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Hefner*

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DRAGON AGE
INQUISITION

FAIRCRY 4



The Game
Blood Moon: Year of the Wolf



AC/DC
Rock or Bust

R
December 2014

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20 QUESTIONS

Get To Know Your Cover Model

Caya Hefner

Photography by Andrew Gates
Make-up & hair by Regina Pacheco



Caya Hefner is an Indonesian beauty. Her modeling career began while she attended high school in Indonesia, where she competed for Miss Kalimantan. Eventually, Caya moved to the USA at age twenty and met a photographer who snapped some photos of her and submitted them to an agency. The agency signed her and began entering her in the famous *Hawaiian Tropic* swimsuit competitions. Caya won a few titles along the way; Miss Hawaiian Tropic Anchorage, Alaska 2007, Miss Hawaiian Tropic Indonesia 2008 and Miss Hawaiian Tropic Seattle, Washington 2009. She has also been published in a few national magazines. Caya is planning on going back to school and thinking about studying for a career in the medical field, although currently she is taking some acting classes which she really enjoys. She is also working on some top secret business projects so you'll have to stay tuned to see what Caya has up her sleeve, whatever it may be we are sure she'll make it sexy.



20 QUESTIONS

Your Cover Model Cont'd



20 QUESTIONS

1.What's your Ethnicity?
Indonesian and Chinese.

2.What's your zodiac sign?
Taurus

3.Where are you from originally?
Indonesia

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

I always thought about becoming a doctor until I started a business back in Seattle, Washington. Now, I live in Los Angeles and I'm thinking about bringing that business here.

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

Well, my parents always tell me don't eat candy before bed and to always brush my teeth but then as a kid I always ignore that advice, however I'm pretty good now because I think I have a good smile.

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

The creziest thing I've ever done would have to be when I went skydiving twice within thirty minutes.

7.What's your favorite hobby and why?

Anything that challenges me like; snowboarding, skydiving, working out; I like to look sexy 24/7/365. [wink] I also like watching movies and cooking; of course a lady should know how to cook even if it's only ramen noodles. [smile]

8.What's your guilty pleasure?

I always love ice cream and pizza, basically I just love food.

9.Who do you admire and why?

Can I claim it myself? [laugh] I think I have come a long way to this day with all the adventures, the craziness and the ups and downs that I have gone through. The experiences have helped make me a better person and much wiser they have also helped me in pursuit of my career.

10.If you could change one thing in the world what would it be and why?
I'd would say we should start paying more

attention to our health. People should be eating more healthy food and doing something that is active even if it's for only ten minutes out of a day. Staying active is not just keeping your body and mind peaceful but keeping it sexy too and it encourages others to do the same.

11.What's one of your personal goals?

One of my personal goals is to become a successful entrepreneur and I'm currently working on a couple projects, unfortunately I can't tell you about them yet, but stay tuned on my social media.

12.What do guys compliment you on the most?

I get a lot of compliments on my smile and my outgoing personality.

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

My Ass-et. [laugh] Actually, I love my whole body in general and I try to take good care of every part of it. [wink]

14.What do you look for in a guy?

I look for a man who is loyal, honest, has a sense of humor, adventurous and is not afraid to be a gentlemen.

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

The first thing I notice about a guy is his height, I like a tall guy.

16.What's your ideal first date?

I'm a Taurus, so I love food, take me out to some fine dining, baby. [smile]

17.What turns you on?

I get turned on by a very sexy tall man, who understands fashion, confidence, has a sense of humor and is gentleman.

18.What turns you off?

Turn offs are cocky guys, a person who can't carry on a conversation, has bad breath and bad manners.

19.What's your biggest pet peeve?

I'm not too sure, maybe slow drivers because I always feel like I'm racing on the streets. [laugh]

20.Who's your celebrity crush?

Since I was young, I have always had a crush on Leonardo DiCaprio.

RM

20 QUESTIONS

Your Cover Model Cont'd



20 QUESTIONS

Your Cover Model Cont'd



20 QUESTIONS

Your Cover Model Cont'd

...take me
out to some
fine dining...

20 QUESTIONS

Your Cover Model Cont'd



STATS:

Birthday: May 15

Height: 5'5"

Weight: 115lb

Measurements: 34D-25-35

See more of Caya at
[instagram.com/cayahefner](https://www.instagram.com/cayahefner)

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HERE



ALL ACCESS

The Latest Albums Reviewed

Let There Be Rock

Written by Silas Valentino

Here are some of Rock & Roll's greats, seeping deeper into grandfatherhood but not without pounding on a few more eardrums. 2014 was a tough year for Australia's answer for everything, AC/DC were forced to carry on without their founding rhythm guitarist Malcolm Young who left the band due to health reasons and longtime drummer Phil Rudd recently found himself tangled in accusations of hiring an assassin to kill two men—a dirty deed indeed.

Even with all this hovering above AC/DC continue to perfect the three chords, thumbing bass, snarling howl ensemble that made them the biggest band in the world in 1980. And 34 years later Angus Young can still summon Satan with a crunchy guitar riff.

Their 15th album is titled *Rock or Bust* proving AC/DC can still find new ways to fit “rock” somewhere in their titles. Imagine them sitting around on their Marshall stacks tossing out suggestions for a new record: “Rock and Old,” “A.A.Rock.P” before singer Brian Johnson hacks up a lung to suggest, “The Rock and Roll Toll.” Jokes aside, AC/DC rock harder than most bands 4 decades their junior.

Rock or Bust begins with “Rock or Bust” which itself begins with a stone cold four-strum guitar chord that’s just waiting to be unleashed in an arena near you. The show starts and the lights kick in just as Rudd’s signature drum pattern trumps in rupture a spleen. It doesn’t get much better than this and AC/DC must be a gang of wizards for the way they can churn out the same structural rock songs in ways that force your right hand to shoot up into the air followed by your pointer finger and pinky.

One of the lowest points on the record is the uninspired “Rock the Blues Away” which reeks of lyrical boredom. “Driving in my car/ Heading for the local bar/ Picking up my girl tonight/ Everything is going to be alright,” sings Johnson sounding like a frequent patron of some small town dive. Beyond the obvious five-minute writing process that plagues this song what really brings it down is that you know this song’s protagonist is inevitably going to drink and drive home.

“Dogs of War” shares a melody with Pearl Jam’s “Betterman” and I think both bands would be proud of this union. Hard rock producer Brendon O’Brien lends his talent for thud on this album and back in 1994 he provided the organ part on PJ’s “Betterman.” This coincidence is worth the noting.

These eleven songs last to just about the 35th minute mark which makes it AC/DC’s shortest album since 1983’s *Flick the Switch*, another record riddled with problems due to Rudd who was fired halfway through its recording. Similar to *Flick the Switch*, *Rock or Bust* may have a future in obscurity but it won’t go away without inspiring a few bleached-blond bar flies to shake and jerk along to the digital jukebox while the trucker-hat crowd goes woo. The absence of Malcolm is evident because *Rock or Bust* is without a signature “You Shook Me All Night Long” standout but even when the blood flow is staggering, AC/DC can still find the charge to keep it up.

Artist: AC/DC
Album: Rock or Bust
Website: acdc.com

★★★★★
Label: Columbia
Release Date: November 28, 2014



ALL ACCESS

The Album Reviews Cont'd



Blood Moon Rising

Written by Jeremy Weeden

The Game returns with his latest offering, *Blood Moon: Year of the Wolf*. The Game has been one of the most underappreciated artists in the hip-hop industry for years. Despite consistently delivering good albums The Game is constantly overlooked. With *Blood Moon: Year of the Wolf*, The Game looks to continue his run and show that with attention or none, he is still one of the best rappers out.

The album begins with the hard-hitting "Bigger than Me" in which The Game eviscerates the current generation of rappers. While not calling names, he makes his feelings very clear on the state of rap with the lyrics, "I don't wanna hear it, weak ass lyrics/Crying on the hook, thinking we gone feel it/Ol lost ass niggas, voice crack when you talk ass niggas/Rolling blunts for the boss ass niggas/I came in with Ye, Jeezy and boss ass niggas/Your freshman cover a whole bunch of soft ass niggas/Tampon lyricists evacuate the premises/Mute BET Cyphers cause I don't wanna hear that shit/May you rest in piss, you fuck niggas /Hey Frank Ocean go ahead and fuck these fuck niggas/Yea they fuck niggas/Ain't no 3 stacks in your class/Take your Top 10 spot and shove it up your ass, bitch boy."

"Really" features 2 Chainz, TI, and Yo Gotti. This is another excellent track with hot verses from the featured rappers and The Game shows love for his fellow Compton rappers with the lines, "Don't fuck with Compton/Don't fuck with Kendrick, don't fuck with Problem/Don't fuck with YG, I'm Mr. Miyagi Daniel San I handle them."

The next song, "Fuck Yo Feelings," features Lil Wayne and Chris Brown. Surprisingly, Brown and The Game rap while Lil Wayne sings the hook.

"On One" features Ty Dolla \$ and is produced by Isabella Summers of Florence and the Machine. The beat is reminiscent of a DJ Mustard track and could possibly be a future single.

"Married to the Game" features French Montana, Dub, & Sam Hook and is produced by Boi-1da. French Montana delivers an entertaining verse with the lyrics, "Got them Birds, Larry in this motherfucker/OG eyes, Terry in this motherfucker/And you know we legendary in this motherfucker/Doors suicide, Hail Mary in this motherfucker/Montana ask a motherfucker/Show you why I live you need a dictionary out this motherfucker/Yeah, niggas hating out this motherfucker/Got the glove on, Gary in this motherfucker/Delonte West... motherfucker."

"The Purge" finds The Game speaking on the ills in the world and how he would like to purge the world of evil people. Another more serious track is "Bloody Moon" on which The Game raps about witnessing his father molesting his half-sister.

Another standout song on *Blood Moon: Year of the Wolf* is the Young Jeezy and Kevin Gates-assisted "Black on Black." Young Jeezy continues to be one of the most consistent features and drops another memorable verse saying, "If I had to be precise, tell you two things about life/Niggas win everyday, niggas fail every night/I say now, Oprah got a billion dollars and you're nowhere near her/Type of shit I tell myself while starin in the mirror."

The album ends with "I Just Wanna Be" featuring Stat Quo and King Marie. Stat Quo quite possibly delivers the verse of the album rapping, "I call myself Stat to remind myself not to be a statistic/As the kush get twisted my consciousness get lifted/We party with devils, digging graves with dull shovels/Diamonds on my bezel my grind on some other level/I'm subtle but won't settle, all black clothes/They say Stat you too ghetto/my pen wrapped in turbans, My bombs, bass and treble/Fell asleep in hell, I woke up living my dreams I'm a rebel."

Blood Moon: Year of the Wolf continues The Game's run of good albums. The album proves once again that The Game is one of the most consistent hip-hop artists in the rap game today. With *The Documentary 2* coming and a reunion with Dr. Dre for that album, The Game looks poised to continue his run for years to come.

Artist: The Game

Album: Blood Moon: Year of The Wolf

Website: thisizgame.com

★★★★★

Label: Blood Money Entertainment

Release Date: October 14, 2014

ALL ACCESS SPOTLIGHT

Written by Samuel Wendel

Facebook.com/GhostfaceKillahOfficial

GHOSTFACE KILLAH *36 SEASONS*



Ghostface Killah, *36 Seasons*

After all these years, we should be tired of Ghostface Killah's tried and true excellence but with *36 Seasons*, his eleventh solo album apart from the esteemed Wu Tang Clan, Ghostface goes straight back to his old bag of trick with the results just as satisfying as ever. *36 Seasons* follows the same old formula, acting as pseudo-concept album that allows Ghostface to exercise his greatest talent— storytelling.

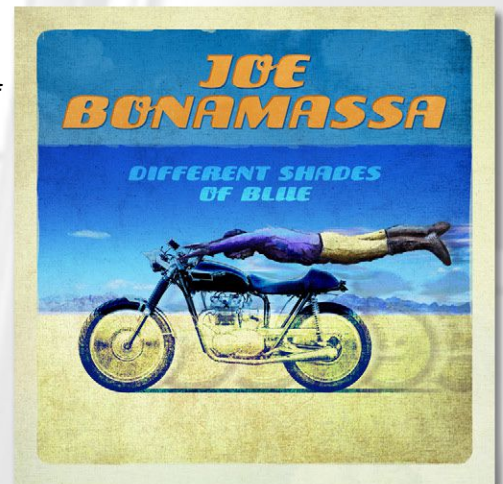
The story here follows a prodigal son's return to his hometown after 36 seasons in prison (hence the title) to find it decayed and his legend forgotten. In the ensuing 40 minutes spread across 12 tracks, an over the top, cartoonish/tragic story unfolds where Ghostface whips out the signature goofiness he and the Wu Tang were famous for and uses it as a sieve through which to present the grim reality of its character's existence. Ghostface is as great as ever but if the album has a glaring weakness, it's the production and beats which are average throughout and pale in face of Ghostface's formidable delivery and forceful storytelling. In addition to Ghostface's predictable greatness, Kool G Rap and AZ show up for extended appearances and both make commendable attempts to steal the show, and nearly do.

Facebook.com/JoeBonamassa

Joe Bonamassa, *Different Shades of Blue*

Joe Bonamassa is no longer the 12 year old who opened for B.B. King, but at 37 he's still a blues guitar whiz-kid and on his eleventh studio album, entitled *Different Shades of Blue*, we find him continuing to blend together the unique sounds of his blues forebearers. Luckily, Bonamassa has the guitar chops to pull this off and *Shades of Blue* doesn't end up sounding like a collection of bargain-bin, John Mayer-esque "blues" tunes. Here we find shades of Stevie Ray Vaughan, Hendrix and Clapton, albeit not quite as epic, but the songs radiate with slick production and expert craftsmanship— and Bonamassa has obviously left puberty long behind as proven by his vocal chops.

If *Shades of Blue* has any faults it's because— although Bonamassa is obviously an incredibly-gifted Axe-man— he doesn't really tread in any foreign territory; he sticks to the formula without adding anything that's distinctly his own. No one but a fan could turn on the radio to find a Bonamassa track and nod their head in recognition because he sounds so much like his influences that he has none of his own. But regardless, *Shades of Blue* is too beautiful to be dismissed like that, as it's a fine collection of songs by master of his craft.



Facebook.com/SmashingPumpkins



Smashing Pumpkins, *Monuments to an Elegy*

In another life, Smashing Pumpkins frontman/mad scientist Billy Corgan could easily have found work as a circus tightrope walker. As in he gleefully walks a very fine line, teetering and threatening to fall into the abyss at any moment and it consistently shows through in his music. Some Pumpkins' songs are absolute ear candy with others nearly unlistenable, inches away from going completely off the tracks. And that's what makes *Monuments to an Elegy*, the 9th studio album the Pumpkins, such a curious case: it's relatively consistently listenable throughout. It's not a bipolar mess of an album that nurtures the listener one second and throws them to the wolves the next.

Monuments throws no curveballs; it's 33 minutes (a 50 yard dash by Corgan's usual marathon standards) of immaculately-polished alt. rock with a smattering of synths to update it for 2014 radio standards. As a whole, this is one of the easiest albums to listen to start to finish in the Pumpkin's entire catalog. In its individual pieces though, it's also one of the most forgettable as there are no standouts to rival any of the early Pumpkin's transcendent hit singles. But for fans alienated by Corgan's erratic output over the last decade, *Monuments* is an even-balanced album that never threatens to run off the rails.

Going Green

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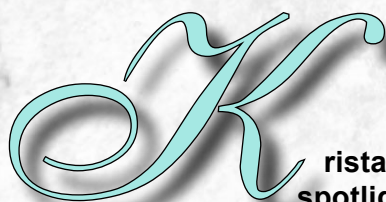


COMING UP

Models To Keep An Eye On

Kristal Yanez

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



Kristal Yanez comes to us from Chino, California. Her time in the spotlight started at a young age when her mother would bring her to auditions. She began acting at the age of twelve and even got a chance to do some extra work on the set of *Pay it Forward* starring Kevin Spacey. Kristal's real passion is dancing though, she has been dancing since she was just three years old. Since she caught the modeling bug, Kristal has been featured in commercials, movies and music videos. Her dream is to be a professional dancer and is looking to become a backup dancer for Chris Brown or Beyonce. Kristal has the looks and moves to make this dream a reality and we're happy to be here for the ride.



COMING UP

Models To Keep An Eye On Cont'd





THE STATS

Birthday:
April 7

Zodiac Sign:
Aries

Measurements:
34D-28-32

Height:
5'2"

Weight:
125lb

Ethnicity:
I am full Mexican.

Hometown:
Chino, CA

Turn Ons:
I have a love for music. The right kind of music can put me in the mood.

Turn Offs:
Judgemental people. I hate when people judge you before they actually get to know you.

Ideal first date:
My ideal first date would involve food and wine.

Guilty Pleasure:
My guilty pleasure is pizza, I love pizza. [smile]

Pet Peeves:
My pet peeve is luggies.

Celebrity Pass:
My celebrity pass would definitely have to be Zach Morris from Saved By The Bell, he's such a hottie.

See more of Kristal at
[instagram.com/kbydancer01](https://www.instagram.com/kbydancer01)

GAME ON

The Latest Games Reviewed

One For The Ages

Written by Jesse Seilhan

Bioware is one of the last great RPG studios, pumping out classics such as Star Wars: Knights of the Old Republic and Mass Effect, defining each generation with their blend of real-time combat and turn-based strategy. Regardless of the setting, a true Bioware game has certain hallmarks: massive universes, great characters, and tons of branches. From branching storylines and branching paths, to their trademark branching dialogue trees. Bioware helped bring high-fantasy back to the fold with Dragon Age: Origins years ago, but flopped hard with its eventual follow-up. With a new engine, new consoles, and a new sense of identity, Dragon Age: Inquisition sees Bioware going back to their roots while pushing the genre forward just a hair.

As most RPGs start, so does Inquisition. You go through a lofty character creator to build your champion, choosing race and class amongst the various facial features. Who you are matters quite a bit, as the rich political tapestry woven within these games means certain people from certain backgrounds will either be in low or high regard depending on what region they are in. This can affect dialogue and cutscenes, but rarely influences anything beyond temporary relationships. The classes play vastly different, with the rogue, warrior, and mage classes all getting multiple skill trees and a unique specialization for even higher powers. Whether you like to play ranged or up close and personal, you'll find that the other three party members you have with you at all times do a fine job balancing the scales. If you have any MMO experience, using strategies found in that genre, like building characters into tanks, can help turn the tide of battle.

Combat is done one of two ways: either by holding down the trigger and toggling various powers with the face buttons, or by pausing the game and queuing up those same attacks only to unpause and let them fly. Either way is satisfying, but the battles aren't really the draw: it's how you get to them. This new Dragon Age is beyond massive, packing in multiple areas that feel like the size of Skyrim but with a much larger draw distance. Rolling mountains, barren deserts, boggy swamps, and frozen tundras are just some of the well-worn territory you'll be traversing across, but the amount of nooks and crannies jammed into just about every corner make each experience a blast. Caves and dungeons abound and each one offers a better weapon or armor set than the last. The foes that reside within range from mad warriors to unholy demons, most of which come from the game's demonic storyline involving tons of political and religious intrigue.

Everything about this game is top notch, from the beautiful score to the dynamic characters. The only thing holding it back from perfection are a few poor design choices in the UI and weapon upgrade department, as well as bad explanations for where to go at what level. The difficulty never reaches a dangerous point, as long as you find a zone that fits your level. Also, the voice acting is kind of all over the place, with one or two characters standing above the crowd while most fall flat. Also, if you never played the other games in the series, don't worry a bit, as the game allows you to make choices as if you had, giving everyone a shot to shape the world in their image. From there, the game does a great job filling in the gaps and letting players feel some agency in this sprawling epic, with very few reasons to skip out. If there is a single ounce of you that thought Skyrim was a blast and want more of that kind of thrilling open-world journey, there is simply nothing as good as Dragon Age: Inquisition.

Game Title: Dragon Age: Inquisition

Producer: Electronic Arts

Platform: Xbox One, Xbox 360, PS4, PS3, PC

Website: dragonage.com

★★★★★

Ratings: Mature

Genre: RPG

Release Date: November 18, 2014



DRAGON AGE
INQUISITION

GAME ON
The Game Reviews Cont'd



FAIRCRY 4

Climb Every Mountain

Written by Josh Schilling

Imagine this: you hit the start button at the title screen and you continue from where you left off. You pull up the map to refresh your memory a little, and you see an open world littered with various icons that point to something of interest, and large letters that indicate that there's a cut scene and a mission to be had there. If you've played some of the more popular titles of the last ten years, then this scenario should sound awfully familiar. Whether Creeding or Theiving or Elder Scrollsing, the open-world genre of video games from years past have created a ruddy, deeply worn trail for the new generation to follow. While some will grab the proverbial torch and fumble it immediately due to gross incompetence, some will be able to grasp it firmly and take it forward in huge strides, and then there will be those that, while not necessarily revolutionizing the genre, will find ways of tapping into that one aspect of video games that all titles aspire for: making it fun.

Far Cry 4 is an open-world action-adventure game that takes place in Kyrat, a fictional Himalayan country that is quite massive in scale. Your character is Ajay Ghale, a native of Kyrat that grew up in America, and your mission is to return to your homeland to scatter your mother's ashes. You meet your main antagonist, Pagan Min, right off the bat, and you end up joining a rebellion against him in an attempt to ring in a promising future for the struggling nation. The land is rife with action, and there are many options to explore ranging from hunting the native flora and fauna, to racing, arena fighting, or just taking a long look at the sprawling, wonderful scenery. You can get around by car, boat, buzzcopter or wingsuit, and wherever you land, there always seems to be some sort of interesting hub-bub nearby.

While Far Cry 4 doesn't change much of the basic formula of open-world gaming, it does hold your attention. The chaos of the environment is one of the most fascinating parts of this game, and while you will get attacked frequently by animals in the wild (watch out for those bastard honey badgers), the game adds realism by having them interact with each other, and can use the predators to your advantage as well by baiting them to attack your soldier enemies. Want to ride an elephant? Then this is the game for you, because you can hop aboard and use him to stomp or toss your enemies whether they're in a vehicle or not. Far Cry 4 bombards you with a great many things to see and do, along with multiple modes of gameplay including co-op and multiplayer, and it all culminates in the spiritual realm of Shangri-La where you can command a tiger to dispatch your ghostly foes.

There were a few glitches to be sure, like frozen screens, floating enemies, and painfully long load times in multiplayer, but this game is far from broken like some other big name titles out in the market right now. Far Cry 4 also tries a little too hard at times, especially with the big, bad Pagan Min. You can tell that the developers wanted a monumental, memorable villain, but he doesn't quite meet those expectations. You do get faced with interesting decisions when you're fighting alongside the rebellious Golden Path of which philosophy to follow. Do you fight for the conservative ideology, or do you try to move Kyrat into the modern world? Your choices do have consequences, of course.

With everything that this game presents to you, the great majority of it ends up being extremely exciting and fun. How many games can have your missions interrupted by a charging rhinoceros, or have you leaping from a small helicopter to capture a supply truck? Far Cry 4 takes the open-world recipe and liberally adds some interesting spices, making it is easy to get lost in the lush and dangerous landscape.

Game Title: Far Cry 4

Producer: Ubisoft

Platform: Xbox One, Xbox 360, PS3, PS4, PC

Website: far-cry.ubi.com

★★★★★

Ratings: Mature

Genre: First-Person Action-Adventure

Release Date: November 18, 2014

GAME ON SPOTLIGHT

Written by Jesse Sellhan

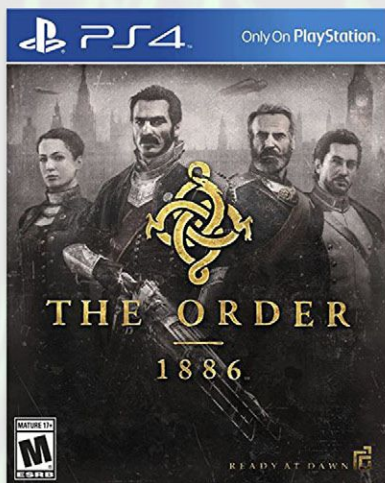


Bloodborne

The Souls franchise is near and dear to a very select few hearts in the gaming populace. Many fans of the series treasure its difficulty and sense of exploration, while others find it beyond frustrating and cannot understand why any masochistic gamer would subject themselves to hours of clunky UI, paper-thin story, and repetitive gameplay. While Dark Souls and its sequel have come and gone, Sony is banking hard on Bloodborne, the spiritual successor to both Demon's Souls and Dark Souls, as series creator Hidetaka Miyazaki is back to inflict his blend of cruel and unusual punishment on a massive audience. Instead of the dark-fantasy backdrop the series is known for, a semi-victorian London area has been the main focus of promotional materials for the game thus far. Gone is the ability to block with a shield and instead gamers must rely on the roll they've perfected over the last few years and a dual-wielded set of pistols. No word on how the game is structured, but most Souls fans don't care: they just want another game. This game has all the trappings of another cult classic, but the gameplay and graphics look nice enough to draw in newcomers this March.

Mortal Kombat X

After two decades of shoddy spin-offs, crappy reboots, and two bad movies, Mortal Kombat is finally a respectable franchise. It took the best game in years, the aptly named Mortal Kombat, to rekindle the fire within fighting game enthusiasts. The roster was deep, the gameplay was great, but more than anything else, the storyline was near-perfect. NetherRealm showed that even fighters need a good narrative and they continued that tradition with their brilliant follow-up Injustice: Gods Among Us, the DC Comics brawler that sold like gangbusters. But of course they couldn't wait too long to hop back into the MK universe, and luckily that means that this April brings us Mortal Kombat X. Back are plenty of old favorites and a few new fighters, but the extra wrinkle this go around is the choice of three unique fighting styles per character, allowing a multitude of different combos, attacks, special moves, and fatalities, meaning you may never see the same two Scorpions fight. With a lot to prove and a fantastic pedigree, we may see an even better follow-up than the one before and guarantee that no matter what console you have, you will have a killer game to play.



The Order: 1886

Set in an alternate-history version of London, a 19th century version of King Arthur's knights are tasked with saving the world from monsters. This is Ready At Dawn's first big foray into console gaming, as their prior work mostly consisted of ports and handheld God of War games. The tech for this game looks unreal, as the graphics blend seamlessly from pre-rendered to real-time, or their engine is that damn good where it can do both on the fly. Either way, this third-person shooter seems to borrow a ton from the Gears of War franchise, offering a roadie run-and-gun experience with a variety of wacky weapons designed by none other than Nikola Tesla. Sony has been proudly touting the gameplay to whoever will watch it, but the very short demos we played at E3 were less than thrilling. Since then, the game has been pushed back multiple times and will finally arrive this February, right during a draught of software for the new consoles.

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