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20
QUESTIONS WITH
**Claire
Sinclair**

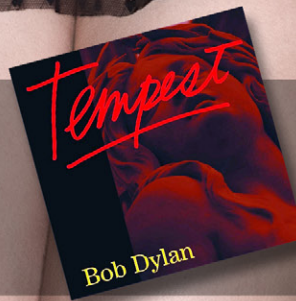
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Gotye

GAMES REVIEWED
NHL 13
**TRANSFORMERS
FALL OF CYBERTRON**

BORDERLANDS 2



DMX
Undisputed



Bob Dylan
Tempest

R
October 2012

Going Green

Has Never Looked So Good!!!

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20 QUESTIONS

Get To Know Your Cover Model

Claire Sinclair

Photography by Andrew Gates
Make-up by Kimberly Hill
Hair by Al Ingram

C

laire Sinclair has an undeniable beauty that is a mix of Irish, Austrian, Spanish, French and Italian. She began modeling when she was just fourteen and after a short while realized that she really liked doing the vintage pinup style shoots. Although, Claire's career as a model is relatively short, she has made a little name for herself in that short time. Not only did she become Miss October 2010, she also became Playmate of the Year 2011. Shortly after, she was a guest-star in the burlesque show *Crazy Horse Paris* at MGM Grand in Las Vegas. This appearance and her new found fame has also given rise to a burlesque show of her own which will premier in January 2013 and be produced by, Las Vegas Headliner of The Year, Frankie Moreno. We are looking forward to her new show and expect many great things to come from this sexy siren!



20 QUESTIONS

Your Cover Model Cont'd



20 QUESTIONS

1. What's your Ethnicity?

Mom is Irish, Austrian, Spanish and French. My dad is full Italian so I'm a European mutt.

2. What's your zodiac sign?

I'm a Gemini with a Scorpio moon and a Leo rising, bitch. *Jesse Pinkman voice (for those of you who watch *Breaking Bad*) I do a sick Jesse Pinkman impersonation.

3. Where are you from originally?

Los Angeles. Angelinos are an odd breed.

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

I grew up in Oceanside and Long Beach. In the early 90's Oceanside was incredibly undeveloped. When you were a kid you didn't need much more than another kid (my sister) to make any place magical. Look at me nostalgically reminiscing about the good-old-days and I'm only 21. Anyways, we moved to Long Beach when I was six and there was so much life there, it was so much more exciting.

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

I was a baby entrepreneur. When I was seven I decided I was going to sell Spice Girl cards that I had replicas of, I had lines of kids buying them from me after school. I'd end up coming home with like \$20.00 feeling like a badass. The school eventually confiscated my cards and then had the nerve to start selling Spice Girl products at the snack booth.

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

I went rafting in class 4 rapids with my friend Jorge in a kids inflatable raft that we picked up at Target before our camping trip. We had no idea what we were getting ourselves into, it was horrifying.

7. What's your favorite hobby and why?

Road tripping and traveling. I want to experience all that life has to offer, but mostly I want to experience the food baby. I want to hit up the places they talk about on the Food Network while on my road trips. They play the Food Network channel at my nail shop and all the ladies are salivating over these dishes. Reading is also a huge hobby—just finished all of Malcolm Gladwell's books.

8. What's your guilty pleasure?

Hot Cheetos Puffs, they are addictive!

9. Who do you admire and why?

This is seriously the hardest question for me. The list of people I admire is pretty extensive. Benjamin Franklin was pretty awesome. He

created whatever it was he needed that wasn't available. His eyes were going bad so he invented glasses, that's badass.

10. If you could change one thing in the world what would it be and why?

If this is coming out before November, I urge all of you that read this to go out and vote for Obama. He is perfectly capable of tackling America's problems. There is nobody who could have cleaned up that massive pile of shit that Bush left behind in a measly four years. All the rich people and Mormons are gonna hate me for saying this, but I somehow doubt that too many of either are reading this right now. OBAMA all the way!

11. What's one of your personal goals?

I would love to learn Spanish by next year. I bought Rosetta Stone a while ago and the box has dust on it; I want to go to Spain this summer.

12. What do guys compliment you on the most?

Compliments on my smile or eyes are nice, but I like it when dudes compliment something unique to me; like my cute tiny ears.

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

My cute tiny ears.

14. What do you look for in a guy?

Sanity.

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

Everything.

16. What's your ideal first date?

Traditional dates are awkward for me. Sitting across from a stranger at a dinner table and having them interrogate me or vice-versa feels contrived. I "date" under the guise of hanging out.

17. What turns you on?

There are a couple types of personalities out there that are irresistible to me and the song Constant Craving by KD Lang. It came on Pandora right now, it's pretty sensual.

18. What turns you off?

Constant criticism.

19. What's your biggest pet peeve?

I don't have many, one is when I'm at a burger place and I specifically ask for no mustard and I take a bite of my burger and there's the mustard offending my tongue! I have an irrational mustard phobia. When I was two my dad put mustard on the tip of my bottle and told me it was poo.

20. Who's your celebrity pass?

Just saw a trailer for *The Master* so I'm gonna say Joaquin Phoenix. He's looking particularly intense in this flick.

RM

20 QUESTIONS

Your Cover Model Cont'd



20 QUESTIONS
Your Cover Model Cont'd



20 QUESTIONS

Your Cover Model cont'd

“...I like it when dudes compliment something unique to me...”



20 QUESTIONS

Your Cover Model Cont'd

STATS:

Birthday: May 25
Height: 5'7.5"
Weight: 130 lb
Measurements: 34D-24-36

See more of Claire at
[Twitter.com/ClaireSinclair](https://twitter.com/ClaireSinclair)

ALL ACCESS

The Latest Albums Reviewed

It's Not The Tempest

Written by Dan Sinclair

Tempest is the newest album from the legendary Bob Dylan. Wait a minute, Shakespeare never wrote another play after “*The Tempest*.” Should we be worried that this is the last Bob Dylan record? Mr. Tambourine Man addressed this in his latest interview in *Rolling Stone*: “Shakespeare’s last play was called *The Tempest*. It wasn’t called just plain *Tempest*. The name of my record is just plain *Tempest*. It’s two different titles.” Oh, okay. Well, thanks for clearing that up.

Tempest (with no “The”) is Mr. Dylan’s 35th studio album and one that he produced himself. All songs were written by Dylan, except for “Duquesne Whistle,” which he co-wrote with Robert Hunter. Though most of the album is also played by Dylan, he is joined by other talented musicians such as Los Lobos’ David Hidalgo and long-time Dylan backers Tony Ganier and Charlie Sexton.

The album starts off strong with the catchy, poppy, yet country/blue-grassy “Duquesne Whistle,” which is one of the best tracks on the record. It’s just one of those songs that gets in your head, makes your head slowly bob up and down and gets at least one of your feet tapping along to the beat. Especially when the drums kick in right before Dylan starts his raspy singing. And by the way, is it just me or does Bob Dylan’s voice get deeper and scratchier every year that goes by? I think if the man makes it to 80, he’ll beat out Tom Waits.

“Soon after Midnight” gets a little slower, but the mood still feels light. It’s a good switch in tempo from the opening track, but not losing any momentum. Dylan sings, “It’s soon after midnight and my day’s just begun.” And even though he also sings of “a honey that took [his] money,” you still get the feeling that late night is where life begins in this memorable song.

“Narrow Way” gets a little faster and a lot bluesier and makes it three great Dylan tracks in a row to start *Tempest*. It’s not until “Long and Wasted Years” where the album starts to stumble. Though one can appreciate the darker tone of the song, it gets a little repetitive as it lacks any change and continues with the same guitar riff and non-radio friendly melody over and over again. But hey, it’s Bob Dylan. He’s probably earned the right to just fart into a microphone and still collect a Grammy at this point.

“Pay in Blood” features a little more rocking piano over Dylan’s scratchy words and is placed wonderfully at track five to break up “Long and Wasted Years” from the sixth song, “Scarlet Town.” The latter features a few of the same repetitive techniques as the former, but doesn’t feel as draining. Not being back to back helps, but also “Scarlet Town” sounds more like a cool, western movie with the fiddles and/or violins mixed in nicely.

“Early Roman Kings” is skip-able as it’s just a paint by number blues riff with lyrics that sound like Dylan is making them up as he goes along. Good thing “Tin Angel” comes along quickly thereafter and sounds like another cool Cowboy-esque tale. Really great track placement here again as if this song was placed alongside with “Scarlet Town,” it may not have had such positive impact on the ears.

Coming at number nine, the album’s title track is Dylan’s tribute to the Titanic sinking, weighing in at just under 14 minutes. Thanks, Bob. Just what we need. More Titanic. James Cameron will be proud. The song is long, sprawling and boring. And what’s worse is there’s no Leo...uh, I mean Kate Winslet. Yes, I totally meant Kate Winslet.

The last track “Roll on John” is another tribute, this one to John Lennon. This one, however, is *not* a worse alternative than hitting an iceberg. Though it may be slower like “Tempest,” it has more soul and is a better representative of what Mr. Bob Dylan does best. Also, a great way to close the album out.

Though *Tempest* stumbles at times with a few tracks that are nothing more than filler, overall, it is a solid record for any true music fan that appreciates good song writing. It’s pretty fairly balanced between dark/sad and catchy/happy and even has a few stand out tracks that any music fan would be proud to put on their playlist whether they were a Bob Dylan fan or not. Though this album may not be the Temp-est of all time, it is definitely Temp-er than most.

Artist: Bob Dylan

Album: Tempest

Website: BobDylan.com

★★★★☆

Label: Columbia

Release Date: September 11, 2012



ALL ACCESS
The Album Reviews Cont'd



Ready For a TKO

Written by Jeremy Weeden

DMX burst on the scene in 1998, taking the world by storm with his raspy voice, gruff speech and aggressive rapping style on his classic debut, *It's Dark and Hell is Hot*. Now 14 years, millions of records sold and countless hit singles later, DMX is looking to recapture the magic with his 7th studio album, *Undisputed*. Undoubtedly a living rap legend, DMX has seen many troubles and faced a lot of adversity since his glory days as a double threat rapper and movie star. From legal problems in multiple states to marriage and baby momma problems, DMX has been through the storm and is back to remind us that his status and place in rap is *Undisputed*.

The album starts with a soulful intro where DMX sings, "They don't know what I been going through," and seems to be putting his troubles of the past few years behind him. After the intro DMX gets things started off right on the album by linking back up with longtime collaborator Swizz Beatz for the horn heavy "What They Don't Know." This track will remind many of "Where the Hood At" or other DMX club songs. This is a pattern that repeats itself throughout the album. A lot of the songs might remind one of a past DMX song that was a lot better. DMX is still lyrically proficient and has the aggressive passion he always had, but it just seems as though something is missing on some of the songs that keeps them from reaching the level of excellence shown on past albums. However, DMX is still leaps and bounds above most artists out now, only when compared to his own past albums of a different era does he come up a little short. His skills are still very evident on "What They Don't Know" as he fires out unforgiving lyrics like, "If we were big as our hearts you'd be half my size/I only fuck with the real, Scarface and Nas."

"I Don't Dance," featuring Machine Gun Kelly, the album's current single, is another standout track on *Undisputed*. This JR Rotem produced club banger ironically features DMX and MGK rapping about not dancing on a track meant to get other people to dance. The irony works as the track and chorus go well together and the album's only featured rapper, MGK, holds his own walking in the large footsteps of DMX. The album does not only have club tracks however, DMX gets introspective on tracks like "Slippin Again" and "I Get Scared." DMX has always been able to speak from the heart and show you a genuine side of himself and on these tracks; he shows he has not lost that skill. On "Slippin Again" DMX raps about the dark days he has seen with lines like, "If y'all only knew what my life was like/And what I'm going through/Maybe you'd think before you talk/You gotta crawl before you walk/Think having money is the answer/Money ain't nothing but another form of cancer."

One area where DMX always shines is the conversations he has with God. DMX always has a heartfelt prayer on his albums that invites the listener to take a walk in his tortured shoes as he asks God for help and forgiveness. DMX is an excellent poet and orator and his true lyrical talent shines through on the song "Prayer."

Undisputed is a solid album full of good songs and excellent production. Swizz Beatz, Dame Grease, JR Rotem, & Deezele are among the high profile producers who provide worthy beats that go with DMX's typical fervent style. Instead of trying to fit into the mainstream, DMX wants to roll over the mainstream and attract new fans with his classic style. This results in an album that will please diehard fans, as X's signature Ruff Ryder's sound is evident on the album. *Undisputed* is not DMX's best work, but it is a definite stepping stone on the way back to the top for one of the living legends of rap.

Artist: DMX

Album: Undisputed

Website: DMXundisputed.com

★★★★☆

Label: Seven Arts Music

Release Date: September 12, 2012

ALL ACCESS SPOTLIGHT

Written by Jonathan Hayes and Daniel Sinclair

Facebook.com/GreenDay



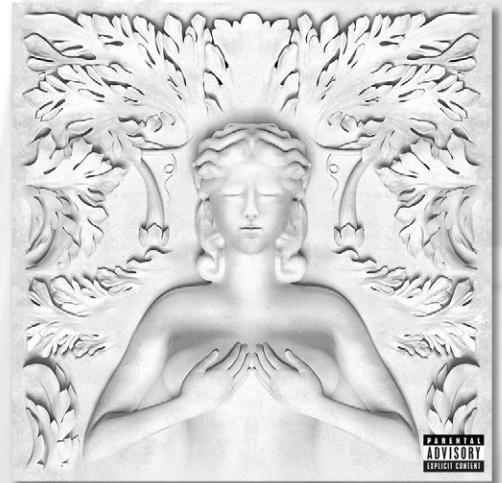
Green Day, *Uno!*

Uno! is the ninth studio album from Green Day. While recording for this album they realized they had done over thirty tracks. First; it was suggested they do a double disc album, but instead they decided to make *Uno!* the first album in a trilogy. This time they wanted to go for a more pop punk/dance sound. This formula works flawlessly and leaves the majority of the album up-tempo. The first single "Oh Love" became the groups first release and third overall song to debut on top of billboards rock charts. "Stay The Night" is one of the albums high points, as they try to persuade someone to stay the night with them. And for a hardcore party track, nothing is better than "Kill The DJ". "Angel Blue" slows the tempo down a bit, but is definitely one of the albums jewels. The slightly different formula doesn't disappoint, and you still get their unique sound and smooth melodies all the way through. I'm definitely looking forward to the follow up albums entitled *Dos!* and *Tre!* respectively. Each album cover is set to feature each member of the band. The scheduled release date for *Dos!* is November 13, and *Tre!* is January 15, 2013.

Kanye West, *G.O.O.D. Music Cruel Summer*

Cruel Summer is the debut release from Kanye West's label, Good Music. The group includes Kanye West, Big Sean, Pusha T and John Legend to name a few. The album opens with "To The World" which features Kanye and the great R Kelly. What seems to be a collaboration of massive proportions definitely lives up to its name. Kelly sings, "let me see you put your middle fingers up, to the world!" Different Good Music artists are featured on each track with a couple of guest spots. Kanye is definitely MVP which he proves on "Cold," Pusha T and Big Sean should also be realized for their efforts. Pusha T delivers noticeable verses on "New God Flow", and Travis Scott and Cyhi Da Prynce should be mentioned for their verses on "Higher" as well. This album has something for everyone, even a little R&B. The tracks are bass driven which is always key to good hip hop. It has been a *Cruel Summer* and the *GOOD Music* artists dominated the charts during the majority. Stand outs include; "Clique," Kid Cudi's "Creepers," "Bliss," a duet with John Legend and Teyana Taylor and the *GOOD Music* remix to "I Don't Like."

Facebook.com/KanyeWest



NOFX - Official Page | Facebook



NOFX, *Self Entitled*

It's hard to believe that NOFX is 29 years old, but it's true. Fat Mike and the boys started up in Los Angeles back in 1983. Yes, back before most of you were born. Now, go pick up their latest album, *Self Entitled* and celebrate.

Of course, besides the poppy, punky beats to bop your head to, it's really the funny sometimes political, sometimes not so much lyrics that really make a NOFX record work. The first track "72 Hookers" is a great take on terrorism because after all, "When everyone is getting blow jobs, that's when we'll finally have world peace." Other highlights include the band's true religious beliefs in "I Believe in Goddess;" what to do with shitty parents in "She Didn't Lose Her Baby;" how it feels to grow up overweight in "I, Fatty; ass kissers and anal smoke blowers in "My Sycophant Others" and how music is more important than a relationship in "I've Got One Jealous Again, Again."

You'll bop your head. You'll sing along. You'll laugh. You'll cry. Oh, and you'll do it all in less than an hour as the collection of 1, 2 and 3 minute songs is over before you have a chance to rebel against the man. It's okay, just listen to it over again before work. You have time. *Self Entitled* is no different than any other NOFX album, but if it were, there'd be no point in calling it a NOFX album, now would it?



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LIVE & LOUD

The Live Show Reviews

Gotye

Photos by Nicolas Bates
Written by Dan Sinclair

It's surprisingly humid for a September evening in Southern California, but there is a nice breeze here outside at the Greek Theatre. I'm surprised to see so many empty seats here for Gotye at 8:46 PM, but then I remember that this is Los Angeles and people are always "casually late." Yes, even for a big-name artist at one of the most beautiful music venues in the country. Though the crowd is mostly made up of thousands of attractive females, there are plenty of dudes here too and I am treated to a conversation by a couple of said dudes behind me about a mutual friend (Steve) who currently has a "non-Hispanic, white girl fuck buddy with a butterfly." Oh, and they also talked about fantasy baseball. Luckily the lights go down soon thereafter and their banter is drowned by the crowd's cheers.

The band takes the stage, but Gotye is not front and center; instead, he dons a salmon shirt with tie at the back left corner. The drummer plays a steady beat next to him on his gigantic drum set, while the bassist and guitar player stand side by side in front of him. To their right is another dude who has a bunch of keyboards and percussion instruments surrounding him. Gotye plays a small keyboard and bangs some sort of percussion over his head while he sings the night's first song, "The Only Way," and lava lamp-type images play over the large screen behind him.

Gotye moves to the front of the stage to sing "What Do You Want" off his very first album, *Boardface*. He rushes back to a mini-drum set to bang it out next to the other drummer and the crowd loves every second of it. There's a lot of marlachi-sounding guitar and a really funky bass line.

"Easy Way Out" rocks more than the first two songs with a really cool guitar riff and a powerful chorus of "Wearing me out/All of this hanging around/It just starts getting me down/Til I'm just looking for an easy way out." This kicks right into the funky and fun "Eyes Wide Open" and is followed by the multi-percussioned "Smoke and Mirrors" that features Gotye's widest vocal range of the night, hitting some really high notes.

"State of the Art" makes use of some vocals that can only be described as "robot voices." Next is what I consider Gotye's worst choice of the night in the annoyingly repetitive "Thanks for Your Time." But, don't worry, he recovers nicely with the 80s-esque, ultra-funky, reverb-packed "Dig Your Own Hole."

A fan shouts out "One more song!" Gotye is puzzled and jokes, "Just one more? I just can't take anymore!" But the crowd does want more and he delivers by manning the giant drum set to rock out on a solo for "The Only Thing I Know"—one of the best songs of the night.

"Night Drive" goes by with little to no fanfare before the crowd helps sing the "Ay, Ay, Ah/Ay, Ay, Oh" part for the catchy song "Save Me." Gotye then slows it down with the ultra-mellow, cool-ass songs "Giving Me a Chance" and "Bronte."

Gotye tells the crowd he'll need some help on the next song and everyone should know what's coming, but they don't. Only a few scattered claps. But, when he plays the beginning to "Somebody I Used to Know," the thousands at the Greek go nuts and scream and dance. Since New Zealand's Kimbra was not in Los Angeles to sing her part, Gotye made it very clear that it was up to all those in attendance to step in for her. What happened next was one of the coolest things I've ever witnessed/heard at a concert in my life. Without missing a beat, every woman in attendance came right in on cue to sing, "Now and then I think of all the times you screwed me over..." Not only was the timing dead on, it was loud, in perfect unison and completely in tune. Simply amazing. Even Gotye was impressed, nodding proudly and smiling big as he joined back in to sing the chorus.

Though many left in droves when the hit single was over, those who stuck around were treated to one last song: the cool, funky, mellow "Heart's a Mess."

Say what you will about Wouter "Wally" De Backer aka Gotye, but the man is a talented musician and certainly knows how to put on a show. And even though it was very clear that most of the audience was unfamiliar with most of the songs performed outside the hit single, everyone was entertained the whole night through.

Venue: The Greek Theatre
Website: Gotye.com

Date: September 4, 2012
City: Los Angeles, CA



COMING UP

Models To Keep An Eye On

Audrey Elizabeth

Photography by Andrew Gates
Make-up & hair by Monica Miller

A large, stylized, white-outlined letter 'A' with a decorative flourish on the left side, serving as a drop cap for the first letter of the main text.

Audrey Elizabeth is a vivacious young women who was born in Thailand. She was adopted at age four and her new parents would eventually settle in Seattle, WA. Audrey's modeling career began at the tender age of fifteen, when she began training at Barbizon, which is a training center for young aspiring models and actors. Since then she has done a lot of promotion modeling for various companies and even taken part as a bikini team model in Iowa, which is where she attended college. Now living in Los Angeles, CA, she has been in numerous magazines, calendars and even done some music video work. Eventually, Audrey would like to focus her attention on a career in model management with her own agency and management company. She would also like to help break the stereotype of your typical asian model that you normally see on commercials and adverts. We think she might end up breaking a few hearts as well as those stereotypes along the way! Either way, best of luck and break away!



COMING UP

Models To Keep An Eye On Cont'd





THE STATS

Birthday:
September 7

Zodiac Sign:
Virgo

Measurements:
32C-24-35

Height:
5'4"

Weight:
105 lb

Ethnicity:
Thai

Hometown:
Council Bluffs, IA

Turn Ons:

A man with a great personality. I can overlook someone's physical appearance if they have an amazing personality. Chivalry is a must as well.

Turn Offs:

Overly cocky aggressive men, men who do not open your car door, overly demanding men, someone that doesn't have morals or manners.

Ideal first date:

I would love to go horseback riding. Riding through wine country would be perfect with a picnic waiting for us at the end.

Guilty Pleasure:

Shopping, cute puppies and hot boys with tattoos.

Pet Peeves:

Rude arrogant men and when people say they are going to call me and they don't.

Celebrity Pass:
Channing Tatum

See more of Audrey at
twitter.com/aespokesmodel

COMING UP

Models To Keep An Eye On Cont'd



Shane Padamada

Photography by Andrew Gates
Make-up and hair by Kimberly Hill



Shane Padamada was born in Manila, Philippines, but her family moved to California when she was just three years old. She was raised by a tight-knit family full of strong and fiercely independent individuals, which helped mold this petite powerhouse into the strong woman she has become. Not only does this Filipina beauty have the looks, she's also got the brains; holding a B.A. in Psychology from San Diego State University and currently working on her Masters. Shane is also in the process of putting this knowledge to good use, while working on several projects, which all share the goal of mixing her interests to create positive, sustainable change both within and between individuals around the world. While bridging the gap between people and countries we know she'll look good doing it. We will definitely be keeping a close eye on this one, while she makes an effort for great change.

COMING UP

Models To Keep An Eye On Cont'd





THE STATS

Birthday:
April 23

Zodiac Sign:
Taurus

Measurements:
32D-23-34

Height:
5'3"

Weight:
98 lb

Ethnicity:
Filipino

Hometown:
Loma Linda, CA

Turn Ons:
I have a thing for guys with nice backs, light eyes and someone that knows how to smile.

Turn Offs:
Ego trips; I don't know what era you think you're living in, but nobody has time to stroke your ego all day.

Ideal first date:
Not sure what it would look like but if I was on a date with someone for the first time and they could keep my interest long enough so I'm not thinking about all the other checklists that are always growing in my mind (of things that I legitimately feel I "should" be doing other than being on the date) that would be ideal. [laugh] This has basically never really happened, yet, but a girl can dream can't she?

Guilty Pleasure:
Everyone that knows me knows that for me, anytime is a great time for some freakin' ice cream or frozen yogurt! My mom is legitimately concerned about the strength of my sweet tooth and the implications it will have on my health...that's how much I love ice cream. Shit I want some right now! [laugh]

Pet Peeves:
People with tunnel vision a.k.a. know-it-alls.

Celebrity Pass:
David Beckham.

See more of Shane at
RUKUSmag.com

GAME ON

The Latest Games Reviewed

Reboot and Rebuild

Written by Jesse Seilhan

There are few franchises more beloved than Transformers. Because of this, there have been countless attempts to make a true Transformers videogame and High Moon Studios came really close with *War for Cybertron* in 2010. Two years later, *Fall of Cybertron* is out and things have never looked so good. This game contains potentially everything a true Transformers fan would want and leaves out all of the brooding teenage nonsense that kept the movies from becoming something more than an ejaculation of explosions. The developers give you what you deserve: hundreds of gigantic robots fighting one another to the death. No filler, no side-story, just action from start to finish. Gone is the co-op from the prior title, but back is the class-based multiplayer and horde-style Escalation mode. The package is stacked with callbacks and signature moments from a franchise nearly three decades old but has enough modern gaming mechanics to keep it competitive in a world crammed full of shooters.

The adventure kicks off with a bang and players are forced from moment one to scramble into high gear. Megatron and company have found a way to open a portal to a more resource-filled world and the Autobots are attempting to stop them before the evil doers get through. Do not pick this game up if the terms Decepticons, Autobots, or Dinobots mean nothing to you. Playing as three factions gives fans the chance to explore almost all of their favorite characters, from the most obscure to random “red shirt” robots doomed to die quickly and without remorse. The campaign can be finished in one sitting, but I would not consider that a downside with how much you actually accomplish along the way. The game has loads of replay value with many weapons to unlock and upgrade, as well as hidden audio logs that give more backstory into the gigantic universe. The ending has a distinct branch that should make any Transformers fan want to immediately see what the other path holds. The multiplayer is deep and engaging and the level-up mechanic will keep progress-addicts glued to their couch.

Third-person shooters live and die by their mechanics and *Fall of Cybertron* fares well enough, but a lack of cover system and unbalanced difficulty keep it from being truly great. I understand that robots don't need to hide behind things, but if you're watching thousands of enemies do it, why can't I? The melee combat is rewarding, both visually and violently, causing bits of scrap and shrapnel to fly around the battlefield while you plan your next attack. The ability to transform takes strategy to a place most games can't even comprehend, especially with a mix of land and air vehicles. With over 30 playable characters, the creators of this game had to design levels that fit your playable character, so Autobot levels have more straight-away driving sections, while Starscream and other flying robots get more wide-open levels for jetting around. The mix of land and air combat along with great voice acting and art direction makes for an awesome love letter to the fans that have been there since the first generation. Do not pass on this game if you were ever a Transformers fan, and be sure to stick around and give the online multiplayer some action after the campaign is over.

Game Title: Transformers: Fall of Cybertron

Producer: Activision

Platform: PS3, Windows, Xbox 360

Website: transformersgame.com

★★★★★

Ratings: Teen

Genre: Action/Adventure

Release Date: August 21, 2012



TRANSFORMERS™
FALL OF CYBERTRON™

GAME ON
The Game Reviews CONT'D



BORDERLANDS 2

One For The Vault

Written by Josh Schilling

I played the hell out of the first *Borderlands* and all of its downloadable content, so I was cautiously eager to get my hands on this game. Eager in that I enjoyed the first game, but cautious in that I was worried the experience would slip into just another cookie-cutter sequel, and spending my time running around in yet another substandard FPS is definitely not on my bucket list. The funny thing is that while playing *Borderlands 2*, I kept feeling how monotonously similar it was to the first one. Lots of guns, lots of loot, lots of killing and lots of humor, but then I realized that I had been playing for four hours and thoroughly enjoyed every second of it.

You choose from four characters with very different abilities that can be leveled-up RPG style, and this is where this game really shines. You get to decide what the character looks like, what kind of guns to use, and how to utilize and power-up their special abilities. Then it is off to the killing fields to (ahem) execute your decisions. You make your way through the main storyline that branches off into plenty of side missions which gives you plenty of opportunities to try out and master all of your death-dealing skills. I did discover that when you wipe out the baddies in an area, you better get through it fast because in this game, they re-spawn awfully fast, and that there were times when I would back out of a hairy situation only to see the enemies quickly revert to “patrol mode” like they had just completely forgotten that I had blown the heads off of five of their compatriots not ten seconds before. That was certainly not conducive to a logical progression of game play, but definitely helpful when confronting a particularly difficult set of foes.

There are two other things that help this series stand out among other games: the first is its distinctive brand of humor. Every character, it seems, has an extra one-liner in the chamber ready to fire off at a moment's notice. The main characters each get their own brief introduction that always includes a line that aims for a laugh, and while funny, it never seemed to hit the bulls-eye. The second standout that the *Borderlands* series contains is its cooperative multiplayer gameplay. Friends or strangers are able to join in whenever you let them, and *Borderlands 2* explodes into a chaotic bloody mess of joy when you get four buddies joining together to rain wonderful death in every direction.

This game felt like I had played it before, but fresh at the same time. The enemy AI was weird, but welcome. The comedy was slightly disappointing but severely funny at times. I felt the dichotomy of all of these things while I played, but the one aspect that underlined my whole impression of the game is that I really want to play it more. I want to explore the world and find all of those damn Vault logos, I want to experience every boss, I want to wreak havoc with my friends, and I want to level up my character to make him as good as he can be...because the DLC will be coming soon, and I am apathetically excited for it to arrive.

Game Title: *Borderlands II*
Producer: 2K Games
Platform: PS3, Xbox 360, PC
Website: borderlands2.com

★★★★★

Ratings: Mature

Genre: FPS/RPG

Release Date: September 18, 2012

GAME ON

The Game Reviews COND'T'D



NHL[®] 13

He Shoots, He Scores

Written by Jesse Seilhan

Hockey has always been a lost sport in the American landscape. Its players are not beloved, its logos are not synonymous with greatness, and those that dribble basketballs or toss pigskin have always gotten more glory. However, when it comes to digital versions of the real-world product, hockey has always been one of the most, if not the most, exciting sports videogame to play. Back in the 90's, Electronic Arts set the gold standard for what a sports game should be, but the 21st century has birthed a control scheme so intuitive and on-ice physics so lifelike, that any casual fan should instantly be hooked by the style and performance of *NHL 13*, while diehards will be glued to their televisions for months.

Skating has never felt more realistic, and with that small tweak comes new opportunities for mind-boggling gameplay. Skaters actually feel different for the first time, as small, speedy guys can barrel down the ice in hopes to sneak one past the five-hole, while the brawlers lumber their way into the zone before delivering a glass-shattering hit. The puck-handling is excellent as usual, allowing for creativity as long as your player is actually blessed with some skilled hands. Off the ice, the possibilities are nearly endless, with a gaggle of game modes that ask you to recreate legendary on-ice moments or make new ones with a pick-up game of 6-on-6 with 11 of your closest friends or internet strangers. The new GM Connected mode allows up to 750 people to create a league, play as any position, or run a team's coaching strategies, setting up months' worth of substance for those truly invested. With so many modes and options, however, something had to sacrifice and this time it is the presentation.

Playing GM Connected is a blast, if it ever works. Even with patches, the time it takes from the selection of the desired mode to playing a game is ridiculous for a \$60 annual product, but that's only if online play is your style. Offline zips around fast enough, but the menus, font, screens, and in-game commentary have been the same for nearly a decade and needs an overhaul. The same glitches that fans have screamed about for years are prevalent, with defensemen suddenly standing completely still as a pass whizzes past their stick or goalies magically teleporting to where the puck is, instead of using their fancy new animation system to make desperation saves. I had a player fly through the air like his skates were filled with flubber, something I saw back when I purchased *NHL 08*. If EA Sports ever wants to justify their exclusivity with certain sports, they need to make more than just big fixes and roster updates. When the puck drops and the on-ice magic that is professional hockey begins, there is nothing like it. But the package it's wrapped in, the superfluous modes and menus, and the overall lack of willingness to go above-and-beyond hurt this fantastic franchise. Hopefully we will not have to wait for the next generation of consoles before we see something more progressive, but this trend of minor improvements and graphical refinement is probably gamers' lot in life for the time being.

Game Title: NHL 13

Producer: EA Sports

Platform: PS3, Xbox 360

Website: easports.com/nhl

★★★★☆

Ratings: E10+

Genre: Sports

Release Date: September 11, 2012



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