

RUKUS

RUkusmag.com

20

QUESTIONS WITH

Jennifer Nguyen

GAMES REVIEWED

The Elder Scrolls V

SKYRIM

NEED FOR SPEED

THE RUN

ASSASSIN'S
CREED
REVELATIONS

ALBUM REVIEWS

Drake
Take Care



Megadeth
TH1RT3EN

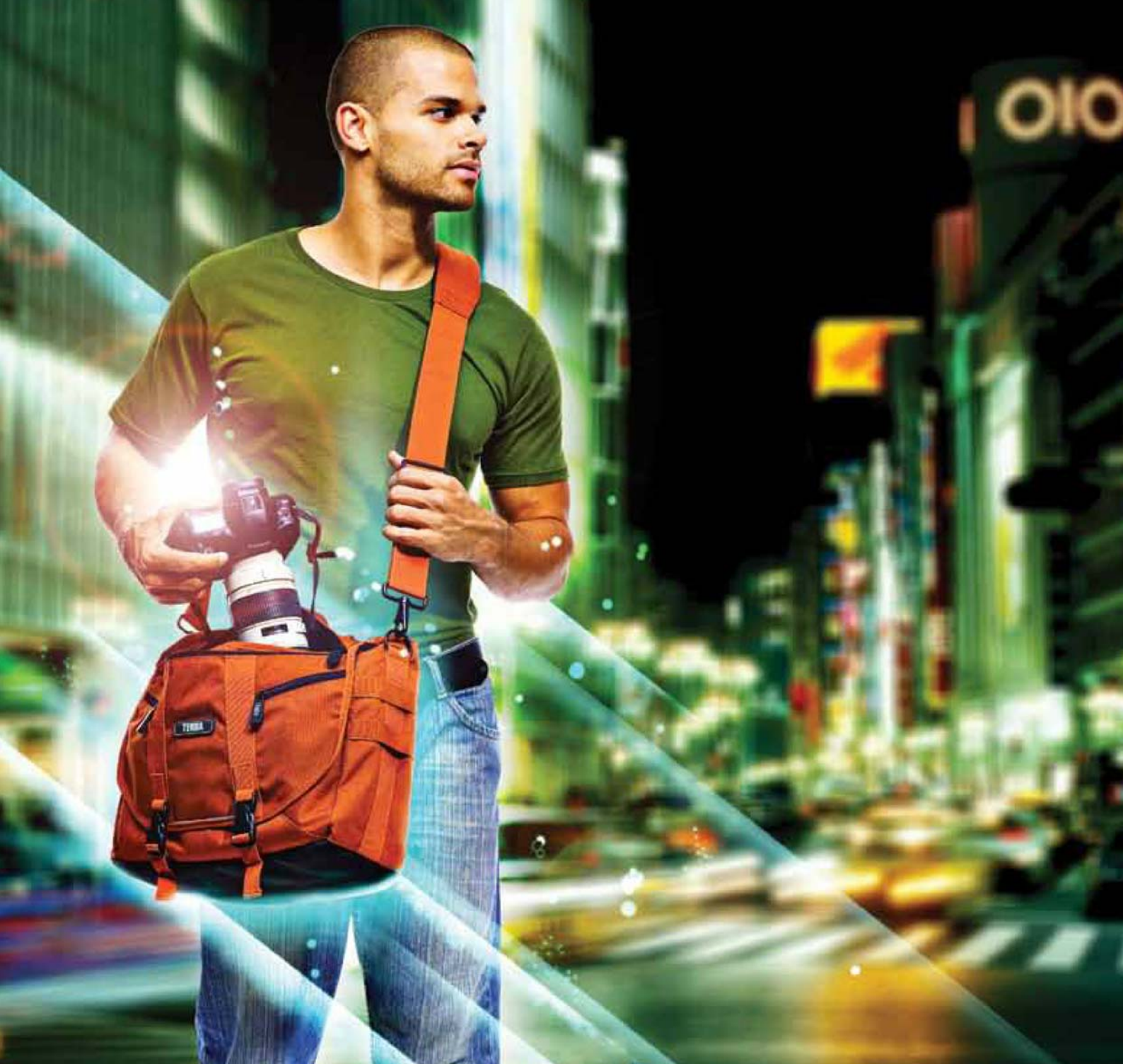
Exclusive Coverage
Twin Atlantic &
Middle Class Rut
PLUS

Exclusive Interview with
**Five Finger
Death Punch**

A Look to The Future
2011 LA Auto Show



December 2011



Shoot. The Messenger.

A sleek, lightweight, street-smart satchel that hugs your body, moves with you, and doesn't cramp your style. Carries a DSLR, 3-4 lenses, laptop and accessories. Removable photo insert lets you convert it quickly from a camera bag to a book bag, school bag, briefcase or general-purpose carryall. Available in small and large sizes to hold laptops up to 15 and 17 inches. Pack what you need. Shoot what you want. **Tenba Messenger.**

 See it for yourself at TenbaTV.com



 **TENBA®**

Available at:

Samy's Camera

www.samys.com | 800.321.4726

6

Jennifer Nguyen

December Cover Model

20 Questions with Jennifer

Photography by Andrew Gates

Make-up & hair by Cynthia Lauran

10

Pit Pass

Get In The Driver's Seat

Featured:

2011 Los Angeles Auto Show

By Nicolas Bates

16

All Access

The Latest Albums Reviewed

Albums Reviewed:

Megadeth

TH1RT3EN

By Paul Lyons

Drake

Take Care

By Jeremy Weeden

20

All Access Spotlight

Artists/Bands Featured:

Disturbed, Mac Miller & Steel Panther

By Silas Valentino & Jeremy Weeden

24

Live & Loud

Live Show Reviews

Featured Artists/Shows:

Exclusive coverage of
Twin Atlantic & Middle Class Rut

PLUS Exclusive Interview with
Five Finger Death Punch's:
Jason Hook

By Nicolas Bates, Katie J. Norris &
Paul Lyons

30

Coming Up...

Models To Keep An Eye On

Featured Models:

Rebecca Witchard

Australia

Kari Nautique

Jacksonville, FL

38

Game On

The Latest Games Reviewed

Games Reviewed:

Need For Speed: The Run

By: Heather Spears

Skyrim

By Jesse Seilhan

Assassin's Creed: Revelations

By Ronnie Schroeder

On The Cover

Photo by Andrew Gates

Hair & make-up by Cynthia Lauran

This Page

Photo by Andrew Gates

Hair & make-up by Cynthia Lauran

Going Green

Has Never Looked So Good!!!

RUkus MAGAZINE has been revolutionizing the way we view print media for nearly three years by becoming one of the first men's magazines to go exclusively digital.

RUkus (RUKUSmag.com) is an online men's lifestyle magazine designed to appeal to men and women everywhere. Its viewership spreads around the globe, making it a truly international publication.

RUkus MAGAZINE brings its readers, not only beautiful women from around the world, but also video game reviews, artist interviews, album reviews, live concert reviews and photography and information on the leading exotic cars from around the world.

RUkus MAGAZINE has seen nearly a 3,000% growth in its monthly reader average from 2009 to 2011. This just goes to show that digital is the way of the future and RUKUS MAGAZINE is on the front line to proving that.

Click Here to Subscribe Free

RUKUS MAG.COM

For advertising rates email us at:
Advertise@RUKUSmag.com



RUKUS

EDITOR IN CHIEF

Andrew Gates

Art Director

Trish Gates

Senior Editor

Mary Stafford

Assistant Editor

Larry Herman

All Access Contributors

Silas Valentino, Jeremy Weeden & Paul Lyons

Live & Loud Contributors

Nicolas Bates, Katie J. Norris & Paul Lyons

Pit Pass Contributor

Andrew Gates & Nicolas Bates

Game On Contributors

Jesse Seilhan, Heather Spears & Ronnie Schroeder

Contributing Photographers

Andrew Gates & Nicolas Bates

Contributing Videographers

Nate Olson & Michael Norquest

Contributing Make-up Artists

Cynthia Lauran

Contributing Hair Stylists

Cynthia Lauran

Advertising

Andrew Gates

andrew@RUKUSmag.com

Mailing Address

RUKUS MAGAZINE

3940 Laurel Cyn Blvd., STE 973

Studio City, CA 91604

20 QUESTIONS

Get To Know Your Cover Model

Jennifer Nguyen

Photography by Andrew Gates
Make-up & hair by Cynthia Luran

*J*ennifer Nguyen was born in Regina, Saskatchewan, Canada and grew up in Vancouver, British Columbia, Canada. Her natural good looks are 100% Vietnamese. She never intended on becoming a model, but when a friend asked her to join her at a casting as a favor, she accepted. Little did she know, that would be the beginning of a career in the world of modeling. Since that fateful day she has shot for numerous magazines and music videos. She really enjoys being in front of the camera and has fun while she does what she loves. Eventually, Jennifer would like to try her hand at acting and plans to launch a bikini line at some point in the near future. What ever she does, we know she'll have fun doing it and make the most of everything along the way.





20 QUESTIONS

1.What's your Ethnicity?
Vietnamese.

2.What's your zodiac sign?
Scorpio, baby!

3.Where are you from originally?
I was born in Canada and moved around a lot. I lived in a little town call Prince Rupert for about 5 years before moving to Vancouver, B.C., where I stayed for another 7 years.

4.What did you like most about growing up in Vancouver, B.C.?
The best part of growing up in Vancouver would be the summers there. I loved hanging out with my friends by the beach or having a barbeque at the lake or at their house. Vancouver is a very relaxed city and when summer comes around you just want to hang out with your friends and enjoy the moment together.

5.What kind of mischief did you get into growing up?
[laugh] My parents were extremely strict on me when I was younger. My curfew was 6pm! I know...brutal. I rebelled against them when I was about 16 to break the chains. I partied like any teen would and stayed out past 6pm. Yeah...I was bad ass [laugh]. One time I came home 30 minutes late. My mom had thrown my whole room onto the front yard! I grabbed the first garbage bag I saw with clothes in it and left. This was in winter time, okay...and the bag I grabbed were all my summer clothes. I went to school the next day rocking a skirt and t-shirt [laugh].

6.What's the craziest thing you've ever done?
I can never answer this question; I don't keep track of what would be my craziest thing! I am a really outgoing and spontaneous person! I love adventures and anything that means doing something out of the ordinary. Truthfully, my life is crazy and everyday it's something crazy. If you ever get the chance to meet me, you'll know. [laugh]

7.What's your favorite hobby and why?
I love drawing, painting, sewing, cooking and anything that is creative. I have a huge imagination and love to be creative and colorful with any type of projects. It doesn't even feel like a hobby to me...it's more like a lifestyle.

8.What's your guilty pleasure?
My guilty pleasure would have to be eating. I love many types of food, but my favorite is pizza. I could have pizza every day for breakfast, lunch and dinner. I know it's pretty bad so I try to hold back, but my willpower for this bad boy is next to nothing.

9.Who do you admire?
I don't really admire or look up to anybody besides my parents. I use to be on really bad terms with them as I was growing up, but as I grew up, I realized that they went through hell a thousand

times to help me be who I am today. Because of them I am able to do what I love. They may annoy me with their nagging here and there, but now I've learned to love them more for that. I admire the struggles they went through to have a better life. They're my heroes for life.

10.What's one of your personal goals?
One of my biggest personal goals is to make enough money to take care of my parents and have them retire and then move them to Vietnam. I really want to build a house for them and make sure they will never have to work again.

11.What do guys compliment you on the most?
Oh my, this is a hard question. I don't know...it's either eyes, chest, butt or my legs [laugh]. Some guys also compliment me on my whole body in general, like my abs.

12.What's your favorite body part on yourself?
I don't have a favorite part of my body; I love them all equally and together they make me [smile].

13.What's your least favorite body part on yourself?
It would probably be my shoulders. I've been told I have wide shoulders.

14.What do you look for in a guy?
Ambitions, determination, funny with a little sarcasm, relaxed, patient, fun and adventurous. I need a guy that can keep up with me and also someone I can laugh at and with about anything.

15.What's the first thing you notice about a guy?
The first thing I notice about a guy is his eyes then his smile but I'm not shallow. I actually wait for the personality to come through before I decide what I think of him.

16.What's your ideal first date?
I don't really have an ideal first date. I am up for anything and I like to see what the guy can come up with. Even if it's just hanging out in my room talking all night, that's totally fine with me. If there is a good connection between two people, then it doesn't really matter what they're doing because anything is going to be a blast.

17.What turns you on?
Kisses on the neck always does the trick. A nice smile and a little stroke down my back will make me act like a cat in heat [wink].

18.What turns you off?
I can't stand stinky breath! Yellow teeth or a cocky attitude, and I hate it when guys talk about how much money they spend and make; super turn off. I am not a materialistic girl.

19.What's your biggest pet peeve?
When people use dishes and leave them in the sink. I am not a super clean freak at all, but I try to be. I also don't like it when people don't have any respect.

20.Who's your celebrity pass?
Ryan Gosling and it's not a pass...I want him [smile]. **RM**

PIT PASS

Get In The Driver's Seat!

2011 Los Angeles Auto Show

Photos by Andrew Gates
Written by Nicolas Bates

RUKUS decided, once again, to head to the Los Angeles Auto Show to see what was new and exciting. We were not disappointed with what we saw.



Morgan—Aero Supersports

Although nowhere near a household name, Morgan Motor Co. has been building automobiles since the early twentieth century. Morgan Motor Co. was at the Los Angeles Auto Show this year to show off a truly unique vehicle: The Morgan Aero Supersports. The Supersports seems half-Rolls-Royce, half-sportscar, and all fun. This car's got an all-too genuine look to just be cast aside as just another model from an "indy carmaker." The numbers aren't bad either, seeing as how the Supersports' V8 boasts 367 bhp and 370 lb/ft of torque and a 0-62 mph time of 4.5 seconds. The entire chassis is made from ultra stiff

and lightweight aluminum, which is then specially treated, bonded and riveted. As if that weren't enough, the entire body of the car is also aluminum! Cheers to the engineers for making that happen. Some may say the Supersports looks like a targa-roofed Austin Healey on steroids. We agree, but think its damn sexy. And this year, North America gets lucky: the British-owned Morgan will be able to legally sell the 2012 Supersports in the states.



Audi—E-Tron Spyder

Although most concept cars take years to be build, Audi designed and created the E-Tron Spyder in less than five months. Yes, five months. Since this particular E-Tron vehicle is purely concept, designers at Audi were not afraid to utilize any space that may normally be taken up by human needs: cargo, a glovebox, etc. The Spyder is powered by a 300-horsepower twin turbo direct injection diesel V6, and two 44-horsepower electric motors. Although thought to share much of the same design as the Audi R8, the Spyder only shares the floorpan with the V8 supercar. And, surprisingly, given all

the batteries and extra weight, the Spyder still weighs 300 lb. less than the Audi R8 supercar. Audi claims this concept car will reach 107 miles per gallon, and, if this is so, is there a better vehicle to have as a 'kick off' car to show competing manufacturers what may be ahead in the coming years?



Scion FR-S

Scion's latest concept, the FR-S (basically the Subaru BRZ STI Concept), reportedly won't be just a concept for long, a Scion associate told us at the auto show. Currently, the car is set to have a 2.0-liter flat-four (sourced from Subaru, it seems) and will play host to Toyota's D4-S fuel-injection system, which features both port and direct injection and switches between them for maximum efficiency. The car is definitely the sportiest thing to come out of the Toyota camp for a very long time now; however, this is still a concept, so it is unknown what exactly will hit production and

won't. There is a good chance the car will not be as wide and the wheels will probably be more around the 15" size, as opposed to the pictured 20" wheels. Regardless, the car is said to have at least 200-horsepower and a standard limited slip differential, not mention it will be rear-wheel drive. This car is guaranteed to have many consumers excited for its release.



Jaguar C-X16

For the past two years, Jaguar has had remarkable concept cars on display at the auto show. This year, they proudly show their C-X16, "powered by an experimental hybrid powertrain that combines an all-alloy V6 engine with a performance-boosting electric motor with a "Push-to-Pass" feature inspired by the Formula 1 Kinetic Energy Recovery System (KERS) system." For added efficiency, the car is outfitted with an eight-speed ZF transmission. The cars looks like a sexier sister of an earlier XK-series car, but with much more carbon fiber and aluminum. The

C-X16 is capable of 0-62 mph in 4.4 seconds and has a top speed of 186 mph. But the kicker is, the car has Intelligent Start/Stop which enables "The system [to] shut down the engine in just 300 milliseconds after the car has come to rest and utilizes a Twin Solenoid Starter that is capable of restarting it in the time it takes the driver's foot to travel from the brake to the accelerator." Now that's innovation!



Land Rover—DC100 Sport Concept

The Land Rover Defender has been one of the most—if not the most—utilitarian vehicle on the planet. It has been the number one choice in vehicle, from the suburban soccer mom to scientists on expeditions trekking through the harshest, most inhospitable locations on our planet. And to quote Gerry McGovern, design director at Land Rover: "Replacing the iconic Defender is one of the biggest challenges in the automotive design world." Yet, somehow, it seems as though they've done it. The Land Rover DC100 Sport is not only packed to the brim with cutting-edge technology and able to traverse anything the Defender was able to (and maybe beyond), but its design also seems to epitomize

the "future" in automobile styling. The interior of the DC100 Sport utilizes induction charging areas, reconfigurable door canisters, multi-function touch screens and three-abreast social seating, while other features include Intelligent Terrain Mapping, Wade Aide (for those amphibious adventures) and On-Demand Spiked Tires. Perhaps the styling may fall under the "love it or leave it" mantra, but what this package holds within cannot be ignored.



Studio Auto Works Inc.

Auto Repair & Body Shop

Complete Auto Repair & Service

- Oil Change
- Brakes
- Tune-up
- Suspension
- Tire Repair
- Wheel Balancing
- Complete Engine & Transmission
- Air Conditioning & Heating
- Warning Lights & Sensors

Complete Auto Body Repair

- Specialized in Foreign & Domestic
- Paint Color Match
- Frame Unibody Specialist
- Restorations
- Custom Paint

Free Estimates

All Insurance Welcome

(818) 760-1400

StudioAutoWorksInc.com

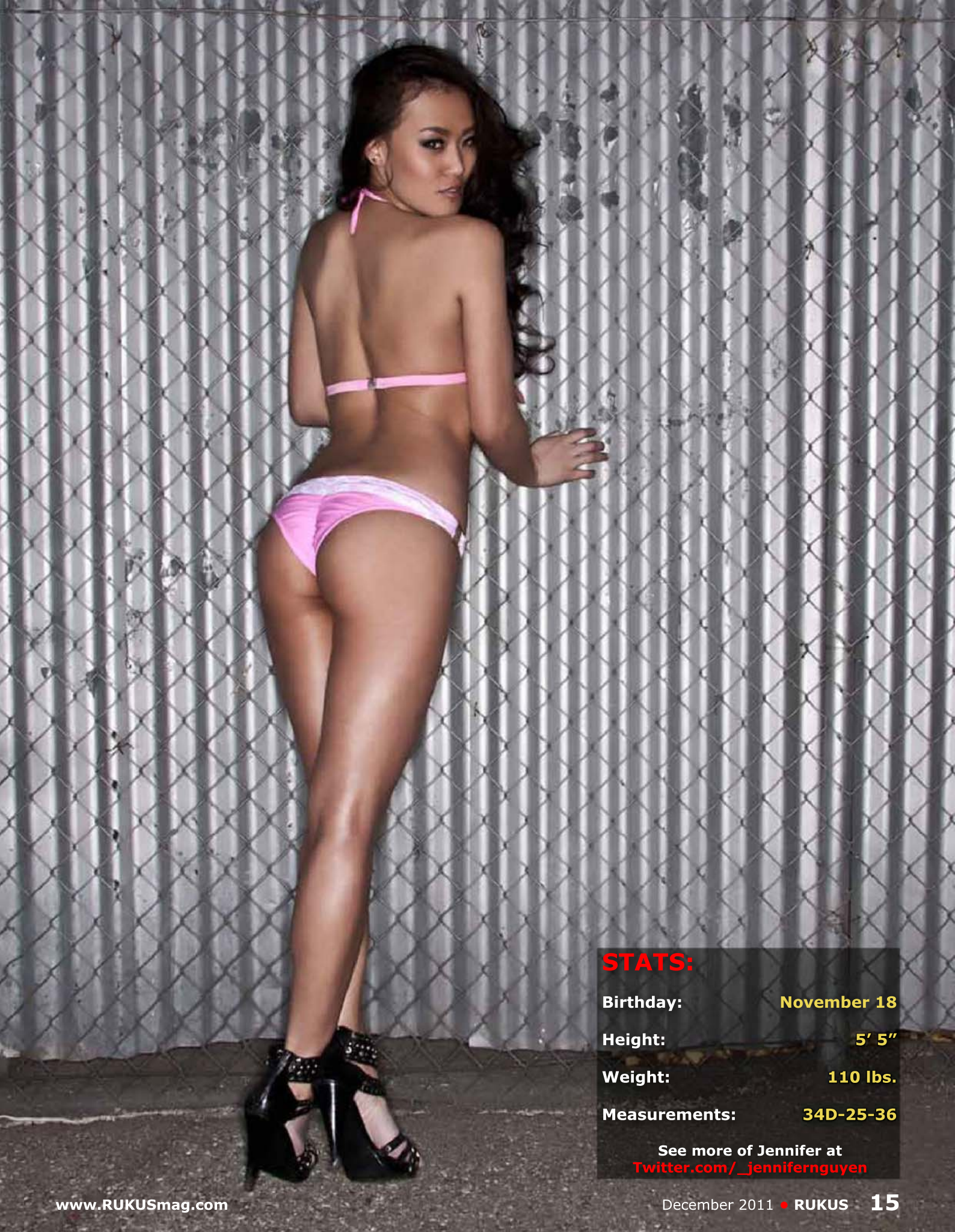


11481 Ventura Blvd.
Studio City, CA 91604
StudioAutoWorks@sbcGlobal.net



*...make me act
like a cat in heat.*





STATS:

Birthday: November 18

Height: 5' 5"

Weight: 110 lbs.

Measurements: 34D-25-36

See more of Jennifer at
[Twitter.com/_jennifernguyen](https://twitter.com/_jennifernguyen)

ALL ACCESS

The Last Album Reviewed

Lucky TH1RT3EN

Photo by Travis Shinn
Written by Paul Lyons

If you travel 35 miles north of San Diego, you might run into a seemingly quiet California town called San Marcos. Founded by the Spanish in the 18th century, the city covers 24 square miles, and hosts a variety of notable businesses such as UPS, Costco, and Vic's Garage. Never heard of Vic's Garage? Perhaps, then, you might be familiar with the "garage" owners; a thrash metal quartet from Los Angeles called Megadeth. You've heard of them, right? Well, Vic's Garage happens to be the name of Megadeth's recording studio, and they've cut a brand new album there called *TH1RT3EN*.

Lead by the legendary singer/songwriter/guitarist Dave Mustaine, Megadeth has had a variety of lineup changes over the course of 28 years. For its 13th studio release, Mustaine holds court with Chris Broderick on guitar, Shawn Drover on drums, and back in the fold after an 8-year absence, original bassist David Ellefson.

Produced by Johnny K (a.k.a. John Karkazis), *TH1RT3EN* presents Megadeth as you've come to know them best: loud, hard, fast, angry, unforgiving and downright brutal. Listen to the first cut, "Sudden Death," and you'll hear 55-seconds of wailing guitars against a Bolero-style drum march. And this is just the intro. The song proper is a hardcore fist-pumper that talks of evil and divine punishment. Continuing on the path of evil deeds, *TH1RT3EN*'s first single comes next, an Al Capone-inspired gem called "Public Enemy No.1." You wonder with lyrics like "I'm unbeatable/My mind is untreatable/Crimes unrepeatable..." if the character in the song is confessing or just boasting about his not-so-noble attributes?

Shifting gears, *TH1RT3EN*'s third single (and arguably best song) is "Whose Life (Is It Anyways?)," a catchy number that thrashes hard with a pounding rhythm and scornful lyrics like, "You tell me how to live, but who asked you anyway?" You can really hear the bitterness in Dave Mustaine's voice when he sings "You hate everything you've seen in me/Have you looked in a mirror?"

The mid-tempo "We the People" and the ruthless "Millennium of the Blind" both delve into two of Megadeth's favorite subjects: politics and war. On "We the People," Mustaine sings "Our founding fathers are rolling in their graves/The land



of liberty needs a regime change." On "Blind," Mustaine belts out "Blind follow, blind lead/All our hopes and dreams washed out to sea." These are serious words from a serious band, yet Megadeth shows a hint of mercy on "Guns, Drugs & Money" as Mustaine sings "Poverty will turn the life of any good man bad. All love and mercy ever learned, he'll soon forget what he had."

"Never Dead" (TH1RT3EN's 2nd single) hits you with rapid beats as Mustaine sings ambivalently, "It's right to be feeling wrong." "Fast Lane" is another standout track, which employs various rhythms before going for full-on thrash mode at the end. In a trick of clever album sequencing, the song merges perfectly into "Black Swan," a 4/4 barnburner with a killer chorus of "Just like a churchyard shadow, creeping after me/It's only there to terrify my mind, a black swan keeps haunting me."

To close out TH1RT3EN, Dave Mustaine goes for broke with the album's title track, "13," an autobiographical account of his life's work. He sings "At thirteen I started down this path/Fueled with anger, music was my wrath." Megadeth has always been Mustaine's band, and he's survived multiple line-up changes, drugs, alcohol and severe nerve damage to his left arm.

TH1RT3EN is a fierce and commanding celebration of everything Megadeth was, is and always will be. If you're a fan, this is the album you've been waiting for.

Artist: Megadeth
Album: TH1RT3EN
Website: <http://Megadeth.com>

★★★★★
Label: Roadrunner
Release Date: November 1, 2011



Versatile Vocalist

Photo by Larry Marano
Written by Jeremy Weeden

Hip-hop superstar Drake returns to the scene with his highly anticipated sophomore album, *Take Care*, and the time away was undeniably well spent. Drake has stated that he felt his first studio album was rushed and that when it was done, he did not have time to go back over it and ensure the final product was what he wanted to be. In *Take Care*, he was able to put his time and efforts in to turning out a more complete album sure to gain the young rapper more notoriety. Whether coming with a smooth, introspective r&b track or a hard-hitting rap track with blazing rhymes, Drake seems to have perfected his style to the point where his skill and knack for making relatable songs can no longer be ignored by anyone. Since dropping the mixtape *So Far Gone* a few years ago, Drake has gone on a meteoric rise from underground rapper to hip-hop king. *Take Care* is a well-crafted album—a more cohesive effort than *Thank Me Later*—and shows the growth the artist has made.

The album starts out on a smooth note with the hazy, atmospheric sounds of “Over My Dead Body,” a soft, melodic track by longtime Drake collaborator, producer Noah “40” Shebib. Drake confidently acknowledges his place among rap’s current elite with the lines, “I think I killed everybody in the game last year, man/Fuck it, I was on though/And I thought I found the girl of my dreams at a strip club/Fuck it, I was wrong, though.” 40 handles the majority of the production on the album, with a few appearances from other producers like Boi-1da and Just Blaze.

Drake has never been lacking as far as rhyming ability and lyrics are concerned, but the rapper seems to have really stepped his game up on *Take Care*. “Lord Knows,” featuring Rick Ross and “Underground Kings,” really showcases the lyrical ability and potential that Drake has. He even steps away from the slower measured flow he typically uses and adapts Lil Wayne’s rapid-fire flow on “HYFR,” which actually features Lil Wayne. Drake has obviously realized that on an album that will only be about half traditional hip-hop, there is no reason not to come with the most lyrically astute verse possible on each and every rap track. There are no half-assed verses or lyrics to be found on *Take Care*, even on the slower r&b-flavored tracks.

Upon *Thank Me Later*’s release, the slower r&b songs did not sit well with the traditional hip-hop heads, as rappers singing is generally a bad thing and signifies a desperate grab for commercial success. Yet, Drake has and continues to prove he is the exception to the rule. “Take Care,” the title track featuring Rihanna, illustrates this point perfectly. The song has African dance influences, has a catchy rhythm, driving beat and is sure to become one of the most played songs on the radio upon its official release. Typically a song like this might not appeal to someone looking for rhymes and lyrics in their rap albums, but Drake comes hard with lyrics like, “We know they don’t get you like I will/My only wish is I die real cause the truth hurts and those lies heal/And you can’t sleep thinking that he lies still so you cry still.”

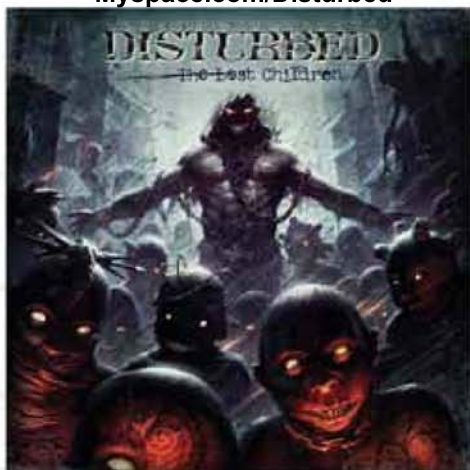
Whether singing a rap song ala “Marvin’s Room,” or a more traditional r&b ballad such as “Doing It Wrong,” Drake shows that for him, singing is a natural form of expression, and this allows him to seamlessly transition from singing to rapping and vice versa. Drake is a one-of-a-kind talent who proves he could be at the top of either genre and is comfortable being who he is. *Take Care* is sure to be one of the top albums of 2011.

Artist: Drake
Album: Take Care
Website: <http://DrakeOfficial.com>

★★★★★
Label: Young Money/Cash Money
Release Date: November 15, 2011

ALL ACCESS SPOTLIGHT

Myspace.com/Disturbed



Disturbed, *The Lost Children*

B-side compilations can come off as an attempt to make a quick buck or look like a band's song graveyard, but Disturbed guitarist, Dan Donegan, believes that *The Lost Children* acts as something more. "We've had a lot of moments where we'd be like, 'oh, man, I wish we had left that one on so we could play it now' So this [album] gives us a chance to get some of those songs out here, and hopefully fans will find some favorites on there for themselves." These 16 lost tracks, or as the band refers to them as "lost children," depict the dense catalog Disturbed has created. Since teaching metal heads to disregard vaccine shots and "get down with the sickness" back in 2000, Disturbed has been one of the top heavy bands in last decade.

The only unreleased song on *The Lost Children* is "Mine." The track has overdubbed news reports of recent U.S. Army activity with singer David Draiman's wicked howl. There are covers of Faith No More and Judas Priest as well as the politically charged "3," which deals with the West Memphis Three. Disturbed announced earlier this year that they would be going on a hiatus but assure fans that this does not mean the end. Until then, fans will be able to find and enjoy *The Lost Children*.

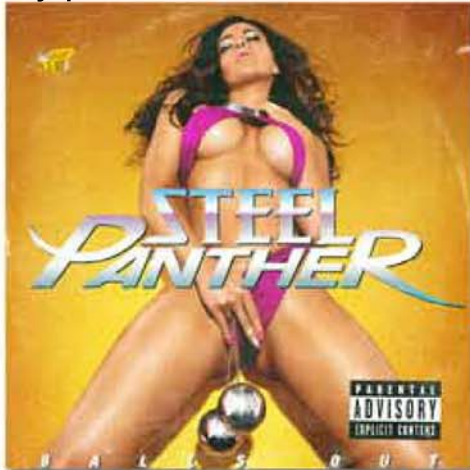
Mac Miller, *Blue Slide Park*

Pittsburgh native Mac Miller may be young, but he does have skills. The debut album from the up-and-coming emcee, *Blue Slide Park*, does not break any new ground or wow you, but it is a solid debut. Mac Miller is one of the first artists to build a large fan base almost exclusively through Twitter and Facebook. This dedicated following led to Miller becoming the first independent artist in 15 years to top the Billboard Charts. Mac Miller has an infectious flow full of confidence combined with clever wordplay, which comes across well on many songs on the album. Tracks to watch out for include the lighthearted ode to an ex-girlfriend, "Missed Calls," and the second single from the album, "Frick Park Market." This drum and bass-heavy song is the perfect exhibition of Mac Miller's ability to ride a beat and, combined with a catchy hook, it is easy to imagine playing this while cruising in the car. Overall, *Blue Slide Park* is a solid debut effort from the young MC. Mac Miller has a lot of potential and *Blue Slide Park* is a respectable beginning point for a long career.

Myspace.com/MacMiller



Myspace.com/SteelPantherKicksAss



Steel Panther, *Balls Out*

The essence of hard rock's never ending quest for sex and parties is alive and well on whatever planet Steel Panther come from. Steel Panther come off as those outcasts who were still listening to Warrant and Cinderella while everyone else was buying *Nevermind*. Their take on hair metal's aural orgasm is intensified on their third release, *Balls Out*. Each song on the album feels like a chapter out of Motley Crue's biography "*Dirt*." Sex, drugs and rock n' roll has morphed into a cliché, but Steel Panther refuses to get the memo.

Track by track, *Balls Out* is an overly masculine odyssey from girl to girl. Songs like "17 Girls in a Row" and "It Won't Suck Itself" are just a taste to Steel Panther's approach to music. Each song could challenge "Girls, Girls, Girls" as the quintessential stripper song. Whammy guitar breaks and sing along chorus such as, "I like drugs, I like drugs, but they don't like me," show the shallow depth in Steel Panther. But they seem to be perfectly fine with that. Steel Panther are about the party, even if it ended with the 1980s. The sun never goes down, unless they want her to, on Steel Panther's Sunset Strip.



WE CAN MAKE YOUR STAR SHINE!

AWARD WINNING
ADR
FOLEY
DX MX FX EDITING
SOUND DESIGN
5.1 DUBBING
...and more!!



DIGITAL DREAMS SOUND STUDIOS

1308 WEST BURBANK BLVD
BURBANK, CALIFORNIA 91506
818-557-0130

email: post@digitaldreamssound.com
www.digitaldreamssound.com
www.myspace.com/digitaldreamssoundstudios



Get Noticed!

RUKUS MAGAZINE has been revolutionizing the way we view print media for nearly three years by becoming one of the first men's magazines to go exclusively digital.

RUKUS (RUKUSmag.com) is an online men's lifestyle magazine designed to appeal to men and women everywhere. Its viewership spreads around the globe, making it a truly international publication.

RUKUS MAGAZINE brings its readers, not only beautiful women from around the world, but also video game reviews, artist interviews, album reviews, live concert reviews and photography and information on the leading exotic cars from around the world.

RUKUS MAGAZINE has seen nearly a 3,000% growth in its monthly reader average from 2009 to 2011. This just goes to show that digital is the way of the future and RUKUS MAGAZINE is on the front line to proving that.

Click Here to Subscribe Free

RUKUS
MAG.COM

For advertising rates email us at:
Advertise@RUKUSmag.com



LIVE & LOUD

The Live Show Reviews

Twin Atlantic

Photos by Nicolas Bates
Written by Katie J. Norris

Opening with an upbeat number, the band hailing from Glasgow, Scotland, claimed the stage with their catchy tunes. Their music is mainstream, but in a good way. Twin Atlantic played hits spanning from their inception in 2007 to their newer releases, "Cherry Slut" and "Make a Beast of Myself." This was only day two of the tour for them and they already seem like they were right at home.

The band wears casual attire, but unlike most relaxed-fit bands, they chose clothes with bright colors and there were even signs that the guys intentionally tried to match each other to create a complimentary visual on stage. Lighting was quite impressive there at the Music Box, and the design enhanced the music and the band with a rock-show feel at just the right times. Sam McTrusty sings lead and really impressed me with how he captured the audience with his powerhouse vocals. Barry McKenna played some admirably slick solos on lead guitar, rotated on to own the keyboard and then back again. It's one thing when a musician gets to show off, it's another thing when you actually wish they would do it more! Ross McNae, who is pure talent on bass, and Craig Kneale, who balanced it all on drums, all helped to create the smooth combination. Harmonies were dead-on and Twin Atlantic played a continuously tight set throughout.

At one point in their set, Sam took a moment between songs to announce that this was the beginning of their tour and admitted to the audience, "I feel unfit." Well, if this is a rusty, out of shape band, their overcompensation left us fooled.

After the harder rock and roll, they stepped back a bit and began a soulful singer/songwriter- style set for their acoustic songs, "Yes, I Was Drunk", "Crash Land" and "Wonder Sleeps Here." The fact that they can go from hard rock to meaningful, slow alternative really adds a variety to their sound that spins an enjoyable duality. The dynamic of the music also gave the audience a chance to get a deeper taste of their personalities. These are guys you'd want to get to know, want to party with, and then want to get to play at your party. The band, as a whole, was all quite comfortable on stage and each did their part to amp up the crowd without being too pushy. A band where each member pulls their own weight in every capacity? These guys really seem to appreciate every aspect of their career.

Among one of my favorite songs was their performance of "Edit Me." The live arrangement reinvented their hit song, lightening up the heavy record version and performing it more bouncy, adding a pop-song feel. It made a sweet transition back into their harder songs to close the show.

Very notable also, is the richness of the lyrics in all the songs. Strong choices are made to fill up the formulaic template of rock music with meaning, message and emotion. With great stage presence, a highlight of their fun personalities, and great lyrics, they really display to their audience that their music is more than just a collection of clever pop-rock tunes.

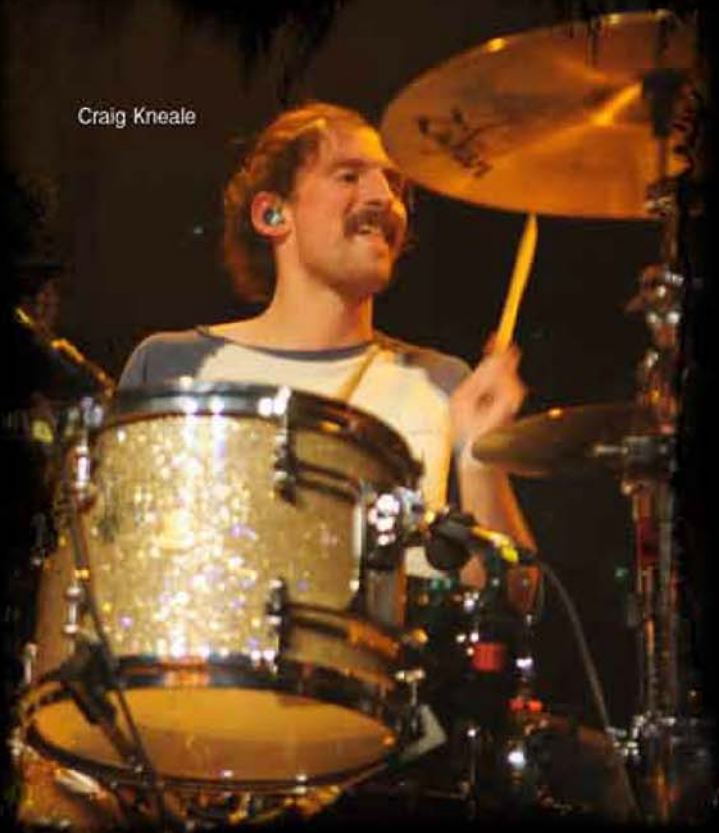
Venue: Music Box

Website: <http://free.twinatlantic.com>

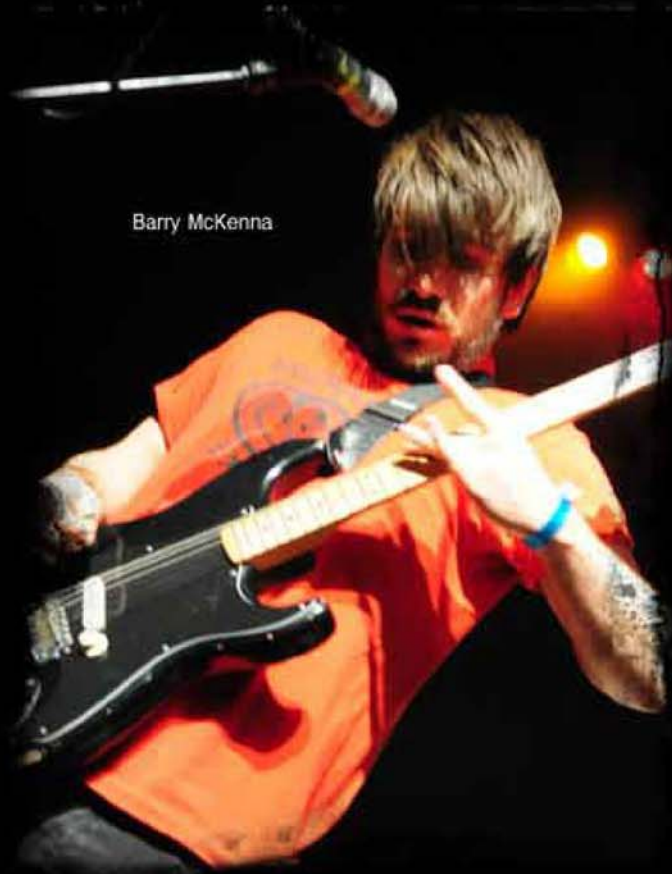
Date: November 3, 2011

City: Hollywood, CA

Craig Kneale



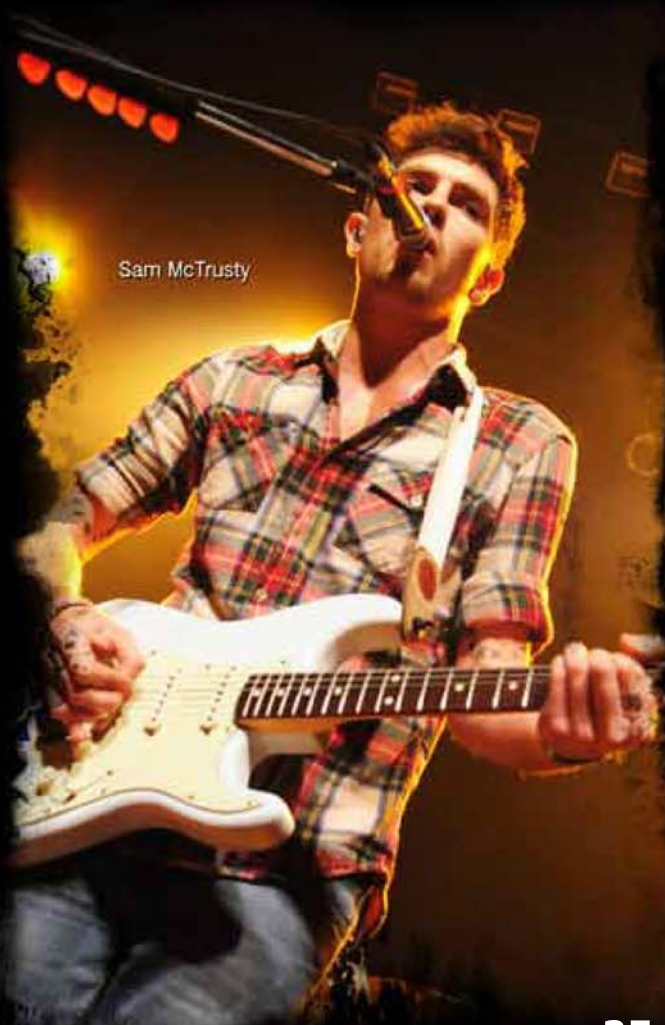
Barry McKenna



Ross McNae



Sam McTrusty



LIVE & LOUD
LIVE SHOW REVIEWS CONT'D

Middle Class Rut

Photo by Nicolas Bates
Written by Katie J. Norris

The set opens with a spotlight on guitarist/vocalist Zack Lopez as he strums an electric guitar with heavy reverb and power-belts the opening lyrics. Lights start to illuminate the rest of the stage as Sean Stockham comes in on the drums in the second verse. The band is at full sound when the lights reveal the entire stage and, to the surprise of those seeing MC Rut for the first time, there is only the two of them. Two musicians should not be able to effectively create an entire rock-band feel on a live stage without using pre-recorded technology, but they do. There's enough bass chords used in the guitar and enough use of the three cymbals and high hat in the drum set to balance the treble and bass of the instrumentation. I think their secret is that the range for both instruments is used in full capacity as opposed to assigning each section to five different guys.

Zack Lopez is a frontman extraordinaire. He wears a slick button-down, solid black shirt, which makes him look even more commanding as he jams on the guitar with intense energy and holds down the lead vocals with forceful passion and veracity. He looks like he's singing for the biggest band in the entire world, and as if he's in front of a stadium of ten thousand fans. The drummer wears no shirt, not even to start off the set, and works the drums like he is a skilled martial artist; not to mention he sings as well. Each hit is incredibly precise, incredibly fast, and every beat is made as if with choreographed purpose. Both Zack and Sean's physical appearance look too innocent for the hard-rock style they play, but they own it! They seem like they should be grizzly guys with lots of hair and tattoos, but they have a clean-cut, bad-boy image that is unique in itself.

MC Rut played a lot of their hits from some of their EP's and their album, *No Name No Color*, including "Busy Bein' Born," "All Walks Of Life" and "I Guess You Could Say." When they got to their biggest hit, "New Low," they gave an even more theatrical performance (there was one handed drumming while singing and added impressive guitar solos). To be honest, as great as it was to watch the heavy rock n' roll show, the intenseness of their songs started to actually feel a bit too much at one point, and I found myself silently pleading for a ballad of some sort to give the bashing a breather. I think they somehow read my mind, as the next song, they switched it up and played "Are You On Your Way," a slower song that got everyone singing, "Are you on your way...are you coming home?" These two are incredibly tight on their song starts and stops. They do use a healthy amount of reverb on both mics, but only being a duo, it actually really helps to give a more full sound; one they accomplish with everything else. The closed the show with their hit "USA," and had the crowd jumping up and down with them—a clear sign of a great show.

Venue: Music Box
Website: <http://mc rut.com>

Date: November 3, 2011
City: Hollywood, CA



Zack Lopez

LIVE & LOUD
LIVE SHOW REVIEWS CONT'D

Exclusive Interview: Five Finger Death Punch's

Jason Hook

Photo by Prospect Park
Written by Katie J. Norris



RUKUS MAGAZINE had a chance to catch up with Jason Hook of Five Finger Death Punch and here's what he had to say:

RUKUS MAGAZINE: Hi, Jason, how are you?

JASON HOOK: Good, good. Just woke up.

RM: Oh you did? It's 3:30p over there, right?

JH: Yeah. I mean, when we start the tour we have all these great plans of like "I'm gonna get up early; we're gonna go to the gym every day," you know? And you start to realize that we wake up early and there just isn't anything to do. The internet doesn't work because the satellite dish is facing the wall of the building and there's no TV, and the trucks are unloading the stage and everything. And there's bad coffee. So there's no reason to get up early anymore. So all we do is get up for the press. It usually starts at 3:00PM and the meet and greet starts at 5:30PM. So I usually try to time it so that I'm up for the press.

RM: So, I guess let's talk about your tour real quick. You are currently in the thick of your Share the Welt Tour with All That Remains and Hatebreed. How is it going so far? Is it still awesome?

JH: Yeah, it's been great, all our shows have been sold out. The crowds are really diggin' the package. The three bands together make a nice aggressive, you know, arrangement.

RM: Great. Your portable studio that you were planning to take on tour with you...have you recorded anything yet?

JH: Yeah, we're sketching ideas. You know, it's not meant for any kind of, you know, deep, finished-type work. It's basically set up so that we can... I like to use the word 'sketch'. But the idea is that we're just sort of roughing out song ideas. And then I guess at the end of this tour we'll go back and listen to what we have and see if there's anything there that pokes out at us, you know, as special song ideas.

RM: Speaking on that, I really admire how intensely passionate and driven you are about staying focused and productive all the time. And you have your studio with you on tour, and you're constantly working, and I understand you don't drink or do drugs. So then what do you do as a fun pastime on tour? You must take a five minute break at some point?

JH: Well, I spend a lot of time on the internet, kinda just lookin' around. I got some books... I'm kind of a gear nerd, so I'm always shopping for gear and trying gear and stuff like that. I really do like to write and record so that's part of the reason why I pushed us in to bringing a recording rig on the road so that we can continue doing studio type work, or you know, writing and recording. The reality is that there is so much social interaction on tour with the fans and the publicist and the label, that we really wanna capitalize on the fact that we're out here on this campaign to build and grow and meet new people and gather fans and all this stuff. So that really becomes the primary job out here, to kind of snowball this thing and spread the awareness. So they got us pretty busy with the social aspect of it; you know, going to the meet and greet at the record store, going to the radio stations and going on air for DJ's and we have a meet and greet that we organize everyday at 5:30. Plus all the publicists have us doing press, crazy amounts of press, all the time. So, I'm reminded that that really is all there is time for out here even though I kind of squeeze other things in. It's pretty consuming.

How's that for a short answer?! [laughs]

RM: It's great! I love it.

RM: So, do you have one specific, favorite guitar that you just couldn't play without on tour?

JH: I have a fleet of Gibson explorers that I take out with me, but I seem to always land with the black and green one. I have a striped black one; it's a black guitar with green stripes. And that seems to be the one that I always default to. For some reason it just plays well and I think it's in 98% of all the photographs that are taken while we're out there playing. So that would be it.

RM: The new album, *American Capitalist*, is doing really well, #3 on the billboard charts its first week. You guys seem to be increasingly getting better and better with every album release. Anything specific you guys do to make each record so solid?

JH: I think it just comes down to songs, you know? And, you know, we recognize the importance of songs. And they have to transmit or transfer some sort of feeling to the listener and if that is accomplished, people will be drawn to it. So we're really just focused on, you know, having some solid songs. And I'm thinking that Ivan does such a good job with the lyrics and that people are really drawn to the story lines and what he's saying. So I just think that's part of why people like the band so much, you know?

RM: Great, yeah. I totally agree. Actually my next question is about the lyrics. "100 Ways to Hate" is one of the songs that has a sense of detail that sparks a curiosity; it's so detailed. Can you tell us who Ivan is singing about in that one?

JH: Well... you'd have to ask him. But I think it's just an overall angry song, as far as...yeah, I don't think it's directed at someone in specific.

RM: What's the craziest thing that happened while making the music video for "Under and Over It?"

JH: Well, the whole weekend was pretty crazy. We spent the day in this mansion with these girls and we went swimming in the pool with my guitar for—I don't know what it was—three or four hours. But that was probably the craziest thing. All the pool scenes were fun.

RM: That's cool! So, the guitar in the pool... Does that mess it up at all? [laughs]

JH: Well, yeah, guitars don't like to go under water. But I uh, I ended up auctioning that guitar off for charity. Gibson put it together, but basically that was it. The guitar was auctioned off for a good cause.

RM: Well, great! Thank you so much Jason, I appreciate your time.

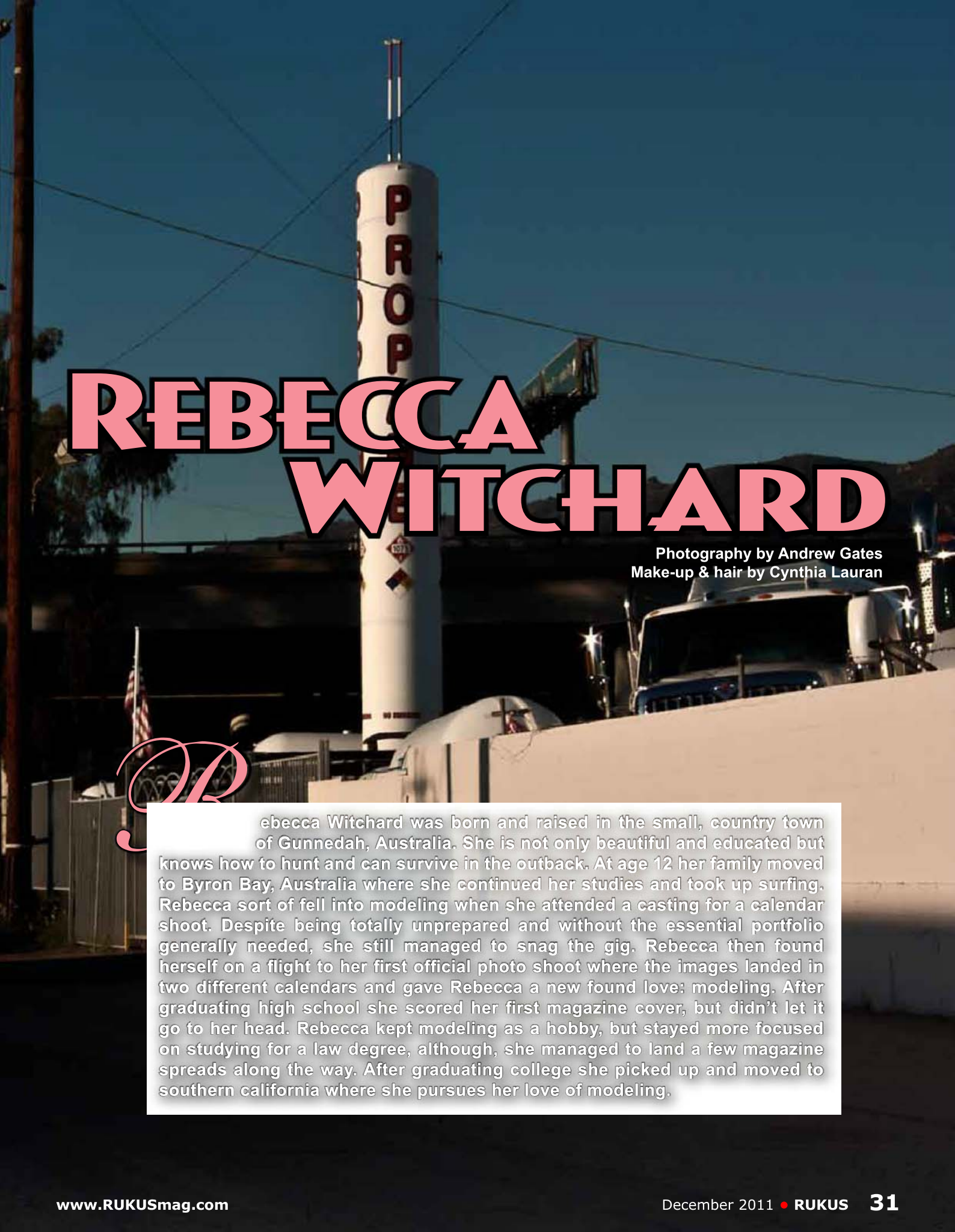
JH: Okay, bye.

RM

COMING UP...

Model Deep An Eye On





REBECCA WITCHARD

Photography by Andrew Gates
Make-up & hair by Cynthia Luran

Rebecca

Rebecca Witchard was born and raised in the small, country town of Gunnedah, Australia. She is not only beautiful and educated but knows how to hunt and can survive in the outback. At age 12 her family moved to Byron Bay, Australia where she continued her studies and took up surfing. Rebecca sort of fell into modeling when she attended a casting for a calendar shoot. Despite being totally unprepared and without the essential portfolio generally needed, she still managed to snag the gig. Rebecca then found herself on a flight to her first official photo shoot where the images landed in two different calendars and gave Rebecca a new found love: modeling. After graduating high school she scored her first magazine cover, but didn't let it go to her head. Rebecca kept modeling as a hobby, but stayed more focused on studying for a law degree, although, she managed to land a few magazine spreads along the way. After graduating college she picked up and moved to southern california where she pursues her love of modeling.





THE STATS

Birthday:
March 14

Zodiac Sign:
Pisces

Measurements:
34C-24-37

Height:
5' 2"

Weight:
110 lb.

Ethnicity:
English-Polynesian.

Hometown:
Australia

Turn Ons:
Humor! I love when a guy can make me laugh!

Turn Offs:
Arrogance.

Guilty Pleasure:
Playing video games. I'm kind of addicted to Dynasty Warriors right now, and I'm slowly getting the hang of the new Call of Duty.

Pet Peeves:
When people chew with their mouth open.

Celebrity Pass:
Rob Lorifice! [smile]

See more of Rebecca at
ModelMayhem.com/129477

COMING UP...
Models To Watch In 2012 ON CONT'D



KARI NAUTIQUE

Photography by Andrew Gates
Make-up & hair by Cynthia Luran



Kari Nautique grew up in Jacksonville, Florida and began modeling for a local surf company at the age of 18. She wasn't too serious about modeling at first, and mainly participated as a hobby, but as she got more photo shoots under her belt, she became more dedicated. Within the first year she landed some great shoots for more well-known companies. This recognition helped her in deciding to make modeling more than just a hobby. Eventually, she made the move to California to pursue a modeling career full-time. Since moving she has landed many magazine spreads and music video shoots. Currently, Kari is dabbling in acting and singing, hoping to spread her wings and talent.





THE STATS

Birthday:
May 15

Zodiac Sign:
Taurus

Measurements:
34D-25-35

Height:
5' 4"

Weight:
115 lb.

Ethnicity:
English

Hometown:
Jacksonville, FL

Turn Ons:
That depends on the person. I get turned on when I'm having a great time with a guy. Get active, get sweaty and get down [wink].

Turn Offs:
Bad hygiene, bad posture and improper grammar.

Guilty Pleasure:
The Ocean...if that can be a guilty pleasure. I could spend hours with my toes in the surf.

Pet Peeves:
People who wear anything Ed Hardy...douche bags!

Celebrity Pass:
Bradley Cooper and Michael C. Hall.

See more of Kari at
[Twitter.com/Kari_Nautique](https://twitter.com/Kari_Nautique)

GAME ON

The Latest Games Reviewed

NEED FOR SPEED THE RUN



Race For Your Life

Written by Heather Spears

Need for Speed: The Run is the latest installment in the *Need for Speed* saga and is taking the series in a completely new direction as it attempts to set itself apart. *Need for Speed: The Run* is complete with three different modes; story, challenge mode and multiplayer. This game is story-based (unlike most other racing games) which makes it unique and enjoyable. Challenge mode is an extra additive to *Need for Speed: The Run* which elongates game play for more hours of fun. You can also play through multiplayer to earn special rewards. *Need for Speed: The Run* seems like a step in the right direction for the *Need for Speed* series.

The story starts off with your character, Jack Rourke, caught up in a bad situation that leaves him wanted by a criminal organization. Jack is left to flee for his survival after becoming a marked man by suspicious mobsters. Rourke is suffering from owing these criminals a large sum of money which he cannot afford to pay. Jack makes the decision to join a massive street race called "The Run." The Run is a 3000 mile journey across the United States (from San Francisco to New York) where Jack must beat over 200 racers to earn the \$25,000,000 prize. Unable to fund his way into the race, his accomplice, Sam Harper, put the money down to start the race; if he wins she plans on giving Jack enough to secure his freedom.

The player starts "The Run" to progress through the story. You drive through beautiful national parks and encounter all different types of terrain. The player also takes part in interactive cut scenes, unveiling exciting and different aspects of the game. The scenery and story cut scenes are magnificent; however the actual racing portion of the game is average. There are only 3 different types of races you will witness in the story mode, overtake, checkpoints, and survival. Most races you encounter in "The Run" will be a certain number of opponents you must overtake. I was a little disappointed to see the same type of race over and over again but I still enjoyed completing them. You are also forced to complete checkpoint challenges where Jack must make up for lost time. The player has a time limit where they must hit a specific spot at the right time; this adds a nice mix to the overtake races. The next single player race type the player is given is survival. Whether you are trying to survive Mother Nature, you have mobsters chasing you down, or police on your back, completing the survival missions is delightful.

Need for Speed: The Run is a fun game. I enjoy racing games and in *Need for Speed: The Run* the handling was easy and story was fun. With a few minor adjustments this game would have been very good, so expect to have fun but not fall-off-your-seat amazement.

Game Title: Need for Speed: The Run

Producer: Electronic Arts

Platform: PC, PlayStation 3, Xbox 360, Wii, Nintendo 3DS

Website: <http://NeedForSpeed.com/TheRun>

★★★★★

Rating: Teen

Genre: Racing

Release Date: November 15, 2011

GAME ON
THE GAME REVIEWS CONTINUE



The Elder Scrolls V

SKYRIM

Heart of a Dragon

Written by Jesse Seilhan

When Bethesda decides to work on a new project, the gaming industry and die-hard fans wait with bated breath to see what dreamscape is being given a royal treatment. When the newest Elder Scrolls game, *Skyrim*, was announced late last year, not only did expectations rise, so did fond memories of plunking down hundreds of hours into prior titles *Morrowind* and *Oblivion*, as well as the *Fallout* series. There are a few givens involved with their titles, all of which are shown off to a remarkable level in *Skyrim*. First is exploration, and with over 300 dungeons, towns, and areas to explore, players will find a universe of possibilities behind each door. Second is variety, in both character classes and skills to method of playing the game, allowing those who like to tread lightly in dark shadows the same benefits a mace-wielding orc would have. The element of relative fairness is key to this game's impact, and its ability to achieve a balance between the myriad of possible play styles might be the most important strength.

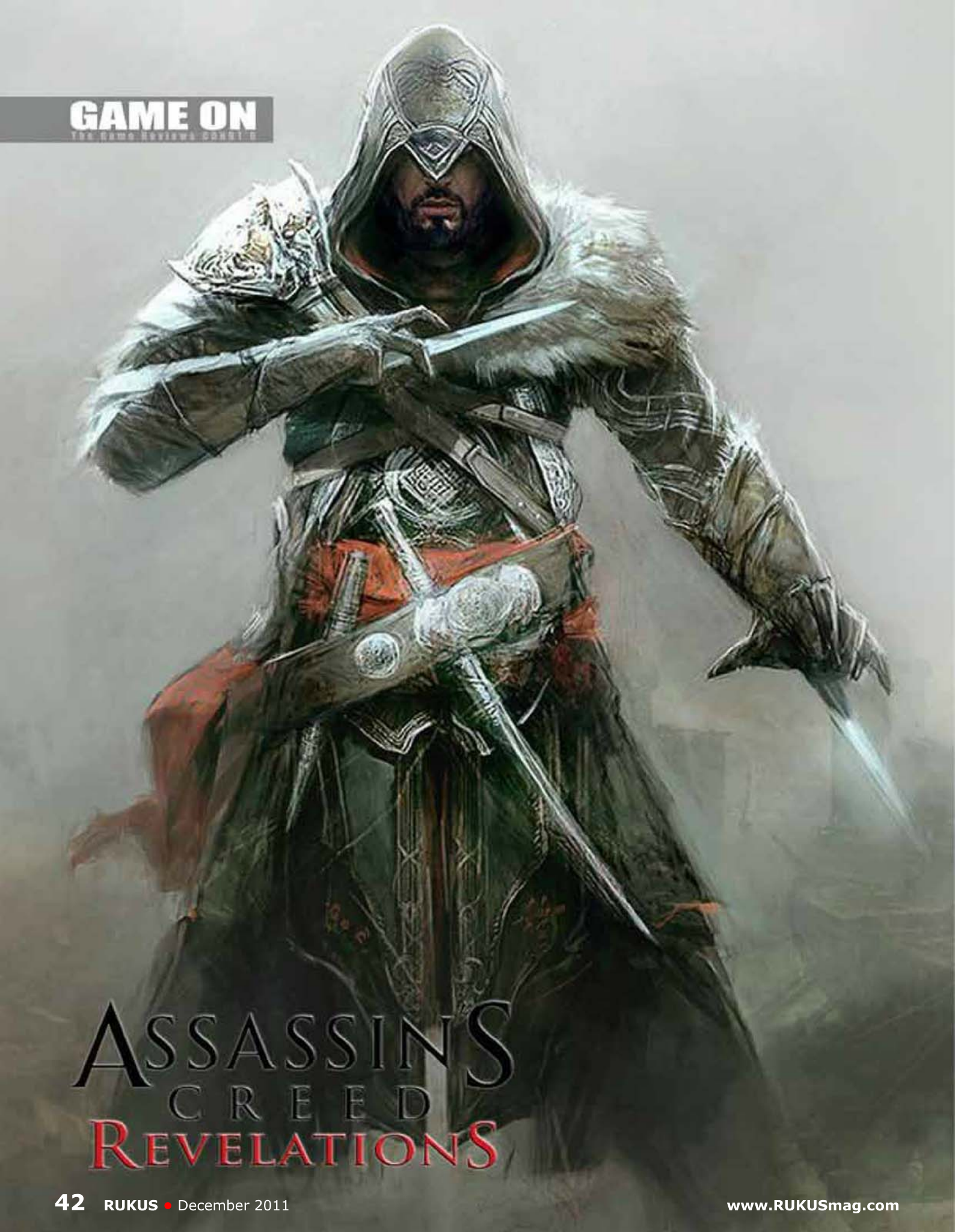
Skyrim has dragons, hundreds of them, and fighting a dragon is not unlike fighting a Big Daddy in *Bioshock* in that the player must use every tool in their medieval toolbox. The winged demons swoop upon unsuspecting players (and foes) like a hawk nabbing a midnight snack, often times using fire as a warning shot. Seeing the townspeople's reaction to a dragon attack is better than some Hollywood yarns, often making the player feel more involved than ever before. It's that variety of experience that truly makes this game a modern marvel, allowing and encouraging players to experiment with a mix of magic spells, weapon mastery, and command over nature or the undead. Graphically, the game features stunning vistas and highly detailed models for almost all of the people, weapons, and armor. The sound is also impeccable as each shield bash and fire spell creates the correct clang or sizzle. It's not blasphemy to call this game a Biblical experience: beyond the scope of the narrative, which harkens back to both religious texts and epics of yore, the breadth and width of this game is beyond expansive. In that same vein, trying to sum up a potentially 300-hour experience in a single review is impossible; it must be experienced to be understood.

The immersive nature of being the star in your own high-fantasy saga is the hook. Once you've slain your fair share of dragons and racked up various bounties by various gang leaders for various crimes, you start to feel like an important part in this ever-expanding universe. Your every action has a butterfly effect on the rest of the game, with decisions made in hour three somehow weaving and unweaving its way around another plot line thirty hours later. Thanks to the game's "Radiant Story" system, players will literally never finish the game as the game randomly issues the player missions ad infinitum at various parts in the game. Your quest log does a great job explaining which missions fulfill main story, side-story, or guild missions from your miscellaneous fetch quests or random one-off encounters. Basically, your story is over when you say it is and no sooner. The main objective carries its own weight, but the tales etched into your tomb when you finally slay your last dragon will tell the true story of your legendary hero or villain. *Skyrim* truly is a landmark title and if you consider videogames to be pieces of art, consider this the Rembrandt of the generation.

Game Title: Skyrim
Producer: Bethesda Softworks
Platform: Xbox 360, PS3, PC
Website: <http://ElderScrolls.com/Skyrim>

★★★★★
Ratings: Mature
Genre: Role-Playing Game
Release Date: November 11, 2011

GAME ON
THE GAME REVIEWS CONTINUE

A detailed illustration of Ezio Auditore in his final Assassin's Creed outfit. He is wearing a hooded robe with a fur collar, a red sash, and a large, ornate silver pauldron on his right shoulder. He holds a hidden blade in his right hand and a sword in his left. The background is a misty, mountainous landscape.

ASSASSIN'S CREED REVELATIONS

Revisiting History

Written by Ronnie Schroeder

While *Assassin's Creed* has always been a unique series when set beside its peers, the annual franchise has never pushed itself much out of its comfort zone. But that's not such a bad thing when speaking about this juggernaut of a series. For those new to the series, *Assassin's Creed* implements mechanics of parkour platforming, swordplay, stealth, and strong story-telling, while *Revelations* introduces us to pieces of tower defense, bomb-crafting, and even some surreal first-person puzzling.

The tale that has been unraveling throughout the canon is a strange one, and one that need not be delved into too heavily here to save the unfamiliar from unnecessary spoilers, but you will once again assume the shoes of Desmond as he is placed within the Animus, a machine that essentially unlocks the history and memories of its subject's lineage. For Desmond, that lineage is one of mystical, influential, and deadly traits. While Desmond and the original game's Altair will be encountered sparingly throughout the game, our main protagonist here is the now-aging Ezio, tapped into through Desmond's genetic coding via the Animus. And it is with Ezio that you will be traversing throughout Constantinople of 1511 AD in search of an ancient artifact to end the seemingly incessant war between the Templars and assassins.

Never succumbing to monotony, *Revelations* will expose you to quite a few different areas of interaction. Traversing is an absolute joy, as you swiftly scale, swing, and leap your way across the maps, especially when given your new hook device that allows you to glide across zip-lines or grapple onto walls to prevent fatal falls. All of this is done very practically, as your character is never clinging to some phantom object, but an actual ledge, crease, or protrusion of the world's glorious architecture. In an omission, players are no longer provided with horses to mount, though there is not much space within Constantinople to do so anyway.

Swordplay still performs with absolute fluidity, requiring a bit of finesse but never becoming punishing. The implementation of bombs and crafting a wide variety of them can be used to shake things up a bit, but combat never seems to require use of these. Additionally, you are now often faced with gunners not within immediate reach or sight, often stripping away your health within seconds, but this will prove to be nothing that your ranged arsenal cannot handle.

Sections of tower defense, carriage-combat, and first-person puzzles all provide an interesting distraction from the typical pace, yet none are notably entertaining. Recruitment and contracts to increase assassin presence and diminish Templars, as well as earning companions for your assignments, returns and provides some extra depth that proves exciting. The multiplayer mode returns with its unique deathmatch and capture-the-flag variants, but doesn't provide the amount of tension expected in competitive gaming and ultimately falls a little flat.

To set about the scenery is a visual feast, as you whisk about historical landmarks and gorgeous horizons interspersed with deliberate technological forming and glitches. The Italian and Middle Eastern dialogues are superb, adding a true element of realism and the clashing of blades sounds visceral. The Renaissance-inspired score is truly moving at times, whether it is ascending to intensity or softening into ambiance. While they could have done without the seemingly stitched-in tower defense, *Revelations* should find both newcomers and veterans of the series dropping excitably into the pristine world and graceful adventuring. A must own for the completionist die-hards and a must-play for simply everyone.

Game Title: Assassin's Creed: Revelations

Producer: Ubisoft

Platform: Xbox 360, PS3

Website: <http://AssassinsCreed.ubi.com/Revelations>

★★★★★

Ratings: Mature

Genre: Action-Adventure

Release Date: November 15, 2011



For Advertising Rates Visit

RUKUS
MAG.COM