
70+ GAMES FEATURED
BATTALION WARS
Joyriding in heavy armor? Sign us up!
SSX ON TOUR
Warp pipes and half-pipes. It's all in a day's work.
PHOENIX WRIGHT: ACE ATTORNEY
No objections here!
NINTENDO POWER
#175 SPIDER-MAN 2
THE TOP 200 GAMES EVER!
The countdown begins
JUNGLE LOVE
GAME GURU MICHEL ANCEL GOES APE OVER KING KONG
TONY HAWK DS
BREAKING DETAILS!
IT'S WAR!
FRONTLINE STRATEGIES FOR ADVANCE WARS: DUAL STRIKE
PLAY WITH FIRE
EXCLUSIVE!
THE SPELLBINDING STORY BEHIND THE CREATION OF THE NEW HARRY POTTER GAME

Slap Me Some Pokémon Skin!

The big Pokémon XD: Gale of Darkness presell event is about to begin!

Starting August 28, you'll be able to reserve your copy of the game at participating retailers. When you do, you'll receive a Pokémon XD skin for Nintendo GameCube featuring the game logo and images of Shadow Lugia and other legendary Pokémon. There's no better way to battle opposing Pokémon Trainers than with a Pokémon-skinned GCN. And since you and your friends can import your favorite teams from Pokémon Ruby, Sapphire, FireRed, LeafGreen and Emerald, you'll never be short of opportunities. —CHRIS S.



Are You Ready to Rock?

The Pokémon Rocks America Tour is coming to a town near you! Each event will feature stage shows, playable games, including the opportunity to battle other Trainers, and Pokémon Trading Card Game clinics. There will also be special Pokémon giveaways, including the Mystic Ticket to catch Ho-Oh and Lugia for your Pokémon Emerald, FireRed and LeafGreen game paks. All of the venues are indoors, so you can guarantee they'll happen, rain or shine. And best of all, the entire event is free! —CHRIS S.

Pokémon ROCKS AMERICA 2005

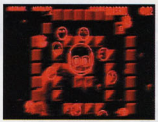
visit www.pokemon.com

Date	Location	Venue
9/17	San Jose, CA	McEnery Convention Center
10/1	Phoenix, AZ	Phoenix Civic Plaza Convention Center
10/8	Dallas, TX	Dallas Market Center
10/15	Chicago, IL	Navy Pier
10/22	Boston, MA	Bayside Expo Center

COLLECTING

Virtual Boy's Unsung Hero

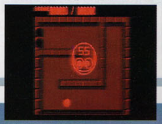
There were a handful of titles in development for the Virtual Boy at the time of its demise in 1996, but Bound High rises above the bunch. We recently got our hands on a rare Bound High prototype, and though the game was never released, its quality would have ranked it among the top two or three VB games. Bound High gave us a glimpse of what the console was capable of, pushing 3-D gaming further than most VB games. Bound High's story mode begins in a movie theater (much like Viewtiful Joe) with an audience watching *The Adventures of Chalvo*. Soon after, you're thrown into the action, controlling Chalvo (a bouncing ball) in top-down view as he hops around different boards, knocking enemies off the edge. The bouncing physics are spot-on: Chalvo shoots toward and away from the camera perfectly fluidly. The game even has fun boss battles and additional game modes. Supposedly no copies of Bound High exist outside the walls of Nintendo, though it's hard to say for sure. There was a follow-up game of a different nature called Chalvo 55 for the Game Boy, but it was released only in Japan. —ANDY M.



To clear a board in Bound High, you must bounce on enemies and knock them off an edge. The direction you bounce back depends on which side of an enemy you land on.



Boss battles in Bound High don't break out of bouncing mode, but they do force you to approach your strategy differently.



In one of the game's more-fun minigames, you must bounce objects into pockets within a specified time limit.