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Amy Weber

GAMES REVIEWED



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The Elder Scrolls

ONLINE

TAMRIEL UNLIMITED



Third Eye Blind

Dopamine



ASAP Rocky

AT.LONG.LAST.A\$AP

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20 QUESTIONS

Get To Know Your Cover Model

Amy Weber

Photography by Andrew Gates
Make-up & hair by Kimberly Hill



Amy Weber was born in Peoria, Illinois, but raised in the nearby town of Mapleton. Her family ended up relocating to Ocala, Florida just before her freshman year of high school. After graduating high school Amy attended the University of Central Florida in Orlando as a Psychology major, but after a year realized she wanted to do something different, so she packed her bags and moved to Los Angeles to become an actress. Soon after landing in the city of angels Amy modeled for numerous print ads and television commercials. She's also been featured on the covers and inside countless magazines and continues her quest of taking over the world. Amy's achievements are long and we could spend all day talking about them, let's just put it this way, if you Google her you won't be disappointed and if you can imagine it, Amy has probably already done it. We expect nothing but the best from Amy for many years to come.



20 QUESTIONS

Your Cover Model Cont'd



20 QUESTIONS

1. What's your Ethnicity?

I am a mix of German, Hungarian, Scottish, Irish and American Indian.

2. What's your zodiac sign?

I am a cancer and pretty true to what astrologists say Cancer traits are; very loyal, fiercely protective, trustworthy...oh, and can be moody at times.

3. Where are you from originally?

I was born in a small corn farming community called Mapleton, Illinois which is near Peoria. Definitely not Chicago. My nearest neighbor was about thirty acres away.

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

Mapleton was great because there were so many things to discover outside. I could build forts in trees or rescue wild rabbits, and foxes. We had sunny summers and super cold snowy winters, so I got to experience the true seasons.

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

I was a pretty good kid growing up, my father was a very scary man and quite the tyrant, so I tried not to tick him off. I would use my Mom's bread baking pans to try to build igloos and then they would rust, so that would tick her off. I also raced motorcycles from the age of seven until twelve, so that was a pretty wild child. [laugh]

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

I would have to say running away from Hollywood and joining the WWE was pretty crazy. I knew what I was doing in the entertainment industry and had a pretty good footing set down, so to just say screw it and go try to wrestle and be on the road almost 300 days out of the year was crazy to me.

7. What's your favorite hobby and why?

Honestly, I love to cook, it is relaxing and it is nice to be able to create something out of all these ingredients. Sleep would be my second favorite since I never seem to get enough of it.

8. What's your guilty pleasure?

I don't feel too guilty about it but I can't really go a day without chocolate in some form. I try to stick with the darker kind that is "supposed" to be good for you, but sweets are definitely my downfall. I can pass up a plate of french fries, but not chocolate cream pie or peanut butter and chocolate ice cream.

9. Who do you admire and why?

I admire our troops, these brave men and women who sacrifice so much for our freedom. The service dogs too, that put their lives on the line to protect their handlers. I think we sometimes forget that there are still people out there serving that are

away from their families, their homes, their kids, out there making sure that we can still be safe and have the freedoms that our forefathers fought so hard to achieve.

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

Hunger, especially for children. I can't imagine not knowing when my next meal would be. It is so unfair that kids are born in to a world that allows them to starve, it truly breaks my heart.

11. What's one of your personal goals?

I want to see the show I created "Good Samaritans" on the air. The show has a really positive and inspiring message, but it is also funny as hell because it is a hidden camera show.

12. What do guys compliment you on the most?

When they see me from the front, my eyes and then from behind...well, my behind. [laugh] Thank goodness round butts are in style now. That whole skinny, heroine chic thing wasn't great for my body type.

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

I like my legs. For someone who isn't six feet tall, I actually have long legs so most people think I am taller than I truly am and are usually surprised when they meet me in person for the first time.

14. What do you look for in a guy?

Confidence is the key for me, not cocky, but someone who is self assured and feels good about themselves. It makes them comfortable to be around and helps other people feel comfortable in their own skin.

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

His eyes. I think you can tell so much about someone's eyes, also if they are genuine, kind, and honest.

16. What's your ideal first date?

Dinner and a walk on a boardwalk or beach so you're able to talk and really get to know that person. A movie is silly because you can't really talk and a club, well, that's even worse.

17. What turns you on?

Cleanliness. I can't really say much more but you can't really feel or think someone is sexy if they stink.

18. What turns you off?

Bad breath, bad manners, and insecurities.

19. What's your biggest pet peeve?

I have a really hard time with people that lie and people that are late. I always say, if someone doesn't respect your time, they don't respect you.

20. Who's your celebrity crush?

I've always thought that Jude Law was sexy. He kind of killed it for me with that whole cheating with the Nanny thing, but outwardly, he is still cute.

RM

20 QUESTIONS

Your Cover Model Cont'd



20 QUESTIONS
Your Cover Model Cont'd



20 QUESTIONS

Your Cover Model Cont'd

“Confidence
is the key
for me...”

20 QUESTIONS

Your Cover Model Cont'd



STATS:

Birthday: July 2
Height: 5'5"
Weight: 102lb
Measurements: 34C-24-34

See more of Amy at
[instagram.com/realamyweber](https://www.instagram.com/realamyweber)

ALL ACCESS

The Latest Albums Reviewed

Keepin' it Real

Written by Silas Valentino

Harlem rapper A\$AP Rocky may be one of the only players in the game who refers to his spiritual influences as lit. But that's the approach to his sophomore record *AT.LONG.LAST.A\$AP* (shortened to A.L.L.A. to remain consistent with the religious references) and the payoff has been successful. Instead of relying on the styles and themes found on his 2013 debut *Love. Live. A\$AP*, he digs deeper, opting for a journey down the rabbit hole in search of solace after the passing of his collaborator and mentor A\$AP Yams from earlier this year. Not only is the legacy of A\$AP Yams present on the album cover, which shows a transparent photo of both Yams and Rocky melted into one, but you can hear the ambition and dedication Rocky applied to *AT.LONG.LAST.A\$AP* to offer a suited farewell to a fallen comrade.

AT.LONG.LAST.A\$AP kicks off with short speech, sounding intentionally similar to a reverend, praising our protagonist from keeping his soul from the devil before crashing into a guitar lick-heavy beat. "Church bells and choir sounds / Tell 'em, 'Quiet down'" begins A\$AP Rocky, gliding on the theme of religion and spiritual redemption. This opening track, titled "Holy Ghost," features one of *AT.LONG.LAST.A\$AP*'s more fascinating collaborators: Joe Fox. An unknown guitarist and singer who just so happened to approach the right hip-hop superstar on the streets of London and was subsequently offered a gig on the spot after a short audition. A\$AP Rocky takes Fox under his wing, continuing the spirit of mentorship he once had with A\$AP Yams and giving credit to his legacy.

Easily one of the more exciting moments on *AT.LONG.LAST.A\$AP* is the hazy, trippy single "L\$D" which is carried by a smooth, electronic bass line sounding as if it had been drenched in hash oils or the synthetic drug the song's title derives its inspiration. A\$AP Rocky tones down the rapping and opts for some R&B vocals that highlight his range. The chorus is tight on this one, which is a reoccurring theme for the record where many tracks reach their heights during a cathartic release in the chorus. The same can be heard on the following track "Excuse Me" where Rocky's rapping sits backseat to the explosive chorus, recalling the hip-hop/R&B hybrid of Kid Cudi.

Yet don't let the highly produced choruses or velvet lounge vocals fool you – this is still the abrasive wordsmith that yanked our attention with his explosive debut 2011 mixtape and the bangers aren't hidden for long. With help from Schoolboy Q, A\$AP Rocky cranks up the rapid flow and braggadocio on the track "Electric Body" as well as on the potential club banger "Lord Pretty Flacko Joyde 2 (LPFJ2)." Those manipulated, deep baritone vocals that were fascinatingly jarring with his early single "Purple Swag Chapter 2" are present on *AT.LONG.LAST.A\$AP* through tracks "Better Things" and "Fine Wine." This characteristic is one A\$AP Rocky's strongest and he's not sacrificing his style even when embracing the Lord.

The final track on the album in the A\$AP Yams featuring "Back Home." With a spitfire piano melody, A\$AP Rocky offers a eulogy to his friend with lyrics detailing the journey home, or the after life. After a quick verse from Yasiin Bey (formerly Mos Def) the track hits a sudden stop – before leading to a psychedelic return from A\$AP Yams to finish off the album. It's an appropriate farewell from the leader of the pack, reminding his colleagues to always strive and prosper.

With *AT.LONG.LAST.A\$AP*, A\$AP Rocky reaches for the heavens. Not just in terms of his high, drug-induced production but as a cheery farewell to his mentor Yams. In his absence remains one hip-hop's more conscious-heavy albums of the year.

Artist: A\$AP Rocky

Album: AT.LONG.LAST.A\$AP

Website: asapmob.com

★★★★☆

Label: RCA

Release Date: May 26, 2015



ALL ACCESS

The Album Reviews Cont'd



The Struggle

Photo by Jay Blakesberg
Written by Silas Valentino

Long gone are the days – and this is an unfortunate realization – when Third Eye Blind dared to take a chance with their music. Previous pop nuggets “Never Let You Go” and “Burning Man” best exhibit the catchy musical might Stephan Jenkins and team could offer while lyrically, Jenkins was an apothecary who cleverly convinced America’s soccer moms to hum along with provocative and sexually-charged lyrics: “She comes round and she goes down on me/And I make her smile, like a drug for you/” – from their calling card number “Semi Charmed Life” – and he certainly earned his success.

18 years have passed since their debut and Jenkins returns with a whole new cast of musicians (besides longtime drummer Brad Hargreaves) to produce *Dopamine*, the San Franciscan band’s fifth album. Although this album is not a clunker, it can’t seem to produce a quality identity and ultimately falls flat, remaining easily unrecognizable in the cutthroat radio pop rock realm. Their blades are dull and the dope nose is crusty: “But I know I mean nothing/I’m just drugs to you/Still I’m jonesing like a fiend/So line me up that Dopamine/” says the chorus of the record’s title track. Third Eye Blind’s current lack of rush suggests they’re lost without the gamble.

First song/first single is “Everything Is Easy,” a simple pop rock song where Jenkins suggests rolling his heart up like a joint. There aren’t many noticeable or distinguishable qualities in this introduction but it’s not template for the remaining ten tracks.

Mid album relief comes in the form of an inspired piano ballad titled “Something In You.” The band has toured arenas with Oasis and this past grandeur appears to have returned. It’s a slow riser, setting the scene with only Jenkins, sampled synths and the keys, but the gradual additions of guitar and percussion elevate “Something In You” to an album peak that climaxes during the song’s closing minute. At this time, Jenkins adopts a howl fit for Dave Grohl and the band responds with tight supportive company. It’s the closest fans have for a moment reminiscent of their 1997 debut where a Third Eye Blind song could end with a twist – like the elongated drum roll closing out their hit “Jumper.”

Solace reappears during the endearing “All These Things” where Jenkins celebrates sobriety and art, name checking Jackson Pollock and John Coltrane in the process. He begins by giving a shoutout to his mother over an acoustic guitar melody fit for a successful T.V. commercial and annunciates his words with conviction. He sounds confident in his alcoholic/Pollock rhyme scheme and the sell is sweet. It’s the shortest song on the album – with only 2:25 on the clock – and proves Jenkins can still crank out quick, satisfying pop songs with ease.

Dopamine reaches its close with “Say It” which attempts to reclaim some of the heights reached by “Something In You” with an energized finale but mostly miss the mark. Though careful listeners who wait a few moments after the track fades out are met with an odd electro coda. It’s nice to hear Third Eye Blind recalling traditions by providing a twist ending. This provides a glimmer of hope for a band that deserves a proper legacy. Third Eye Blind is more than a Nineties flash in the pan but Jenkins jinxes this point by deciding to keep the name while ditching a vast majority of the original band. This is more of a solo outing than any Third Eye Blind effort and the name hoarding ends up hurting.

In promoting the album Jenkins responded to fans in a Reddit Ask Me Anything forum where he summarized the album as: “*Dopamine* is more about a search for authenticity and connection in this increasingly isolated and isolating culture of ours.” This was how he hears the album – really what matters is how do you?

Artist: Third Eye Blind
Album: Dopamine
Website: thirdeyblind.com

★★★★★

Label: Mega Collider
Release Date: June 16, 2015

ALL ACCESS SPOTLIGHT

Written by Samuel Wendel

Facebook.com/FutureOfficial



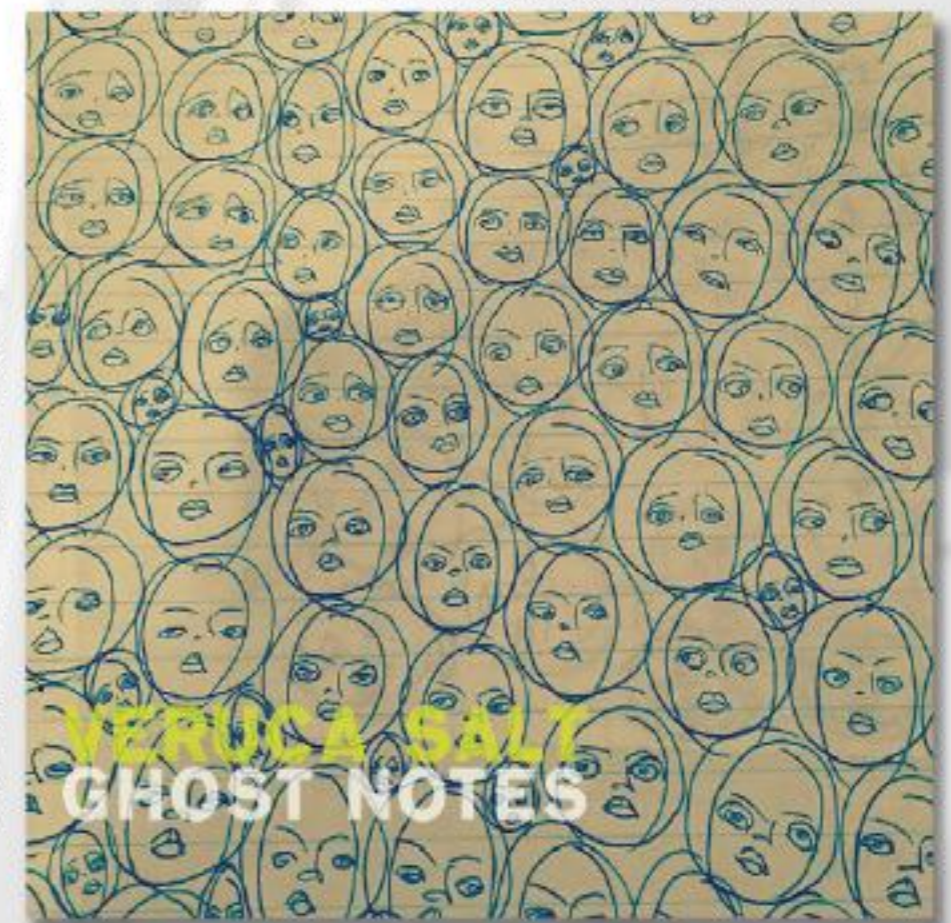
Future, *DS2*

It would be a disservice to call Future's *Dirty Sprite 2* a return to form, as it's only the young rapper's third studio release, but after his tepid second release, 2011's *Honest*, his latest reaffirms that the hype surrounding *Dirty Sprite* was completely legitimate. But Future doesn't seem worried about the hype or whether or not people respect his music—just take the first lyric on the entire album: "I just fucked your bitch in some Gucci flip-flops". With *DS2* Future is on a mission and prisoners aren't being taken. As a storyteller and lyricist, he's quickly distancing himself from the pack. His beats hit hard, and the emotional Future that listeners have come to know and love through past cuts like "Throw Away" has been toned back, replaced by a hard-edged determination. With this powerhouse album Future has solidified himself as an outlandish yet commanding figure on the cutting-edge of hip-hop, and *DS2* might as well be the bar rap artists need to aim for in 2015. Essential tracks are singles "Blow a Bag", "Fuck Up Some Commas", "Where Ya At," as well as opener "Thought it was a Drought."

Veruca Salt, *Ghost Notes*

With *Ghost Notes*, the reformed lineup of 90s alt-rockers Veruca Salt make up for lost time and pull-off a rare feat. Nearly two decades after their peak, they've returned with an album that is more than a tired retread of their original material. *Ghost Notes* isn't designed to only satisfy the fans that have stuck with them through the years. With singer-guitarist Nina Gordon back onboard, Veruca Salt have returned with an album of fresh material that tone down the power-chords, grunge-production and tortured vocals that defined its early material in favor of more mature, carefully constructed alt-rock. But the energy from their early days is still there, beginning with opener "The Gospel According to Me" that winks out of the gate with a playfulness unbecoming of middle-aged musicians. Despite their age, Veruca Salt are still writing catchy, biting songs but with a dose of wisdom layered on-top. They've also learned how to slow it down, evidenced by tracks like "Empty Bottle". Overall, with *Ghost Notes*, Veruca Salt shows its surviving Nineties alt-rock peers that age isn't an excuse for mailing it in. Essential tracks are "Laughing in the Sugar Bowl," "The Sound of Leaving" and "Eyes on You."

Facebook.com/VerucaSaltBand

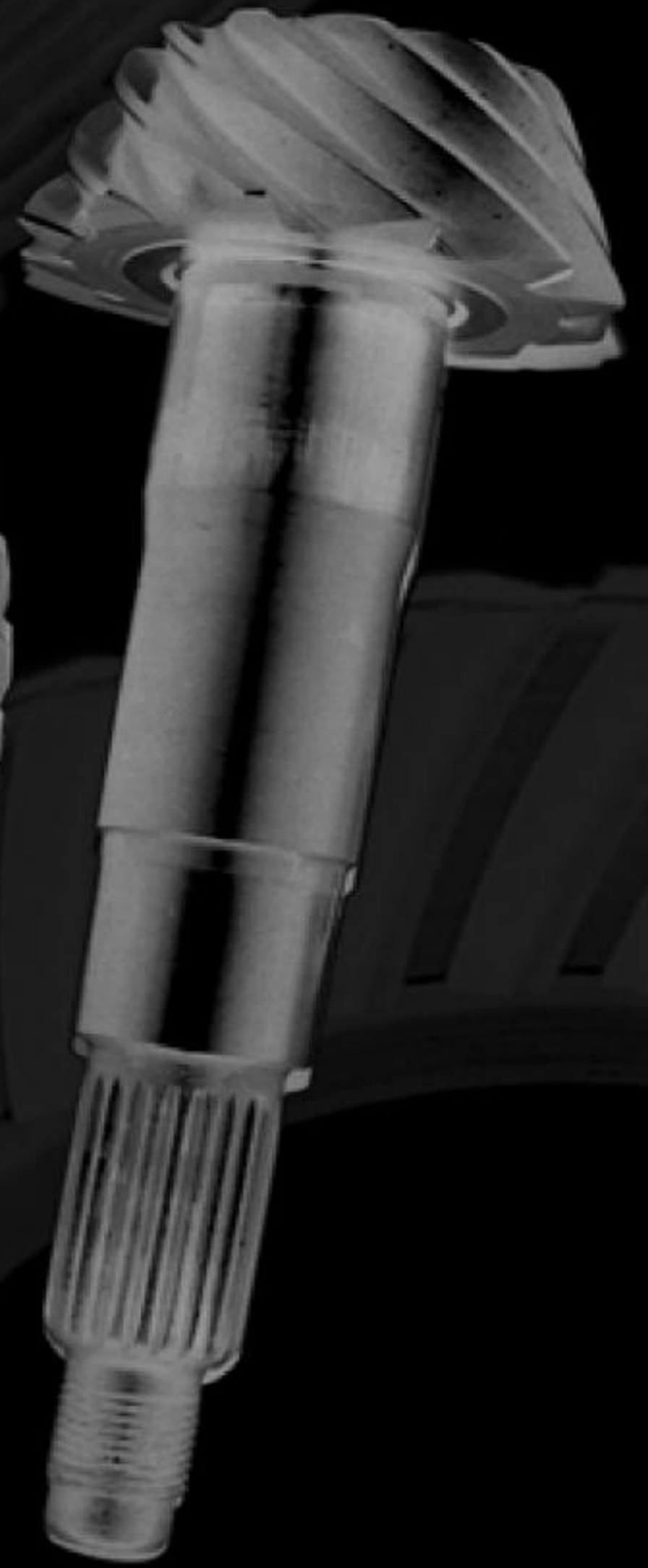
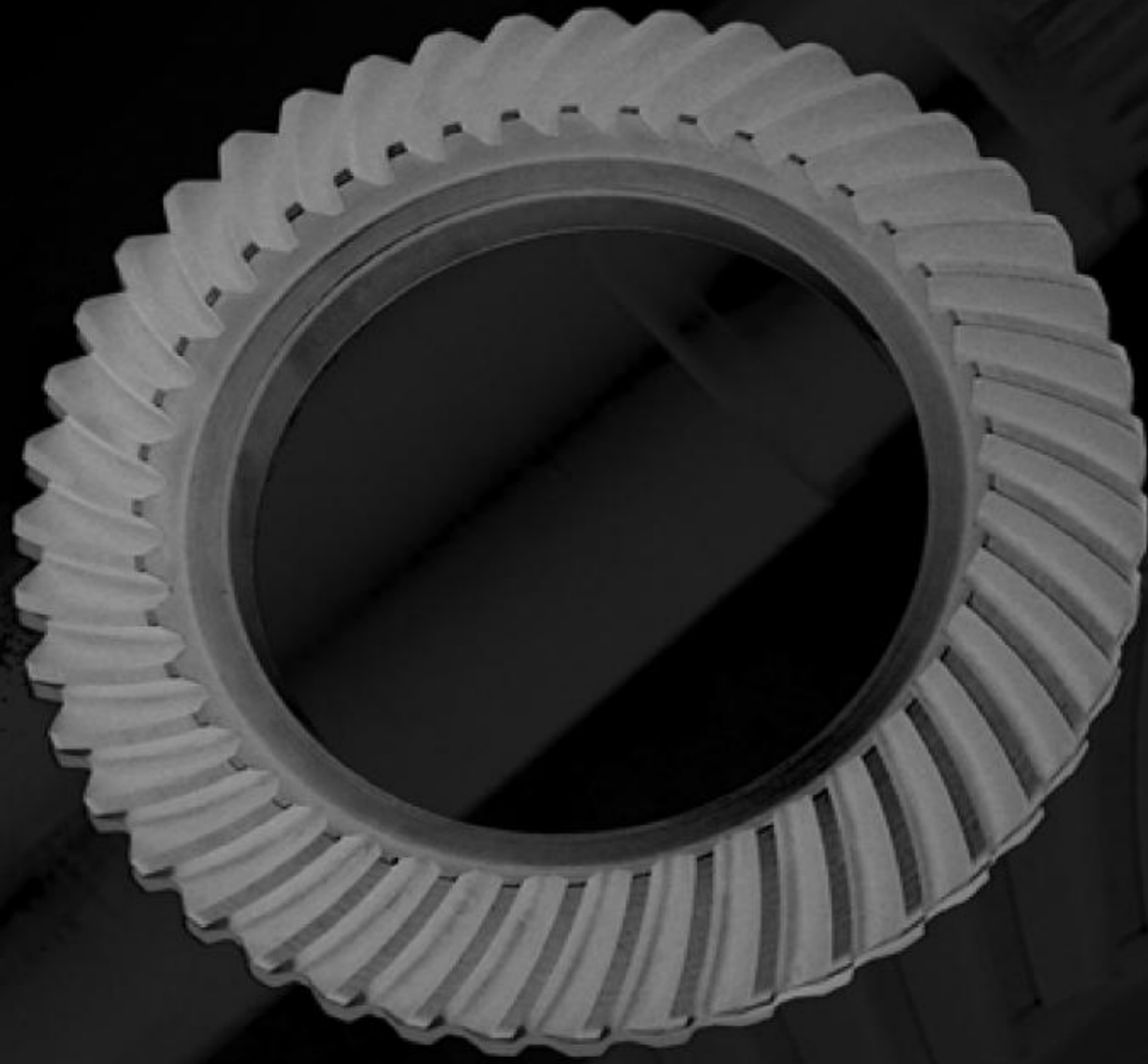


Facebook.com/SublimeWithRome



Sublime with Rome, *Sirens*

Although "Sublime" still makes up one-half of this group's name, with *Sirens*, the second release from these reformed ska-reggae rockers further dilutes the memory of the band that gave us "Santeria" in the late Nineties. But Rome isn't Brad Nowell, the band's deceased lead singer when they jammed their way onto the alt-rock radio waves, and comparing them is unfair. *Sirens* is an improvement on the reconstituted group's first release, but it's filled with essentially the same good-natured party jams that defined that album. Rome's lyrics cover peace, love and his prowess as a man with a slick versatility that nicely complements the sunny music. Lead single "Wherever You Go" is a catchy middle-of-the-road blast of pop-punk that could be a Dirty Heads single (not coincidentally Rome's other band). Other standout tracks are the chill jam "House Party," a funky version of Fishbone classic "Skankin", and most notably album closer "Gasoline," which comes closest to recapturing the magic of the band's heyday. But in the end, with only one surviving member of the original lineup (bassist Eric Wilson), this still isn't the Sublime that managed to be catchy and fun while still packing a powerful punch, but there are echoes if you listen.



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QUESTIONS WITH
HIROMI



COMING UP

Models To Keep An Eye On

Wenlin Yeh

Photography by Andrew Gates
Make-up by Nicolette Melland

W

enlin Yeh is a gorgeous Salvadorian and Taiwanese mix. She's comes to us from Los Angeles, California and started her modeling career participating in local beauty pageants. She never thought of becoming a model, but after participating in her first beauty contest, she was convinced that this was her future. Wenlin grew up as a complete "tomboy," but beauty pageants allowed her to transform. These pageants gave her the opportunity to learn how to walk in heels, provided different make-up techniques, and allowed her to feel sexy. After only her third competition, Wenlin was crowned Miss Inspiration 2014-2015. Her current goals are to make a name for herself in the import car scene and has hopes of competing in the national beauty pageant, *Miss Asia USA* representing Taiwan. We've got high hopes for this girl, since she is not only a gorgeous girl with a killer personality, she also loves to work on cars, is this the unicorn you're momma told you about.?



COMING UP

Models To Keep An Eye On Cont'd





THE STATS

Birthday:
March 2

Zodiac Sign:
I am an emotional and sensitive Pisces who sees the good in everything.

Measurements:
34B-24-34

Height:
5'4"

Weight:
105lb

Ethnicity:
I'm proud to be a Salvadorian and Taiwanese mix.

Hometown:
San Salvador

Turn Ons:
A manly cologne that makes me melt.

Turn Offs:
A cocky self-centered personality, poor conversational skills, and a "riced out" car.

Ideal first date:
Feed me and I will be happy. Two of the my best dates have been, first; in a parking lot in his car talking until 3am (no back seat stuff and after dinner of course) and second, a walk on the beach at sunset and dinner afterward. Make it meaningful with deep talks, if you can connect with me, that would make it a great first date.

Guilty Pleasure:
Shoes. I love shoes, especially stilettos. I feel like a little girl when I go shoe shopping. Every time I wear my stilettos I automatically feel sexy and beautiful and I feel as if I were walking on a runway.

Pet Peeves:
Dirty cars, especially the inside. I am not getting into your car if it is dirty and messy.

Celebrity Pass:
I don't have one at this time.

See more of Wenlin at
[instagram.com/_miss_yeh](https://www.instagram.com/_miss_yeh)

GAME ON

The Latest Games Reviewed

Limited Expectations

Written by Josh Schilling

Elder Scrolls Online came out over a year ago on PC, but The Elder Scrolls Online: Tamriel Unlimited is the updated console version which, after a bunch of delays, is now available. When the new version was released, there was a serious rush by eager gamers to join in one of the first MMO's released on the new consoles. Of course there was some early server issues, but the problems have subsided and now masses of Skyrim, Oblivion, Morrowind, Daggerfall, and maybe even a couple of Arena fans, are busy jumping around the huge world of Tamriel.

The first thing you get to do is create a character, and the detailed system that has always been a highlight of Elder Scrolls games has returned, as you get to fully customize the look of your guy (or girl) in a plethora of ways. After that, the game dumps you off in prison, which fans of the franchise will tell you is an absolute necessity. You then learn the ropes in a short, but story-filled adventure, and then end up standing in the daylight with an entire realm to explore. This game is incredibly huge with a massive amount of quests and adventures to undertake. Whether you want to join up with a group of like-minded players or brave the wilds alone, with so much stuff to do it is almost overwhelming. Once the virtual-vertigo settles and you get yourself acclimated with a weapon and some armor, it is time to go out and find some stuff to stab or set on fire.

Not only is this game huge, but it is deep as well. Crafting is still a major factor in this game, and you can create a bunch of different items including weapons, clothing and potions. The combat mechanics feel like a trimmed down Skyrim or Oblivion, but it is still fun and effective. The inventory management can be a bit tedious, as all your quests and acquired stuff stack up quickly and becomes a blur of text when you pause to check out your situation. One of the main highlights of the single-player games is the environment, which Skyrim would occasionally have me pause when I played to marvel at the snow blowing across the Throat of the World or the water gurgling around Riverwood. This game lacks that detail, and while things look pretty good up close, the awe of the world is lacking and makes you feel like you are playing a game, rather than being a part of one.

Once you complete some quests and attain level 10, you are then able to participate in some incredibly massive player vs. player battles in which up to 300 individual player characters end up fighting in an all-out war. It is chaos for sure, but it is a spectacle to behold and pretty damn fun. From there you can choose to join a guild and team up with other adventurers whose skills complement your own. Surviving a tough dungeon with a challenging boss-battle is truly satisfying when doing it as a part of an effective team.

You can spend a massive amount of time in this game, and pretty much need to if you want to reach the parts that are the most fun. At least they ditched the subscription fee that hampered the PC version of the game, although if you want to enhance your character, there are a bunch of things you can buy with real money. This game ended up not having the same impact that the single-player games provided, but it is still a magnificent world to explore, and for video game fans in general, Elder Scrolls Online is a technical marvel. As long as you can get past all the weirdos jumping around and thrusting their hips to no one in particular.

Game Title: Elder Scrolls Online: Tamriel Unlimited

Producer: Bethesda Softworks

Platform: Xbox One, PS4

Website: elderscrollsonline.com

★★★★★

Ratings: Mature

Genre: MMORPG

Release Date: June 9, 2015



The Elder Scrolls

ONLINE

TAMRIEL UNLIMITED

GAME ON
The Game Reviews CONT'D



BATMAN
ARKHAM KNIGHT

Judgement Knight

Written by Jesse Seilhan

It is difficult to remember what video games were like before Rocksteady's revolutionary Batman franchise started in 2009. Nearly all third-person action games have lifted, copied, and straight-up ripped-off their nearly-perfect fighting system. Much like Modern Warfare's influence on all first-person shooters, the Arkham series created a blueprint for how nearly every game within its genre should perform. But somehow, with each new release, they raised their own bar with quality game after quality game, culminating in the final piece of the trilogy, Batman: Arkham Knight. This last jaunt for our caped crusader is the longest and darkest of his journeys, where he must face both external threats and the evil that lives within himself.

For those that have played the prior games, the set-up is fairly familiar: evil maniac does something evil, the townspeople must evacuate, and in their place come all the thugs and criminals hired by the baker's dozen of super villains. This time, however, Joker is out of the picture, having met his demise in Arkham City. Instead, Scarecrow handles the heavy duty villainy, imposing his fear toxin on Gotham and Batman himself. This causes Bats to become a bit more vulnerable than usual, including massive hallucinations that result in the dead Joker's appearance. He lives on within Bruce Wayne's psyche and randomly pops up from time to time to taunt and antagonize Batman. His appearance keeps from becoming too gimmicky and actually helps serve the story, as his dialogue helps unpack a lot of the narrative that Batman himself never seems to want to talk about.

Describing the combat and moment to moment action is unnecessary at this point, as the games are some of the most popular in the world. But the newest wrinkle is most certainly the Batmobile. It is used as more than just quick transportation, as plenty of the game's main and side story missions make full use of the many facets of Batman's favorite ride. The Riddler, in particular, has plenty of new trophies and corresponding challenges, and the toughest of those require plenty of driving skills. The racing and driving sections are not that bad, especially once you spend some upgrade points in making the combat easier, but too much time and pivotal moments are spent in the cockpit, instead of face to face with an enemy. At the same time, your batclaw has received an upgrade that allows for way more flight time, meaning you can spend as little time in the car as you'd like.

Arkham Knight does a great job of being about more than just Batman. Nearly every villain, sidekick, and important Gotham personality makes an appearance, and while not all are used fantastically, fans of the deeper Batman mythology will get a kick out of the depth of characters. Barbara Gordon, Robin, and Nightwing all have a much bigger role than before; with the latter two teaming up with bats during combat for some double beatdown fun. With the press of a button, you switch from Batman to either the Boy Wonder or Nightwing, take down an opponent, and immediately continue your combo. These moments are brief, but they are pretty fun and mix up the standard combat mechanics. And without spoiling the game's final moments, Rocksteady should be applauded for the gigantic risk they take in the final minutes. Both mechanically and narratively, they go places nobody could have expected and it works way better than it should.

With this game, Batman is confronting potentially the end of his legacy and mythos, eerily similar to Rocksteady itself. The biggest question after finishing Arkham Knight isn't "When's the next Batman game?", it is "What is Rocksteady going to do next?" This last offering to Batman fans and loyal gamers is nearly as good as their first entry into the series, but unless they either figure out the Superman problem (that is, making a compelling video game starring an unkillable god), they are going to have a huge level of expectation. What do they do with a clean slate and no established lore? Only time will tell, but at least they can sleep well knowing that they wrapped up their beloved franchise in nearly the best way possible.

Game Title: Batman: Arkham Knight
Producer: Warner Brothers
Platform: Xbox One, PS4, PC
Website: batmanarkhamknight.com

★★★★★
Ratings: Mature
Genre: Action/Adventure
Release Date: June 23, 2015

GAME ON SPOTLIGHT

Written by Jesse Seilhan



Until Dawn

It has been awhile since we got a really weird horror game, and Until Dawn might just bridge the gap between the jump scares found in things like Amnesia and Five Nights At Freddy's with classic 80's slasher flicks that we all know and love. The setup is that eight teenagers are stuck in a remote mountain lodge with a killer, unbeknownst to them, until they start dying one by one. But the twist here is that the majority of the gameplay is based on how you as the player react, meaning everyone's story can end differently with different people surviving, dying, and potentially killing the villain himself. This crazy ending potential is very exciting, as are the gorgeous graphics powering this third-person horror game. While Supermassive Games doesn't have an extensive track record, this wacky concept might just be the surprise hit of 2015 if they can pull off this idea.

Gears of War: Ultimate Edition

Sick of HD remakes yet? Microsoft hopes you are not, as they are about to unleash one of their most popular titles of all time in a fancy redone way, with the original Gears of War game getting the remake treatment this August. Players get to relive their favorite Marcus Fenix moments while chainsawing and curb stomping their way through the future war presented in the 2006 classic. Developers The Coalition (formerly Black Tusk Studios) have claimed to rebuild cinematics and modernized gameplay, but the proof will be in the bloody pudding as this game was beloved for many reasons, most importantly its stellar gameplay. A nice bonus thrown in is the fact that all copies will come with digital downloads of the prior four games, so those looking to enjoy some fancy backwards compatibility on their Xbox Ones will have something to play!



Shovel Knight

One of our favorite indie games in the past few years was Shovel Knight, a retro-throwback platformer in the vein of Mega Man and Castlevania. It featured our titular hero, who wields a shovel instead of a sword, attempting to rescue a fellow knight by traversing the land, fighting many odd bosses (and fishing out potions) along the way. The game is somewhat brutal, harkening back to the NES days of breaking your controller after missing that one damn jump over and over again. But the music is exceptional, the art style is gorgeous, and the game really feels more like a love-letter to the glory days instead of a retread. It's getting a retail release this October with new content for each platform, so be sure to relive your best days as a gamer with this modern classic!



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