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Leila Knight

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Three Days Grace

Human



Ludacris

Ludaverse

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April 2015

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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 & Rupa Begum

Contributing Videographers

Nate Olson

Contributing Make-up Artists

Nicolette Melland

Contributing Hair Stylists

Nicolette Melland

Advertising

Andrew Gates

advertise@RUKUSmag.com

Mailing Address

RUkus MAGAZINE

11304 Chandler Blvd. #6131

North Hollywood, CA 91603

20 QUESTIONS

Get To Know Your Cover Model

Leila Knight

Photography by Andrew Gates
Make-up & hair by Nicolette Melland



Leila Knight grew up in the East Bay area of Northern California. She learned her passion and talent for gymnastics at an early age, competing throughout middle school and high school, and finally coaching for eight years. Leila currently resides in Las Vegas, Nevada and is making her mark in various aspects of the entertainment industry. Her involvement modeling with *Hawaiian Tropics*, and other international pageants has allowed Leila to travel the USA and the world. She's got quite a portfolio, with appearances in numerous TV shows, movies, music videos and workout videos. Leila has also been featured on multiple magazine covers and has her fair share of spreads. Check her out in the newest Swimsuit USA 2015-2016 calendar as well.

This busy model/actress/stunt woman/poker player is also the founder and owner of *Premiere Models and Talent Management*, based out of Los Angeles. The budding company is quickly expanding and booking talented models and actresses across the country. Leila plans to continue expanding her modeling career internationally, all while growing in various aspects of the entertainment industry. This girl is on fire and she has the tenacity to make things happen, keep your eyes on her.



20 QUESTIONS

Your Cover Model Cont'd



20 QUESTIONS

1.What's your Ethnicity?

I am Persian, Libyan, and Turkish.

2.What's your zodiac sign?

I'm a Capricorn, which everyone seems to tell me that I fit perfectly into that zodiac sign.

3.Where are you from originally?

I am originally from Danville, California, which is in the San Francisco Bay Area. I moved to Los Angeles for almost ten years, but now I reside in Las Vegas.

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

I had some real quality friends there. When you live in cities like Las Vegas and Los Angeles, those are hard to find. So, I definitely had wonderful friends. Danville is also so clean, great weather, and a great place to raise a family.

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

Oh my! I didn't get into much trouble at school, (because I was pretty good at hiding it) [laugh], but my parents watched me like a hawk and caught everything I did. Just like any normal teen I experimented with alcohol, and being from the bay area smoking weed was inevitable, but those were all just things growing up and I'm blessed to be super healthy these days.

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

I would love to either fly, or be able to turn invisible. I would love to be a fly on the wall in different scenarios.

7.What's your favorite hobby and why?

My favorite hobby is spending time with animals, and cooking. I adore animals and volunteer at many animal charities including PETA, which I have been a member of for over fifteen years. Cooking has always been a passion of mine. Ever since I was in fifth grade, I would make dinner for my family.

8.What's your guilty pleasure?

I would have to say carbs. I love all carb; pizza, pasta, bread...yum! I also love desserts.

9.Who do you admire and why?

I admire my mother, she is extremely independent, a great person, taught me everything I know, and I really look up to her as a role model. Plus she's in her fifties and in better shape than I am.

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

I would change the amount of violence that goes on. It would be nice if people could figure out a way to get what they want or convey a message without hurting people, especially innocent people and kids who have nothing to do with the issues that are causing the violence.

11.What's one of your personal goals?

I would love to travel to as many countries in the world as I can. I love learning and experiencing new cultures and see how other people live. I travel to luxurious places at times, but it's much more rewarding and an adventure when I go to third world countries. I am going on a mission to Tanzania, Africa to help the children in need.

12.What do guys compliment you on the most?

Well, since I can remember, I have always been known for having a bubble butt. I also have a six-pack that just will not go away. [laugh] Gymnastics your whole life will do that to ya.

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

I do like having a very toned and strong core. Doing gymnastics my whole life and coaching for eight years definitely helped. It comes in handy and doesn't look too bad either.

14.What do you look for in a guy?

Intelligence, family-oriented, motivation, loyalty, one who knows how to treat a woman like a princess, hard working, loves sports, loves to eat, (because I love to cook) [wink], and physically; I like athletic men with muscles who are also very tall. The bigger the muscles and the more dense they are the better. They have to be able to throw me around a little. [wink]

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

I don't like men that come on too strong. That makes me feel like they just do that to every girl. I like guys that are shy at first and know how to court a woman. Confidence is important, but there's a fine line between that and an ego. Basically, I like it when a man make me feel special even from the beginning.

16.What's your ideal first date?

Definitely, something that involves the beach. Maybe doing some water sports, and then having lunch on the beach and watching the sunset. And if we could horseback ride on the beach...I would be in heaven. [smile]

17.What turns you on?

Someone who is genuine, loyal, funny, and of course tall dark and handsome. [smile] And as far as looks most important is muscles...the bigger the better.

18.What turns you off?

Bad teeth, negativity, laziness, unmotivated, huge egos and disloyal.

19.What's your biggest pet peeve?

I can not stand it when people don't eat properly. If you eat with your mouth open, slurp or if I can hear the food you're chomping on...this is a major turn off and I will distance myself from you before I start to feel nauseous.

20.Who's your celebrity crush?

I would have to say my celebrity crush is my fiance, Jose Canseco. [smile]

RM

20 QUESTIONS

Your Cover Model Cont'd



20 QUESTIONS

Your Cover Model Cont'd



20 QUESTIONS

Your Cover Model Cont'd



I like guys
that are shy
at first...

20 QUESTIONS

Your Cover Model Cont'd



STATS:

Birthday: December 24

Height: 5'7"

Weight: 110lb

Measurements: 32D-24-36

See more of Leila at
[instagram.com/ModelLeilaKnight](https://www.instagram.com/ModelLeilaKnight)

PIT PASS

Get In The Driver's Seat

FORMULA **d1AC**[®] Round 1 / Long Beach 2015

Photos by Andrew Gates and Rupa Begum
Written by Andrew Gates

Long Beach, California is the start of the Formula Drift 2015 season and it kicked off with a bang along with some of the best driving I've seen in recent years. There were a few new drivers and some new livery's on display with a lot of drivers who were on point with their drifting precision. The talent level seems to increase every year and this year was no exception. The car builds are always a sight to see with horsepower hitting levels that are truly mind-blowing.



Since Long Beach is the big kick-off to each season of FD, it is also a place where each driver had a chance to show-and-prove why they are competing in FD at the pro level. We saw some of the most insane driving and battles, but we also saw some of the biggest upsets with Chris Forsberg and Forrest Wang getting taken out earlier than expected. I guess that is the nature of the business, in drifting anything can happen.

Some great showings by Matt Field, Pat Goodin and Rookie of the Year 2014, Geoff Stoneback. You could tell these guys put their game faces on and are out to make their mark for 2015. Another great showing came from one of our favorite drivers, Ryan Tuerck. He was absolutely killing it out their all weekend and it showed at the end with a third place finish. It was great seeing him on the podium, finally. We also had the pleasure of seeing another of our favorite drivers on the podium with Odi Bakchis, unfortunately we thought he should have taken the top spot, but the event seemed to have been cut a little short due to time constraints. It would have been nice to see a OMT, one more time, between him and Fredric Aasbo since their last run was a bit controversial. Ultimately though, Fredric took first and Odi grabbed second. These guys will most definitely be battling it out all season for the ultimate prize, Formula Drift Championship 2015.

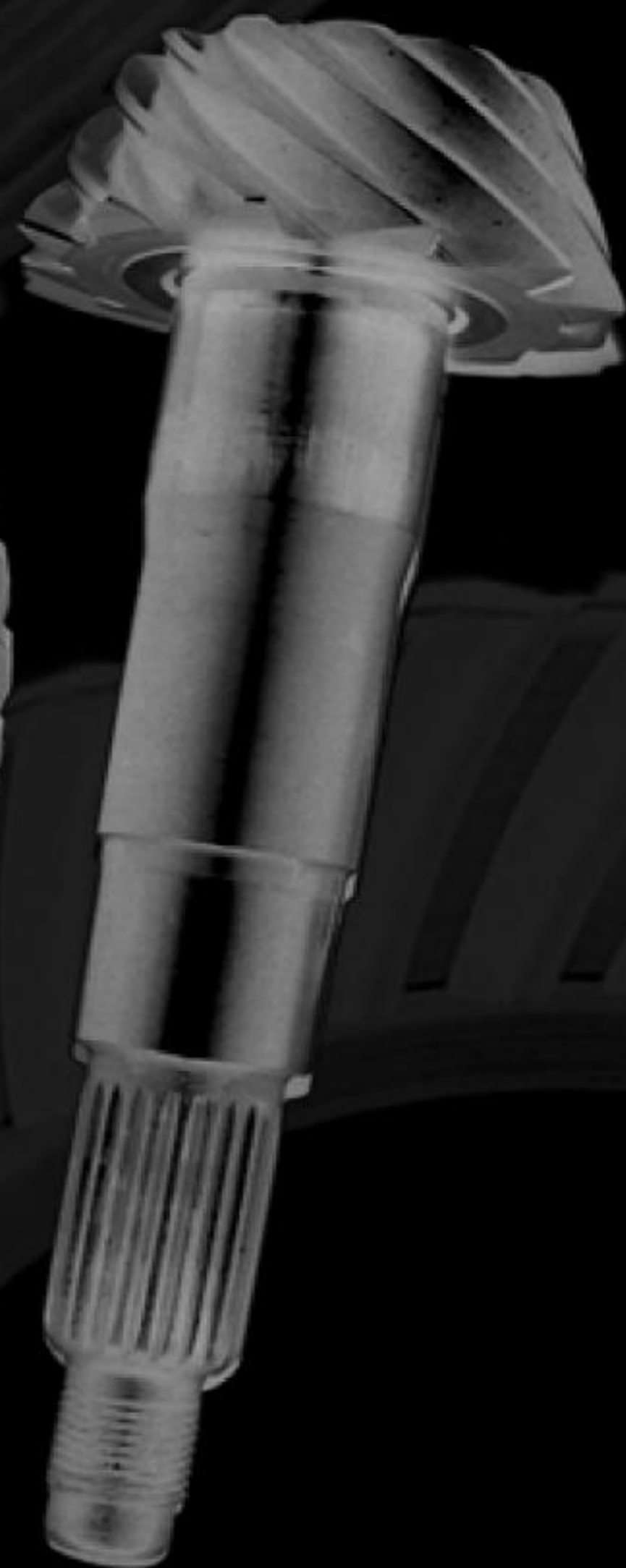
Overall, the weekend was a huge success, we got to hang with some great people meet some new people and enjoy some of the most spectacular drifting. It's always nice to start off with a bang rather than a wimper, big ups to Formula Drift for putting on a great event and to all the drivers for putting on a great show.











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QUESTIONS WITH
HIROMI



ALL ACCESS

The Latest Albums Reviewed

Good Start

Written by Silas Valentino

Not only did they make it out of the frozen tundra of Canada, but Toronto's Three Days Grace have defined the odds yet again – this time in the form of a lead singer. Last year Adam Gontier, the band's singer since they called themselves Groundswell back in the mid-1990s, left the band under amicable terms to pursue a solo career stranding Three Days Grace with their trademark thunderous sound but without the vocal flash. Stepping in to wear the studded belt is Matt Walst, brother of bassist Brad, and it's clear from their new album *Human*'s opening track – “Human Race” – that Matt is a suitable and perfectly capable replacement.

Human clocks into album number five for the alternative metal, hard rock foursome and adaptation is a clear strength for the band (just give a listen, any listen, to a song off their 1995 Groundswell sole release *Wave of Popular Feeling* – they're unrecognizable). This band can pivot and borrow momentum from their past to convert into fuel as a way to propel them into new musical stratospheres. For fans of their previous smash album *Transit in Venus* or their 2003 megahit “Everything About You,” *Human* may feel a little foreign but if you can hear past the new front man you'll realize this is still that same band that helped you through 7th grade or inspired an early rock show attendance.

“Human Race” begins as a gentle giant before awakening into a B.F.G. of crunchy guitars, light synths and howls. “I don't belong here” begin singer Walst, officially addressing either his debut or a complete distaste for contemporary culture. Regardless of what's behind the motivation, he sounds like he wants to take full advantage of his new situation in the only way he knows how – which is to provide monstrous vocals. His previous band, My Darkest Days, was discovered by Nickelback's Chad Kroeger and it's clear why Kroeger signed them to his label 604 after a listen: Walst can belt a tune.

The first taste fans had of the new Walst came with single “Painkiller” which was released via YouTube in early spring 2014 a mere few days after the announcement that he'd be replacing Gontier. Along with this taste came a short description from the band's drummer Neil Sanderson providing insight into the song's meaning. “Everybody is addicted to something,” he said. “It's written from the perspective of the vice that you need to be addicted to it.” Sure it's a little daft and mono-leveled logic but we don't come to Three Days Grace for philosophical salvation. Instead we want three minutes of guitar riffs, trebled vocals and a smashing chorus; all which are found inside the capsule of this “Painkiller.”

“Car Crash” has Walst turning down the tenacity in his vocals, trading in for a more melodic approach while his new bandmates help him lament a terrible tale of automotive annihilation. A couple of songs later, “One Too Many” mixes up the rhythm with drummer Sanderson opting for a more pop beat rather his typical crash of cymbals. *Human*'s final moment veers into down-tempo territory where the track is built off a creepy, stirring piano structure.

As previously stated, Three Days Grace is not the typical choice for in-depth music where the lyrics challenge your ears and mind to work in tandem while showcasing guitar structures that play off 1968 Beatles innovation, but we already have options for that kind of musical enjoyment. Sometimes craft beer isn't the choice for tonight because you can pound in a lot more if you stick with Coors.

Artist: Three Days Grace

Album: Human

Website: threedaysgrace.com

★★★★★

Label: RCA

Release Date: March 27, 2015



ALL ACCESS

The Album Reviews Cont'd



Back Grindin'

Written by Jeremy Weeden

Ludacris has been missing from the rap game for the past few years with some critics claiming he had “gone Hollywood” (since he has been starring in the Fast and Furious series) and has not released an album since 2010’s *Battle of the Sexes*. With *Ludaverse*, however, Ludacris is out to prove the doubters wrong and show he’s still one of hip-hop’s top acts.

Ludaverse begins with “Ludaversal Intro” produced by David Banner. Over this track with no hook Ludacris wastes no time in reminding everyone how lyrically talented he is by dropping rhymes “They like Luda why you rapping so fast?/I’m like Bitch why you listen too slow/I’m the truth in the booth and they can’t keep up hardly cause I always hit em with a new flow/In the two door with the coup low/With the Hublot off the window/With the two low blades from the top like judo/Listening to Bruno on the way to school though.”

“The Grass is Greener” finds Ludacris rapping about his wishy-washy nature and how people are always searching for something different in life. He raps about some things he has done with the lines “Did some movies and started missing this rap shit/Back to rap and starting missing them movies/Left these hoes to settle down with just one chick/Get with one chick started missing them groupies/Stop drinking for a year and I was all sober/Next year I got drunk and did it all over/Yesterday I quit smoking and swore I had enough/Till I smelt it in the club and had to take a puff.”

“Lyrical Healing” is a one-verse song where Ludacris calls out sensitive rappers who take to social media to air out there beefs. This song is over a 70’s soul-inspired beat and has a smooth quality to it. The song is followed immediately by another one-verse track, “Beast Mode,” a cut that is much harder than “Lyrical Healing” and much longer, clocking in at 3:36 minutes. This is the album’s latest single and features Marshawn “Beast Mode” Lynch in the video for the song.

“Come and See” features Big Krit and the two MCs play off of each other well on this slow, bass-heavy track produced by Mike Will Made It. “Good Lovin” is *Ludaversal*’s first single and features Miguel.

“Ocean Bridges” is a tribute to Luda’s father, Wayne Bridges. The song starts off with a clip of Ludacris accepting his award for Best Rap Album at the 2007 Grammy Awards where he asked everyone in the audience to pray for his father whom, at the time, was in a critical-health condition. Ludacris quickly gets to the root of his father’s problems and what killed him by rapping: “Look, I lost my father to the bottle/I’d hug him every day like I might not see him tomorrow/Got a enough sorrow for a lifetime/Cause when he was living I’m thinking how do I get him to listen/When he was seldom in his right mind/My early years I was too young to understand/But I remember the smell of beer and seeing all the empty cans.” Monica sings the hook on this touching tribute.

“Charge it to the Rap Game” finds Ludacris discussing some of the bad things about the hip-hop game. On “This Has Been My World” Ludacris raps about the positive side of being a rich and famous rapper including getting free Jordans from Michael Jordan and waking up in different cities in fancy hotels on the regular. Conversely, on “Money” Rick Ross joins Ludacris in rapping about the problems they have encountered since becoming rich. *Ludaversal* ends with “Burning Bridges” featuring country singer Jason Aldean.

Ludaversal is a good return to the game for Ludacris. Many rapper’s entire careers don’t last five years, so too be able to take five years off between albums is a testament to Luda’s staying power and fan base in and of itself. Rap music has changed since Ludacris’s last 2010 album, but *Ludaversal* shows there is still a place at the table for a legend like Luda.

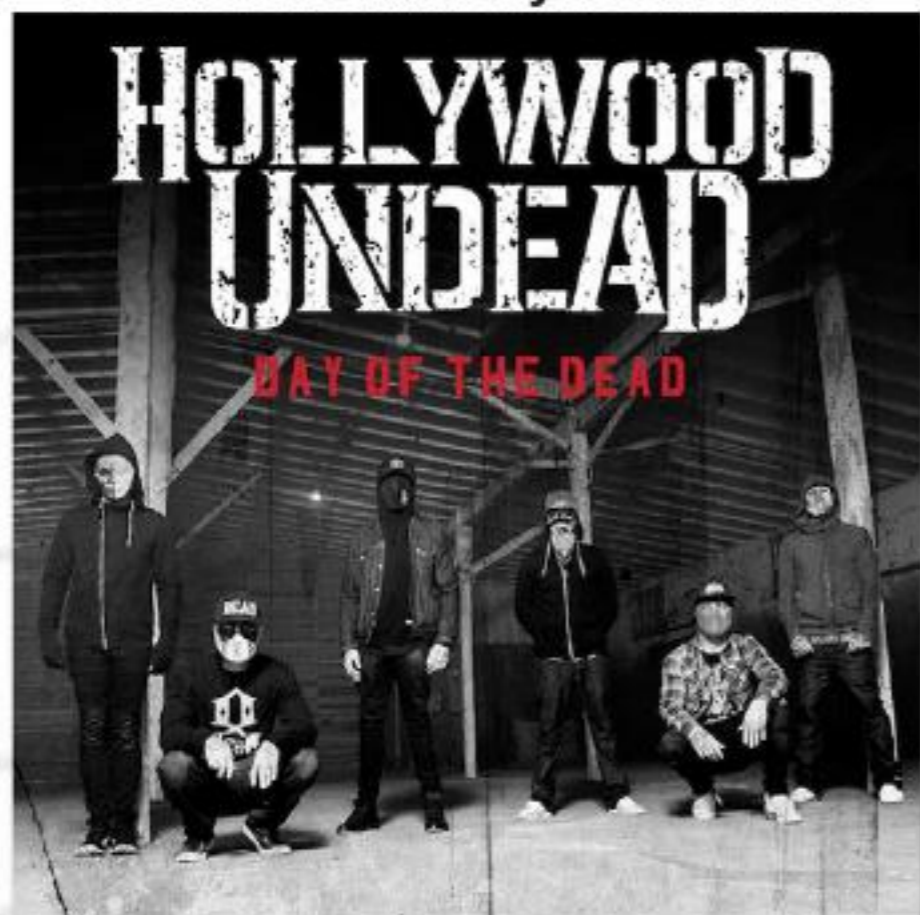
Artist: Ludacris
Album: Ludaverse
Website: ludaversal.com

★★★★★
Label: Def Jam
Release Date: March 31, 2015

ALL ACCESS SPOTLIGHT

Written by Samuel Wendel

Facebook.com/HollywoodUndead



Hollywood Undead, *Day of the Dead*

After three albums of party-rap-rock sing alongs, anyone hoping for a revamped sound from Hollywood Undead on their fourth studio album, entitled *Day of the Dead*, can safely bury away their ambitions. The album opens with "Usual Suspects," and in contrast to its title, it's a somewhat darker and ominous-sounding, electro-tinged anthem than typical Hollywood Undead fare. But the irony is soon dispensed with and Hollywood Undead smooth out the edges and launch into a batch of the signature faux-hardcore rap-rock songs that powered their 2008 debut *Swan Songs* up the charts. But unlike *Swan Songs* or 2011's *American Tragedy*, the latest from Hollywood Undead doesn't have a juggernaut single to carry the weight. The lead single, also titled "Day of the Dead," doesn't reach the same levels of off-the-cuff intensity as their biggest hits like "Undead" or "Hear Me Now." Overall, with *Day of the Dead*, Hollywood Undead don't veer too far from the party-rap anthems that carved out their niche appeal, but it does — at times — play around with darker and more serious fodder than their previous releases and that should appeal to casual and longtime fans alike.

The Prodigy, *The Day is my Enemy*

Since the 1990's The Prodigy have marched to the beat of their electronic drum machine — and in an era where electronic music has been hijacked by dub-steppers, nothing has changed. But, their music has. With its sixth studio album, entitled *The Day is My Enemy*, British electro-veterans The Prodigy have returned with an album that largely revamps their old brand of rapidfire, acid metal-infused electro. And, all the more refreshingly, The Prodigy does this without conforming to the relatively tame sonic palette of Skrillex and his EDM brood. The last several Prodigy albums—most notably 2009's *Invaders Must Die* — sounded like an increasingly misguided and outlandish attempt to rework the sound of their most influential album *The Fat of the Land*. But *The Day is My Enemy* is a reboot of sorts — it's an aggressive, angry album full of buzzy, digital noise that sounds like a punk rocker's apocalyptic nightmare. It's powered first and foremost by "Ibiza," which is The Prodigy's best track since the turn of the Millennium. It's not a completely triumphant return — there are a couple forgettable and cringe-worthy moments, but overall, after being essentially written-off as relics, The Prodigy have returned with what sounds like an impassioned purpose.

Facebook.com/TheProdigyOfficial



Facebook.com/ProngMusic



Prong, *Songs from a Black Hole*

The inner-workings of a black hole — those enigmatic singularities in space time that have captivated pop culture's imagination — are still a grand mystery, and that makes *Songs from a Black Hole* a particularly appropriate title for Prong's newest album. For their latest offering, these metal-rock veterans have compiled an album of covers — and the result is an enigmatic, at times befuddling, but overall captivating experience. Neil Young's iconic "Cortez the Killer" has been gleefully warped into a nearly unrecognizable, spacey mess, Fugazi's already-heavy "Give Me the Cure" is given a beguiling metal treatment and Black Flag's "Bars" is recognizable but still distinctly Prong. For fans of select genres, every track on *Black Hole* provides interesting food for thought — although it's not for everyone. No song here eclipses the original (but then again, they are covering Neil Young and Fugazi), but each choice in cover is interesting, especially when viewed through the lens of metal. Cover albums are tricky at best — but Prong is past the days (if they ever did) of caring about what people think, and that makes *Black Hole* a surprisingly fascinating exploration of music.

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COMING UP

Models To Keep An Eye On

Jennie Garrido

Photography by Andrew Gates
Make-up by Nicolette Melland



Jennie Garrido comes to us from the Phillipines. She was born and raised there, but recently moved to Los Angeles, California. She grew up wanting to be a model and even did a little runway modeling for a clothing line in Manila. Although, she's fairly new to the scene, Jennie really wants to put her focus on doing more editorial, printwork and especially bikini contests. Recently, she joined a bikini contest in Las Vegas called, *Spy On Hot 100*, and is currently training to get her body in tip-top shape, although it looks pretty damn good to us. In the future, Jennie would like to be a part of an outreach program that helps women and children who have been abused. She would also like to start a foundation where she could provide free healthcare, education, food, and shelter to those in need.



COMING UP

Models To Keep An Eye On Cont'd





THE STATS

Birthday:
August 2

Zodiac Sign:
Leo

Measurements:
34B-24-35

Height:
5'5"

Weight:
105lb

Ethnicity:
Filipino, Chinese and Spanish.

Hometown:
Manila, Philippines

Turn Ons:
Men who love kids.

Turn Offs:
Disrespectful men.

Ideal first date:
To be on top of the mountain late at night watching the stars.

Guilty Pleasure:
Food...I love to eat.

Pet Peeves:
When people ask me the same question over and over again when I've already answered them. I also don't like to be told what I should do and I don't like to be controlled.

Celebrity Pass:
Leonardo Di Caprio

See more of Jennie at
[instagram.com/jenniegarrido](https://www.instagram.com/jenniegarrido)

GAME ON

The Latest Games Reviewed

Police Brutality

Written by Josh Schilling

Call of Duty has dominated the military, first-person shooter genre. The formula of high-powered multiplayer plus a serviceable solo campaign has graced video game consoles annually for almost a decade. Visceral, the creators of the popular Dead Space series, have now whole-heartedly joined the first-person shooter community, and have gripped the reins of EA's Battlefield franchise which has always been seen as the Pepsi to Call of Duty's Coke. Battlefield has tried to innovate and differentiate itself from its big brother before, but despite their efforts, and however mediocre that year's CoD title might be, they have never been able to defeat the juggernaut. Battlefield has always centered around...well...a battlefield, but now instead of buzzing around in various armored vehicles, the strongest shield you have in Battlefield Hardline is your badge.

As usual, this Battlefield game does have a solo campaign. The difference here is that you get a mildly interesting homage to cheesy cop television shows as you roam around the streets of Miami while trying to thwart a drug war, and now instead of always pulverizing the bad guys with different varieties of bullets and explosives, you get the chance to subdue and arrest them just like a good cop probably should. Don't get me wrong...you can still skip around and shoot everyone in the face if you want to, but this game does give you the option to employ stealth when needed, and to show your badge if you feel the need for a peaceful solution. But that's the solo campaign. Who cares about the solo campaign? Hell, even Battlefield barely cares about the solo campaign. The meat in the first-person shooter sandwich is and shall always be the multiplayer experience, and Hardline is eager as ever to be the roast beef, although what it lacks now in sheer quantity, it makes up for in flavor, and a nice accoutrement of unexpected flavors that create a nice lunch.

The multiplayer side of things pits cops versus robbers, and like Battlefield games of yore, there are still lots of vehicles that other guys can use to run you over. The maps aren't nearly as vast, and the weapons don't get as heavy, but this makes the game more relatable, and able to focus on the constant action. The different game modes are somewhat familiar spins on the modes seen in other games, but they are definitely fun and addictive. Heist is an all-out money grab where the robbers grab a vault load of cash, and the cops have the Sisyphean task of trying to stop them, and Hotwire, the standout mode of the bunch, has you playing a mobile king-of-the-hill, where the "hills" are cars that you either spend your time driving around while racking up kills or stopping the other team from doing the same thing.

One of the best things about this game is that it's not a broken EA mess that frustrates as much as it thrills. Of course it was pushed back five months, as I'm sure the publisher wouldn't have been able to weather another buggy release of a highly anticipated game. What you end up with is a well-made and fun game that hits way more than it misses, and sets you in a different yet familiar environment. Comparing it to the other major cops versus robbers game that's dominating the multiplayer world, what GTA V might have in beautiful and often hilarious chaos, Hardline has a structured, competitive balance that comes from years of trying to build the perfect multi-player beast. It is what you would probably expect, which is a good thing in this age of video games, although when you take your first bite of this title, you might experience some interesting and unexpected new flavors.

Game Title: Battlefield Hardline

Producer: Electronic Arts

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

Website: battlefield.com/hardline

★★★★★

Ratings: Mature

Genre: First-Person Shooter

Release Date: March 17, 2015



BATTLEFIELD HARDLINE

GAME ON
The Game Reviews CONT'D



MORTAL KOMBAT X

Brutal Beauty

Written by Jesse Seilhan

In the world of fighting games, there is Street Fighter and Mortal Kombat. Both helped define the genre, but more games ended up stealing the SF DNA instead of MK's. This is mostly due to the former's global popularity, but Mortal Kombat never slowed down, getting increasingly more violent and insane, adding dozens and dozens of characters while testing the limits of single-player campaigns. But after 2011's reboot (simply dubbed Mortal Kombat), the team at NetherRealm made sure to give Mortal Kombat X all the time and love it needed to re-emerge as the premiere fighting game on the market. With a new engine, new characters, and buckets of blood, does MKX live up to its predecessor or is it just a corpse of its former self?

The first thing you'll notice when booting up this iteration of NetherRealm's fighter is how smooth everything is. The main menu offers a dozen different ways to play, but hitting the shoulder buttons takes you to either the new Tower options or their new metagame dubbed Faction War. Starting with Faction War, the game forces you to choose between five different in-game groups, all represented by some members of the cast. If you're a Sub Zero guy, you're going to pick the Lin Kuei, but fans of Sonya Blade or Jax might choose Special Forces. Nothing changes for you based on your pick, except for a weekly set of challenges that gives one faction some bragging rights over the other. Essentially, all the combined wins and points for the week is totalled against the other factions, and the winning factions gets some currency buffs and a few cosmetic unlocks. This resets every week and you can freely switch between factions at any time to try and win the war.

As for the Towers, they are a timed set of challenges, with new towers appearing every hour, day, and week. Completing the towers unlocks more goodies, and sometimes a hidden boss or two will show up along the way. Traditional towers include the button-mashing Test Your Might or sweat-inducing Infinite Tower, but Test Your Luck makes its debut this year. This mode randomly assigns modifiers to the match, some good, some bad, but all usually a bit crazy. From missile volleys to instant kills, the 100+ modifiers can make for some insane matches.

But how does it play? I'd wager to say the feel of the fighting is as good as ever. The biggest wrinkle this year is the addition of character variations. Every fighter has three different versions of themselves, each one focusing on a different talent or skill. Take Scorpion, whose three variations cover the mystical arts, swordplay skills, or summoning a demon to help fight. The variety and depth of this game is intense when you start thinking about match-up combinations and counter characters, and the game's awesome training and practice modes will help any newcomer find their path.

Mortal Kombat has a long legacy of stuffing content on top of content, from the weird (Motor Kombat) to the awesome (Chess Kombat), but this game does away with those crazy ideas for a streamlined story mode, tons of towers to fight through, and the beloved Krypt. This time, the Krypt is fully 3D and interactive, with hidden areas, a gambling section, and even beasts that try and attack you while exploring. The whole package is pretty slick, even if so much cool content is hidden away, like second fatalities, most brutalities, and extra costumes.

All in all, MKX tops its predecessor in nearly every way. While the story narrative isn't as compelling as the retelling of the early days of the franchise, it does a great job introducing new characters and giving players a feel for the overall mythology. While some will still say Street Fighter is the king of the genre, until they deliver a story mode, bonus features, and reasons to keep playing as MK does time after time, Capcom has a lot to live up to when SFV hits shelves next year. Pick up this game without delay, and invest in another controller so you and some buddies can have fun for years to come.

Game Title: Mortal Kombat X
Producer: WB Games Chicago
Platform: PS4, PS3, Xbox One, Xbox 360, PC
Website: mortalkombat.com

★★★★★
Ratings: Mature
Genre: Fighting
Release Date: April 14, 2015

GAME ON SPOTLIGHT

Written by Jesse Seilhan



Need for Speed

You read that right, Need For Speed is being rebooted, with no subtitle and no last-gen versions. Only PC, Xbox One, and PS4 are getting the newest iteration of one of Electronic Arts' longest running series. This entry is starting from scratch, but still keeps a lot of the same aesthetics from the Underground version of the series. Ghost Games, the company responsible for the past few driving sims, have promised "deep customization, authentic urban car culture, a nocturnal open world, and an immersive narrative that pulls you through the game." Hot off the heels of Fast and Furious taking over the cinematic universe, expect this game to be heavily influenced by that style. While the teaser video didn't give us too much information, expect EA's big press conference to flesh out the details and give car junkies something worth waiting for when it eventually releases this holiday season.

DOOM

Getting away from EA, but not getting away from reboots, we have the fourth-coming of Doom. The legendary shooter is finally back, a sparse 11 years after the dark and dingy Doom 3 graced PCs and scared a generation. Details have also been light on this new game, but the Bethesda press conference on the Sunday before E3 will unveil all of the gory details. The first trailer was unveiled at QuakeCon last July, and fans said what they saw was beyond awesome, with new weapons, physics, and graphics that should help propel the genre forward. The bits of gameplay (and we're talking like 5-second chunks here) have been fast and brutal, but the lighting, sound, and majesty that people have come to expect from the once-amazing FPS series looks to be back in expert form. If this game does hit around this holiday season, look for it to blow away the standard shooters you've been used to for the past few years.



NHL 16

Last year's hockey game was a travesty. Beyond splitting the generations with inferior products, the current-gen version of the game was missing nearly every good mode from the series' past. While the graphics and physics were better, a lack of online leagues, GM season, and a fleshed-out training mode made the game difficult to stick with, even though EA spent PLENTY of time ensuring their money-making Ultimate Team mode worked without an issue. With this year's version, all of the modes are back, at least all of the important ones for single-player and couch co-op. Some little things will be a nice addition, like players growing playoff beards and an on-ice training program for newbies and veterans alike. All of the global leagues and teams will make a return, as will the advanced physics from NHL 15, but a few modes still won't make the cut, like the Shootout Mode and the much-beloved NHL '94 Anniversary Mode. Hopefully a year of harsh feedback has lit a fire under the dev team and make for a rebound this year.

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