

CLUB GIRL

Gwen Stefani has a smashing good time as the star of *Malice*

After nearly a year of touring for 2001's *Rock Steady*, Gwen Stefani decided it was time for a career change. Now, the No Doubt frontwoman is lending her unmistakably perky pipes to *Malice*, Sierra Entertainment's PS2/Xbox action title in which she plays the title character: a pig-tailed teen who wreaks havoc with a colossal hammer. Before giving her voice a good rest, Stefani explained why she expects *Malice* to clobber the competition. SCOTT STEINBERG

Is this the first time you've put your vocal talents to work outside of music? Honestly, since high school, one of my dreams was to sing commercial jingles. People have always told me my voice would be great for a cartoon character, and I've tried out for other animated projects; but I've never made the cut. It's actually pretty sad, so I was really excited to be Malice.

Did you find that being a videogame celebrity was more relaxing than being a rock star? I thought the voice-over work would take a couple hours, so I scheduled it on my only day off from touring. I was already grumpy that I couldn't be with (husband and Bush lead singer) Gavin (Rossdale), and I swear to God, it was six hours of screaming, "Watch out, they're gonna get you!" or "Hit 'em!" I was totally exhausted by the end.

Is Gavin much of a game junkie? No, we're kind of the same like that. But we both prefer being lazy. We can click the TV clicker really well. At least we like to watch the same stuff.

What would a No Doubt videogame look like? We were just talking about that—a game based on the guys who give out passes for the girls to come backstage and hang out with the band. Of course, it's an easy game if you're an available girl who wants to have fun with the boys. You just have to look cute. Okay, you don't even have to look that good; they're not picky.

So are you more of a Ms. Pac-Man girl or a Lara Croft girl? Definitely Ms. Pac-Man. She has a very repetitive life, just runs around mazes chomping up dots. I feel the same way when I'm on tour. Wake up, do shows, talk about myself all day long.

Is there anyone you'd like to beat with a club these days? I wanted to smack everyone on this last tour. I was trying to pack to go on tour, get married, and go on my honeymoon, and I was like, "How do I cram all this crap in there?" It's really complicated.



Gwen (top) loves Gavin; Malice loves gavel

HEROINE CHIC

Three more video vixens give this season's offerings a dose of girl power

Putting Gwen Stefani's voice in your videogame isn't the only way to inject a title with sex appeal: Since the day Lara Croft packed her virtual booty into a catsuit made of polygons, game developers have under-

stood that female characters are a surefire means of attracting post-adolescent eyeballs. And as this year's models amply illustrate, the trend toward impossibly proportioned protagonists has hardly gone bust. S.S.

CHASE CORRADA

The star of Bam! Entertainment's *Chase: Hollywood Stunt Driver* (Xbox) is an aspiring stuntwoman who takes on challenges Evel Knievel wouldn't dare (especially now that he's turned 120), burning rubber around movie-themed race-tracks ranging from gangster shoot-outs to postapocalyptic war zones. What's a lady to do? Break lots of expensive stuff, we suppose.



BLOODRAYNE

Sucks to be her. The title character of Majesco's *BloodRayne* (PS2, Xbox, and GameCube) is a Dhampir—that's a half-human/half-vampire—secret agent battling Nazis in the years between World War I and World War II. With a wardrobe consisting mostly of bustiers and stiletto heels, BloodRayne shouldn't have much trouble neck-and-neck with Tomb Raider for the affections of male gamers.



AMANDA WRIGHT

The old adage "Hell hath no fury like a woman scorned" is put to the test in *The Lost* (PS2, Xbox), Crave Entertainment's socially progressive adventure in which our heroine, a single mom, travels to the bowels of Hades itself to save her daughter. And you were impressed when your parents showed up for your high school play.

