

RUKUS

RUKUSmag.com

TOP TEN GIRLS of 2014

RUKUS Girl
of The Year
*Stefanie
Knight*

GAMES REVIEWED



#IDARE



Cam'ron
1st of the Month



Nickelback
No Fixed Address



WINNING STARTS IN THE GARAGE

*All The Horsepower In The World Won't Get
You To The Finish Line If Your Electrical System
Is Not Up To The Job.*

*Stacey David Trusts Painless To Deliver
Professional Quality And American
Made Dependability Every Time.*



All New 2014 Catalog Online At:
painlessperformance.com

PAINLESS®
PERFORMANCE PRODUCTS

Find Your Dealer 800.54.WIRES

Tech Line 800.423.9696

American Made



American Proud

FOR 24 YEARS

6

Top Ten Girls of 2014

We count down the 10 hottest girls from 2014 and reveal 2015's RUKUS Girl of The Year, as voted by our readers.

16

All Access

The Latest Albums Reviewed
Albums Reviewed:

Cam'ron
1st of the Month
By Jeremy Weeden

Nickelback
No Fixed Address
By Silas Valentino

20

All Access Spotlight

Artist/Bands Featured:

Angels & Airwaves, J. Cole & Rancid
By Samuel Wendel

34

Game On

The Latest Games Reviewed
Games Reviewed:

Super Smash Bros. for Wii
By Jesse Seilhan

#idarb
By Josh Schilling

38

Game On Spotlight

Games Featured:

Batman: Arkham Knight, Evolve & No Man's Sky.
By Jesse Seilhan

On The Cover
Photo by Andrew Gates
Make-up & Hair by Kimberly Hill

This Page
Photo by Andrew Gates
Make-up & Hair by Bioanca Robinson

Back Cover
Photo by Andrew Gates
Make-up & Hair by Regina Pacheco



Shoot. The Messenger.

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

 See it for yourself at TenbaTV.com



 **TENBA®**

Available at:

Samy's Camera

www.samys.com | 800.321.4726

RUKUS[®]

EDITOR-IN-CHIEF

Andrew Gates

Live & Loud Editor

Nicolas Bates

All Access Editor

Silas Valentino

Games Editor

Jesse Seilhan

Art Director

Andrew Gates

All Access Contributors

Silas Valentino, Jeremy Weeden & Samuel Wendel

Live & Loud Contributors

Nicolas Bates & Dan Sinclair

Pit Pass Contributor

Andrew Gates

Game On Contributors

Jesse Seilhan & Josh Schilling

Contributing Photographers

Andrew Gates & Nicolas Bates

Contributing Videographers

Nate Olson

Contributing Make-up Artists

Bioanca Robinson, Regina Pacheco, Kimberly Hill & Alicia Whitten

Contributing Hair Stylists

Bioanca Robinson, Regina Pacheco, Kimberly Hill & Alicia Whitten

Advertising

Andrew Gates

advertise@RUKUSmag.com

Mailing Address

RUKUS MAGAZINE

11304 Chandler Blvd. #6131

North Hollywood, CA 91603

TOP TEN GIRLS

The Reader's Choice

TOP TEN GIRLS OF 2014

A large, stylized, teal-colored letter 'R' with a drop shadow, serving as a decorative element for the introductory paragraph.

RUKUS magazine celebrates its 6th year and as is the tradition, we let our readers decide who are the 10 hottest girls from the previous year, 2014. We also crown our newest RUKUS Girl of the Year for 2015. Our year has seen some amazing girls who all had their shining moments, we here at RUKUS are proud to have had them a part of the family and look forward to a stellar 2015. We wish all the girls from past years the very best as always and look forward to growing the RUKUS family for years to come. Thanks to everyone for the support and positive vibes.



10

Crystal Mohammed
Featured Model, May

Photograph by Andrew Gates
Make-up and Hair by Bioanca Robinson

TOP TEN GIRLS
The Reader's Choice





9

Iryna Ivanova
Cover Model, September

TOP TEN GIRLS
The Reader's Choice





8

Caya Hefner
Cover Model, December

TOP TEN GIRLS
The Reader's Choice





7

Lindsey Pelas
Cover Model, August

TOP TEN GIRLS





6

Lauren Boyette
Featured Model, July

ALL ACCESS

The Latest Albums Reviewed

It's the 1st of the Month

Photo by Chad Griffith
Written by Jeremy Weeden

Harlem rapper Cam'ron dropped an EP every month over the latter half of 2014. Each of these *1st of the Month* EPs featured new music from the rapper and now Cam'ron has put them all together in one box set.

The first five songs made up the first EP. This set does not have many features for only Sen City and Un Kasa are featured. On the "Other Side" Cam rocks over a down south-styled beat and raps about his life and the other side of the tracks. "Talk About It" is classic Cam and is a collaboration with longtime Dipset producer Skitzo. On "The Funeral" Cam tells the story of being at his friend's funeral. The story gets your attention from the beginning as Cam raps "I'm at my man funeral/Looking at his girl cry/Preacher sayin' he a good guy/Man, that's a fuckin' lie."

The next five songs in the box set were the second EP. This EP gets off to an excellent start with the soulful "Sweetest" in which Cam raps about his life growing up on Lennox Avenue. Fans of '90s rap know well about Big L's death but it is easy to forget that rappers like Cam'ron grew up with him. Cam touches on this topic and others in "Sweetest." "Lala" is an upbeat piano laced track with a catchy hook about smoking lala. "So Bad" features reigning hip-hop princess Nicki Minaj.

The following five songs—which composed the third EP—begin with the hard-hitting "Dumb Bitch." Over this drum-heavy beat, Cam obviously raps about none other than dumb bitches. The next song "Devil" tells us why Cam'ron apparently deals with those dumb bitches; some of them are "the devil on the dick." "Let The Show Begin" features British songstress Estelle. This horn-laced track is a standout.

The next five songs made up the fourth EP and the set includes the hard-hitting "Killa's Cry." Cam tells an interesting autobiographic tale touching on certain parts of his life. "Snapped" features Atlanta rapper 2 Chainz. Cam takes a break from rapping and sings on "'Baby Ain't Mine" and "Fuckin Hater."

The following five songs made up the fifth EP. "Touch the Sky" features Wiz Khalifa and Smoke DZA. "Wonderland" features Hell Rell and samples "Boogie Wonderland" by Earth, Wind & Fire. "Uh Uh Uh Oh" finds Cam rapping over a crazy off kilter beat.

The last five songs end the compilation on a high note. "All Dat There Mine" features Gunplay and Juju as the threesome rap over a dirty south beat. "Devastated" is a tale of a love gone wrong and dealing with a crazy ex. Sen City raps on the hook "She devastated, she devastated/turn the loving into hatred." "Easier Said" is a soulful track with a catchy, sampled hook.

The *1st of the Month* boxset is a huge amount of music to take it in at one time. At 30-songs long, it would be the equivalent of a triple cd for some artists. However Cam varies his material and styles enough to sustain the listener's attention. *1st of the Month* is a good series and well received individually, there is no reason the box set will not get the same reception.

Artist: Cam'ron

Album: 1st of the Month: Box Set

Website: twitter.com/mr_camron

★★★★☆

Label: Killa Entertainment

Release Date: December 16, 2014



ALL ACCESS

The Album Reviews Cont'd



It's Love or Hate

Photo by Travis Shinn
Written by Silas Valentino

Let's just nip this in the bud right off the bat: Nickelback—though the Internet's favorite musical punching bag—have sold over 50-million records worldwide since their 2001 breakthrough. Anytime singer Chad Kroeger reads his name covered in mud, I'm sure the millions of dollars he's earned quickly remedies any pain.

That spot Nickelback sits cradled between hard and pop rock is hit repeatedly on their eighth outing, titled *No Fixed Address* for it was recorded in studios all around the world and not just in one setting, and the Canadian rock band toys with a few left turns (including a rap verse from Flo Rida) to justify their expansion. *No Fixed Address* will satisfy fans who've been waiting the last three years for more material but there's not enough charge to convert the legion of vocal Nickelback mockers.

Kicking in *No Fixed Address*'s door is album opener "Million Miles an Hour" featuring crunchy guitars and lyrics detailing an explosive narcotics episode. "I like this everlasting pill," Kroeger sings, "...Cos you and I are tripping balls." Though sophomoric and coming off like it was written by someone who's never touched an illegal substance, Nickelback remains dedicated to the track and play it with enough tenacity to keep it convincing.

Lead single "Edge of a Revolution" bursts out of the speakers with the same anger felt by a first-year sociology student after learning of Building 7. Kroeger and gang spit venom at the NSA and the fat cats on Wall Street leading up to the track's climatic rally cry of "What do we want/We want change/And how we're gonna get there/Revolution!"

If *No Fixed Address* was a movie, Kroeger stated he didn't want it to just be an action film with a repetitious scene-after-scene bursts of energy. This is why tracks "What Are You Waiting For," "Satellite" and "Miss You" pop in and act as coolant, leaning the foot off the gas pedal. "What Are You Waiting For" is tickled with pop hooks and offers a stadium-worthy chorus that'll have Nickelback fans on their feet this upcoming summer. Whereas the track "Miss You" is much more subdued and plays as a full-on ballad featuring some light glockenspiel if you perk your ears up during the second verse.

All the roads on *Address* lead to "Got Me Runnin' Around" the record's penultimate standout where Nickelback incorporate some spare but effective horns and collaborate with hit rapper Flo Rida. An ode to women, "Got Me Runnin' Around" has Kroeger telling his muse, "And now we're buying diamonds/Said it's only 20 karats it can't be that hard to find it, baby." (Kroeger's wife Avril Lavigne Tweeted last July that she received a 17-karat ring from Kroeger for their one-year anniversary, so either Kroeger likes to round up or...) Flo Rida's contribution grooves and proves whatever it is he's pronouncing doesn't matter nearly half as much as how he's rhythmically rapping it.

No Fixed Address is a 45-minute rocker that'll tack on a few more years to Nickelback's vitality. Like them or not, the only thing you can't do is ignore Nickelback.

Artist: Nickelback

Album: No Fixed Address

Website: nickelback.com

★★★★★

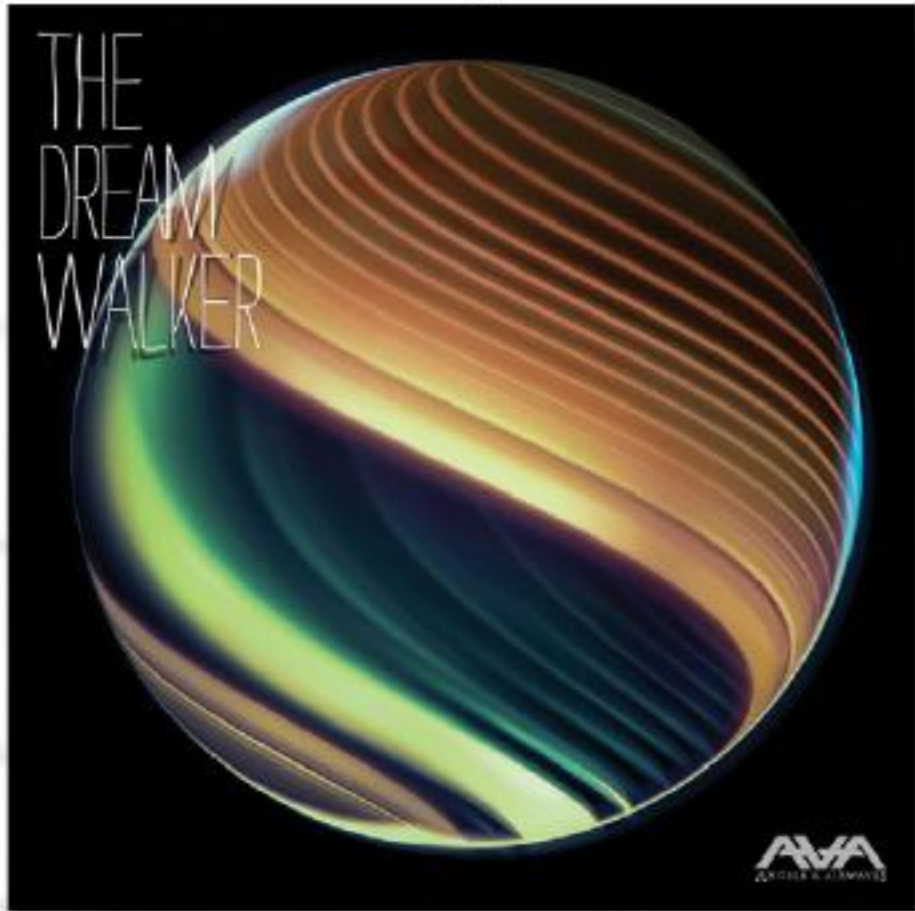
Label: Republic

Release Date: November 17, 2014

ALL ACCESS SPOTLIGHT

Written by Samuel Wendel

Facebook.com/AngelsAndAirwaves



Angels & Airwaves, *The Dream Walker*

Angels & Airwaves is one of those supergroups that desperately wants to be recognized for its own hard-earned merits and stop riding the coattails of its member's more famous other bands. With *The Dream Walker*, its fifth studio album, Angels & Airwaves take a mighty swing at transcending its Blink 182 and Nine Inch Nails roots. Mixing the basic elements of each aforementioned group, *Dream Walker* is an arena-rock opus with shades of electro and hardcore that pushes the boundaries of traditional alternative rock. This ambitious release, which is to be accompanied by a comic book, short film and other such media, begins with a dark, NIN-ish mood, and gradually progresses on an upward trajectory, eventually ending on a lighter note.

As whole, the album is a cohesive, obviously painstakingly arranged assortment of songs meant to capture and drag your emotions in the direction the band sees fit. Luckily, Angels & Airwaves have done a pretty fair job in that regard. If there's a knock against it, it's that *The Dream Walker* is overly serious, bordering on self-righteous, but it avoids enough major lapses in judgment to truly sink itself. Overall, it's a compelling album by a group of guys clearly trying to do more than make money on the side.

J. Cole, *2014 Forrest Hills Drive*

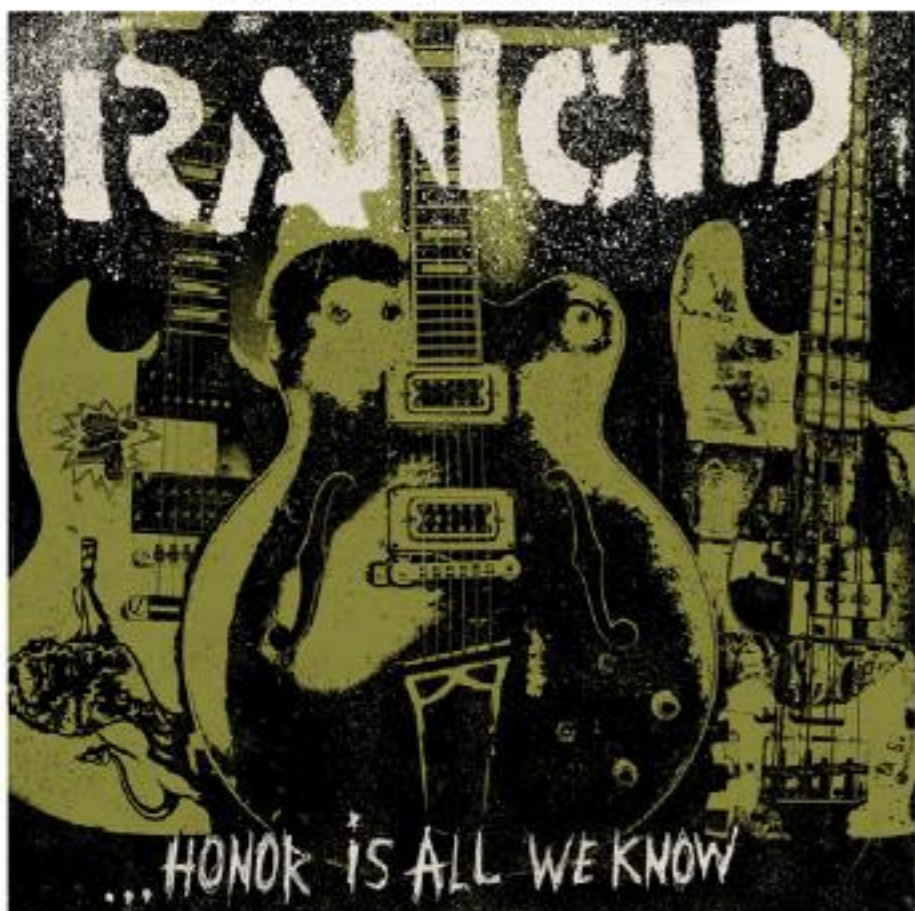
J. Cole gets rid of all the excess fat on *2014 Forrest Hills Drive*, his third studio album, self-producing and releasing it with little warning, no singles and few guest spots. In some ways it resembles a classic hip-hop album from the days before it was hijacked by pop-radio. In some ways it also resembles an embodiment of the phrase "too little, too late." This is J. Cole trying to step away from the bright lights and pursuit of chart topping. He's trying to return to his roots and make a gritty, barebones statement about who he is and how his upbringing shaped him.

Forrest Hills would've been an excellent debut album but it feels contrived for someone with a Grammy nomination and a stint at Roc Nation to his credit. As a statement album he misses the mark, but as solid, enjoyable album he does just fine. Misplaced ambition aside, J. Cole stills shows that he's at least trying to be more than some of his peers, and *2014 Forrest Hills Drive* is a nice start.

Facebook.com/JColeMusic



Facebook.com/Rancid



Rancid, *... is All We Know*

It's not uncommon for things past their expiration date to go bad and produce a rotting stench— but by some miracle punk rock stalwarts Rancid have avoided becoming the definition of their own band-name. After 24 years and now eight studio albums, Rancid is still chugging along, and *Honor is All We Know*, their first release since 2009, lives up to the band's legacy. It's full of charging anthems that manage to sound both classic and original at the same time.

Opener "Back Where I Belong" sounds like it could've stood right alongside the band's mid-90s hits. Unfortunately, *Honor is All We Know* is unlikely to jumpstart a revival of a fading punk band— music tastes have changed too much since the mid 1990s. But diehard and casual fans alike should be thrilled with this release; it's an invigorated collection of songs that exemplify the reasons Rancid are considered to be one of the most successful independent punk groups of all time. Sure, the guys might just be doing it for the paycheck to fund their retirements but it sounds like they're intent on earning that paycheck.

Going Green

Has Never Looked So Good!

Enjoy RUKUS on your iPad and iPhone!



Subscribe Now!

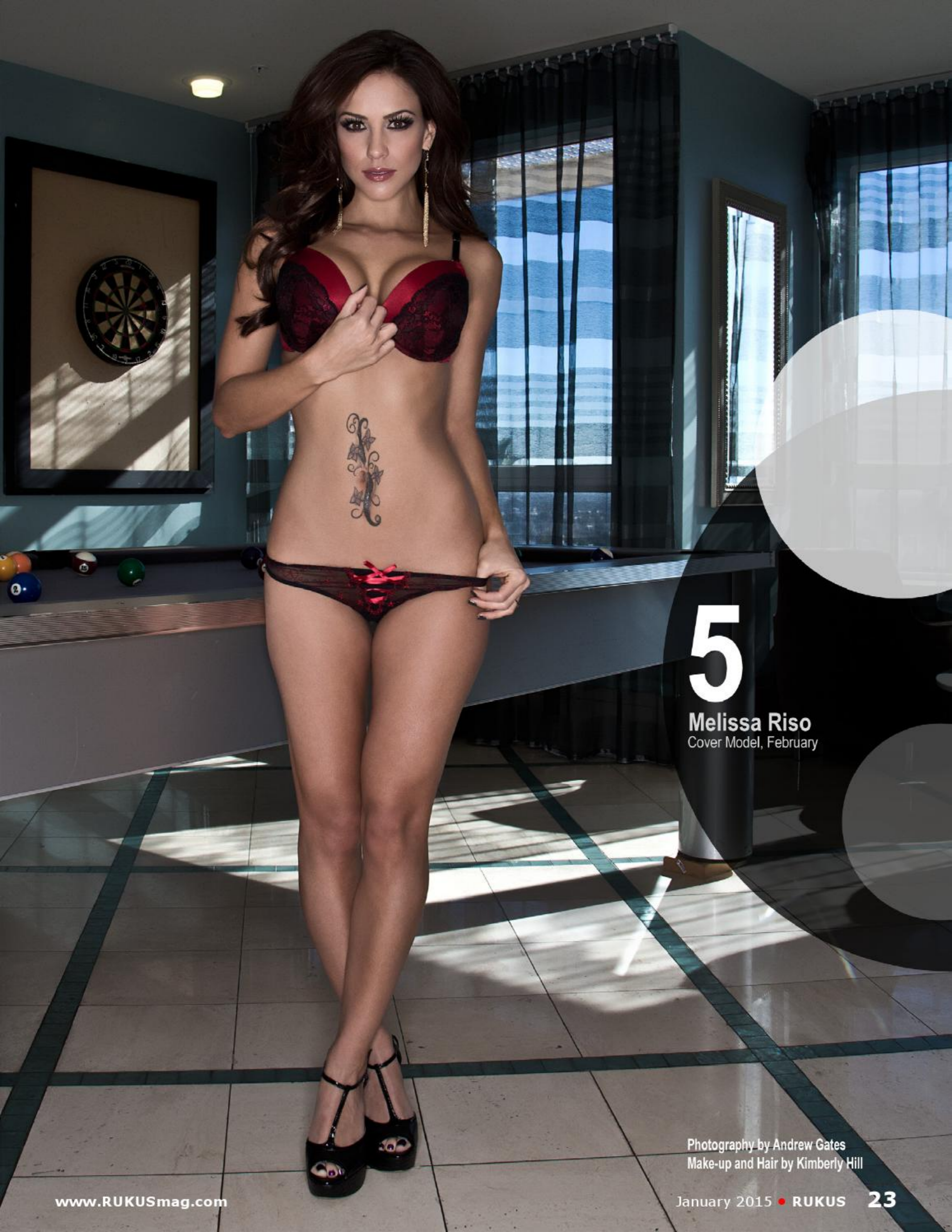
RUKUS MAG.COM

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



TOP TEN GIRLS
The Reader's Choice





5

Melissa Riso
Cover Model, February

TOP TEN GIRLS

The Reader's Choice





4

Alicia Whitten
Cover Model, November

TOP TEN GIRLS

The Reader





3

Valerie Berkes
Featured Model, June

TOP TEN GIRLS
The Reader's Choice





2

Lulu Ngo
Featured Model, August

Girl of The Year
The Reader's Choice





1

Stefanie Knight
Cover Model, October

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

**Congratulations Stefanie Knight,
2015 RUKUS Girl of The Year.**





1

Stefanie Knight
Cover Model, October

GAME ON

The Latest Games Reviewed

Same Taste, More Filling

Written by Jesse Seilhan

For some, Nintendo is synonymous with childhood. The original NES console created some of the most iconic characters in pop culture history, from Mario and Luigi to Princess Zelda and Samus. The company in charge of these delightful figures have all but squeezed every drop of life and blood from them for over 30 years, but fans keep coming back for more. Beyond the eventual sequels and remakes that keep these franchises alive, the Super Smash Bros fighting series has always given old and new franchise favorites a reason to exist. The sprawling multiplayer fighting game has a cast of characters spanning the entire company's existence, from 1980's Game & Watch to the Wii Fit trainer. The stages are all nods to classic games, the modes incorporate Nintendo ideals, and the entire package is one giant love letter to the fans. But is it any good?

The answer to that question mostly relies on your fondness for the aforementioned franchises. Those symbols of gaming's roots are mostly fun to control, while many of the modern fighters from the Pokemon and Fire Emblem universes are less inspired. Some of the super powers go so far over the top that balance flies right out the window, but the game's myriad of customizable match options can help control some of the chaos. The controls are fairly simple, with each character getting two attack buttons that can be modified with the directional pad, as well as buttons for jumping, blocking, and grappling. Tons of weapons show up during gameplay, from baseball bats and laser guns to Pokeballs and health items. Each character even has the chance to unleash a devastating "Final Smash" after harnessing one of the most powerful items mid-battle. From there, matches usually boil down to who can do the most damage the fastest, eventually sending their opponent flying off the screen. Multiply this by 8, the most playable combatants the series has ever seen, and the insanity goes off the charts with bodies, names, and items going everywhere.

If you have a group of friends and a bunch of WiiMotes, this game could be an instant party classic. The sheer variety of modes, characters, and personalization options make for a different battle every time. For just the solo fighting enthusiast, there is not a whole lot of content. Gone is the single-player narrative found in the Wii version and instead a series of matches awaits you, like any traditional fighting game ladder system from the 90's. A confusing board game can also be played, with matches staggered in between, as well as training modes, mini-games, and an event mode, which turns out to be the most fun. This mode sets you up as a different fighter every time, tasked with some distinct goal for victory, be it winning in a short time frame or with a certain move or two. But in all reality, you need some friends to make this game worth playing.

The online system works as advertised, which actually is a compliment for a Nintendo product. No noticeable lag showed up during any sessions and the level of competition seemed to be quite high. The hi-res trophies are back, giving fans of Nintendo's quirkier titles something to gawk at, but there is not any sort of progression or hook to keep you coming back beyond unlocking the next shiny object. As with most fighting games, the level of addiction will only come from having a healthy group of friends to practice with. If you're a fan of Nintendo and fighting games, this is certainly up your alley, but if you like a little more meat and aren't living in a frat house, Smash Bros for Wii U might not be worth it.

Game Title: Super Smash Bros. for Wii U

Producer: Nintendo

Platform: Wii U

Website: smashbros.com/us

★★★★★

Ratings: E10+

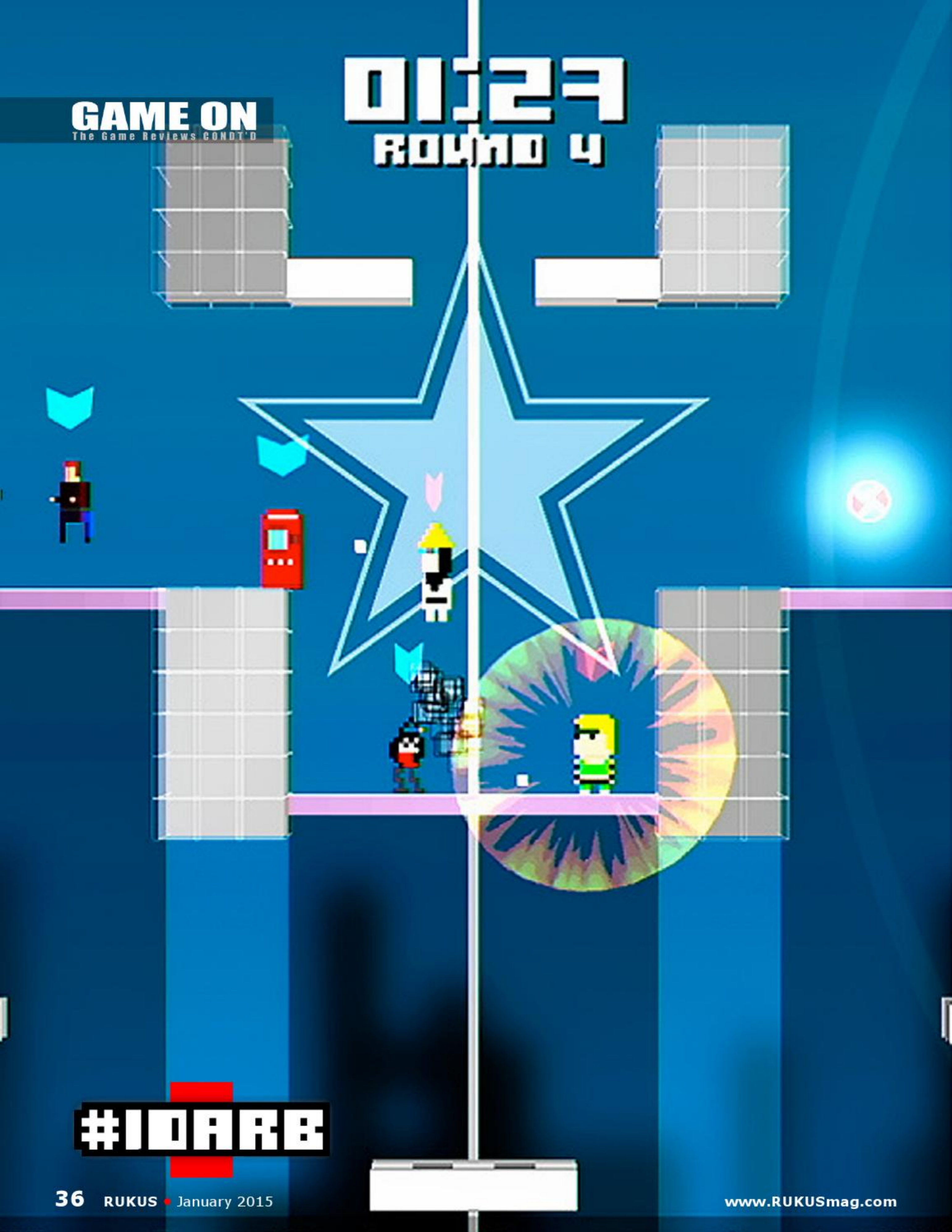
Genre: Fighting

Release Date: November 21, 2014



GAME ON
The Game Reviews COND'T'D

0123
ROUND 4



#IOARR

The Bacon Abides

Written by Josh Schilling

In the ongoing console war between Xbox One and Playstation 4, one aspect that Sony has undeniably held the edge was in the smaller, independent titles that contribute to imaginative, quick-hitting, and inexpensive fun. Don't Starve, Octodad, and the anticipated Hotline Miami 2 have helped bolster an impressive lineup of PS4 indie exclusives, and this particular battle was in real danger of becoming a rout. Xbox has turned the tide as of late, and one game that is attempting to set a high standard in the indie world is being offered for free in February's Xbox One Games with Gold. That game is called It Draws a Red Box, or more commonly referred to by a symbol attached to an acronym, #IDARB.

The developers of this game had a basic idea when starting out the production of this game. They told the Twittersphere that they had a red box, and they wanted suggestions on what to do with it. After melding a great deal of these questionable internet ideas into a game, they ended up with a completely crazy and chaotic concoction that takes a simple formula, sets it on fire, and dances around it with a frantic, grinning look in its face.

On the surface, this game is a 2D hockey/basketball style sports game with rudimentary graphics and some customizability, best suited for playing with a group of friends. What makes this title stand out is all the interesting, unique tidbits that you find scattered throughout the gameplay. Take a look at the teams you have to choose from and you find a team of mimes, one with ballerinas, a group of old-timey arcade cabinets, some moustached cops, or even a team of various breakfast foods. You can create your own with a simple character creator, along with a customized banner, including a custom created theme song that plays when your team wins. This all sets up the fast-paced gameplay that gets even wackier with the more people that participate. Up to eight people can play on the same console at the same time or online, and you jump around trying to shoot a ball into a goal, or knock around other players while trying to defend. Pretty simple stuff, but the game has one distinct wrinkle that makes it truly stand out.

As if the match wasn't insane enough, when you play, you may choose to open your game to the whims of the internet. If you do, people you know, or may not know, may decide to throw a few curves into the match. Every game spawns a twitter code that someone can use to bomb your gameplay. A few of the known "hashbombing" antics include filling the arena with water, adding multiple balls, getting Rick Rolled, or sharks drop in and chase the players. There are also some goofy halftime games, and a button-mash race at the end of the game to see who gets the MVP. For such a simple premise, #IDARB does a lot to create a supremely unique experience no matter if you're playing solo or with friends, and lets you actively add your own personal stamp to the overall madness.

For a game that is so chaotic, it's the simplicity that makes this game fun. Anyone can jump in and have a great time, or you can take some time on your own to build and share some crazy ideas for teams or songs. While this might not be a sprawling, character driven, 40+ hour, open-world monstrosity of a videogame, what it does is harken back to a simpler type of gameplay, while adding modern twists and then shaking vigorously. What you end up with is a Technicolor menagerie of creativity in a memorable and immersive game that will stand the test of time.

Game Title: #IDARB
Producer: Other Ocean
Platform: Xbox One
Website: idarb.com

★★★★★
Ratings: Everybody
Genre: Sports
Release Date: February 1, 2015

GAME ON SPOTLIGHT

Written by Jesse Seilhan

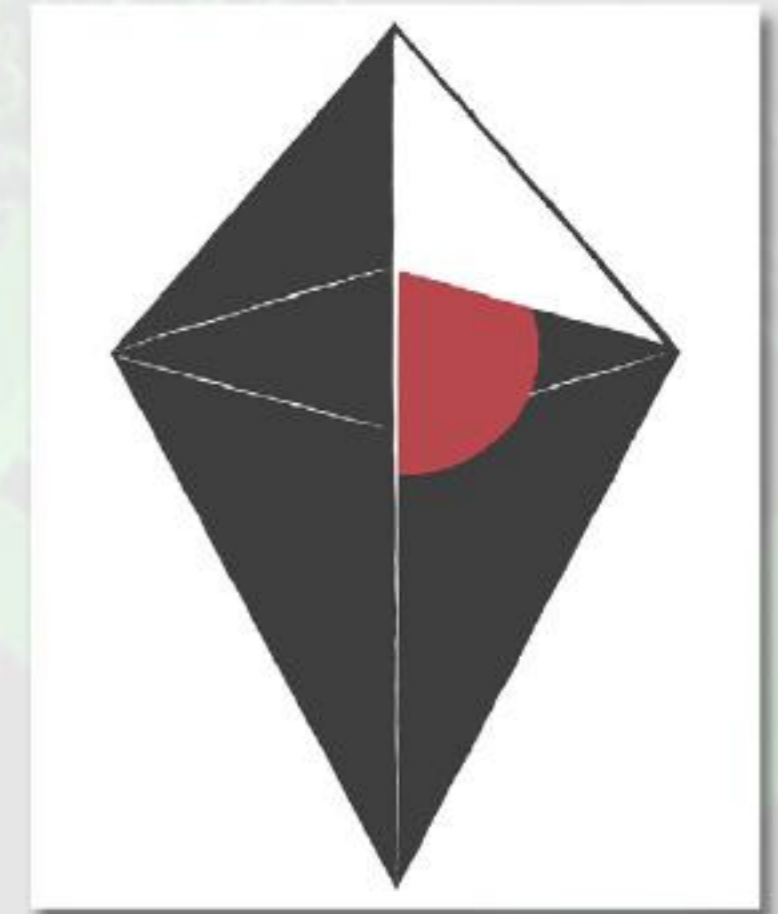


Batman: Arkham Knight

Six years after Rocksteady changed the world with their first Batman game, they are back to wrap up the entire Arkham series with a few new tricks. First off is the Batmobile, a way to traverse Gotham with much more speed (and style) than previous games. Next is the tech, as these new consoles have allowed the developers to make the shiny darkness that is the drab Arkham universe even shinier. A new villain has appeared, and not just new to the series: Arkham Knight refers to an all-new villain written specifically for this game, with DC genius Geoff Johns in charge of making this a memorable foe for the Dark Knight. We all know the score: the graphics, gameplay, voice acting, cutscenes, presentation, and nearly everything else will be great. But is there enough blood left in the Batman franchise to squeeze into another 30+ hour game? Or will this be one sequel too many, ending the series on a down note. June can't come soon enough for fans of the stellar franchise.

No Man's Sky

First off, if this game actually comes in 2015, it might be a miracle. This infinite space explorer is so expansive and aggressively wonderful, that it may never be released. If you haven't seen the trailers yet, you play the role of an as-of-yet unannounced pilot, tasked with traversing an unknown universe, scanning, cataloging, and exploring every planet and comet you see. The game is procedurally-generated, meaning every single object in the game is created on the fly right then and there. There are no canned animations, no scripted cutscenes (that we know of), and everything is up for you to discover before anyone else playing the game figures it out. No Man's Sky's premise is impressive in both its scope and potential, and it's a PS4 exclusive for the time being. There is something exceptional about the game's art design, and the fact that excellent band 65daysofstatic is doing the entire score is another reason to be pumped. All in all, this could end up being a generation-defining release or a giant letdown. Only time will tell.



Evolve

Coming out of E3 2014, no game was hotter than Evolve. The four-on-one monster hunter showed very well, blending first-person shooting with third-person carnage. But after the show, gamers got their hands on the title's first alpha and results were mixed at best. How this game was supposed to justify \$60 was beyond most people, but developers Turtle Rock have come out with more monsters, modes, and mayhem to try and hit their mark. What is present is foundationally solid. There is something fairly badass about being the monster, evolving into a mad beast, and wrecking a squad until they scatter like cockroaches. On the flip-side, a well-organized team is a tough threat that takes some thinking on your feet...or claws. The game was due out in October, but pushed back to February for more polishing and fine-tuning. If you remember having a great time with Left 4 Dead a few years ago and still know some people that are like-minded, pick up Evolve when it comes out.

IT'S HERE



Enjoy RUKUS on your iPad and iPhone!



Digital subscriptions at
RUKUS
MAG.COM