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Leanna Bartlett

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The Specials

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TOMB RAIDER

GEARS OF WAR
JUDGMENT



Jimi Hendrix
People, Hell and Angels



A\$AP Rocky
Long.Live.A\$AP

R
April 2013

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20 QUESTIONS

Get To Know Your Cover Model

Leanna Bartlett

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

L

Leanna Bartlett was born and raised in Kherson, Ukraine. She has definitely come a long way since leaving her homeland and making her way to the entertainment capital of the world which is Los Angeles, California. Leanna always dreamed of becoming a model in the United States and her dreams have come true. Since she made her way here she has landed many jobs and built a reputation for not only her looks, but also her Russian accent and professionalism. She has been published in many magazines and done quite a bit of promotional modeling including becoming a 2013 Rock Star Energy girl. You can find her traveling the states attending different car shows and fashion shows. Leanna is a girl to keep on your radar as her career only gets bigger and better.



20 QUESTIONS

Your Cover Model Cont'd



20 QUESTIONS

1. What's your Ethnicity?

Ukrainian

2. What's your zodiac sign?

Virgo

3. Where are you from originally?

I'm originally from the Ukraine.

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

It was very laid back and easy going. I had a lot of friends and we were very active playing different activities on the beach in summer and in the snow during the winter.

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

When I was 9, I got caught by security for cutting roses on private property to surprise my mom. I thought I was going to get arrested, but they called my parents instead. It wasn't a good surprise after all. [laugh]

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

I think the craziest thing I've ever done would have to be when I went 155 mph in a DCB (Dave's Custom Boat) M33 in Lake Havasu last summer, 2012.

7. What's your favorite hobby and why?

I absolutely love to ride my beach cruiser from Huntington Beach to Newport. It's really good exercise and a beautiful ride.

8. What's your guilty pleasure?

My guilty pleasure would definitely be pecan pie and blueberry pancakes, on different occasions of course. [smile]

9. Who do you admire and why?

My mother, because she held our family together when my father was away on extended work assignments.

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

It would be great if we could have the ability to use teleportation to make traveling faster and more convenient.

11. What's one of your personal goals?

I would love to spend more time with my family.

12. What do guys compliment you on the most?

Most of the guys love my accent!

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

My stomach is my favorite body part. I love how flat it stays even with all the snacks I eat. [laugh]

14. What do you look for in a guy?

I will always notice if he is outgoing, self-confident, ambitious, and has a great sense of humor.

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

The first thing I notice would be a great smile, it makes me melt every time.

16. What's your ideal first date?

Sushi and dancing will always get me in the best mood for a first date.

17. What turns you on?

I really like a great conversation, being held, and being showered with warm kisses.

18. What turns you off?

Arrogance and negativity are both huge turn offs for me.

19. What's your biggest pet peeve?

People who complain and won't do anything to change it. If you want something to change you have to let people know.

20. Who's your celebrity pass?

Ryan Gosling.

RM

20 QUESTIONS

Your Cover Model Cont'd



20 QUESTIONS

Your Cover Model Cont'd



20 QUESTIONS

Your Cover Model Cont'd

“Most guys
love my
accent.”



20 QUESTIONS

Your Cover Model Cont'd



STATS:

Birthday: September 10

Height: 5'8"

Weight: 116 lb

Measurements: 34D-24-36

See more of Leanna at
[instagram.com/LeannaBartlett](https://www.instagram.com/LeannaBartlett)

ALL ACCESS

The Latest Albums Reviewed

From Beyond

Written by Silas Valentino

Jimi Hendrix died on September 18, 1970 but that hasn't kept him from reminding us why he's one of the best musicians ever to pinch a harmonic. *People, Hell and Angels* is Hendrix's twelfth posthumous released record and fourth in the Experience Hendrix partnership with Legacy Records. *Angels* is a 12-track compilation of songs Hendrix recorded between 1968 and 1969 with musicians from both The Jimi Hendrix Experience and his later band, the Band of Gypsies. There are some killer guest spots courtesy of Crosby, Stills & Nash soul man Stephen Stills and the "Prince of Harlem" himself, Lonnie Youngblood. Though some of these tracks have been released before throughout the years, they haven't sounded as crisp as they do on *People, Hell and Angels*. The music and production of *People, Hell and Angels* have banded together to raise Jimi from the grave.

Jimi Hendrix started recording and releasing music in 1967 until his death in '70 and in those three years he did what many musicians spend a lifetime never accomplishing: he made impeccable rock music. He's heavily regarded as a true rock king and no one can deny his colossal influence on modern music society. Hendrix built the now classic Electric Lady Studios in 1970 and he was notorious for recording just about everything he strummed. "Jimi utilized the studio as a rehearsal space," said Hendrix's longtime engineer Eddie Kramer, "That's kind of an expensive way of doing things, but thank God he did." It's through these countless tapes of record that we have the opportunity to hear more from the legend.

"Earth Blues" sets off the mood. It begins with a single note repetition riff that rises up towards a blues explosion with drummer Buddy Miles and bassist Billy Cox. By the 0.13-second mark, you're knee-deep in the Jimi Hendrix experience. "Earth Blues" showcases Hendrix's musical magnetism. The lyrics are spiritual and hinders on Gospel while his guitar train-hops between heavy riff and mighty guitar fillers. And keeping the backbeat on a cool simmer is Hendrix's always-reliable rhythm section. Album centerpiece is the Lonnie Youngblood collaborative jam force, "Let Me Move You." Youngblood was a New York City blues juggernaut who worked with Hendrix back when he was just a studio musician and on "Let Me Move You" he yanks the track out of Hendrix's grip with his captivating howl and screeching moonbeam saxophone solos. He and Hendrix pass the rock and roll back to each other throughout the song as if it's a hot potato looking to be diced by two chefs out of Hell's steamy kitchen. "Inside Out" is an all instrumental track with Hendrix playing everything except the percussion, he had long time drummer Mitch Mitchell bang it out to perfection. The song has layers of guitars playing off one another to create a havoc of blues mania. Hendrix played with no rules and he was never afraid to dip his creativity into the production process.

People, Hell and Angels may be the final collection of previously unreleased material from the musical virtuoso. Hendrix has been resting in peace for the last four decades and it's time to put his name at rest beside him. His legacy will continue to burn and his music will forever play but no longer do we need to hear anything new from the man who created enough powerful music to outplay death itself.

Artist: Jimi Hendrix

Album: People, Hell and Angels

Website: jimihendrix.com

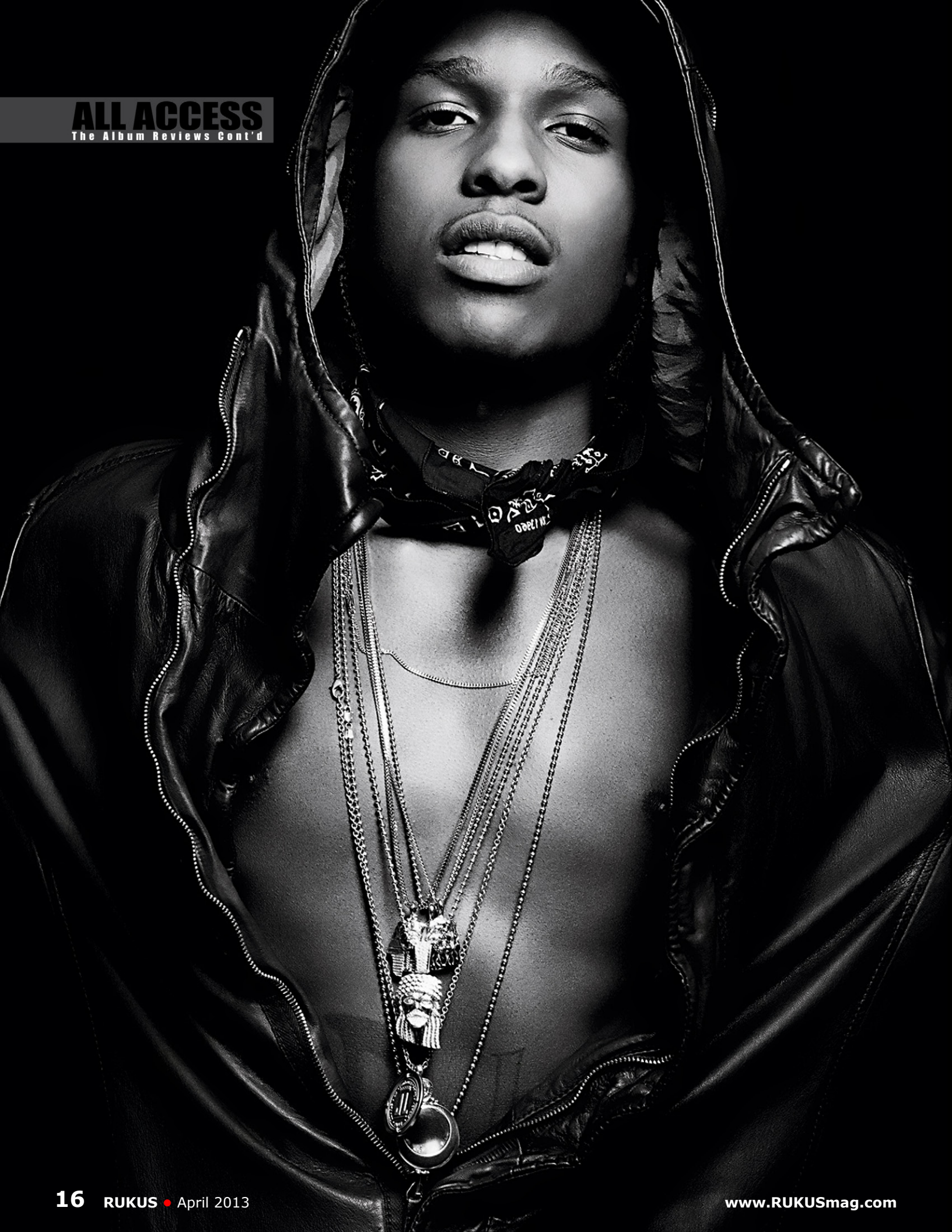
★★★★★

Label: Experience Hendrix L.L.C./Legacy Records

Release Date: March 5, 2013



ALL ACCESS
The Album Reviews Cont'd



Rise To The Top

Written by Jeremy Weeden

Since the release of 2011's *Live Love A\$AP* mix tape, Harlem rapper A\$AP Rocky has been slowly rising in the world of hip-hop. Although his subject matter mostly revolves around the oft-discussed topics of women, fashion and drugs; his style and flow helped him to stand out from the thousands of other rappers rapping about the same thing. The it factor that propelled A\$AP Rocky above the fray also helped him to garner a wide following after the release of his first nationwide single, "Peso." A\$AP has since become the leader of a movement for those who agree that one should "Always Strive And Prosper." A\$AP raps like a combination of UGK and Bone Thugs and dresses like he's from Long Beach circa 1993, but the rapper hails from Harlem, NY. So it goes without saying A\$AP is eclectic and has many different influences. Now with his major label debut, *Long Live A\$AP*, the Harlem rapper is ready to expand his A\$AP Mob.

Long Live A\$AP is an album that clearly shows the influences of A\$AP Rocky and he still manages to add his own flavor. Unlike many of his counterparts in today's rap game, A\$AP chose to meet the mainstream in the middle on *Long Live A\$AP* rather than rushing completely to the other side to garner more sales. "Fucking Problems", the album's second single is an excellent example of this. This song, produced by longtime Drake collaborator, Noah "40" Shebib, has a catchy radio friendly beat but is more hip-hop than pop. The song features 2 Chainz, Drake, and Kendrick Lamar, literally the three hottest rappers currently out, rapping about how much they love to have sex.

On "Wild for the Night" A\$AP gets with Skrillex as hip-hop meets Dub step. While the pairing may seem odd at first, the result is a hyped up song featuring A\$AP Rocky's rapid fire flow.

"1 Train" features Kendrick Lamar, Joey Bada\$\$, Yelawolf, Danny Brown, Action Bronson and Big K.R.I.T. for an old school posse cut with no chorus, just the rappers dropping lyrical bombs over an East Coast-style beat. All those who lament the lack of lyricism in rap will find this track a breath of fresh air with all the rappers seemingly competing for best verse, like Joey Bada\$\$ lines, "I'm on my convict don't drop bars, I drop prisons/ Don't sell rocks seen the spectrum through the prisms/ Somehow bypassed the bias and the isms/ The violence and the killin so given/ They seen my pigment and thought I was the ignorance/ And fortunately I am not that type of niglet."

Songs like "LVL", "Phoenix", and "Suddenly" feature slower beats and a more introspective A\$AP Rocky. On "Suddenly" A\$AP uses his Bone Thugs flow and raps about his childhood and getting famous, but before one thinks he's getting too deep he raps "Don't view me as no conscious cat, this ain't no conscious rap/Fuck the conscious crap, my mac'll push your conscience back."

Long Live A\$AP is a good debut from A\$AP Rocky. Often times when an album is greatly anticipated, what actually comes out it is disappointing. This fear alone has kept Dr. Dre from releasing *Detox* for years. However, A\$AP Rocky managed to put together a fresh, creative album with a blend of different styles making every song on the album different, while keeping the total product cohesive. *Long Live A\$AP* is sure to keep A\$AP Rocky in heavy rotation for months to come.

Artist: A\$AP Rocky

Album: Long.Live.A\$AP

Website: asapmob.com

★★★★☆

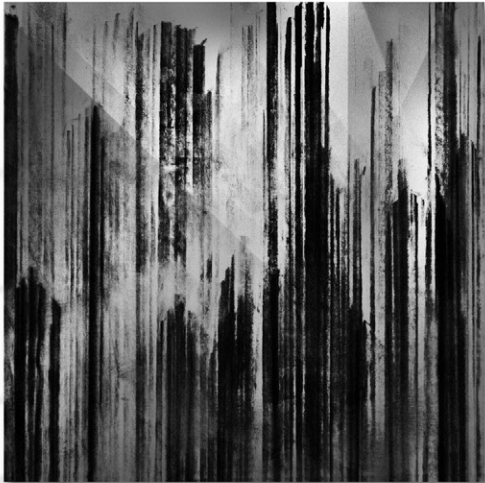
Label: A\$AP Worldwide/RCA

Release Date: January 15, 2013

ALL ACCESS SPOTLIGHT

Written by Jonathan Hayes

Facebook.com/CultOfLunaMusic



Cult of Luna, *Vertikal*

Vertikal serves as the 6th album from the Swedish band Cult of Luna. The album opens up with “The One”, a well-rounded instrument-driven intro and sets the mood nicely for the album. “Vicarious Redemption” is a song all about seeing the brighter side of things. No matter how bad something can get there is always redemption. There are a lot of smooth guitar melodies that keep you wanting more. “Passing Through” is a more conservative track but definitely one of the albums standouts.

The band had a formula in mind while preparing for this album. They wanted to find a theme that in a very direct way could be shown through the music. They wanted clear structures but without overpowering lyrics or overcomplicating the writing process. The band notes that the album’s concept was heavily influenced by Fritz Lang’s 1927 movie “Metropolis” and features themes of machinery, repetition and clear, linear structures. *Vertikal* is a nice effort and the album has some great spots but the record is not without flaws. *Vertikal*, however, does seem to be one of the better hardcore-punk sounding releases so far this year.

W.L.A.K., *W.L.A.K.*

W.L.A.K. (which stands for We Live as Kings) is a group of four artists currently signed to rising label, Collision Records. The artists include: Alex Faith, Christian Gray, Dre Murray, and Swoope. They’re all hip-hop/R&B gospel artists, however their delivery and effort is something you don’t usually see with a group of gospel artists. “Long Way Down” is arguably one of the premier tracks. It’s a rap-sung collaboration and during the playback you tend to forget you’re listening to a gospel song. “Broken Kings” is one of those uplifting tracks about staying strong and having the will to win. The lyrics of “Broken Kings” are so true and relevant that you can find yourself living vicariously through them. For some, every line may translate to a memory. There are many standouts on this album: “Imagine,” “Eyes for You” and “Arena” being among them. Few gospel artists have really been able to create material that crosses over to the pop charts. The artists of W.L.A.K. could be the next group to make the leap.

Facebook.com/CollisionRecords



Facebook.com/SatelliteMusic



Satellite, *Calling Birds*

Satellite is an American alternative rock band that features members Steven McMorrnan, Josh Dunahoo and Mitch Allan. *Calling Birds* is their debut album following the release of their 2010 EP, *Ring the Bells*. *Calling Birds* opens up with “Say The Words,” a nice start with smooth guitars and eventually a storm grows in the track’s background. Rain falls, thunder blasts and you are visually taken to another place. Your emotions are shuffled allowing you to really understand the vibe of the song. A break-up song, nonetheless. “Brooklyn” and “Saving Us Tonight” are more rhythm-driven tracks with a pop edge. Every album needs a ballad and for *Calling Birds*, “You and Me” is the cut. The song sounds like country rock and the vocals marry with the instruments of the song flawlessly. Calling Birds is a must listen and Satellite will surely be rising up from here. The songs end and begin with no major tempo changes, which is always nice and keeps the vibe consistent. This is a very solid effort especially when you consider this is their debut release. Some other great musical moments are “What You Need” and “Till I Return.”



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QUESTIONS WITH
HIROMI



LIVE & LOUD

The Live Show Reviews

The Specials

Photos by Nicolas Bates

Written by Dan Sinclair

On the evening of March 18, 2013, while you were probably busy posting something stupid on Facebook, the luckiest music fans in Los Angeles witnessed music history. Yes, for the first time in nearly 30 years, the legendary two-toners The Specials were in town and played in front of a packed house at L.A. Live's Club Nokia. Even a few fellow musicians were in attendance, including No Doubt's Tony Kanal and The Offspring's Dexter Holland (uh-oh. I really hope he didn't read my review of *Days Go By*).

There is no standard age of "rude boys" in attendance for tonight's show with some as young as their 20s, others as old as 60 and many others in between. All don their favorite pair of suspenders and choice brimmed hat and are ready to... ONE, TWO, GO! The lights go down and an early rendition of "Enjoy Yourself" is heard over the speakers.

As the recording music dies down, The Specials are met with loud cheers as they take the stage. They go right into "Do the Dog," as fans travel back to their childhood in the '70s or '80s... or even some, perhaps, were taken all the way back to last Wednesday when they finally realized the stickers on the back of their neighbor's old beat-up car were names of bands and gave The Specials a whirl on YouTube. It's really hard to tell the difference as all seem to love the band equally, singing along and dancing their variously-aged asses off to "(Dawning of a) New Era," "Gangstas" and "It's Up to You."

And while the band's founder, Jerry Dammer, is noticeably absent on stage, with newcomer Nik Torp bouncing up and down behind the keys in his place, most of the band's original members are all up there with just as much energy as they had back in 1979; including singers Terry Hall and Lynval Golding, lead guitar player Roddy Radiation, bassist Horace Panter and drummer John Bradbury. Age is not a factor as the rhythmic, politically-driven melodies are all on beat and loud as fuck.

And it really is hard to say I've seen a more enthusiastic crowd in a long time as "Monkey Man" and "Blank Expression" keep them going. Even the people that came alone are dancing in place to every song, singing every word.

Lynval asks the crowd to dance to "Hey Little Rich Girl" for good friend, Amy Winehouse. "This is one of Amy's favorite songs." Everyone is more than happy to oblige.

Next up, everybody sings, "Just because you're nobody doesn't mean you're no good" during "Doesn't Make it Alright," before Lynval reminds everyone that "Concrete Jungle" was featured in the recent Oscar-winning *Argo*. Apparently, Terry Hall isn't a fan. "Aw, it was fucking awful. What's that guy's name—not Ben Stiller? Yeah, Ben Affleck. Fucking terrible man. Now *Dumb and Dumber*—that's a fucking movie."

If these anti-Affleck remarks bother anyone, they quickly forget once "Friday Night, Saturday Morning" starts and everybody becomes the greatest singer and dancer in the world again. And this continues for "Stereotype," "Man at C & A" and "Do Nothing." And though it didn't seem possible, Club Nokia gets even louder for "A Message to You Rudy," "Nite Club" and "Little Bitch" as not a sole band member or fan is ready to quit, proving tonight's events were *not* "Too Much Too Young," which came next.

And just like on 1980's *More Specials*, the set closes with a reprise of "Enjoy Yourself." This one, of course, is live. And looking around, it's clear that the crowd is still enjoying itself, not caring at all if it's later than they think.

The Specials wait for the encore to play the familiar and eerily hypnotic "Ghost Town" much to the crowd's delight. Then they leave the stage again briefly before return to finishing up with "Guns of Navarone."


Pretty sure that everyone in attendance felt the historic significance of tonight's special event, but even those who didn't still had a hell of a lot of fun. This writer has a message for you, Rudies: you better catch The Specials sometime on this tour as it is highly unlikely these guys will do it again in another 30 years.

Venue: Club Nokia

Website: thespecials.com

Date: March 18, 2013

City: Los Angeles, CA



Horace Panter

Roddy Radiation

Terry Hall

Lynval Golding

John Bradbury

COMING UP

Models To Keep An Eye On

Amy Weber

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

A

my Weber was born in Peoria, Illinois, but raised in the nearby town of Mapleton. Her family ended up relocating to Ocala, Florida just before her freshman year of high school. After graduating high school Amy attended the University of Central Florida in Orlando as a psychology major, but after a year realized she wanted to do something different, so she packed her bags and moved to Los Angeles to become an actress. Soon after landing in the city of angels Amy modeled for numerous print ads and television commercials. She's also been featured on the covers and inside countless magazines and continues her quest of taking over the world. Amy's achievements are long and we could spend all day talking about them, let's just put it this way, if you Google her you won't be disappointed and if you can imagine it, Amy has probably already done it. We expect nothing but the best from Amy for many years to come. Also check out her new single, "Dance of Life" which has been making it's way up the charts.



COMING UP

Models To Keep An Eye On Cont'd





THE STATS

Birthday:
July 2

Zodiac Sign:
Cancer.

Measurements:
34C-24-34

Height:
5'5"

Weight:
102 lb

Ethnicity:
I am a mix of German, Hungarian, Scottish, Irish and American Indian.

Hometown:
Mapleton, IL

Turn Ons:
Cleanliness. I can't really say much more but you can't really feel or think someone is sexy if they stink.

Turn Offs:
Bad breath, bad manners and insecurities.

Ideal first date:
Dinner and a walk on a boardwalk or beach so you're able to talk and really get to know that person. A movie is silly because you can't really talk and a club, well, that's even worse.

Guilty Pleasure:
I can't really go a day without chocolate in some form.

Pet Peeves:
I have a really hard time with people that lie and people that are late. I always say, if someone doesn't respect your time, they don't respect you.

Celebrity Pass:
I've always thought that Jude Law was sexy. He kind of killed it for me with that whole cheating with the Nanny thing, but outwardly, he is still cute.

See more of Amy at
twitter.com/therealamyweber

COMING UP

Models To Keep An Eye On Cont'd



COMING UP
Models To Keep An Eye On Cont'd

Jada Cheng

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

*J*ada Cheng was born and raised in Queens, New York. She is 100% Chinese and proud of it. When she was just sixteen she traveled to Hong Kong and China where she stayed for a few years and became a resident. While there she helped as an English Professor and English-Chinese translator. Eventually, Jada traveled back to New York, but decided she wanted to get away from the city and moved to Atlanta, Georgia. Fate must have played a role in her move because that very same year, 2005, she tried her hand at modeling at the NOPI Nationals and the rest is history. Jada has been a promotional girl for multiple companies and featured in numerous magazines. She now travels the United States as well as Asia and Europe, even these borders can't hold her back. You can catch Jada at a city or country near you!

COMING UP

Models To Keep An Eye On Cont'd





THE STATS

Birthday:
July 15

Zodiac Sign:
Cancer

Measurements:
32C-24-34

Height:
5'4"

Weight:
110 lb

Ethnicity:
Chinese

Hometown:
Queens, NY

Turn Ons:
Music, there's nothing like an amazing track to get me pumped up.

Turn Offs:
Selfish, unkind and cruel people.

Ideal first date:
My ideal first date would be dinner then coffee. I'm very down to earth and easy going.

Guilty Pleasure:
It would definitely be ice cream sandwiches or shopping. I've also been known to shop while eating ice cream sandwiches. [laugh]

Pet Peeves:
My biggest pet peeve is people who's biggest pet peeve is pets. I absolutely love animals.

Celebrity Pass:
Believe it or not my celebrity crush would have to be Mya.

See more of Jada at
twitter.com/jadacheng

GAME ON

The Latest Games Reviewed

Raider's Return

Written by Josh Schilling

The latest entry to the *Tomb Raider* franchise is a prequel to Lara Croft's notable exploits, and re-introduces the character as a wide-eyed student of archeology. This is where the beauty of the story lies, in that even though we know that Lara will end up being a dual-pistol-wielding badass, the transition in this latest game feels natural and right. We see this young lady feel the pain of her first kill, and then tap in to the inner strength that she possesses in order to overcome the tribulations that are presented to her. She is not a born killer, but rather a girl that is forced into a position of survival, and the progression that she makes creates an emotional connection between her and the person holding the controller.

The mechanics of this game ooze quality. From the beautiful scenic vistas, to the intricacies of Lara's animation, you can tell that there was a lot of love put into the creation of this game. I have never been so taken aback by the artistic camera direction of a game before, and the movements I made with the thumb-stick on my controller never really felt like I was playing a game, but more like furthering the progress of a story. But this game is not without its nit-picky faults. The overall script just screams "*Lost*" at some points, and I wouldn't have been surprised to see Matthew Fox and Evangeline Lilly poke their heads out of some shrubbery and exclaim, "Hey, we can't get off this island either." The multi-player, does add a couple of interesting tidbits like trap setting and character selection, but it all seems forced and out of place with the thoroughness of the single-player story. But the drawbacks are extremely minor compared with the overall successes that this game attains, and while the replay value is minor, the memorable 12-14 hour journey is well worth the investment.

Perfection is almost impossible to achieve in any artistic endeavor. One man's trash is another man's treasure, as they say, and I'm sure there are at least a couple of dudes out there saying that *Aliens: Colonial Marines* is the best game that they've ever played. All I can say is that I've played a hell of a lot of games in my day, and I can honestly tell you that I had a great time playing this latest version of *Tomb Raider*. I felt empathy when I saw Lara shuddering before a campfire, I felt trepidation when I traipsed slowly down a dimly lit cavern, and I felt exhilarated when I plunged down the length of a waterfall. Most of all, this game will remain with me as an example of the epitome of what this generation of gaming consoles were able to produce, and it makes me eager to see what the folks at Crystal Dynamics can pull off next.

Game Title: Tomb Raider
Producer: Square Enix
Platform: Xbox 360, PS3, PC
Website: tombraider.com

★★★★★
Ratings: Mature
Genre: Action-Adventure
Release Date: March 5, 2013



TOMB RAIDER

GAME ON

The Game Reviews COND'T'D



GEARS OF WAR
JUDGMENT

Judgment Night

Written by Jesse Seilhan

Spin-offs can be a dangerous thing. Veer too far away from what makes the original great and you'll have fanboys and girls up and arms. Stick too close to the original and many will wonder why the stopgap title was ever released in the first place. With *Gears of War: Judgment*, developers People Can Fly were taking over the reins from Epic, a studio that built the *Gears* franchise into something monstrous. Microsoft basically has this series to thank for its current success, as the two-headed beast that is *Gears of War* and *Halo* has propelled them to dominance in a post-*Call of Duty* universe. With *Judgment*, players are taking a prequel approach to the story, spending all of their time with B-characters Baird and Cole, as opposed to the beloved Marcus Fenix and Dom. The story puts our heroes on trial, having to explain their actions to a military person who is not too happy with their decisions. While the war is raging on the outside, each piece of the story is told and then played in flashback style, all leading to a thrilling conclusion and boss battle fit for the franchise.

The campaign has a few additions that make this a worthwhile journey. First, the "Declassified" missions are fantastic. Akin to the skulls in *Halo 3* and *4*, these optional modifiers mutate each level into something more challenging. From restricting ammo and weapon selection, to giving strict time limits on completion, this minor twist of fate is not only more fun to play, it is contextualized in a way that makes the whole thing make sense. Secondly, a few controller changes are a welcome sight, including a quick grenade button and a faster weapon-swapping animation. Both keep the game from ever slowing down and allow the player more diversity in battle. The story mode is quite long, and performing well within it unlocks a playable epilogue, a story that takes place concurrent to *Gears of War 3*.

Multiplayer is where most Gearheads go for fun and they might find that this is where the game is lacking. Gone is the beloved Horde mode and in its place is Survival, a wave-based mode much like Horde, but instead of building fortifications and calling down artillery strikes, five people must collectively use four distinct classes to keep the Locust from destroying a generator. The mode is certainly stressful like Horde, but nowhere nearly as fun or as experimental. As for standard versus modes, Team Deathmatch, Free-for-All, and Domination are back, but gone is Execution and Capture the Leader. Even worse, there are only four maps to play these three modes in, meaning you better learn to love each one or your online experience will suffer. The community is still deeply addicted and the unlockables flow like wine, so time spent online will be met with great reward, but there just seems to be less to do online than in past games. Having to buy the season pass just to keep the proper amount of modes and levels seems like a rip-off. With the right group of friends and a few free nights, I am sure there will be plenty of replay value between both multiplayer versus and the co-op campaign, but the lack of innovation and dearth of multiplayer maps keep this from being a classic. If you want more *Gears of War* and have grown tired of the last output, this will definitely keep you happy.

Game Title: Gears of War: Judgment

Producer: Epic

Platform: Xbox 360

Website: gearsofwar.com

★★★★☆

Ratings: Mature

Genre: Third-Person Shooter

Release Date: March 19, 2013



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