham

A photograph of Brent Harding singing into a microphone and playing a white and red electric bass guitar on stage. He is wearing a dark, long-sleeved button-down shirt. The background is dark with some stage lights.

Brent Harding

A photograph of Mike Ness playing a double bass on stage. He is wearing a white dress shirt, a dark tie, and a dark hat. He is looking towards the camera. The background is dark with some stage lights.

Mike Ness

Forrest Kline

By Michelle Oberg



RUKUS Magazine: What is the origin of HelloGoodbye? Because I immediately think of The Beatles.

Forrest Kline: [laughs] Yeah, but it wasn't a specific reference. It's more abstract about how things that are constantly coming and going. But yes, The Beatles reference is there.

RM: Congrats on the release of the album *Would It Kill You* and it making its way to #12 of the Billboard Alt rock charts. How long did it take for you to complete the record?

FK: It was a funny process. We came out of our last record and had a situation with our record label and we got stuck in a legal battle for two years. We were touring between then but couldn't put anything out. So for two or three years we were stuck but during that time I was writing and demo-ing at the studio. Just about a year before the record came out we finally broke free from that record label. Overall, it was a creative process but it wasn't ready until now.

RM: What's your favorite track on the record?

FK: Honestly, it's really hard for me to say. I like to just create new things and let them stew but I'm really happy with everything. Some songs come together easier than others but others are more difficult. I really just like the entire album as a whole.

RM: You left Drive Thru Records and created your own label Wasted Summer. What sparked your interest in starting your own label?

FK: It just seemed to make sense. We had come so far in the process of recording, mixing, mashing, touring, selling our own merch, so it was the best decision to take control of our work. We can pretty much do whatever we want now. We don't have to worry about anything.

RM: You just finished touring in November and now you're starting a full US tour again in January. What's the hardest part about touring months on end?

FK: It's hard just being away from home. I like home and I like hanging out. I just got married and I like that a lot. It's tough not having control over your schedule and not being able to do what you want at any given moment. More than half the time there's nothing to do but you're stuck in situations. Once you accept that that's the way it is it can be really enjoyable.

RM: Being a newlywed, is it hard to maintain a relationship as a musician and constantly being away?

FK: No, it's pretty easy. I mean, I don't do anything weird [laughs] and she's known me for 6 years and through that whole time I've been touring, so she's pretty used to it.

RM: Do you have any surprises in store for the tour?

FK: We've been practicing for a couple weeks now and we haven't been touring on this record specifically yet, so we've been rehearsing a lot of the new songs but we will be playing old songs too. Some songs we have planned to do have never been played live before. It's really exciting. We have a few little tricks up our sleeve.

RM: Do you have a strict set list that you follow?

FK: No. I mean, this one is especially tough because we wrote a list in order but once we started rehearsing we realized we had like 16 songs and we can't play for that long; it's just too much. Sets aren't meant to be that long. So there are a lot of songs that we want to play but there are so many.

RM: When you are playing shows and you have your set list, does it ever get redundant or boring for you guys?

FK: There's a lot of solidity to our show. It's different every night; it's a completely different experience. It's never boring.

RM: What's your most memorable on-road experience?

FK: That's tough. I don't know, we've had some good karaoke nights in North Carolina.

We have some bad ones too. There's just magical moments you can't ever capture again so they're all memorable in their own way.

RM: Do you have any crazy fan stories?

FK: People ask that a lot and I don't really. But I also wouldn't want to brag about it either because it's more creepy than anything. Most kids are pretty cool.

RM: You started the band in 2001; you are also the longest remaining member. Are you happy with your current status with Mike, Travis, Joe and Andrew?

FK: Oh yeah! Obviously I was able to pick everyone I wanted, so it was perfect.

RM: How did you guys get hooked up together?

FK: I kind of already knew everybody. I met Travis in school, Andy is from England and he sold merch for us at Warped Tour, Joe I met on Warped Tour as well who was in another band called Thursday and we were on the same record label, and Mike was in a bunch of local bands that I'd go and see so we've known each other for a couple years.

RM: Mike is your newest member, was he involved in your songwriting process for *Would It Kill You*?

FK: No, he came in just after that.

RM: How long does your songwriting process usually take?

FK: It's so different how long it could take. Especially since for so long we weren't able to do anything and then we didn't want to do anything. But I can work on a song and get most of a song done in a couple days, then let it sit and come back to it in a month and start changing things with re-writes and then I can go back 6 months later. Some are just always a work in progress. On the other hand, some songs are start to finish in a day.

RM: What was the 1st record you bought with your own money?

FK: Weezer "Blue" on cassette. I think was 10 or 12. It was the budget way to go buying cassettes.

RM: You've come along way from playing high school. Do people ever hit you up trying to act like your old friends?

FK: A couple times but I think it's no more than what anyone gets from Facebook. I get the message like "Hey" and I always have the same reaction of, "Wow, I did not even speak to you in school, we have nothing to catch up on we were never even friends."

RM: Do you have any advice for new bands?

FK: No, not really. I never had any advice from anyone. I don't even know what I'm doing. I think people over think things and they want advice. I think bands should do what they like and if other people like it too, then go from there.

RM: Do you have any stage rituals before performing?

FK: No, but we have to think of some because people always want to know. I would say that I do always make sure I pee, and if you poop, I mean, that's really next level. I feel great if I poop before, that means were going to have an A+ show. You feel like a million bucks.

RM: Do you drink on stage?

FK: I've drank a glass of wine on stage because on Halloween I was dressed up like a lady. So it was classy.

RM: How old were you when you starting playing guitar and ukulele?

FK: I started playing ukulele when I was 25 but I got my first guitar for Christmas when I was 12.

RM: Was ukulele easy to pick up from playing guitar for so many years?

FK: Pretty much. The formation of fingers – and a ukulele is basically just a smaller guitar.

RM: What are rehearsals generally like for the band? Do you have a standard practice schedule?

FK: Usually noon to five – keep it simple. We just kind of go in, play for a couple hours, take a break for lunch, and play for a couple more hours. We don't play everyday though. We practice a lot more before going on tour.

RM: After you're done with this tour, what's your next plan?

FK: We are going overseas later this year and doing Warped Tour. We only did Warped Tour once before but this time we are doing 2 weeks. We aren't really a Warped Tour band, but we have a ton of fun doing it.

RM: What market are you doing on The Warped Tour?

FK: We're doing the first two weeks, which is Cali up to Texas and stuff. Like mid-west, west coast.

RM: Sounds like a great year! Thanks so much for catching up with me and we wish you the best of luck on your tour.

FK: Thank you!

RM

COMING UP...

Models To Keep An Eye On

Avalise La Von

Photography by Andrew Gates
Make-up & Hair by Crystal Tran

S

ay hello to Avalise La Von - a half German, half Hawaiian hottie who was born in San Francisco then later moved with her family to Sacramento, CA. With a coca-cola shaped body and personality to boot it's no wonder she found herself in front of the camera. Having done a few local Sacramento commercials, magazine shoots and six ads for Harley Davidson, Avalise decided to put a pause on her modeling career to attend beauty school. After receiving her cosmetology license she assisted a salon owner and shortly thereafter began renting her own station, where she has spent the past 3 years. Six weeks ago Avalise took the plunge, moved to Hollywood and put the focus back on modeling. In less than two months she's racked up multiple photo shoots and seen her portfolio expand. Currently enrolled in acting classes, Avalise has found a new interest in special effects and horror films.



STOCKS





THE STATS

Birthday:
April 2, 1987.

Zodiac Sign:
Independent ARIES.

Measurements:
34D-24-36

Height:
5'9"

Weight:
125 lbs.

Ethnicity:
Hawaiian and German.

Hometown:
Sacramento, CA.

Turn Ons:
A yummmmy smelling man.

Turn Offs:
Bath breath, B.O. and a negative personality

Guilty Pleasure:
Dark chocolate but I don't feel guilty, it keeps me sane.

Pet Peeves:
Needy People!

Celebrity Pass:
Oh geeez theres so many, unfortunately my favs are married or taken, ashton Kutcher, brad pit, jonny depp, Bradly Cooper, when I get bored of things to fantasize about Drake works, maybe I'd let Chris Brown beat me!! Totally kidding!

See more of Avalise at
Website Coming Soon!

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



Tiffany Toth

Photography by Andrew Gates
Make-up & Hair by Tiffany Toth

*T*iffany Toth is your quintessential SoCal beauty, an animal lover who enjoys taking her pup to the dog park and spending her free time at the beach. A mixture of Hungarian, French and Irish, Tiffany found modeling opportunities with ease. She has graced the pages of countless magazines and calendars. She has also been featured in numerous ads and posters for companies like Rockstar Energy and Hawaiian Tropic as well as being featured on such television shows as *Las Vegas*, *Get Out*, *Good Day LA* and *Just Go With It*. Tiffany has not only found success in front of the camera, but behind it too, working as a makeup artist.





THE STATS

Birthday:
March 28.

Zodiac Sign:
Aries.

Measurements:
34C-24-36

Height:
5'8"

Weight:
125 lbs.

Ethnicity:
French, Irish and
Hungarian.

Hometown:
Orange County, CA.

Turn Ons:
Someone who's sincere
and has goals.

Turn Offs:
People who brag, lie,
or talk about money or
material things.

Guilty Pleasure:
Starbucks toffee mocha
frappachino with soy milk.

Pet Peeves:
Slow people. Whether it
be driving, taking too long
to respond or making
decisions.

Celebrity Pass:
Josh Lucas or
Kevin Costner.

See more of Tiffany at
Tiffany-Toth.com

GAME ON

The Latest Games Reviewed

Heads are Gonna Roll

Written by Albert Marrero, Jr.

With most of the cool games from 2010 released in the latter half of the year, I thought it fitting to go back and find the little gem that didn't quite get as much press as the big dawgs. I looked no further than our favorite vampire hunter family, the Belmonts. If you're a fan of the *Castlevania* series, you'll undoubtedly be familiar with the games highs and lows. Well you can breathe easy, because Konami does the series another favor here. *Castlevania: Lords of Shadow* is a stunningly beautiful game, with simple, yet fun and challenging game-play.

The game follows Gabriel Belmont as he treks through a world of monsters as member of The Brotherhood of Light. Wonderfully narrated by Patrick Stewart, the game has a cinematic feel to it. Coupled with an outstanding orchestral soundtrack and it's truly an immersive experience. Sadly, the beauty of the game is mostly background eye-candy. That's not to say that the enemies and our hero don't look dapper on the screen, but most of the world is inaccessible, leading to a very simple (albeit addictive) style of play. In other words, not much *Tomb Raider* style navigation here. Some of the spots are tricky to get to; there are parts where you have to run towards the screen and hit the edge before it opens up the next area. Other than that, it's pretty clean; I didn't encounter many glitchy areas and if I got stuck, I simply ran around looking in every nook and cranny until I found the right area. The formula is basic: Follow a path, whoop up on some bad guys, and move on.

Speaking of bad guys, G Belmont fights werewolves, goblins, zombies, and massive titans. All are unique and offer their own set of challenges (the goblins throw frickin' bombs at you, meaning they discovered gunpowder before the Chinese!). And that's not the only trick either; there are parts where you actually have to use enemy weapons to advance the level, but the game gives you guidance through on-screen tutorials. The opening fight alone is pretty epic, as you're tasked with defending some townsfolk against werewolves when the big momma wolf shows up. Time to carve some wolf steaks!

You can level up Gabriel by earning experience, which is really cool, because you get combos and weapons that help you unlock certain areas in previous areas you've cleared. This is a nifty way to improve the replay value, for sure. As I've mentioned before, game-play is pretty basic, and that isn't necessarily a bad thing. This game has a feel, and it doesn't try to pretend to be something it's not. It's not terribly complex, yet makes you think; it's not impossible, yet really offers a challenge. Of course, your main weapon is a whip-type device, which when not in use, is a cross. Pretty neat idea, as we're kind of a holy hero that's tasked with kicking the tar out of evil creatures. You can block, dodge, and most importantly jump (high), so as you progress, the combos get really cool and really serve to add more dimension to the fighting aspect. Basic vamp hunter stuff right?

All in all, this game is fun. It's not going to reinvent *Castlevania* to cult-like status, circa 1988, but it does the series proud. And with a main character named Belmont, why expect anything less?

Castlevania: Lords of Shadow

PRODUCER: Konami/Mercury Steam

PLATFORM: PS3, Xbox 360

RELEASE DATE: October 5, 2010

★★★★★

RATINGS: Mature

GENRE: Fantasy Action-Adventure



Castlevania

◀ Lords of Shadow ▶

GAME ON
The Game Reviews CONDIT'D



NEED FOR SPEED
HOT PURSUIT

Pedal to the Metal

Written by Mike Lowther

I've always considered the *Need For Speed* series a staple in today's video game world. It's a series that constantly pushes out titles in an attempt to change the spectrum of the genre. Most recent, *SHIFT* was a take on professional racing simulation. I had mixed feelings about it, and usually adopt those feelings when games switch up their style. Especially when huge conglomerate companies attempt to do something way out of their niche. I mean, if you're going to do simulation, please incorporate the bells and whistles without leaving me hanging. But when I heard *Need For Speed* was reverting back to the old days, the days when they had peaked the most, I had no choice but to check it out.

Of all the titles in the series, I most fancied *Most Wanted*. Evading the police, setting up disaster zones to create your escape, and the subpar acting of every cut scene truly felt as if I had been trapped inside every *Fast and the Furious* movie. Options like driving through pillars to have a gas station collapse on a police interceptor really set the bar for other games like *Burnout: Paradise* and *Blur*. These are the games that create milestones - and I'm glad this one's back.

Need for Speed: Hot Pursuit lets you choose from an array of fancy sports cars that are popular in today's street world to race in circuits and evade police. In Career mode, your goals are pushed as either Racer or Cop strategies. You can either be a street racer and evade the cops, or have role of an officer and take down the speeders. The concept has expanded, letting the player run duels and previews that show off new cars. Most races are one-on-one or just simply time trials, whereas few are of hot pursuits. For a remake, I don't humbly enjoy the balance of physics here. Not only does the car feel like it's always wobbling, it's extremely difficult to hit the shortcut passages without nailing a steel median totally destroying your car and throwing you in last place. Though it's very possible to make a hefty comeback, it's most vital to think ahead as much as possible to make that happen.

On some races, your car is fitted with special weapons. You have the ability to drop a spike strip to render opponents' vehicles useless for a bit. Shoot an EMP to temporarily immobilize a car in front of you to make a powerful pass. There's a limit of how many of each you can carry, as well as a time limit in between attacks. There's also a jammer that can detect where roadblocks are, and momentarily freeze their attacks. Remembering to turn on your headlights when the sun goes down is something of a little trinket when playing. Graphics are pretty, there's nothing incredible to brag about but nothing at all to degrade. Visuals are up to par with today's games, which is nothing I wouldn't expect from the latest game in a hugely funded franchise, hence the absurd amount of product placement and heavy marketing of the vehicles in this game.

As much fun as this new addition to the series can be, it would have been nice to see some other added features in the gameplay department. Maybe something like a "flashback" effect that *Grid* and *Dirt 2* have, which lets you rewind time and enable the ability to avoid the recently impacted car or median. Also, the game doesn't feature the ability to switch between automatic and manual transmission for the hardcore racers out there. I understand the game mechanisms may have impact on this, but it would have been nice to see. Overall, it's a great step in bringing back the classic *Need For Speed* style, but it could have used a bit more spunk.

Need for Speed: Hot Pursuit

PRODUCER: Electronic Arts

PLATFORM: Xbox 360, PS3, Microsoft Windows, Wii, iOS

RELEASE DATE: November 16, 2010

★★★★★

RATINGS: E10+

GENRE: Racing



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