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QUESTIONS WITH

Raven Lexy

Exclusive Coverage



Snoop Dogg
Bush



Kid Rock
First Kiss



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6

Raven Lexy

May Cover Model

20 questions with Raven

Photography by Andrew Gates

Makeup & hair by Bioanca Robinson

14

All Access

The Latest Albums Reviewed

Albums Reviewed:

Snoop Dogg

Bush

By Jeremy Weeden

Kid Rock

First Kiss

By Silas Valentino

18

All Access Spotlight

Artists/Bands Featured:

Hinder, Futuristic & Anti-Flag

By Silas Valentino

20

Coming Up

Models To Keep An Eye On

Featured Models:

Sabrina Bing

Orange County, CA

24

Game On

The Latest Games Reviewed

Games Reviewed:

The Witcher 3: Wild Hunt

By Josh Schilling

26

Game On: E3 2015

Exclusive Coverage:

E3 2015, LA Convention Center

By Jesse Seilhan & Josh Schilling

On The Cover

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20 QUESTIONS

Get To Know Your Cover Model

Raven Lexy

Photography by Andrew Gates
Make-up & hair by Bioanca Robinson

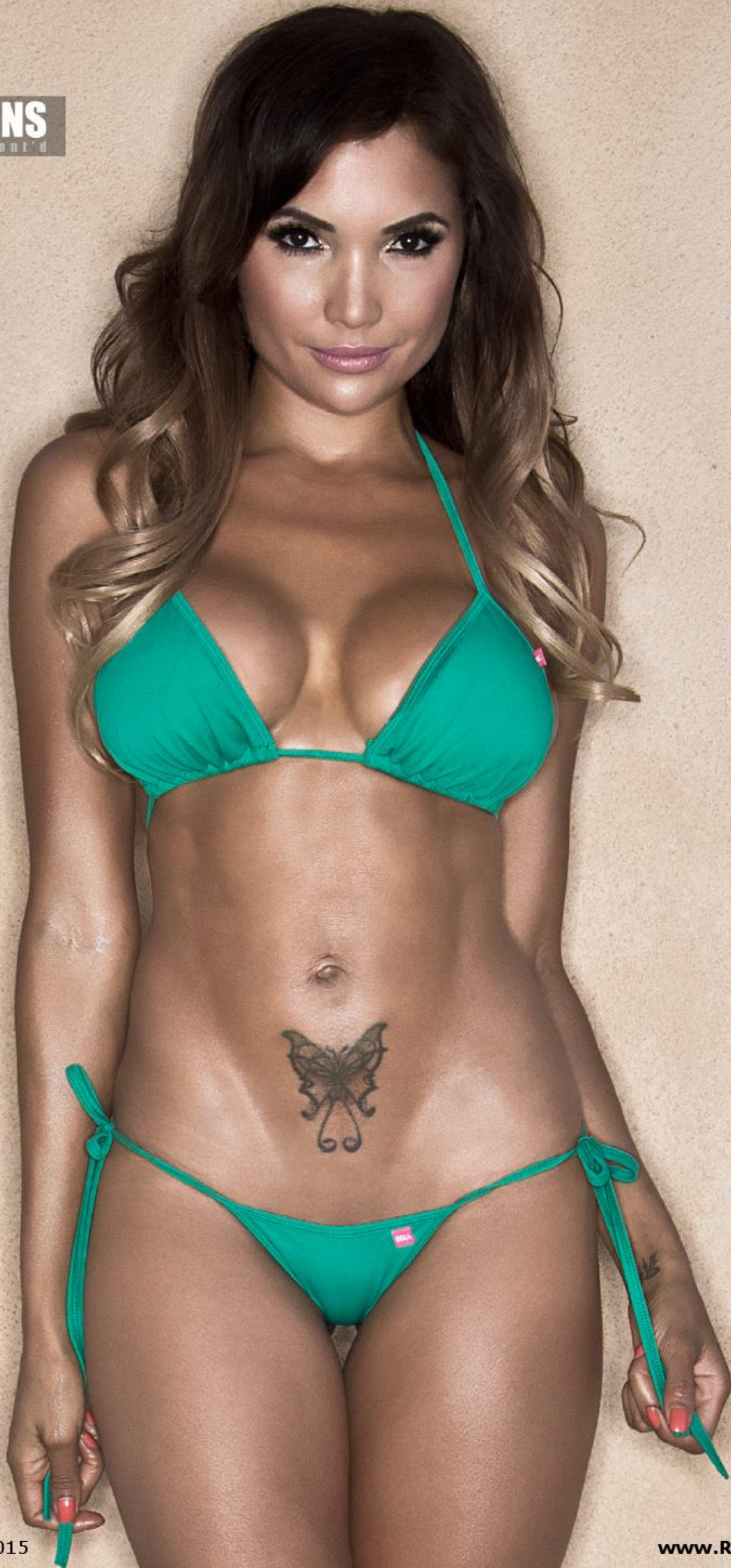
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aven Lexy, you may remember was originally featured in our September 2014 issue, but we felt she deserved a cover, since she's just so damn sexy, well here you go. She was born in sunny San Diego, California. Raven is a beautiful blend of Latin and Polynesian. She got her first taste of modeling when she was asked to play Cleopatra for Caesars Palace casino. From there she began modeling for calendars, billboards, and catalogs. Raven also found herself doing covers and spreads for a variety of men's magazines. She enjoys dressing up and playing different roles, which also gives way to her acting career. Raven has been in a few indie films one of which won for best horror in the *Manhattan Film Festival*. She is really flourishing in the indie film market and has a few projects hitting the big screen, although she's still got her sights set on a feature film with worldwide distribution. This Gemini is destined to make her dreams come true. It's always a pleasure to see her body at work.



20 QUESTIONS

Your Cover Model Cont'd



20 QUESTIONS

1. What's your Ethnicity?

I'm half Latin and half Polynesian.

2. What's your zodiac sign?

I'm a Gemini.

3. Where are you from originally?

I'm originally from San Diego, CA.

4. What did you like most about growing up in San Diego, CA?

Growing up in San Diego means perfect weather and lots of hours lost at the beach. What I liked best about growing up there was that I only had to wait until I was 18 before I could cross the boarder and go out like an adult. [laugh]

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

What kind of mischief did I not get into. I grew up like I was a hippie. Shoes and clothes were optional. Enjoying life and having a flower in my hair was a must. I was the girl skinny dipping with my friends, riding on motorcycles, and falling in & out of love. If it made my friends or myself laugh I wanted in. The saying you live and you learn was definitely a part of my life. Looking back I have no regrets as it all was a part of my story and made me who I am today. You only have one life to live, so I'm just trying to squeeze in as much as possible.

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

This one time in band camp [laugh] no really, the craziest thing I've ever done stays in my memory bank. [wink] The next best thing? One time I took a trip with one of my best friends to Dubai, we had a few drinks one night and decided to run from our room to the beach removing our clothes as we ran, so by the time we hit the water we were in nothing but our birthday suits. We dunked in, almost died laughing and then ran back to our room collecting our trail of clothes. Now the part of this story that was crazy was our location. Dubai is not too fond of nudity, so the police where called to our door. But luckily we did not get arrested for indecent exposure.

7. What's your favorite hobby and why?

My favorite hobby is going on a good hike, coffee dates with a good girlfriend, wispa, shopping, dancing, and having my bestie spend the night for a movies and popcorn.

8. What's your guilty pleasure?

Falling in love. I love the fall; holding hands, special smiles and not having enough of that person. I'm obsessed.

9. Who do you admire and why?

I admire my mom, 100 percent. She's showed me what it was like to be a strong independent woman, to be spiritually healthy, and to go for your goals with your whole heart. I couldn't say enough good

things about her, but I was truly blessed to come from her.

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

If I could change one thing it would be the ability to rewind, pause, or fast forward parts of life. Some moments are just so magical. I wish I could live it over and over again. In fact, this moment I'm in today I would love to live in slow motion so I could suck every detail out, forever. I guess some guys can do that to you.

11. What's one of your personal goals?

My personal goal is to become a successful actor, not famous, but able to make more than enough money to live a comfortable live and truly be able to retire from my passion.

12. What do guys compliment you on the most?

My boyfriends or randoms? [laugh] My boyfriends tend to compliment me on my free spirit and the way I enjoy life. Random guys tend to compliment my rear end.

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

My favorite body part on myself would be my legs, followed by my latin booty.

14. What do you look for in a guy?

I look for an alfa dog. I like strong, driven, manly men. Someone who is gentle with me in public, but can toss me around like a toy when we are alone. Chemistry, confidence, and protective of his property.

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

The first thing I notice is the face. Everything else can be worked one. That's what the gym and mall are for. The face is what you have to look at for the rest of your life, if it goes in that direction.

16. What's your ideal first date?

My ideal first date would be getting lost in Manhattan. Instead of him trying to get back to my room, he would say, "put on your sneakers, we're gonna walk this city until the sun comes up." When I find a guy like that, I won't be single ever again.

17. What turns you on?

A lot of things turn me on. I love it when someone wants to just softly kiss me for hours...everywhere.

18. What turns you off?

Rude arrogant people. A major turn off is when people think they are better than others for whatever reason.

19. What's your biggest pet peeve?

My biggest pet peeve is when people tell me they are going to do something then they don't. In business and in personal life it would be so much easier if people only said what they meant.

20. Who's your celebrity crush?

It would be a tie between Angelina Jolie and James Franco. [wink]

RM

20 QUESTIONS

Your Cover Model Cont'd



20 QUESTIONS
Your Cover Model Cont'd



20 QUESTIONS

Your Cover Model Cont'd



...just softly
kiss me for
hours...

20 QUESTIONS

Your Cover Model Cont'd



STATS:

Birthday: June 4
Height: 5'7"
Weight: 110lb
Measurements: 32C-23-33

See more of Raven at
[instagram.com/RavenLexy](https://www.instagram.com/RavenLexy)

ALL ACCESS

The Latest Albums Reviewed

Still Spittin'

Written by Jeremy Weeden

Legendary rapper Snoop Dogg is back with his 13th studio album, *Bush*. The album was executive produced by longtime collaborator Pharrell and features many notable artists including Stevie Wonder, Charlie Wilson, Gwen Stefani, T.I. and Kendrick Lamar. With a long and varied career, Snoop is no longer the young gangster rapper he once was, and his albums and interviews in recent years have showcased this. This time Snoop is back in his funk zone as *Bush* is a throwback to the Parliament/Funkadelic era. Snoop's music has always been heavily influenced by funk and r&b music from the 70s and this is easily evident on *Bush*.

Bush begins with the slow jam "California Roll," which features Stevie Wonder and Pharrell with Snoop singing about how he and his fellow Californians get down. Stevie Wonder adds vocals to the chorus and also plays the harmonica on the song. The next song is the Charlie Wilson-assisted "This City." This catchy dance tune is a possible future single due to the sing along chorus and upbeat production. "R U a Freak" finds Snoop singing about looking for a woman who can handle his freaky side.

"So Many Pros" is about the overabundance of groupies that Snoop observes in his world. He illustrates this point by singing on the chorus "Hoes, it's like somebody's growing them on trees." "Peaches and Cream" was the album's first single and features Charlie Wilson. The fun dance vibes this song put out encompasses the album's funky spirit and is an excellent single that showcases exactly what *Bush* is about. This is also one of the few songs Snoop raps on.

"Edibles" is a bass-grooving, head-bobbing track featuring the King of the South, T.I. Tip drops a nice guest verse boasting about his pimping with the lines "On a worldwide tour me and Skateboard/Ate more bitches in the lobby on the molly/Pretty sexy yet exotic fill em all in my Ferrari/I'll probably be ménage in before I put the car in parking/Got em running upstairs got em coming in pairs/May I relieve you of your jacket mommy can I touch you there."

Gwen Stefani is featured on "Run Away," a song about spending a day escaping from all your problems. "I'm Ya Dogg" features Rick Ross, Kendrick Lamar and Charlie Wilson. This smooth track slows things down and has a softer tone. Kendrick Lamar delivers a memorable verse with his typical bravado saying "I got... Rottweiler in tube sock/Pitbull... lock on your neck, kiss it and you'll die/Boxer... you take mine's off then hallelujah/Shando, count my blessings, spin around two times/Freaky... freak like it's the 80s/Fuckin' explicit, radio proly say we/Should tone it... down with the clean version/Dirty... but in public you're like teen virgin."

Bush is a short album with only 10 songs and even still some of the songs can start to sound alike if the album is listened all at once. This is an album full of potential singles, though, with literally every single song being a possible radio hit. Whether its rap, slow grooves or funk, Big Snoop Dogg shows he still has what it takes to deliver a hit.

Artist: Snoop Dogg

Album: Bush

Website: snoopdogg.com

★★★★☆

Label: Columbia

Release Date: May 12, 2015



ALL ACCESS

The Album Reviews Cont'd



Steady Climbin'

Photo by Steve Wiseman / CBS Radio Detroit
Written by Silas Valentino

Love him, despise him, mock him or casually listen to him; one thing that you can't really do is ignore Kid Rock. He's a musical clown that turns the joke into a platinum career and a life of leisure. Anytime a smirk is released in regards to his music, another spoonful of sugar must be slipped into that hole above his scruffy southern goatee. How can you be America's badass and not profit off your critics? And you gotta give Rock some credit on this record. For his harshest critics I pose this question: how many songs about the same ol' thing can you write? From "Drinking Beer with Dad" to Jesus, Kid Rock details a romanticized lifestyle for 50 minutes in his recent *First Kiss*, his 10th release. Ten albums later and Kid Rock is showing no signs of maturity – nor a decline.

Album opener, title track and a ballad to the past is "First Kiss." From the opening guitar lick – which sounds identical to Bryan Adam's anthem "Summer of '69" – to a chorus longing for the days with "Tom Petty on the radio/Going steady with nowhere to go," this single is the album's calling card. The lyrics are so simple that any Tom or Sally could relate and the music is perfectly arranged to sound like an amalgamation of pop rock hits for the time period he sings his praise. If you find yourself nodding along to the crisp rock music or aligning your personal experiences with the mini tales that Rock strings together, then you're in for treat for the next ten songs are akin to an incestuous gathering of musical numbers.

Next up is the honky tonk "Good Times, Cheap Wine" where Rock takes shots. Not whiskey shots, but shots at contemporary cultural elements that bug him. Coldplay, Coachella, skinny jeans, social media outlets; all of these facets are fodder for Rock to play around with and shape to create his badass, lone cowboy persona. Rock turned 44 last January and with "Good Times, Cheap Wine" he's really drawing a line between his generation and the millennials. Which is smart. Rock knows his biggest shows rarely feature sub-30 year olds and are performed miles away from either coastal side. His base is located right in the middle where fancy flash earns you nothing but a target for ridicule. Middle-aged, middle America is for Rock.

Rock lets listeners into his family circle during "Drinking Beer with Dad," inspired by his relationship with his son Robert Ritchie Jr. Nicknamed Junior, the sole son of Rock is a college student in Nashville with music career ambitions of his own. He's a recent father himself and this perspective of a Rock watching his son become a dad is what carries "Drinking Beer with Dad." The lyrics work because Rock sings with raspy conviction: "Nowadays most things have changed/This whole world is heading down the drain/A little discipline would sure be nice/A little lesson in wrong and right/Maybe it's time young man to have a beer with dad."

Kid Rock is two albums away from producing the same amount of records The Beatles released in their career. That's not to say Rock is anywhere near their level of musical ability or influence but he'll soon join their ranks of longevity. He does this because – somehow – Kid Rock is a musical Lernaean Hydra: cut off one of his heads (or disregard an album or two of his) and he'll soon be back with a fresh batch that's steaming with a I-don't-give-a-rat's-ass attitude. He's America's cowboy. And that long ride into the sunset is currently far away from his horizon.

Artist: Kid Rock
Album: First Kiss
Website: kidrock.com

★★★★☆
Label: Warner Bros. Records
Release Date: February 20, 2015

ALL ACCESS SPOTLIGHT

Written by Silas Valentino

Facebook.com/hinder



Hinder, *When the Smoke Clears*

The days of "Lips of an Angle" are long gone for Hinder. Sure, the 2005 power ballad might have been the biggest of its kind since Ratt and Poison cruised the Sunset Strip but it's 2015 and Hinder has a new leading man. *When the Smoke Clears* is the debut of new vocalist Marshal Dutton and his manning of the microphone is a welcomed update compared to former singer Austin Winkler, whose hoot and howl seemed to suggest that an air bubble was consistently lodged somewhere in his throat. Five albums into their career Hinder are sounding like they're a new band with a debut to share.

Of the ten songs that make up *When the Smoke Clears* no clear highlights shine through. Each track is connected to the next in a hard rock string. Most songs offer a cheer-ready chorus with guitar squeaks and multiple tracks are layered with an underlying electronic, sample component. Sometimes it's a piano melody looped in the back or a drumbeat that was made by using buttons. "Dead to Me" and "Hit the Ground" offer some extra oomph but in its entirety *When the Smoke Clears* is an album showcasing Hinder caught in a moment of transition.

Futuristic, *The Rise*

Four albums in and Futuristic is still on his *Rise*. He's full of bravado and material to boast, best heard on the standout single "The Greatest" where he compares himself to the rap game's Tony Hawk, Muhammad Ali and Michael Jordan all in one verse. Quite the tall order for comparison's sake but it's left to the listeners to decide if he's got game or if he's more on the Bam Margera and Joe Frazier side of talent.

"I'm trying to be twice as big as Tity Boi," he states in the bass rattler "No Way." 2 Chainz is a lot of things but today he can consider himself a man of marked inspiration. Futuristic hails from Arizona, which isn't the most prolific state for a burgeoning hip hop star but he makes due with what he has. The tricks up his sleeves tend to be a rapid, spitfire flow with a satchel full of pop culture references – enough that would make the writers of Family Guy shiver with jealousy. But after 13 songs of Futuristic gloating and boasting you must consider the possibility that maybe this twentysomething year old is more brag than swag.

Facebook.com/futuristicihadtoit



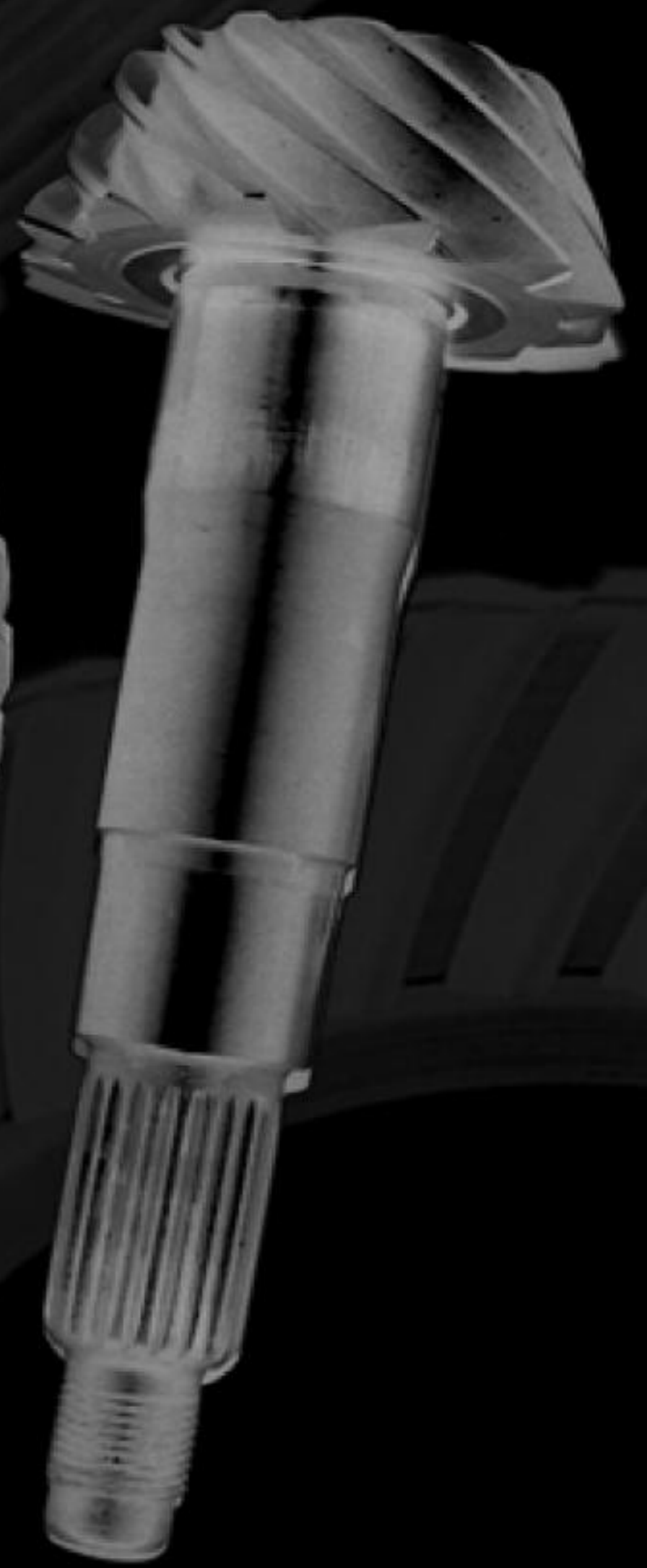
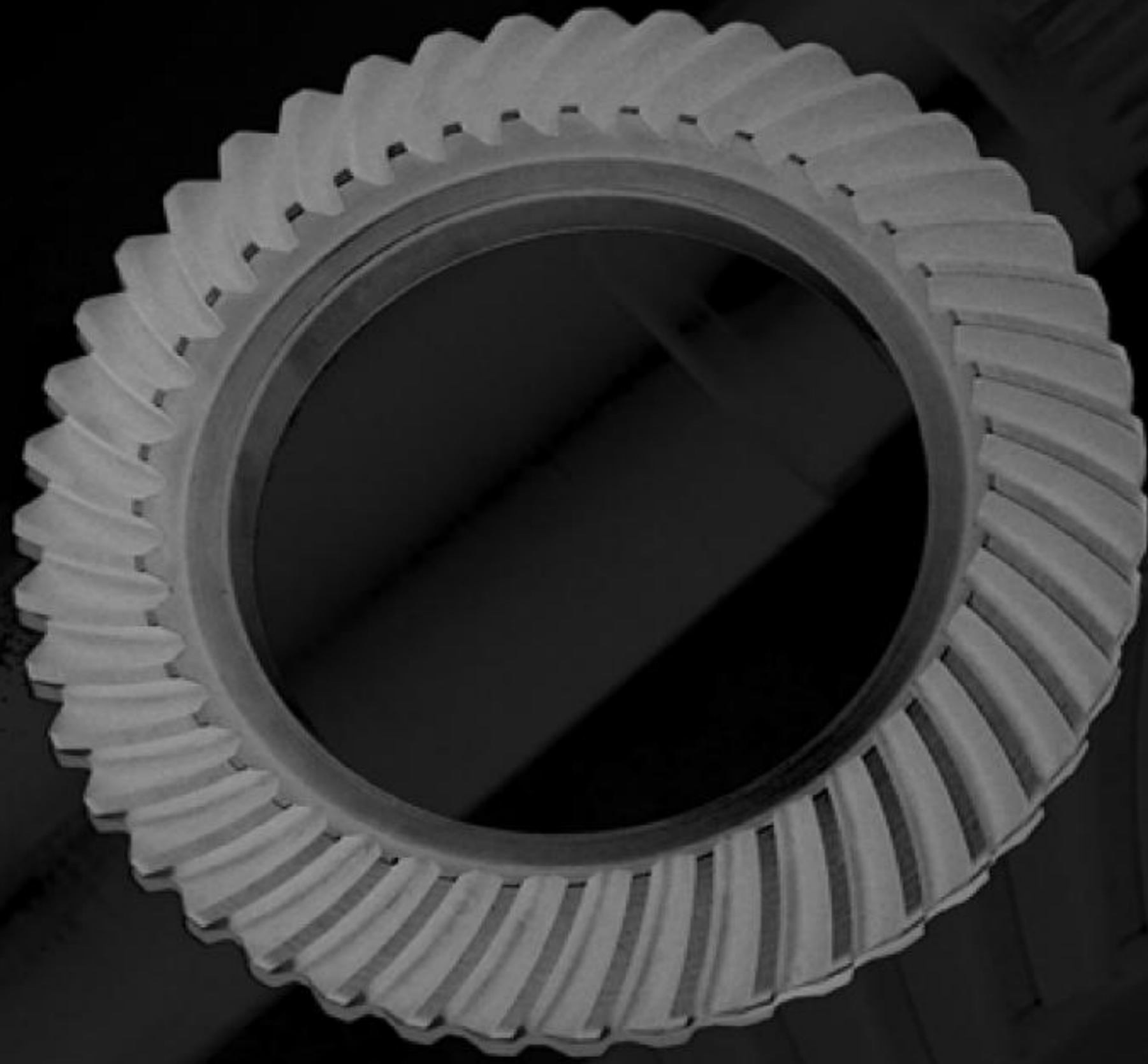
Facebook.com/anti.flag.official



Anti-Flag, *American Spring*

Pittsburgh, PA's Anti-Flag is so politically charged the band's entire method of operation revolves around the explosive expression of sociopolitical sentiments. Without a government to fight, this Anarcho-punk rock foursome would just be a couple of Mohawks and a detuned bass. But they don't have to worry about Uncle Sam lacking in material to rise against. From Occupy Wall Street to the perils of modern American society, Anti-Flag has heaps of material to derive inspiration. *American Spring* checks in as album number nine and Anti-Flag's passion for spitting venom at the suits in Washington D.C. has far from faded.

A deep inhale of breathe begins the album opener "Fabled World" and singer/guitarist Justin Sane will require many more before this 41-minute blast is over. High voltage energy spews out of this album. This charge against the establishment is lead by crunchy guitar riffs with Sane's vocals calling his troops to "Set Yourself on Fire" or "Break Something." The most convincing moment of the record takes place in just 0:48 seconds during the livewire cut "To Hell with Boredom." Next time you find yourself looking out the window with an impatient yawn, throw this short exclamation on and feel as it dethrones you.



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WEIR
PERFORMANCE

COMING UP

Models To Keep An Eye On

Sabrina Bing

Photography by Andrew Gates
Make-up by Nicolette Melland



Sabrina Bing is a California native. She's 100% Chinese, but gets mistaken for every other nationality except Chinese. Although, Sabrina is very new to the industry, the fan-base of this up-and-coming model is growing rapidly, thanks in large part to her amazing look and bubbly personality. She originally started modeling after talking with someone from *HIN, Hot Import Nights*, and soon was getting booked for car shows and vape events. Sabrina is not just another pretty face and hot body to look at, she also has a masters degree in Sports Psychology and is currently a first year doctorate student in Counseling Psychology. So let's see; She's got a down-to-earth personality plus brains plus a beautiful look and body plus she loves sports, can you say marriage material. We look forward to seeing her around for quite some time.



COMING UP

Models To Keep An Eye On Cont'd





THE STATS

Birthday:
April 22

Zodiac Sign:
Taurus, baby!

Measurements:
37D-27-38

Height:
5'8"

Weight:
128lb

Ethnicity:
I am Chinese.

Hometown:
Orange County, CA

Turn Ons:

Brains, personality and muscles. I like a great body that smells amazing. Sexually, whisper compliments into my ears. Also, sexual anticipation is the best aphrodisiac. The build up can drive my imagination wild, so the longer you make me wait, the better.

Turn Offs:

Someone who is boring, rude, arrogant, negative, cheap, or overly aggressive. Someone who can't take jokes or smells bad, plays mind games, makes me jealous or acts like a douche bag.

Ideal first date:

Something fun and spontaneous. We could go to 6-flags, a shooting range, sport game, concert, comedy club or the bowling alley. Later we could grab some food and get to know each other.

Guilty Pleasure:

I love food and I eat constantly. You know what they say about a girl with a big appetite? [wink]

Pet Peeves:

I get annoyed with people who are not courteous or are very slow. I can't stand someone who is not "with it."

Celebrity Pass:

Scarlett Johansson, I have wet dreams about her. [smile]

See more of Sabrina at
[instagram.com/BrinaBing](https://www.instagram.com/BrinaBing)

GAME ON

The Latest Games Reviewed

Witching Hour

Written by Josh Schilling

The Witcher 3: Wild Hunt was one of the most highly anticipated games for the new generation of consoles, and after the customary push of the release date from the fall of last year until now, the time has finally come to turn on, tune in, and drop out. This was my favorite title coming out of E3 2014, and there has been a sore need for an eye-popping, life-sucking, open-world fantasy video game that has not been seen since Skyrim. I am okay with the current trend of delaying games, as I would rather have a polished product than a rushed, buggy mess, but with the delay of the release, my anticipation only grew. When hopes are set high, there is quite a lot of room for scrutiny and disappointment, but when you find a rare thing that actually reaches your lofty expectations, the world just seems like a better place to live in.

You can say one thing about the developer CD Projekt RED in that they are certainly ambitious. They made many promises leading up to the release of this game, including offering a massive open world some 20% larger than Skyrim, and releasing early footage that showed incredibly detailed scenery with captivating characters and brilliant beasts. You can tell that they wanted to raise the bar not only for the genre but for gaming as a whole, and what they ended up producing is right in line with some of the top games that have ever been made.

What makes this game great is the incredibly large scale of it all that is colored beautifully with loving detail in just about every aspect. This world draws you in in so many different ways from not only the stunning environment, but also within the wonderful writing and voice acting that is so often overlooked in games like these. It does adhere to some fantasy stereotypes at times (why do dwarves always have Scottish accents?) but it doesn't feel forced or lazy. You feel transported to this world and it comes from the development team really caring about their work, and truly wanting to put out something that they could be proud of.

The main protagonist from the Witcher series, Geralt of Rivia, has returned, and his story is based on Polish author Andrzej Sapkowski's novels, which delve into a harsh and brutal world containing creatures from Slavic mythology. Geralt is the titular Witcher, who has superior powers and is generally shunned by the ungrateful populace. The story starts with a quest to find a lost love, but quickly evolves into a world-changing, supernatural event. Sprinkled in this game are an incredible amount of side-quests that could very easily take the time-played statistic into the triple digits. That, coupled with the variable effects of actions and dialogue choices, and the joy of merely exploring, means you might not need to purchase another video game for quite some time. There is so much to see and do that all you need is to find and set aside enough time to be able to do all that there is available to do.

These kind of games aren't for everyone. Most people who aren't fans of video games will turn up their nose at yet another sword-laden hack-and-slash, and even gaming veterans might make the tired excuse of not having enough time to devote to a massive game like this. But they are missing out on something special, because a game like this where you can feel the intentions of the developers, where you appreciate the attention to detail, and you can get the sense of being transported, it raises the legitimacy of gaming as a whole. When you dive into this game, even non-gamers will be able to see that this game is art.

Game Title: The Witcher 3: Wild Hunt

Producer: WB Games

Platform: Xbox One, PS4, PC

Website: thewitcher.com

★★★★★

Ratings: Mature

Genre: Open World/Role Playing

Release Date: May 19, 2015



THE
WITCHER
WILD HUNT



Exclusive Coverage

By Jesse Seilhan and Josh Schilling

After a few years of rocky fits and starts, E3 delivered one of the best lineups in gaming history. From Microsoft's stellar first-party lineup, Hologens demos, and surprise backwards compatibility announcement, to Sony's wave of nostalgic reboots and third-party exclusives, just about everyone had something to like. Even if Nintendo didn't live up to prior announcements, they still showed off the new Star Fox and a new Zelda game for 3DS. Ubisoft had their wave of yearly games, but their show-closing Ghost Recon trailer was stellar and the out-of-nowhere South Park sequel announcement were excellent additions to their lineup. Electronic Arts are still in love with their sports games, but Star Wars Battlefront is definitely the gem in their crown this year. Square Enix also showed off more Tomb Raider footage, and even announced an ambitious new Hitman sequel. But Bethesda might have stole the show, with a great new gameplay reveal of both Doom and Fallout 4, the latter already at the top of everyone's Game of the Year list!

Virtual Reality was a consistent theme this year, with both Sony showing off the Morpheus and Oculus controlling a large portion of the audience in West Hall. We got to wear both helmets and while both had their ups and downs, Oculus definitely let us wanting more, more, and way more. Their graphics outshined what Sony had to offer, and the games on display felt way more like an actual title than a tech demo. Indie's also had a big presence, as the Indiecade area was stuffed with irreverent titles and their avant-garde creators. Each console manufacturer had their display of smaller titles, some of which with longer lines than the AAA stars of the show.

We ended up getting hands-on with a few dozen new titles and had some exclusive demos shown for even more, making it definitely one of the busiest expos in years past. We narrowed down our top picks for the best games of the show, some of which you will be able to play this very year!



Fallout 4

Let's just get this out of the way, shall we? The sequel to one of the greatest games in gaming history is finally coming and you will get to play it this year, barring any setbacks and delays. The team that Todd Howard leads at Bethesda have been working on this game since the day Fallout 3 was released. Every piece of sketched out concept art and crazy idea is now possible with the power of the modern consoles and the advances PC gaming has made in the years since. We're being promised a game larger than ever, with more characters, quests, and of course, old timey music, than ever before. Companions are also back, such as the beloved Dogmeat, but they have expanded, with personal dialogue options and the ability to gather materials while you do something else.



What we saw at Sunday night's press conference was glorious. First and foremost, the game looks better than most Bethesda products have a right to. Facial features are much nicer, as are the environments and awesome creature designs. The Boston-themed settings, such as Fenway park and other historic locations, are all rendered in beautiful quality, fit for a current-gen game. As for the game itself, a new crafting system is going to allow for insane combinations for making new weapons and armor, as now just about every item in the game can be used for said crafting. The same goes for the modifications buildings and forts now have, with on-the-fly manipulation of doors, walls, furnishings, and way more, adding a layer of tower defense and personalization in an otherwise unfriendly world.

Nothing can be said that would match the feeling of being deep into a Fallout universe, fighting Deathclaws with laser weapons, repairing your power armor after finding a traveling Brahmin vendor, and picking a direction and just walking forward until something cool happens. Adding in the vast customization, voice acting, and for the first time on console, mod support, this game might not actually end. If this game truly does come out this year, it's going to be extremely tough to beat when the awards start pouring in come December.



Fallout 4

Publisher: Bethesda

Platform: Xbox One, PS4, PC

Genre: Role-Playing

Release Date: November 10, 2015

STAR WARS BATTLEFRONT



The world always needs more Star Wars, and with the kickoff of a new trilogy this year and the inclusion of Star Wars characters in the new Disney Infinity game, it looks like we are getting plenty of stuff to play. But the most exciting new Star Wars game is EA's Star Wars Battlefront, a Battlefield-inspired first-person shooter that is more of a spiritual successor of the original franchise rather than a direct sequel. There will still be plenty of shooting and flying (and more shooting), but it ditches the ticket system of prior iterations in favor of more story and narrative focused missions that blend the best moments from the series along with that distinct flavor of Battlefield joy.

The game takes place within the existing Star Wars universe, but the new game will be represented in some post-launch DLC. The short multiplayer experience we got to try was on Hoth, defending the power generators from two oncoming AT-ATs. Of course, you can also play the other side, trying to destroy the rebel army while allowing your giant robots to go stomping along their merry way. Regardless of what side you play, you have specific map points you need to control to keep your team winning: for the Rebels, it was keeping generators on that allow for bombing runs that disable the AT-ATs and leave them open for damage from the regular folk. The Empire was tasked with stopping those generators from becoming operational, while mowing down the opposition along the way.

The controls felt great, the sound was top notch, and the feeling of being in this fully realized world was beyond awesome. The game feels more modern than the last few stuffy Battlefields and is more fleshed out than what a fan mod could ever create. To avoid the constant BF problem of "spawn and steal" (where some jerk on your team takes the helicopter before anyone else can, only to fly it straight into a building ten seconds later), tokens are littered around the map and can give anyone a ship, awesome new grenades, and personal shields. These respawn over time and appear very frequently throughout the entire game, giving everyone a chance to be a badass pilot or solo super soldier. Also, hero characters like Luke Skywalker and Darth Vader will also be playable, although EA is tight-lipped on how these characters will be balanced and played. Still, we walked away impressed after just a short time and can't wait to play more.



Star Wars Battlefront

Publisher: Electronic Arts

Platform: Xbox One, PS4, PC

Genre: First-Person Shooter

Release Date: November 17, 2015

CALL OF DUTY BLACK OPS III

Call of Duty is back in black, but it's not at all what it used to be. For some, that's a nice thought, as the series has been giving it a go for over a decade now, covering just about every corner of the earth and exploring nearly every story possible. We got our hands on some multiplayer and were given a single-player demo, both branching way far out from what the prior games were all about. Zombies haven't been announced just yet, but it would be hard to imagine a world in which a Black Ops game doesn't have the super-popular mode. Still, we liked what we saw, even if it was kinda weird and not very Call of Duty-ish.



The demo we were given focused on the insane new powers your characters have. With the wave of your hand, flying fire bees swarmed the map and destroyed the enemies, or made a soldier puke until he died, and of course, set people aflame with no real explanation. For some reason, the game looks to play more like a Bioshock than a Call of Duty, as turrets can be remotely hacked and fired against their former masters. Also, this is called Black Ops, but nothing about this demo felt stealthy or underground. To the contrary, it looked like Crisis, Far Cry, and BioShock had a baby that somehow fits into the Call of Duty universe. However, adding in three buddies and taking down the entire campaign as a team will make for some fun chaos.

But not all hope is lost! The multiplayer was a blast, as the game is taking a lot from the Destiny gameplay and instituting classes with their own special powers, activated by pressing L1 and R1 together. One lady had a lethal bow, another could respawn after being killed, and another turned his robot arm into a machine gun, mowing down everyone in his path for a short time. The "pick ten" system is back, as that



has proven to be the most refined customization system over the past few years. Wall-running and double jumping worked for the most part, but didn't have the mobility and joy that a game like Titanfall nearly perfected. Still, the few rounds we played were fun enough to make us want to maybe jump into the fray again, as the powers, weapons, and movement all seem to give the legendary series a much-needed shot in the arm.

Call of Duty: Black Ops III

Publisher: Activision

Platform: Xbox One, PS4, PC

Genre: First-Person Shooter

Release Date: November 6, 2014

JUST CAUSE 3



It is easy to get excited for Just Cause 3 after seeing the gameplay footage shown at E3. This game looks a lot like its predecessors in that you get to cause a whole bunch of chaos by shooting a bunch of stuff and breaking a bunch of things. It's cartoonish to be sure, but who says there is anything wrong with that? You get a massive open world to set on fire, and a whole bunch of different vehicles and weapons to aid you on your quest for destruction. You are one guy versus an army and that army is about to have some problems, because you have a grappling hook, a parachute, an unlimited amount of C4, and a massive chip on your shoulder.

If you are looking for a deep story, with philosophical undertones and well fleshed out characters, then this game might not be for you. I haven't played it yet so maybe there will be some creative surprises, but I doubt it. What is known is that the main protagonist Rico Rodriguez returns to his Mediterranean island home of Medici to find it all in the hands of a bad-boy dictator. That's all the story you basically need to make this over-the-top explosion fest a total and serious blast. Hopefully they take a look at the crazy multiplayer they introduced in the PC version of Just Cause 2 that made everything even more chaotic. If that happens, we could be looking at a game for the ages.

What we saw at the show was a game that wanted to highlight the multiple options of destruction. Crashing cars, spraying bullets and bombing things are all there, of course, but it was the style of the action that really looked appealing. Want to take out that factory? How about you grapple a heavy truck to that building and smash them together. That pesky bridge need to come down? Steal a tank and make it do what it does best. Need to get through a few dozen evil soldiers? Go ahead and hang upside down from a helicopter and mow them all down with a minigun. The overall action in Just Cause 3 makes Grand Theft Auto look like The Sims, and let's just hope that it is as good as advertised.



Just Cause 3

Publisher: Square Enix

Platform: Xbox One, PS4, PC

Genre: Action/Adventure

Release Date: December 1, 2015

STREET FIGHTER V

Capcom dropped a bomb last year when they announced the next game in the most popular fighting game franchise of all time would be exclusive to PS4. Turns out, this is mostly due to Capcom's gigantic financial issues and Sony is stepping in to help fund some of the project, but still, Street Fighter V was playable at E3 and all signs point to it being an awesome addition to the pantheon of greatness. Two new fighters were added at the show: series veteran Cammy and Alpha heavyweight Birdie now join the four previously announced combatants in Ryu, Chun-Li, Charlie Nash, and M. Bison. A new background was announced as well, but we can't imagine this game ships with less than 20 characters in all.



We got our hands on the game and gave two matches a go before having to put the controllers down. Both matches felt like tried and true Street Fighter, obviously with more of a SFIV influence as the art style and mechanics borrow heavily from that already 7-year old game. Ryu's fireballs and Chun-Li's crazy kicks all performed as they should, but a few new wrinkles in the gameplay made for some fun discoveries. Most notable, each character has a unique special move, one that seems to be game changing in nature across the board. Nash can teleport, Chun-Li gets a horizontal jump, and Ryu can electrify his fists for extra damage. These burn some meter and can turn the tide of battle if used accurately.

There doesn't seem to be a huge graphical upgrade from last generation to the next, but the backgrounds and environments are much more interactive than before. Matches that end with one player being kicked through a wall will begin the following round in the newly exposed zone.



The game already felt fairly balanced, as some of the super power moves from the prior games have been removed completely or toned down, making each match more of a back and forth chess match than before. The game still doesn't have a release date, but people that pre-order can get some beta time in with the game when before it ships. From all signs, it looks like another feather in Capcom's cap and it might be just the thing the legendary Japanese company needs to get back on its feet again.

Street Fighter V
Publisher: Capcom
Platform: PS4, PC
Genre: Fighting
Release Date: 2016

ROCKBAND 4



Rock Band is one of my favorite franchises, and I was very excited to hear them announce that they will be revamping the game for the next-gen consoles to be released later this year. The four-piece band is back with the familiar guitar, bass, drums and vocal mix, along with a new set of songs. The gameplay is also very familiar with the same three instrument note tracks and the vocal line along the top of the screen. The big news is that the massive 2,000+ song library of DLC will be able to be imported into Rock Band 4, along

with the compatibility of older instruments as well, so you don't need to add yet another plastic guitar to your collection, although you can of course if you want to as new ones will be available.

The new additions to Rock Band 4 aren't mind blowing, but they do add to the party-friendly feel that makes this game a lot of fun. It is very easy to keep the music going as at the end of a set, as the band can vote on what type of song will be played next. Options such as "a song from the 80's" or "classic rock" were seen, and it makes things move a bit more quickly and adds an element of participation. It was also very easy to change the difficulty settings during a song, or even to do a quick restart if needed. Rock Band 4 also introduces an optional freestyle guitar solo that mimics the style of the solo rather than the specific notes which tend to be more difficult in those situations. Casual pseudo-guitarists will probably have more fun acting the role rather than having to nail the various notes.

There is a career mode as well that seems to be very similar to the fan-gathering style that was seen in Rock Band 3. One aspect that looks to continue is the adding of your downloaded songs to the mix of the story. It also appears that there will be no competitive multiplayer that was seen in the earlier versions of the franchise, although it might be added as a patch later on down the road. All in all, it was great to see this game in action once again and I can't wait to get the band back together.



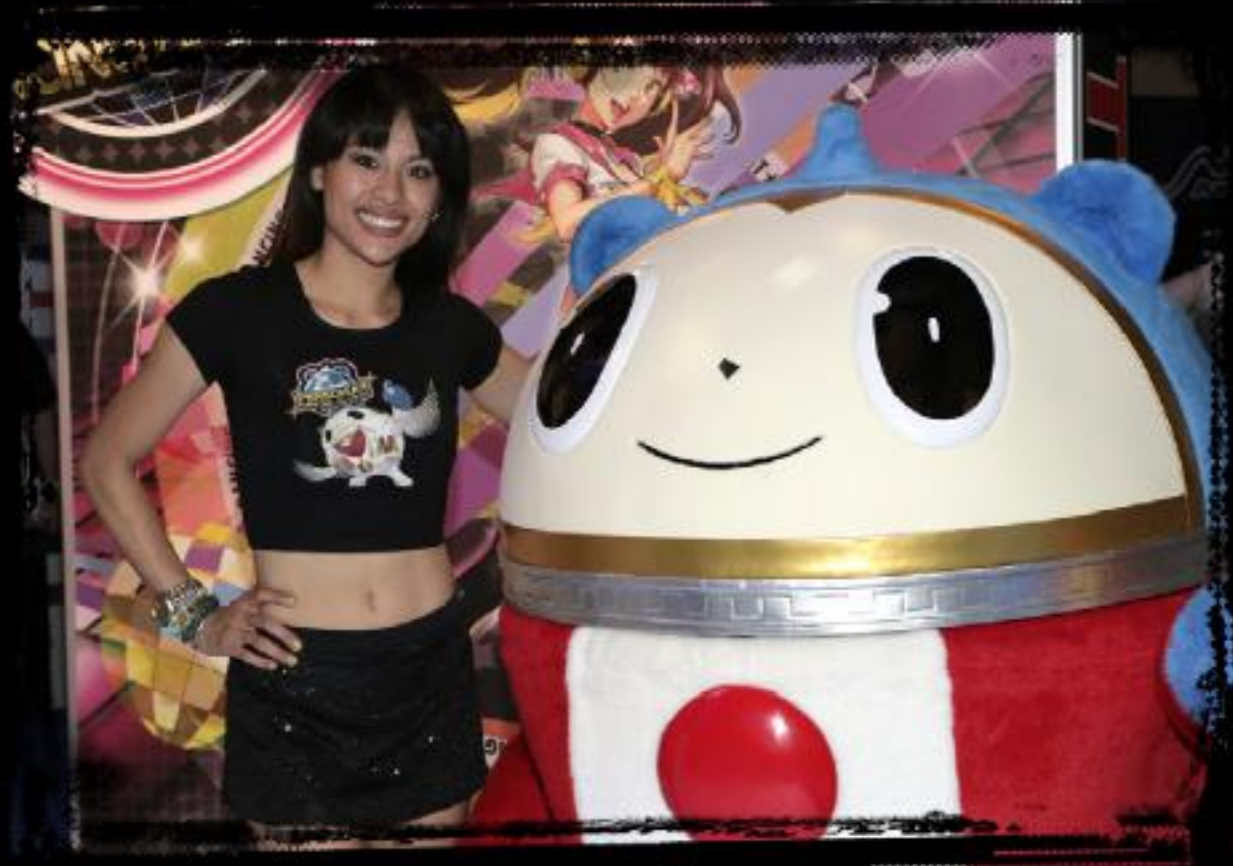
RockBand4

Publisher: Harmonix

Platform: Xbox One, PS4

Genre: Music/Rhythm

Release Date: October 6, 2015









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