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# 20

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# Leng Yein

GAMES REVIEWED  
THE ORDER  
1886

SCREAMRIDE



*No Regrets In Life*  
**Van Halen**  
Tokyo Dome in Concert



**Wale**  
The Album About Nothing

**RS**  
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# 20 QUESTIONS

Get To Know Your Cover Model

## Leng Yein

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



Leng Yein comes to us for a second time and landed on the cover. If you don't remember her from our February 2012 issue let's break it down to you. Leng never intended on being a model, but one fateful day she was approached by the state's pageant organizer for Miss Pahang/Malaysia World Pageant who said she had what it took to be a beauty queen. She joined the pageant and won then went on to win more than 22 beauty pageant titles. Leng is also no stranger to being in front of the camera. Since her big break she has been featured in countless magazines, newspapers, posters and billboards. She has also caught the acting bug and been featured and starring in some independent movies. Leng has also been traveling around the world since we last saw her and has had a very prosperous career as a DJ and spokesmodel. This girl is unstoppable, when she wants it, she takes it and nothing will come in her way.



# 20 QUESTIONS

Your Cover Model Cont'd





# 20 QUESTIONS

1. What's your Ethnicity?

I'm 100% pure Chinese.

2. What's your zodiac sign?

I'm a typical Aries. I'm constantly pushing myself to be first.

3. Where are you from originally?

I'm from a small peaceful little town, Kuantan, in the State of Pahang. But I moved to Kuala Lumpur, the Capital of Malaysia six years ago.

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

Kuantan is a small but peaceful and happy town. Everyone knows each other. So it was like I walked out of my house and everyone is my family. I have no worries, no problems, no enemies and no challenges. Everything was just perfect.

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

I'm independent, outgoing and strong so everyone calls me 'Jie'. In Chinese, it means 'Sister'. Some of the younger ones are scared of me because they mistaken the addressing and mistook it as I'm a lady gangster head or something. But after some time, when they know me, they know it isn't true. I am just a friend to everyone. I don't bite. [wink]

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

At one point in my life, some drama happened so I threw everything away and gave up everything at once. I moved out and moved on with my life without anyone or any money. I started my life over all alone.

7. What's your favorite hobby and why?

I love traveling and meeting new people. Traveling far away from home. Shopping for things that I love, eating different food that I don't get to eat at home and talking to people makes me happy. Their stories, their problems, their happiness, smile or tears, teaches me more about life. I've learned a lot about people that I meet everyday. I've learned a lot from different cultures while traveling. I am a professional performing pianist. If I'm home, I'll take some time off and play my Piano, it calms me down, but it makes me sadder if I'm already sad because music affects my mood a lot.

8. What's your guilty pleasure?

Branded bags and shoes, most of them are totally over valued, but it gives me great pleasure and satisfaction.

9. Who do you admire and why?

A person with a great attitude, strong mind, focused, kind at heart, down-to-earth, loving and hardworking.

10. What's one of your personal goals?

I want to be a successful person in life in general. Getting things that I want, being loved by all at all times, and be remembered in everyone's heart.

11. What do guys compliment you on the most?

Normally guys who first meet me would tell me I look gorgeous or that I am sexy or that I have the cutest butt ever or something like that. But as for guys who've met and know me, they would tell me

I'm a tough cookie, versatile, independent, strong, a woman who knows what she wants and what to do to get it, smart and beautiful.

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

I love my butt. I have a cute ass. [wink] I like to spank it a lot. [smile]

13. What's your least favorite body part?

I pity my nails. No matter how many times I frequent the nail salon, my nails don't get to be long because I am a pianist so I have to constantly cut them or else I can't play the piano.

14. What do you look for in a guy?

Forgive me because there are so many things. [laugh] First is loyalty, it's crucial, it's all or nothing for me. Then, he has to be smart and strong enough to go through tough challenges or obstacles and achieve results in life. He has to be patient towards me and be calm when things or situations don't go right. He has to have courage to fight for what he wants in life and what he believes in. He has to be far sighted. To be protective towards me and be my man who stand by my side through my ups and downs. To take great stress and not break apart no matter how bad the time. He has to know and understand me really well so he could handle me, if ever, I break down or fall apart. He doesn't need to be rich with money, but he has to be rich in life in general, to be rich in knowledge. He has to be a calm and steady person, a very strong person, almost unbreakable because I eat the weak for breakfast. [smile]

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

Guys with the positive aura, their confidence, smile, the way they talk and move. I love positive guys, they make me happy.

16. What's your ideal first date?

A short chat over lunch or dinner and then chilling out to have long talks to get to know each other better. I'm an Aries, I don't beat around the bush, I aim and take. [laugh]

17. What turns you on?

A great mind and great personality turns me on most. I am very attracted to people who have awesome personality; people who are very different from people that I've met. People who are smart and funny at the same time—the feeling of the uniqueness in them turns me on.

18. What turns you off?

I can't take guys who are too much in love with themselves. They always do that empty talking. Guys who are a total show-off; boastful guys who are disrespectful towards women are a major turn off.

19. What's your biggest pet peeve?

People tapping to the beat on the table while I'm eating, or clapping their hands or stomping legs in the car following the beat of the music playing when everyone around is quiet and calm. It just annoys me because they break the peaceful, happy, easy, slow day of mine.

20. Who's your celebrity crush?

Seriously...none, because I only crush on people that I personally know. [laugh]

RM

# 20 QUESTIONS

Your Cover Model Cont'd



**20 QUESTIONS**  
Your Cover Model Cont'd



# 20 QUESTIONS

Your Cover Model Cont'd



...I don't  
beat around  
the bush...

# 20 QUESTIONS

Your Cover Model Cont'd



## STATS:

Birthday:	April 18
Height:	5'5"
Weight:	97lb
Measurements:	32D-22.5-35

See more of Leng at  
[instagram.com/lengyein](https://www.instagram.com/lengyein)

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# 20

QUESTIONS WITH  
**HIROMI**



# ALL ACCESS

The Latest Albums Reviewed

## Nuff Said

Written by Jeremy Weeden

Wale returns with his fourth studio album, the Jerry Seinfeld-assisted *The Album About Nothing*. This album follows in the footsteps of the *Mixtape About Nothing* and *More About Nothing* but instead of featuring just clips from Seinfeld, it also features exclusive commentary from the man himself.

The album starts things off with "The Intro About Nothing," which has Jerry and Wale in the studio talking as they start to record the album. Wale explains his concept behind the album on the hook rapping "Lord, my all what you think of it/ Been on this long road accumulating luggage/As time proceeds, preoccupied with everything/I think it's 'bout time I sing of nothing" and states at the end of the song "I figure they don't care about albums, why not give them an album about nothing."

"The Pessimist" features J. Cole on the hook as Wale raps about some of the negative situations he sees in the black community. He raps about the everyday violence that happens in black communities and his beliefs that people should be as upset about that as they are over violence perpetrated against black people from non-blacks. He also raps about the reality shows that portray black people in a negative light with the lyrics "Celebrity celebrating disgusts me/The cerebellum invaded with all these fresh things/All watchin 'Love and Hip Hop: Atlanta' as we speak/Nigga we hopeless/ Okay the Steebie show is on/And so my broad rollin weed now she's mad at me/Cause she seen a scene with Rasheeda baby father/Said you niggas all hopeless."

Jerry Seinfeld starts off "The Middle Finger" telling Wale not to worry about what people are saying and to just let them talk. Wale explains why you don't see him hanging out with a lot of other rappers with the lyrics "Hate to be the bearer of bad news/But I can't move with too many rap dudes/I respect dudes from my double M crew/But I'm just not that dude hanging on to who's who's and such/Cash rule for some, got room for none/Can't fool with niggas who put the rumors up/Wanted to quit, rap music sucks/But couldn't run a 4.2 so with you I'm stuck." This song with its catchy repeated chorus of "Fuck you leave me alone" is sure to be a fan favorite and possible future single.

"The Girls on Drugs" is another standout track on *The Album About Nothing*. This song samples "Go Deep" by Janet Jackson over the hook and intertwined into the beat. Wale raps about the girls he has been dealing with and why he finds it hard to get into a serious relationship with a woman.

"The Need to Know" features clips from "The Deal" episode of *Seinfeld* where Jerry and Elaine decided to be friends with benefits. The song also has SZA singing Musiq's hook from "Just Friends."

"The Matrimony" starts with Jerry Seinfeld and Wale discussing marriage and the idea that, despite the best laid plans, you are never truly ready to take the plunge so you just do it. Usher sings the song's memorable hook "If there's a question of my heart, you've got it/It don't belong to anyone but you/If there's a question of my love, you've got it/Baby don't worry, I've got plans for you/Baby I been making plans for you."

In some ways Wale has come full circle, going from a fledgling rapper with *Seinfeld* skits to being friends with Jerry Seinfeld and making an album with him. *The Album about Nothing* is a good, solid album with a mix of radio friendly songs and quite a few songs about "something" which makes for a well-rounded fourth effort from Wale.

**Artist:** Wale

**Album:** The Album About Nothing

**Website:** walemusic.com

★★★★☆

**Label:** Maybach Music

**Release Date:** March 31, 2015





**ALL ACCESS**  
The Album Reviews Cont'd



# An Old Flame

Photo by Robert Yager & RWTD  
Written by Silas Valentino

How does the old adage go again? It's better to burn out than to fade away.

Right... and to borrow from Jack Black's character in *High Fidelity*: "Is it in fact unfair to criticize a formerly great artist for his latter day sins?"

To deny Van Halen's once-unstoppable capability to shred, jump and erupt would be to limit their massive cultural dominance circa 1984 – but it's been 31 years since 1984 and Tokyo is 5,479 miles away from the Sunset Strip.

22 aging years have passed since the last time Van Halen – err, I should say Van Hagar – produced a live album (1993's *Live: Right Here, Right Now*) so the timing is ripe for another effort. *Tokyo Dome Live in Concert* comes three years after 2012's studio album *A Different Kind of Truth* and we can all trust David Lee Roth is currently still in the band. (Though let's not discredit his potential to split again by the time this is published!) *Tokyo Dome* is the first live album released with Diamond Dave manning the ship but besides this tidbit the rest of the album falls short of any ingenuity or notoriety.

"Unchained" kicks us off and they really do *hit the ground running*. 55,000 fans are right there with them providing the much-required stimulation to keep the rock and roll train from derailing. "What do you think so far?!" ask Roth three and half minutes into the show before receiving a shower of applause. So far so good but two hour shows probably feel a little different without the boost of youth, strong blood circulation and amphetamines.

This June 21, 2013 concert is very far from their first and Van Halen knows exactly what we came for. The one-two-punch is completed after "Unchained" with a roaring "Running with the Devil" and Eddie Van Halen's guitar chops are as loose and dazzling as ever. What "Devil" and the majority of this album prove are that fingers, unlike vocal chords, don't go silently into the darkness of age. Keeping the pace behind the two starlets are fellow Van Halens Alex and young Wolfgang who maintain the rhythm and rarely poke out from behind the shadows. Though Alex's three-minute drum solo that bridges "Panama" and "You Really Got Me" showcase the 61 year old's timeless talent.

The moment on this live album that really concerned and disheartened me, a quasi-fan of the band, is the opening track on CD 2 "Dance the Night Away." A swooning classic that gave girth and depth to the band's playability back in their – what could have been – sophomore-slumping 1979 days. Instead "Dance the Night Away" proved Van Halen could master a meaty beat and appeal to wider audience. (Remember, there's nothing wrong with your special lady friend digging the same bands as you.) But when that iconic cowbell shake comes in during their *Tokyo Dome* performance instead of an alarm signaling next stop joy, an unsettling omen appears and then confirmed when Diamond Dave can't muster the stamina to sing "You're old enough to dance" as they charge wobbly into the chorus. There's nothing wrong with being 60. But there is something off about attempting the same ol' tricks long after your heyday 20s.

Rule number one is to stick with what you know and Van Halen knows their hits. All seven of the Roth years are well represented and not a single notable song is left untouched. They played their best, gave us what we wanted and ended on a sizzling "Jump." What more could we really ask for? It's just that this *Tokyo Dome* show would have been an absolute amazement and spectacle if the show's date was closer to the 80s than the Van Halen bandmembers.

**Artist:** Van Halen  
**Album:** Tokyo Dome Live in Concert  
**Website:** van-halen.com

★★★★★  
**Label:** Warner Bros.  
**Release Date:** March 31, 2015

# ALL ACCESS SPOTLIGHT

Written by Samuel Wendel

Facebook.com/ScottWeiland



## Scott Weiland, *Blaster*

At the height of the grunge movement, Scott Weiland fronted Stone Temple Pilots and was one of the genre's most distinctive vocalists — and that mantra carried over with rock supergroup Velvet Revolver. But fast-forward to 2015 with *Blaster*, his fourth overall solo studio album, his first non-Christmas or cover release in seven years. The scene that Weiland rose to fame on is all but a memory, but he seems content to ignore that. There's some rust around the edges, but Weiland's signature yowl still has some juice left in it; he's still a dedicated practitioner of glam, heavy metal and psychedelia, and his backing band, The Wildabouts, performs capably. Not everything hits its mark though; a couple tracks fail to take flight regardless of Weiland's huffing and puffing. But there are a couple worthy cuts, specifically "Blue Eyes" and the T. Rex cover "20th Century Boy," both of which deserve to stand side-by-side with Weiland's most enduring vocal work. In the end, there are echoes of Weiland's Stone Temple Pilot glory days, and old fans will find something to like, but *Blaster* is mostly a long look in the rearview mirror.

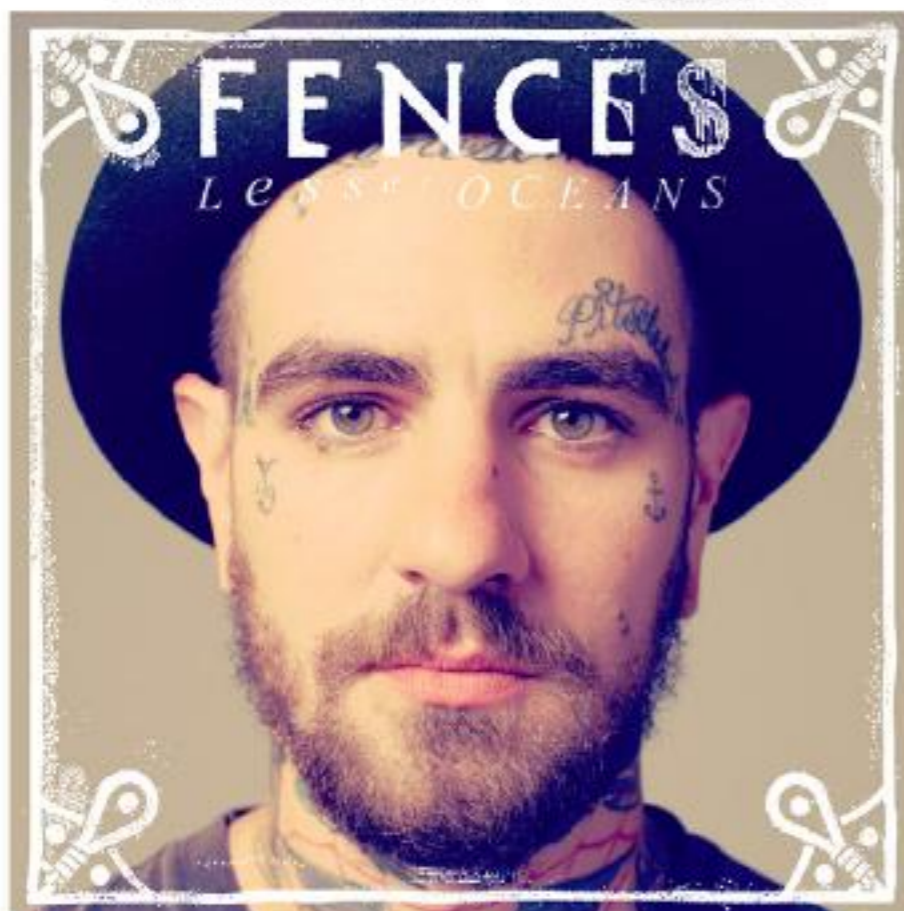
## Death Cab for Cutie, *Kintsugi*

After frontman Ben Gibbard's public divorce from Zooey Deschanel and the departure of founding guitarist/producer Chris Walla, it wasn't unreasonable to assume that these indie-rock legends had finally become self-referential on their latest album — becoming the "cuties" in their own personal "death cab." But surprisingly, the wheels haven't come off yet on Death Cab for Cutie's 8th studio album, entitled *Kintsugi*. While it's far removed from their *Transatlanticism* or *Plans* glory days, *Kintsugi* finds Death Cab moving forward with new purpose. The sonic palette of 2011's *Codes & Keys* featured its fair share of synthy-textures — in-step with alternative rock's plunge away from guitars — and on *Kintsugi* they take it one step further with the resulting sound touching on everything from Krautrock to post-punk — but, because it's Ben Gibbard, there is one token acoustic guitar-driven ballad, "Hold No Guns." And this is all the more jarring when paired with Gibbard's lyrics; in the past they were angst-laden, confessional anthems — like "I Will Follow You Into the Dark" — and now they're brooding, disconnected ballads — like lead single "Black Sun." The resulting album is meandering and disjointed, but also isn't a tired rehash of old material — and because of its detachedness, in a ironic way it is the breakup album you would expect after notable departures in the bandmate's lives.

Facebook.com/DeathCabForCutie



Facebook.com/FencesVsWolf



## Fences, *Lesser Oceans*

The second studio album from Fences, a.k.a. Christopher Mansfield, *Lesser Oceans* is an earnest collection of songs that combine elements of indie rock, folk and a smattering of hip-hop — much in the same vein as recent indie darlings Milky Chance. In fact, if you had to describe Fences, the resulting description would probably land somewhere between Milky Chance and Foster the People. Powered by lead single "Arrows," which gets a boost of star power on the final verse from fellow Seattle-residents Macklemore and Ryan Lewis, *Lesser Oceans* benefits greatly from slick production value that practically force-feeds you every synth-driven hook, and attempts to wring every last ounce out every chorus. Not that that's bad — but it at times overshadows some of the subtle folk-inspired moments on the album. And despite featuring a celebrity appearance, "Arrows" isn't *Oceans'* standout track; both "The Lake" and "Sunburns" hold their own against the lead single, giving the overall album a nice sense of balance. With *Oceans*, Fences has set out to follow in the footsteps of other recent millennial indie-pop luminaries, and has picked up the trail rather easily.

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# COMING UP

Models To Keep An Eye On

## Pamela Jean Noble

Photography by Andrew Gates  
Make-up by Nicolette Melland

P

amela Jean Noble comes to us from Fontana, California. She was actually acting before she was in to modeling which started when she appeared on the Carol Lawrence Show at age five. Years later at age twenty Pamela had her first photo-shoot which was set up by a make-up artist she worked with. Her next modeling gig was for *Surf Illustrated* alongside Holly Madison, Hugh Hefner's ex. This really set her career in motion and gained her a lot of notoriety. Since then, Pamela has modeling for a wide variety of companies and magazines, she can also be seen on Fuel TV's, *The Daily Habit*. Lately, Pamela has been focusing her attention on the fitness world and even garnered the title of first runner up for Physique of the Year by Fitness Gurls magazine. Currently, Pamela is preparing herself for the *International Hooters Swimsuit Pageant* where she placed in the top ten for 2014. Her goal is to be the first California girl to win the competition. Keep an eye on this one as the competition heats up a little later this year.



# COMING UP

Models To Keep An Eye On Cont'd







## THE STATS

**Birthday:**  
July 2

**Zodiac Sign:**  
Cancer

**Measurements:**  
32C-26-36

**Height:**  
5'7"

**Weight:**  
125lb

**Ethnicity:**  
Native American

**Hometown:**  
Fontana, CA

**Turn Ons:**  
When a guy can be romantic and upfront.

**Turn Offs:**  
A guy who's cocky.

**Ideal first date:**  
It doesn't matter what it is as long as the conversation flows and is easy. Forced and awkward moments are the worst.

**Guilty Pleasure:**  
Sweets. I love white chocolate and red velvet anything.

**Pet Peeves:**  
When people don't pick up after themselves.

**Celebrity Pass:**  
Sam Hunt.

See more of Pamela at  
[instagram.com/pamelajeannoble](https://www.instagram.com/pamelajeannoble)

# GAME ON

The Latest Games Reviewed

## Fear of the Dark

Written by Jesse Seilhan

Sony has a lot at stake this year, with 20 million consoles sold worldwide and a fanbase hungry for software. Last holiday was supposed to see the launch of *The Order: 1886*, a new IP from Ready at Dawn, but delays kept the title from hitting shelves until February of 2015. After a stunning E3 debut, fans eagerly awaited a potentially strong franchise from a studio known for portable *God of War* titles. But shortly before the game's release, rumors and reports came out questioning the game's length, design choices, and overall value. So are the rumors founded or is it truly worth \$60 of your hard-earned money?

From the get go, *The Order* will have your attention. This game has set the bar for how good a console experience can look, from the super detailed player models to the beautiful world in which they live. The opening prison break scene shows how brilliant the lighting and facial animation is, punctuated by the superb voice acting from nearly the entire cast. But once you actually get to take some control of Sir Galahad, our hero for this romp, some of the faults start to shine through the cracks. The cutscenes are gorgeous, but play out like a half-baked *Underworld* sequel that fail to hold your interest for long until you're forced to time button presses or be met with a brutal death. The plot follows a modern version of King Arthur's Knights of the Round Table, kept alive by a special serum named Blackwater. This mystical liquid has allowed them to stay alive for centuries, fighting their ultimate foe: werewolves. Yea, werewolves.

Almost immediately, you understand that this game is broken into thirds: one part cutscene, one part quick-time event, and one part actual gameplay. The cutscenes are numerous and run for over 90 minutes of a six-hour game. The aforementioned QTE's are annoying, but *The Order* is not the first game to rely too heavily on the mechanic. But the guts of the game, the actual gameplay, fails to make up for the other issues. Each gunplay section is essentially an endless corridor of idiotic baddies, throwing themselves at you until the room is clear. A shotgun-wielding foe is the toughest enemy in the game, as he actually gets up and flanks your position, forcing you to move from what has essentially been the far end of a shooting gallery. The game does offer a couple werewolf fights, but they follow an even easier pattern that really detracts from their monstrous demeanor. The same goes for the two boss fights, which follow the exact same steps to a tee. And while some of the guns end up being fun to use, you only get the experimental science weapons during very short sections and instead wield a common lot of pistols and rifles for 99% of the game.

Video games take a lot of collaboration, from artists and writers to technical directors and sound designers. When everyone adds their expertise, what you should have at the end is the best of all worlds, save for the necessary edits needed to actually put the game out on time. With *The Order*, you have a lot of experts in their fields making amazing things happen on screen, but the actual ideas put into practice just aren't good ones. Building a game around the legend of King Arthur's knights is interesting, but shoehorning in Jack the Ripper, werewolves, and vampires, is not. Creating a steampunk Victorian vibe with highly detailed models is a great idea, but shoving those hi-res models down the same corridor ad nauseum is a waste of that good idea. Essentially, *The Order* is the product of fantastic artistic direction muddled by poor execution. It's worth a playthrough only to gawk at its beauty while shaking your head at its shortcomings. A true rental in every sense of the word.

**Game Title:** *The Order: 1886*

**Producer:** Sony Computer Entertainment

**Platform:** PS4

**Website:** [playstation.com](http://playstation.com)

★★★★★

**Ratings:** Mature

**Genre:** Third-Person Shooter

**Release Date:** February 20, 2015



THE ORDER  
—  
1886

**GAME ON**  
The Game Reviews COND'T'D



**SCREAMRIDE**

# Build It & Burn It

Written by Josh Schilling

Rollercoaster simulations have been around for a long time, but they have mostly consisted of Tycoon sandboxes that require you to manage admissions, queue lines, hotdog prices, and goofy souvenirs. Building the rides was fun and being able to actually try out your creations was surely one of the highlights of the past games. *Screamride* takes out the minutiae of park management and focusses on the building and riding of super extreme rollercoasters while adding in the tantalizing aspect of destroying it all at your leisure. Flinging thrill-seekers around to the point of near-death is the name of this game, and you are given a plethora of proper tools and activities to try and put the poop in your patrons' pants.

You are tasked with providing designs that will test the limits of your customers' stress levels, and *Screamride* offers four distinct variations on the overall theme of building and perfecting a futuristic extreme park. The company you work for in this game doesn't necessarily want to make attractions that are safe, they just want to make ones that are barely survivable. You discover that fact quickly when taking on the first task called "Screamriders" that is a timed racing game where you race a rollercoaster. You are able to boost your speed in this race while being careful not to go so fast as to toss the occupants from the car, but not too safe as you get bonus points for extreme actions like pulling off turns on only two wheels. Reminiscent of *Trials HD*, it's a fun balance to try and maintain speed along with survivability, while laughing at your screw-ups as the victims ragdoll their way to a painful end.

The next variation is a demolition mode, and you get to fling a ball of customers into buildings and watch them fall. There is some strategy involved as you aim a twirling "ride" that launches the enclosed occupants at the proper moment to cause the greatest destruction, and some of the areas feature explosives and such that create domino effects that further the chaos. There are a variety of rides that the patrons are strapped into that can do different things in the air or on the ground, and properly choosing which one to fling can greatly enhance your score. Much like *Angry Birds*, destroying stuff in this type of manner can be a lot of fun, and watching your thrill-seekers emerge from the rubble is pretty hilarious as well.

From there, you move onto the engineering portion of this game where you tackle the different puzzles of trying to complete different segments of rides. The key is making them non-lethal, as it will surely hurt the business if you make the drops too sudden or the turns too hairy. This part of the game gives you a feel of how to build a rollercoaster to maximize the fun and excitement while minimizing the suffering and dismemberment. You might lose a few test subjects, but it's all for the greater good.

These first three game modes give you a chance to unlock a bunch of scenic variations and coaster types that you can use in the final game mode, the simulator game staple: the sandbox. Here you get to utilize your skills and creativity to build some pretty fantastic rollercoasters. Share your creations with your friends or check out the absolutely stunning, meticulously created rides done by people with entirely too much time on their hands. Either way, you get to strap in, ride, and enjoy the fruits of your actions.

This game offers a good bit of variety, with the fast-action appeal of the game modes, and the long term focus of the sandbox. The graphics were a bit rudimentary in this next-gen age, and the buildings that you get to destroy fall a little bit too easily and seem to defy the laws of physics. Overall *Screamride* is fun, although it's not a title that will go down into the annals of video game history, although it is certainly a nice change of pace from all the typical stuff on store shelves.

**Game Title:** *Screamride*

**Producer:** Microsoft Studios

**Platform:** Xbox One, Xbox 360

**Website:** [xbox.com](http://xbox.com)

★★★★★

**Ratings:** E10

**Genre:** Action / Simulation

**Release Date:** March 3, 2015

# GAME ON SPOTLIGHT

Written by Jesse Seilhan

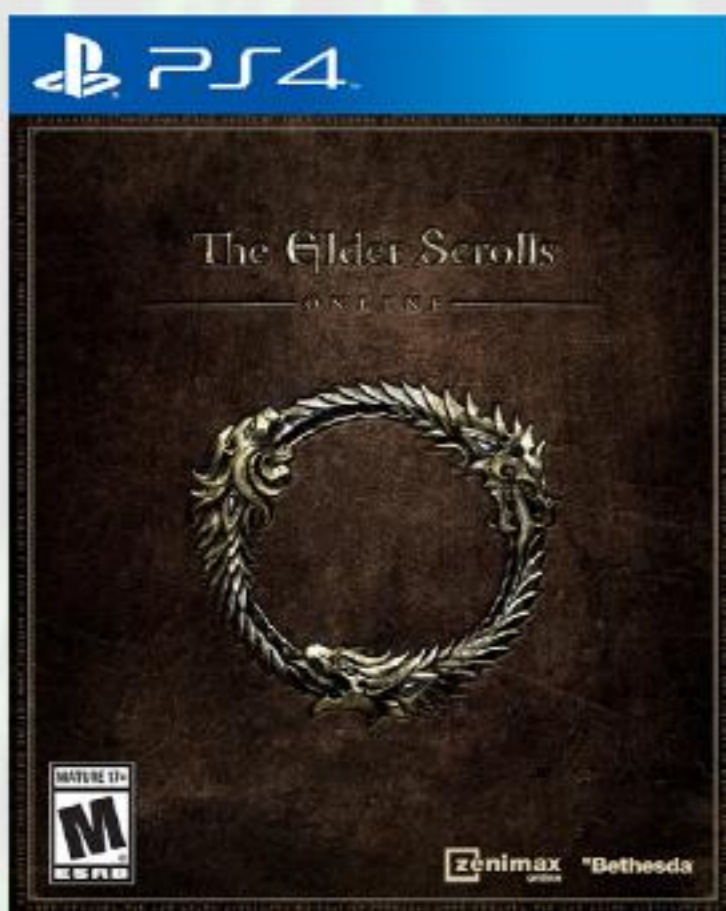


## Rock Band 4

What you might be hearing right now is the combined roar of the insane people that have purchased hundreds (and maybe thousands) of dollars in Rock Band DLC. Yes, Harmonix is back with a new Rock Band experience and they are working their butts off to make all of that sweet downloadable rock and roll compatible with the new game. Old instruments will also work, but so will the new stuff they are rolling out, with help from hardware manufacturer Mad Catz. No new bands have been announced yet, but leave it to the masters of the genre to get just about anyone they can, save for the few cranky old holdouts that understand the whole "video game" thing. While a teaser video has shown off some behind the scenes footage, zero details have come out in regards to what the new game will have. However, we know what WON'T be returning: pro mode, keyboards, and some of the more experimental features from before. Still, this fall should bring back the home rock star party, unless another game gives it a shot...

## Guitar Hero Live

What's that, music games are coming back? Well, Activision didn't want to miss the party, so say hello to Guitar Hero Live. This reboot of the franchise is ditching just about everything from the prior games for a more "authentic" feel. No, they aren't going the Rocksmith route with real guitars, but gone are the cartoon avatars and goofy lore, and in their place are full-motion videos of real musicians playing songs and a new way to play. We're going from five buttons to six, but instead of just adding a button, there will be two rows of three buttons, this time at the top of the neck of the guitar. Three point up and three point down, and the note track on screen is now only three wide, with white and black symbols indicating which row to press while strumming. The new guitar looks pretty slick, and it should, as there won't be any drums this year. This year's Guitar Hero is going back to the basics as well, with a setlist that includes classic bands like Rolling Stones to newer acts that even includes Skrillex. Both music games are out this fall and we should know a lot more come E3!



## Elder Scrolls Online

Games like Skyrim and Oblivion have defined console generations, but the overall Elder Scrolls mythology spans much more than those two games. When Bethesda launched their MMO Elder Scrolls Online early last year, they were hoping more people would be interested, but the game faltered and became free-to-play less than a year after its release. The game will get a new life, however, as it launches (not for free) on Xbox One and PS4 this June, giving console owners a genre they rarely get to enjoy. ESO features just about everything you could imagine from games of this ilk: character creation, world building, guilds, factions, quests, and all the other RPG trappings found in the series, but with way more players and much more customization, this might sink your hooks into you in a way the single-player adventures never could. ESO didn't review poorly, but it didn't light the world on fire either. Luckily, with some massive updates and a shift to consoles, expect ESO to get a second chance at greatness this year.

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