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Jeri Lee

GAMES REVIEWED

DYING LIGHT

GOOD NIGHT GOOD LUCK

EVOLVE



Kid Ink

Full Speed



Beck

Morning Phase

R
February 2015

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20 QUESTIONS

Get To Know Your Cover Model

Jeri Lee

Photography by Andrew Gates
Make-up & hair by Jacqueline Pahl
Styling by Rupa Begum



Jeri Lee was born and raised in Orange County, California. This gorgeous Filipina and Mexican mixed hottie comes with a down-to-earth attitude and cool personality. She originally got her start in the entertainment industry at the very young age of three, but her career really took off when she was introduced to the import car scene back in 2004. Jeri has had the pleasure of being a cover model and featured girl in a variety of international magazines. Her career also allows her to travel around North America, Europe, Asia and Australia. Lately, she's taken up exercising and can be seen working out at HDX Fit and attending yoga at Core Power Yoga. She likes to stay fit and it definitely shows. You can also catch her at one of her *Jeri Lee's® Pastease Show's* at select clubs. Her future goals would be to run her own business, get married and start a family... we're sure she won't have any problems in these departments.



20 QUESTIONS

Your Cover Model Cont'd



20 QUESTIONS

1.What's your Ethnicity?

I am half Filipina & half Mexican.

2.What's your zodiac sign?

I was born at the end of November, which makes me a Sagittarius.

3.Where are you from originally?

Born and raised in The OC, Orange County, Anaheim to be exact.

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

I had a great childhood growing up in the OC. Living in Southern California, we always had great weather. Especially in the Summer, it was always sunny in California. I loved playing outside, hanging out with friends, cruising on OCTA, the public bus and going to Knot's Berry Farm. I was a care-free child who was just loving life.

5.If you could live anywhere, where would you live?

Well, I've literally been all over the world. I love Asia and that's where it's at. I always say, it's so much better on the other side of the world. I fell in love with Japan, Thailand and the Philippines. If I were to retire, I would definitely move to Asia, but California, Orange County, will always be my home.

6.If you could have a super power, what would it be?

Super powers, there are so many, but if I had to choose, I would like the ability to time travel. I could go anywhere I please, be able to travel back in time, visit my childhood and actually re-live it, I would be able to see my loved ones that have passed, especially my dad, I could even time travel back to the 1920's. There's so much to travel back in time to, I think that would be a great super power.

7.What's your favorite hobby and why?

My favorite hobby is now a part of my life. I love working out at HDX Fit and I love doing hot yoga...Namaste.

8.What's your guilty pleasure?

My guilty pleasure is eating Sprinkles Cupcakes especially the banana cupcakes. What I would do to have one right now, yummy and so delicious it's naughty.

9.Who do you admire and why?

I admire my mommy. She's a beautiful creature. A strong willed kind of lady. She has been through a lot back when I was a kid, not only with me, but w/my dad too. I respect her and I love her so much, I wouldn't change any of that. She is the greatest. [smile]

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

If I could change one thing in this world, it would have to be...NO GUNS! I don't care for them and I don't like them. It took away one of my high school friends who was bipolar and she killed herself.

11.What's one of your personal goals?

I would like to buy a home with my significant other and start a family.

12.What do guys compliment you on the most?

I get compliments all the time and I'm thankful and flattered by all, but the compliments I get most are how dope of a person I am and that I'm down-to-earth, sweet, humble...you name it...I'm awesome. [wink]

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

My favorite body part on my body is now my booty. Squats and working out really work, but that's only if you are truly dedicated.

14.What do you look for in a guy?

I don't look because I already have him.

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

The first thing I notice in a guy is his scent.

16.What's your ideal first date?

I don't do dates.

17.What turns you on?

I love the smell of cologne, especially if it's Chanel Blue.

18.What turns you off?

Stupidity.

19.What's your biggest pet peeve?

When someone doesn't turn on their signal when turning or to switch lanes, annoying.

20.Who's your celebrity crush?

Johnny Depp, Channing Tatum and Angelina Jolie, but Steve Aoki is the homie, I just want to have his Jesus looking babies. [smile] **RM**

20 QUESTIONS

Your Cover Model Cont'd



20 QUESTIONS

Your Cover Model Cont'd

02

20 QUESTIONS

Your Cover Model Cont'd

I love the
smell of
cologne...

20 QUESTIONS

Your Cover Model Cont'd



STATS:

Birthday:	November 29
Height:	5'1"
Weight:	106lb
Measurements:	32D-24-36

See more of Jeri at
[instagram.com/mama_lee](https://www.instagram.com/mama_lee)

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20

QUESTIONS WITH
HIROMI



ALL ACCESS

The Latest Albums Reviewed

Ink to Paper

Photo by S Dot B
Written by Jeremy Weeden

With *Full Speed*, LA-based rapper Kid Ink returns to the music scene with his second full-length studio album. Having already showcased a knack for hit records including the double platinum smash "Show Me" and the gold single "Main Chick" from his first album, Kid Ink looks to continue his streak with *Full Speed*.

Full Speed begins with the trumpet-heavy "What it Feels Like" where Kid Ink raps about what it was like for him before he it big as well as problems he has encountered now that he has found success. "Dolo" features R. Kelly and has a nice, mellow summer vibe to it. This song is about seeing a pretty girl and wondering if she came "dolo," should be a hit if released as a single.

"Body Language" featuring Usher and Tinashe is the album's first single. This catchy song is already all over the airwaves and has continued Kid Ink's success with hit radio singles. "Hotel" features Chris Brown and is also a future single with the upbeat synth beat and the song's easily repeatable hook which borrows from Mase's 90's hit, "Lookin at Me."

"Cool Back" is a perfect song for riding to or playing in the club with Kid Ink's hook of "I walk in this bitch, like a motherfuckin villain/Fashion police should arrest that nigga/I'm just tryna bring cool back."

"Be Real" features Detroit newcomer, Dej Loaf on the hook. Over the DJ Mustard-produced beat, Kid Ink drops a memorable verse including the lines "Fat Joe pockets lean back a recliner/I'm in this representing West Side/Lotta people try to tell me I'm the next guy/Batgang got it tatted by my left eye/Chain gang over here, no neck tie/Bitch you know I'm all about the business/From beginning to the ending never simpin, never slippin/Sippin P-A-T-R-O-to the-N/And if I'm in the building know it's complaints from the tenants."

"Every City We Go" features Migos and is about the love the rappers receive in the multiple cities they visit. This song is often played on NBA game broadcasts showing Kid Ink's wide appeal.

"About Mine" is produced by DJ Mustard and features Trey Songz. This potential single is about the dedication and focus the two have. "Like a Hot Boy" features current hip-hop hook master Young Thug.

"Show Must Go On" feature Machine Kelly and singer Math Allen on the hook. Kid Ink and Machine Gun Kelly trade rapid-fire flows over a hard hitting drum heavy beat. "POV" is yet another potential single with its Euro club beat and lyrics about videotaping sexual situations in "POV."

With *Full Speed*, Kid Ink shows he still has a penchant for giving the radio exactly what it wants. The album has multiple prospective singles and is full of catchy hooks and danceable beats. With his debut album, Kid Ink found his own lane within mainstream success and *Full Speed* finds him staying squarely in it.

Artist: Kid Ink
Album: Full Speed
Website: kidinkmusic.com

★★★★★
Label: RCA
Release Date: February 3, 2015





A Good Morning

Photo by Katy Winn
Written by Silas Valentino

Even if you haven't heard this record, you've most likely heard of this record. Though the Grammys are about as musically significant as Hall & Oates suing a granola company for the cereal "Haulin' Oats," the interruption of Beck's Album of the Year award by some obscure rapper catapulted this blond-haired, former slacker into a new level of stardom. The question here is, does *Morning Phase*—his 12th record—justify all the commotion or is this just a classic tale of an artist receiving overdue pay?

Sonically speaking, *Morning Phase* is an aural beauty that touches upon those tender moments generally reserved for an early morn or midnight album snack. The tempo remains just upbeat enough and doesn't slide down too far for a "breakup album" or some other easy compassion. It's important to note that this album is called *Morning Phase* not *Mourning Phase* so while it treads away from previous Beck rompers filled with fun and delight, the feeling of sadness and melancholy are—for the most part—absent in this go around.

Beck provides most of the sounds on this record even going as far as arranging all the orchestral movements—which is quite a feat for a guy who blasted his way into our cultural psyche with a song all about how much of a loser and '90s slacker he claimed to be.

A majority of *Morning Phase* flows and functions together within the same acoustic structure where everything seems to have been built around the steel strumming of Beck's guitar. Tracks like "Morning," "Blue Moon," "Turn Away" and "Country Down" are all cut from the same light country cloth with just a couple of tracks ("Wave" and "Waking Light") acting as musical deterrents.

Enough has been said about how *Morning Phase* is a companion or sibling to Beck's 2002 acoustic classic *Sea Change* and it's a pretty easy comparison. Both album's opening tracks begin with the same major E chord strum and I bet if you made a mix of the two interchanged few could tell the difference. But *Morning Phase* sounds different. Literally. *Morning Phase*'s sound is much more robust and clear in comparison to a record that was recorded over a decade ago.

If *Morning Phase* is indeed a mirror to *Sea Change*, then "Blue Moon" is without a doubt this album's "Lost Cause." Though "Moon" is nowhere near as heartbreakingly sad and poignant, it's instant proof of Beck's musical genius from the sweetly plucked charango (the mandarin-sounding instrument) to the soft swarming "ooh" chorus.

Another standout from the mix is the rhythmic strummer "Turn Away" which was a song good enough to justify a 1:03 into ("Phase") and has Beck harmonizing with himself until the climatic orchestral finish. After a feature in the *Wild* movie trailer, "Turn Away" earns itself a spot in the Pacific Northwest vibe amongst groups like the Fleet Foxes and flannel clothing.

All roads lead to "Waking Light," the record's final flash and closer. Built around a piano structure rather an acoustic guitar, "Light" jams all that's bright with *Morning Phase* into one track. It's a mosaic of instruments blending into one another creating a magnificent final bow.

Morning Phase was Beck's third bout for Album of the Year and in truth, it's a much better record as a whole in comparison to his 2001's nominee *Midnite Vultures* (even though "Deborah" is an all-time great). In 1997 if *Odelay* would have beaten out the Smashing Pumpkins, I'm sure Billy Corgan would have considered rushing the stage too. This was Beck's year to win the big, unimportant award. Third time's the charm but it always helps if the record in question is a musical beauty.

Artist: Beck
Album: Morning Phase
Website: beck.com

★★★★★
Label: Capitol
Release Date: February 25, 2015

ALL ACCESS SPOTLIGHT

Written by Samuel Wendel

Facebook.com/LupeFiasco



Lupe Fiasco, *Tetsuo & Youth*

After being pigeonholed as an artist who may never have deserved the hype he received early in his career, rapper Lupe Fiasco has been on a bit of a tear recently, releasing his second solid LP in a row—the latest entitled *Tetsuo & Youth*. His fifth studio album overall, *Youth* is an ambitious but still mature release filled with dense, detail-rich lyrics that manage to be introspective, funny, poignant and most importantly, never forced. Lupe Fiasco has always danced around the edges of being a truly elite lyricist and here he finally brings it all together.

Tetsuo & Youth isn't without flaws—chiefly the generic production value that makes it sonically unremarkable at times—but overall Lupe Fiasco has succeeded in creating an album where the individually enjoyable parts add up to a completely enjoyable album, something many thought Fiasco was incapable of doing after his unsatisfying third studio album, 2011's *Lasers*. Even though he's a veteran of the rap scene and has tasted commercial success, with *Tetsuo & Youth* we have an artist hitting his stride. Key tracks are opener "Mural" and "Prisoner 1 & 2."

Imagine Dragons, *Smoke and Mirrors*

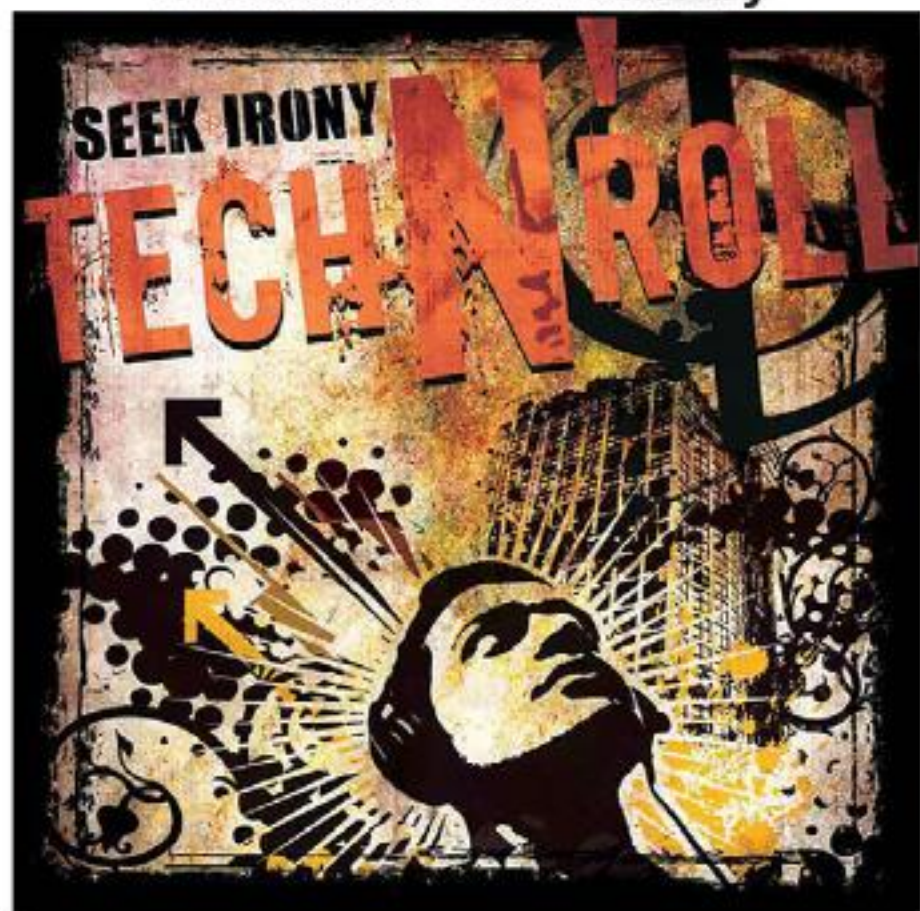
After releasing one of the more successful debut alternative rock albums in recent memory, Imagine Dragons have in short order conjured up another album's worth of bombastic EDM-influenced arena rock. Despite two years in-between releases, Imagine Dragons' second album, entitled *Smoke and Mirrors*, picks up right where 2012's *Night Visions* left off, with the same pseudo-brooding, Trent-Reznor-lite vocals set to the same propulsive drum beats—which makes for many reach for the sky anthem-moments—and also in effect makes *Mirrors* more of a twin to *Visions* than what it should be: an older, more mature sibling.

So in laymen's terms, Imagine Dragons break no new ground on their second album, and stick to their guns—a logical strategy considering their debut netted them a Grammy, high praise from Rolling Stone and a lofty perch on the Billboard charts. The only problem is *Mirrors* misses one key ingredient: it doesn't have a song like "Radioactive," the single that truly paved the way for their success. Lead single "I Bet my Life" is a hook-filled, arena stomper but it still pales in comparison to "Radioactive," as does the rest of the album. But all in all, if you liked *Night Visions* or "Radioactive," you will like this.

Facebook.com/ImagineDragons



Facebook.com/SeekIrony



Seek Irony, *Tech N' Roll*

Perhaps the most ironic thing about Seek Irony's debut album is that the title itself is not ironic—besides being a pun, it's actually quite literal. This fivesome originally hails from Tel Aviv, Israel but now calls Austin, Texas home, and *Tech N' Roll* is exactly what it sounds like: a mashup of rock and techno. Across eleven tracks, Seek Irony create anthem heavy rock riffs that cascade over a landscape of electronic noise with slight variations along the way. At times they veer towards more middle-of-the-road alternative rock and at other times they threaten to enter the arena of near industrial-techno.

The resulting album is a bit of a curiosity; none of the individual parts are terribly original, but the sum of the parts create a moody and rambunctious din that seems on first listen to be a fresh look at several genres that on their own have become rather boring and played out. And Seek Irony should be given credit for this, as *Tech N' Roll* isn't the most unique or inventive album of all time but it manages to find a nice balance between its ingredients and should be accessible for a wide range of listeners. Standout tracks are "Low" and "Skin2Skin."

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COMING UP

Models To Keep An Eye On

Erica Manni

Photography by Andrew Gates
Make-up by Jennifer Naideth
Hair by Kristina Cardwell



Erica Manni was born in Sondrio and raised in Bergamo, Italy. She started modeling and acting at an early age and after graduating from high school she decided to move to Rome to focus on her acting. After many auditions she was selected to be a part of the British production, *A Slumber Did My Spirit Seal*. Erica's experience with this was so great, she decided to move to New York City where she continued her studies at New York Film Academy. While at the academy she had the pleasure of shooting several projects with photographers and filmmakers from all over the world. Now living in Los Angeles, California, Erica has been working non-stop. She's been shooting commercials, short films, music videos and feature films as well as knocking out some photo shoots. Her goal is to keep challenging herself and take her career to the next level. It looks like Erica is well on her way to being a success.



COMING UP

Models To Keep An Eye On Cont'd



THE STATS

Birthday:

April 8

Zodiac Sign:

I am an Aries, fiery and very determined.

Measurements:

36D-26-36

Height:

5'3"

Weight:

105lb

Ethnicity:

I'm Caucasian, 100 percent Italian.

Hometown:

Bergamo, Italy

Turn Ons:

Passionate discussions, happiness, seeing something new, doing something unexpected, taking risks, listening to great music, being taken somewhere new.

Turn Offs:

Sadness, low energy environments, repetitive tasks, living like life doesn't matter.

Ideal first date:

Something that surprises me and required time and care.

Guilty Pleasure:

This a great question. I would say observing people but that sounds creepy. [laugh] What I mean is; I like studying human behaviors and observing people when they don't know someone is watching.

Pet Peeves:

I don't like when someone acts like they are the only one with needs or priorities, especially in a group of people. I also don't do well with selfishness.

Celebrity Pass:

I love Ellen Page.

See more of Erica at

[Instagram.com/ericazenith_LA](https://www.instagram.com/ericazenith_LA)

GAME ON

The Latest Games Reviewed

Hunter or Hunted

Written by Josh Schilling

Multiplayer is a driving force in a lot of today's video games, but most of the competitive action relies on testosterone-fueled, soldier-based, gun fests. All of the different titles that let you capture a flag or blast away in a team deathmatch are almost too numerous to count, so when news that developer Turtle Rock Studios, creator of one of the best co-op experiences in *Left 4 Dead* and its sequel, was creating *Evolve*, I'll admit that I was heartily intrigued.

This is an asymmetrical, multiplayer game that allows the player to choose between assuming the role of a huge, fire-breathing, antagonistic monster, or one of four hunters whose objective is to take down the beast. When playing as a hunter, winging it solo-style is definitely not the best choice, as this game is meant to be a team-based experience, and it is extremely beneficial for everyone to know their particular roles. The assault class is the tank, the support class buffs the team, the trapper is built to contain the monster in a specific area, and the medic has to pour on the healing, although the different character designs seem a little stereotypical, with their Aussie hats, eye patches, stubby cigars, and cybernetic limbs. As far as the action goes, if one of the team members goes rogue and doesn't do their job, then the battle tends to be much more difficult.

If teamwork isn't your game, then by all means strap on the monster. You might think that all you need to do is sniff out the puny humans and dominate, but this game is much more intricate than that. The hunters have the advantage at the beginning of a match, but the monster has the ability to find some grub and evolve into something much more menacing. While it is better to sneak around at the beginning, if you play your cards right, you will eventually get to strut your stuff, and live up to your title.

There is no real campaign mode, but this game does offer a few tweaks to keep things interesting. The monster and each of the four hunters have multiple variations that can be unlocked, as well as over 15 different maps to play. There is a single-player mode that is extremely valuable for learning the different tactics and abilities of each character, as well as optional match types that break up the monotony of a typical hunt and chase. Then there is Evacuation mode, which combines the different match-types into one big tournament. The results of each match affect the subsequent ones, so the only one that truly matters is the finale, but previous victories really help in making it easier.

It would be easy to push out a title with this type of multiplayer gimmick and ignore the intricacies of what makes a game fun. *Evolve* nails the balance between the classes, which is crucial for a game that is almost entirely meant to be played online. None of the hunters feel overpowered, and each one is interesting to play in their own way, while playing as the monster is equally satisfying and the strategy involved is a welcome surprise. For a game that initially doesn't seem to offer a whole lot, *Evolve* is an unusually deep game that offers a great deal of replay especially if you have a good group of players who like to work together. Mixing hide-and-seek aspects with varying types of weaponry in a dark and living world creates an atmosphere that lends itself to some truly unique experiences.

Game Title: *Evolve*

Producer: 2K Games

Platform: Xbox One, PS4, PC

Website: evolvegame.com

★★★★★

Ratings: Mature

Genre: First-Person Shooter

Release Date: February 10, 2015



E|V|O|L|V|E



GAME ON
The Game Reviews Cont'd

DYING LIGHT
GOOD NIGHT GOOD LUCK

Fear of the Dark

Written by Jesse Seilhan

Zombies are this generation's nazis. They are the default enemy type in what feels like half of the video game market, they have infiltrated all genres, and in some cases, they have literally become nazis in a few World War II games. Some games go the fun and cheesy route, like Lollipop Chainsaw, and for others, it's all business, like Resident Evil, but developer Techland attempts to blur those lines, with games like 2011's Dead Island and this year's Dying Light. With the former, the team introduced survival horror aspects into a semi-over the top environment, but missed the mark mostly due to graphical limitations and a half-baked sandbox to play in. But with Dying Light, Techland has nearly realized the ultimate zombie hybrid they've been working toward for half a decade. By all accounts, this is a competent, fun, and sprawling semi-open-world that learns from its predecessor's mistakes. Ironically, the one piece missing is the thing zombies crave most of all...brains!

Dying Light takes place in a fictional Middle Eastern town of Harran, one that has been overrun with the living dead. Your character, Kyle Crane, is sent in to recover documents from a mad man who has become a bit of a warlord in this despotic city. After your initial crash landing, you're taken in by the "good" guys, a group of survivors holed up in a skyscraper that start to trust you after you do a million fetch quests for them. Then you go do a ton of fetch quests for the bad guy, and random people, leveling up along the way to turn into a faster, stronger, more elite zombie slayer.

The real joy is the kind you create on your own, as you explore and uncover all the craziness the city has to offer. From safe houses to radio towers, there is plenty to see and do, as long as you don't mind bashing some skulls on the way there. The skull bashing is a ton of fun, as the variety of weapons and modifications makes for some outstanding combat moments. From decapitations and brutal attacks to elemental traps and thrown objects, the amount of destruction at your fingertips is sometimes overwhelming. Techland balanced that endless joy by giving each weapon its own stamina meter, destroying it after prolong use. Repair kits help restore these items to their full glory, but only for a limited number of times. That's not too bad, as the game is filled with tons of objects to use and create, but it really sucks when an amazing weapon you've grown attached to literally becomes worthless trash after a while. The variety of zombies is typical for this type of game, from the slow shamblers to the big brutes, mixed with super-fast intense undead and long-range spitters; no new ground is being broken on the zombie dichotomy here.

It was a good omen when this game was delayed, because if it launched among the flurry of holiday titles, it would have been passed over and written off as fodder. But with a few more months to bake in the goodness, Dying Light stands out as one of the best new titles of 2015. It's not perfect, but it's damn fun and really rewards players for sticking with it. It lifts the "do it and improve it" XP system of games like Fallout and Far Cry, unlocking some awesome skill tree perks for fighting, running, or just plain surviving. This tiered system allows people to really make a personal journey through the broken streets of Harran and come out feeling like a champion, even if the characters they met along the way really didn't matter. Even with the narrative black hole, the game is built well enough to sustain dozens of hours of gameplay that becomes more fun every time you pick up a controller.

Game Title: Dying Light
Producer: WB Interactive
Platform: PS4, Xbox One, PC
Website: dyinglightgame.com

★★★★★
Ratings: Mature
Genre: Action Role Playing
Release Date: January 27, 2015

GAME ON SPOTLIGHT

Written by Jesse Seilhan

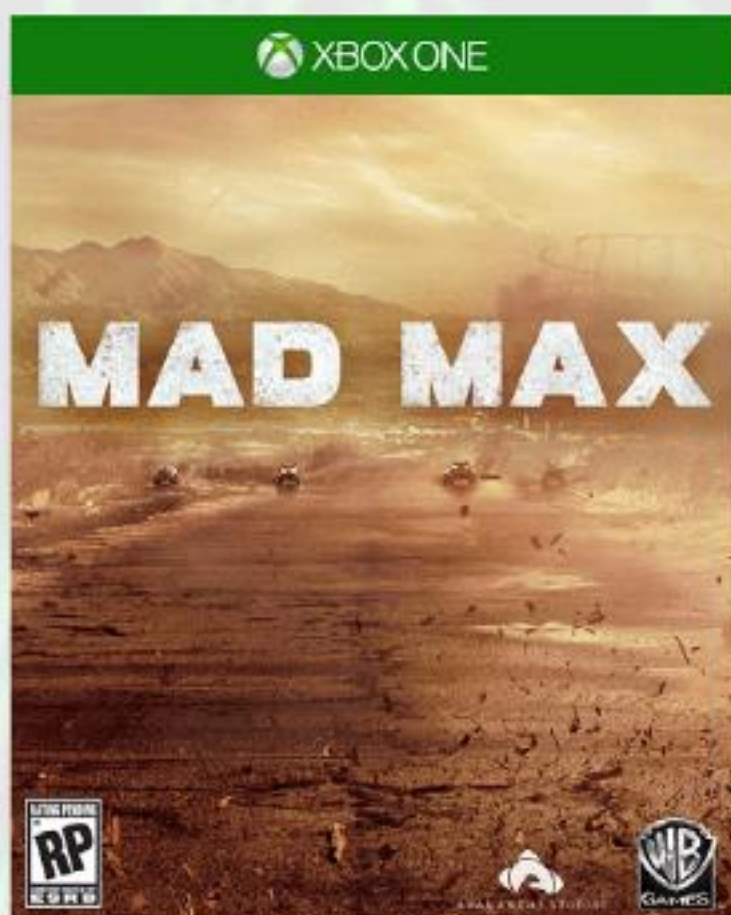
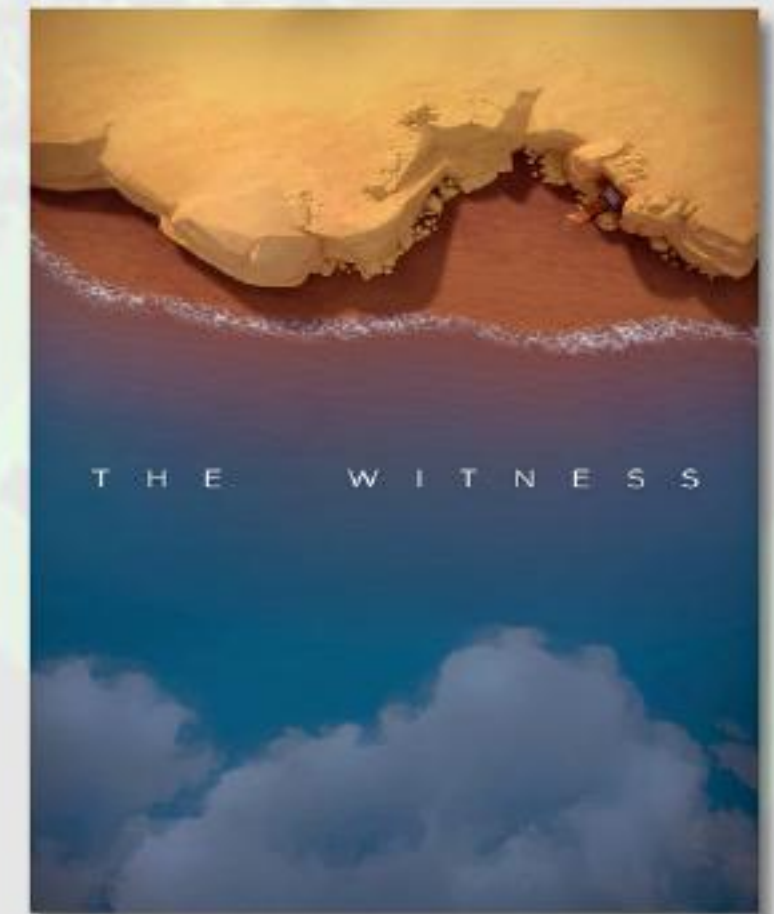


Tom Clancy's: The Division

Tom Clancy's fictional political world has always been ripe for gaming. From Splinter Cell's killer stealth and Rainbow Six's action-packed combat, to Ghost Recon's future technology, his landscapes have inspired dozens of Ubisoft's franchises and have led to some of the best games in the past two generations. With The Division, Ubisoft is attempting a new tactic: develop a Clancy-esque story from real-life incidents without following a book series as the blueprint. This co-op third person squad-based shooter imagines a world where a disease is unleashed on the population during Black Friday, when all the American shoppers are outdoors. Once the population falls, food and water services stop working, and eventually chaos strikes and those looking to take over the world step in. In comes your squad to take the power back, with a variety of cool weapons at your disposal. Using a brand new engine specifically for this generation of consoles, The Division is shaping up to be another addictive shooter from a studio known for those such things.

The Witness

Jonathan Blow is mainly known for his indie hit Braid, a platformer that flipped the genre on its axis with time-bending gameplay and brilliant storytelling. With his next foray, his Sony-exclusive The Witness is turning into an ambitious puzzle experience on a larger scale than we have ever scene. Packed with literally hundreds of puzzles strewn across a giant open island, players take a first-person view into solving them across what Blow is calling a 30-40 hour experience. Gameplay videos thus far show a lush world that allows for free-form exploration, but what hasn't been shown is why you're tasked with doing this. The PS4 has been a haven for smaller, independent titles over the past 18 months, but The Witness might be one of those crossover titles that gets the AAA crowd into dabbling with the more experimental offerings on the console.



Mad Max

Tied to the film but mostly to the larger fictional world, this Mad Max game should give every burgeoning Road Warrior something in which to believe. Avalanche Studios, makers of the crazy and chaotic Just Cause series, is bringing the post-apocalyptic car-crazed wasteland to next-gen consoles on September 1st. Details have been quite scarce thus far, and what we know is that there will be combat, and lots of it, both on land and within your crazy mutant vehicles. The open-world nature of the game's design will allow for players to use a mixture of ingenuity and improvisation in their battle for fuel, food, and other supplies strewn across the barren landscape. The brief demo given at E3 a few years ago left fans wanting more, as the car customization and brutal gameplay mechanics look like exactly what this franchise needs to make the digital jump to video games.

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