

CHRIS MULLINS'S NEO-GEO FAQ

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SNK is dead....10/30/2001

This FAQ is made by Chris Mullins for reading to anyone who wants to know about the Neo-Geo Entertainment System, the Neo-Geo CD equivalent, and the MVS arcade system. Now, please enjoy this FAQ!

TOTAL QUESTIONS ANSWERED: 61

FAQs

----Why did I create this FAQ?

Well, there were many reasons, but the first, was that there was no other current Neo FAQ out on the internet. Ralph Barbagallo's FAQ was, in April 1997, 2 1/2 years without an update, and I felt I had to do something.

I wanted to cover all aspects of the Neo, from getting games to work, to having a COMPLETE Game List, having answers about converting carts, etc. It took almost two years, but now, I can

safely say that my FAQ is nearly complete.

It will always get 'better' in some way, shape, or form, but with my hard work, and you guys(the FAQ readers) chipping in some great info, everyone will benefit. Thanks to all who helped me with this FAQ over the years, and special congratulations to Ralph Barbagallo, for making the first one. Without it, I wouldn't have had a measuring stick as to how to write a good system FAQ.

----What is the History of the NEOGEO?

SNK originally intended for the NEOGEO to be a home rental system, as it was too expensive for most people at launch time. After two months though, SNK stopped doing this, and started to sell them vigorously, to the best of their ability.

The Neo stood strong, after going through a motherboard change for the video output(they needed to have better composite output from the Neo, as the first NEOGEOs had horrid composite output). Who knows what could happen next? SNK tried to push the Neo-Geo, with Penthouse Magazine Ads, game leaflets, and a big packet of info(game lists, pricing, SS2 preview, etc.) that they would send prospective buyers. Since that didn't go over too well, the inevitable must come....

In 1994, after Samurai Shodown 2 in U.S.A. was released, the front-office of SNK US changed, with Chad Okada(the Game Lord)leaving for Sony, and new people taking the reins. And what a blow it took to SNK's credibility. No more marketing, no more advertisements, and that meant a dip in home sales for SNK.

Even in 1998, SNK is still feeling the effects of the damage done in late 1994. No matter how profitable they become right now, SNK could always say, that they could've been bigger. Unfortunately, as of October 30th 2001, they have permanently closed their doors.

----Is the NEOGEO really worth the money?

Well, no. It has never been worth the money, and sure isn't worth it now. I'd rather buy a Laseractive than a Neo-Geo now. In 1995-1998, I would never have said that, but the high costs of games sure got to me. The advent of Neo emulation has killed any reasonable market for the Neo; for unsold stocks of Home cartridge games are shuffled all over the place and MVS carts

continue their downward spiral.

----What is a NEOGEO or NEOGEO CD, and what are the specs for it?

The NEOGEO is an exact copy of SNK's MVS arcade hardware, with MVS standing for MULTI-VIDEO SYSTEM. SNK makes games in this order: MVS Cartridge, Home Cartridge, and CD-ROM(for the NEOGEO CD). Remember that there are very few games that are CD only, or are MVS only.

Arcade operators have the MVS boards set up, to where you can play up to 6 games(can access different ones with a push of the button) while standing at one machine. There are also 4 game, 2 game (2 monitor), 2 game (1 monitor), and single units. The specs on this thing are pretty good (who cares if this is twelve years old!), including decent sound. Here they are:

Processor: Motorola 68000(12 Mhz, 16-bit), Zilog-80A(4 Mhz, 8-bit)

(technically a 16-bit machine, not 24-bit)

Resolution: 320x224

Color Palette: 65,536

Maximum Colors On-Screen: 4,096

Maximum Sprites On-Screen: 380

Minimum Sprite Size: 1x2

Maximum Sprite Size: 16x512

Maximum Amount of Game Planes: 3

Sound Channels: 4-FM synthesis, 7-Digital, 3-PSG, 1-Noise channel

Internal RAM: Work RAM: 64Kb

Video RAM: 68Kb

Z80 RAM: 2Kb

Memory Card(see below)

The NEOGEOCD has all, including a single-speed CD-ROM drive, 64Kb of Static RAM, 512Kb Video RAM, cool loading screens, and 56 Mbits of Dynamic RAM. The CDZ, likewise, except with more cache and a faster CD controller.

----How much does a NEOGEO system cost?

The \$64,000 question, I guess. When the NEOGEO first came out in 1990, it cost \$650 with either NAM-1975 or Baseball Stars Professional, and games soon followed, costing \$200 apiece. Now, you could pick a Neo up for about \$200, but new games run you \$300 apiece, due to the extremely large size and megabit count of them. But you could find old, used games for a lot cheaper (about \$40-50 apiece), and a lot better bang for the buck that way.(See later in the FAQ for my counterpoint to the statement above.)

The NEOGEO CD came out in 1994 as the supposed answer to SNK's gamut of problems, with cheaper games and a standard medium to put them on. It's still a viable system to purchase, because the new games are about \$200 cheaper. But certain used games are cheaper on cartridge, and load time is a big problem (due to the demanding fighting games made for it, and it being a single-speed drive). The NEOGEO CD costs about \$250 new, and games run about \$50-70 apiece new for it. The CDZ, remember, which runs all CD games, costs \$400 new.

----What accessories are available for the NEOGEO, and can I get substitutes for parts?

Joystick: There are two kinds of joysticks available for the NEOGEO. First is the bigger, more stable joysticks, where motions can be done with ease(most, at least). But the others are lighter, more apt to break, and harder to even pull off motions on it. To some people, they don't like the fact that SNK doesn't make the older, heavier controllers anymore, only the smaller, sleeker

controllers. You can use these controllers on the CD, CDZ, MVS, and Home cart system.

Memory Card: This device on the NEOGEO Cartridge System can save any position in ANY game(from 19-27 game positions saved), and can be put in an MVS arcade cabinet so you can resume playing from your saved game in the arcade(8 Kbytes of RAM). You can also use any memory card that has 68 pins, and JEIDA spec ver.3, or higher. Also, you can use bigger memory cards that fit the JEIDA standard as well, for more saved games!

Joypad Controllers: Pretty good controllers, but may be hard to pull off certain motions on it, and may seem out of place on the NEOGEO.<compatibility same as the joystick controllers>

RGB/S-Video Cables: Yes! You can have arcade quality graphics with the RGB cable(and near-arcade quality with the S-Video cable)! But, you'll have to make your own, because all of the old peripherals are not made anymore.

Nylon Carry Bags: Have you ever wanted to take your NEOGEO on vacation? To college, or to your Grandma's? Well, now you can, with these nylon carry bags, which are padded for the Neo's protection. Although these products are rather old, you can probably still find them at SNK, or at other retailers listed in the "Phone Numbers" section.

AC and AV adapters: The AV adapters can be used by the Home Cart, CD, and CDZ system, provided you don't try to use the red jacks on the cart system. The AC adapters, are DIFFERENT for the Home cart, CD, and CDZ systems. :(You have to get stock SNK replacements...

There are other products out there made by third-parties and other companies, but are not listed here(like tons of specialty controllers, which were mostly made back in 1993-1994).

----What Accessories were Proposed, but never released on the NEO-GEO?

There were some accessories for the Neo-Geo, mainly back in the earlier years of its life, but never surfaced. Below, they stand:

1. The Neo-Geo Network: This was a network, which included games with built-in modems(only Minnasanno Okagesamadesu was made like that), for link-up play all across Japan and the USA! It only appeared in the USA in an advertisement for the Neo-Geo in 1990. In Japan, it was a prototype in 1990-1991.

2. Keyboards: There were two keyboards for the Neo-Geo...The first, is a Mahjong controller, with 8 buttons(no joystick itself, no directional up and down)..and the second, is a computer-style keyboard, for the Neo-Geo network. Both were shot down in late 1991, only prototypes exist. The MAHJONG controllers do exist in small quantities in Japan, but are very rare to find.

3. The Neo CD unit, which was supposed to attach on the Neo cart unit...which was unfortunately vaporware, determined to be that in 1993.

----Are Japanese games compatible with U.S. NEOGEO's?

Yes they are, and will play in English, if you have an English system. If you have a Japanese system, English games play in Japanese. The same goes for European PAL systems, as well(play in European/English language of your system's heritage, US, Japan, Europe, etc.). NEOGEO CD systems are the same way; if you have a US Neo CD, and have a Japanese CD game, it will play in English. If you have a Japanese Neo CD, and a US CD game, it will play in Japanese.

----Are there any Third Party Game Manufacturers for the NEOGEO?

There used to be several third party companies publishing in America, but now only produce in Japan(and let SNK publish them over here), such as Visco, Pallas, Video System, Alpha Denshi (ADK), Face, Saurus, Sunsoft, Aicom, DataEast, Tradewest, Hudson Soft, Nazca, Taito, Viccom, Technos, American Sammy, Monolith, Takara, Brezza Soft, Eolith, Success, NMK, Yumekobo, and Wave. They all publish games in Japan, or just stopped making games for SNK. To tell the truth, most of these were probably separate entities within SNK, such as ADK, Saurus, etc.

----What's this I hear about NEOGEO Emulation?

That's right, you can now emulate Neo-Geo cartridge games on your own computer. After 3 years of updates and teasers, there are several well-done emulators (NeoRageX and Kawaks to name two), both able to run 138 games. There are a couple of flaws on them, such as minor graphics flaws, and joystick capabilities could be improved a little bit. There are not that many ROMs to get anymore, they're already all dumped (KOF 2001 is the last exception).

There is sound available on the MAME/Kawaks and NeoRageX emulators, and they have emulated sound pretty well. I used to be turned off by emulation, but because of the bastardization and utter disillusionment with the collectors' market, emulation is the best route to enjoy Neo games nowadays.

----Can I put my ROMs from my computer onto an MVS, Home Cart, or CD?

Theoretically, you could re-dump them onto an MVS or Home Cart. But, knowing where each bit of information goes and such, and which chip it goes on, that can be very time consuming, and not worth your time at all. You cannot put them onto a CD, and expect the Neo CD to play them. It cannot be done, as it needs the BIOS on EACH GAME.

----What is the Memory Card test and the Controller Test?

The Memory Card test does test and let you format cards, delete saves, copy saves, and read files. You press and hold ABCD (on first controller) when a game is inserted, press reset, and it is activated. The Controller Test tests to see if you have a broken controller, and it is activated by inserting a game, turning on the power as you're holding ABCD, on the second controller. There is either a 0 or 1 when you press any button in the test.

----Are there extention cables for my controllers available?

You can actually use PC controller 15-pin extention cables without any modifications necessary.

----What about the Multi-Link feature?

Some games (Riding Hero, League Bowling, Thrash Rally, and the two Versus Prototype games) for the NEOGEO feature the Multi-Link Feature, which means you can network two NEOGEOs together, with two separate TVs. But the Multi-Link Cable is essentially a wire with two male mini-headphone jacks, one at each end.

----NEOGEO Cartridges with cardboard boxes? What the....?

Yes, the above statement is indeed true. The first 18 games were released in Japan, with cardboard boxes not unlike the Nintendo (Famicom)game boxes. These are rarer than the other box forms, by far, and are desired by collectors everywhere.

----What about these "Prototype" cartridges I'm hearing of?

These cartridges are not even prototype at all, at least games like Gururin, Panic Bomber, etc. These are bootlegged copies of them, stolen or given from SNK of Japan, are copied carts from Brazil, or are converted MVS carts. The following, are unreleased MVS games:

Baseball Stars 3

Crystal Legacy

Death Match

Droppers

Dunk Stars

Fire Suplex 2

Fun Fun Brothers

Fu'un Super Tag Battle Link-Up

GhostLop

Heavy Glove Boxing

Magician Lord 2 (CD only)

Mystic Wand

Ninja Gaiden

QP (CD only)

Reactor

Sunshine

Warlocks of the Fates

World Heroes Link-Up

That's about it, but caveat emptor, as a few of the above have been pirated and copied for years in Latin America. The games that are MVS Only, if they are on home, are converted cartridges.

----Which Game Magazines cover the NEOGEO?

Back from 1991, American magazines covered the Neo-Geo from day one, and there was a decent amount of hoopla surrounding it. And, it continued for several more years, in such magazines as Electronic Gaming Monthly, GamePro, Die Hard Game Fan, etc.

But, in 1995, most of the magazines stopped covering the Neo(mainly because they were tired of going to the arcade to review the games), and readers had to turn to Japan for their Neo info. In 1996, Neo-Geo FREAK was introduced in Japan, which is the only all-Neo magazine to date.

It still is around, bigger than ever. Also, Gamest DID cover the Neo in their magazine as well, before they went bankrupt. Then NGF went bankrupt in late 2000, so there is no other magazine covering the NeoGeo.

----What's the current status of the Neo?

I see the Neo Home cart dying out by the start of 2001, because KOF 2000 is the last release. (note...it held on longer than expected, as Sengoku 3 was the last official SNK cartridge made) It was a good run, but the system should have been canned in 1997 when Last Blade was supposed to be the last fighting game. However, Vektorlogic states that they can fully reproduce the Neo boardset without SNK parts, so we may see more arcade releases even if SNK decides to shut down. There's always the perennial rumors of an SNK v. Capcom MVS title, but the death knell for SNK is coming fast...

Several other entrepreneurs are aiming to produce home releases of MVS only cartridges, but it may be futile; I tried to get into the market, to no avail. I could have offered Breakers Revenge for \$250 w/insert, manual, and everything else, but the advent of emulation and the game's lack of appeal killed that prospect.

----Can I Contact SNK?

To be honest, it isn't even worth contacting them. They are out of business in America and Europe, and will shut down South American operations as well. Contacting SNK Japan won't work, since they don't listen to us. With SNK bankrupt, who would care about this dead system? :(

----Why is SNK of America so complacent?

First, after Bonnie Lais and Chad Okada left the company, SNK put a new director's board in charge of SNK of America. They appointed people to the positions of President, and Manager, and have their work cut out, to erase the damage done in 1994.

Perhaps they are busy, as they have to put up with SNK of Japan, and if you're a regular customer of theirs, they'll put you on a first name basis. Well, all I have to say is, don't expect too much, as they are incompetent businesspeople that do not know how to administer a business. In fact, Aruze (parent company of SNK) shut down US and Euro operations, citing lack of revenue. Well, on the US side, you can take it up with the former operator, the Barones.

----I want the "Blood and Bouncy" code in King of Fighters '94? How do I Get it?

First, you can either input the code normally (which is time-consuming), or you can have a language switch installed. In the following paragraphs I will explain how to do so in a NEOGEOCD(Z). This may also work for the cartridge system as well.

Also, don't turn the switch when the system is on! It may damage the system! And I will NOT take responsibility for your mishaps on making this, should an accident occur.

Now, here are the directions:

1. Unplug all cables from the NEOGEOCD(Z), and remove any disks that may be inside.
2. Turn over the NEOGEOCD(Z) and remove the four screws at the corner of the case. After removing the screws, carefully lift the TOP portion of the case so that it does not get stuck on the joystick connectors.
3. Place the top portion of the case next to the bottom so that the CD data cable does not get removed from its socket.
4. Look at the board with the joystick connectors. Carefully remove the Data Cable from its socket. Next, remove the six screws and carefully remove the board from its case. Also, be aware that there is a switch already present on the board. This is NOT a pre-installed language switch(DON'T TOUCH IT!).
5. Look at the jumpers near the Data Cable(at southwest position from the Data Cable, when the diagram near the Data Cable is facing north, relatively). If you have an American NEOGEOCD there will be a jumper located at JN1. If you have a European system, the jumper will be at JN2. On a Japanese NEOGEOCD(Z), there is no jumper set.
6. Look at the jumper diagram near the Data Cable. Now you have to decide what modes to switch from and to. If you have any remaining jumpers, remove them with a soldering iron. Also take the time to
decide whether you want a remote switch, or one soldered to the board.
7. (FOR JAPANESE TO USA MODE)If you decided on a remote switch, solder a piece of wire

to one terminal of JN1 and solder the other end of the wire to one of the terminals on the switch. Next, solder another wire to the other terminal of JN1 and then to the other terminal on the switch. You now have a working USA to Japanese mode switch. You can now cut a hole in the case of your NEOGEOCD(Z) and mount the switch(if you want to). If you wanted to switch between Europe and Japanese

mode just substitute JN2 for JN1 in the above example. Also, if you did not want a remote switch, you can optionally mount the switch directly to the board. This makes it really hard to change modes when you want to.

(ALL THREE MODES) If you wish to have all three modes you have several options. First, you can buy a three-way switch, that must support both JN1 and JN2 open, JN1 closed and JN2 open, and JN2 closed and JN1 open. Or, you can install two switches. In the second part, you could use USA mode by leaving the JN2 switch in Japanese mode and setting the JN1 switch for USA. European mode can be used by leaving JN1 in Japanese Mode and setting JN2 for European. Japanese mode would be accomplished by leaving both switches in Japanese mode. Please do NOT leave both switches in either USA or European mode.

8. Now reassemble your NEOGEOCD(Z).

9. Now reattach everything and try a game in Japanese mode and then try it in American mode. If it works both times, you have a successful switch!

If you don't want to do this yourself, please contact MAS Systems, as they will modify your NeoGeo to show the blood with the flick of a toggle button. But, on newer games, you don't have to enter a code, or make a language switch for it, because they already contain blood and other adultish themes.

---I heard that MAS SYSTEMS does various modifications to Neo-Geo Cartridge Systems. Please tell me about it.

I'll try to explain the best I can, but since I only own a simple Japanese modded system, I'll only go by what other reliable sources told me about them. Here it goes:

Stereo-SVideo Mod: This mod enables you to use S-Video and Stereo outputs on your Neo-Geo system (instead of composite video and monaural sound). I think it costs about \$100 to have done, courtesy of Mas Systems.

Debug Mod: Or known as the "Arcade Mod", or the "Game Developer Mod", this mod does quite a few things. First, it's a language changer for older titles. Then, it's a "Game Genie" for the Neo, enabling you to access secret characters by using access codes and such. And, you can have unlimited continues, damaging hits, and the like. It costs about \$80-\$120 or so to have done, also at Mas Systems.

Japanese Switch Mod: Many people can do this, it is described above. Mainly, only do this now if you desperately need to beat Burning Fight on Hard or something, it is unnecessary at this point.

If there are any more that I don't know about, feel free to e-mail me.

----Can I convert MVS Games to Neo Home Games?

The conversions require you taking the MVS chips out of the casing, putting them in the home cart, and re-wiring it to work. Plain and simply, this is what you need:

\$100-125+ per cart

A host cart, to convert the MVS game to(118 Megs or bigger)

The MVS Cart you want to convert

MAS Systems' number is at the bottom of the FAQ. Almost all of the so-called 'prototypes' out there, are just converted carts. You can tell converted carts, when you open them up, they contain tons of re-wiring....regular ones do not.

Remember, SNK had done this for years, in fact, they have always done it themselves. Why did Shock Troopers Second Squad come out on home cartridge 9 months AFTER it was released on MVS form? Simply to get rid of MVS Stock. See, SNK has done it for years, but the general population had only known about it for a year. There's nothing wrong with them; in fact, I used to homebrew them myself, but realized that when I wanted to homebrew games aimed at the \$269 level, no one would buy the "older" games, such as Breakers Revenge (see above), etc.

----Are you sure about the "converted" carts? Are they worth buying?

To give you an idea, about 2 years ago, I converted a copy of Breakers Revenge for my own personal use, on my own. And let me tell you, it took a lot more than \$125 and a cheap game to transfer the MVS cart to. I used to "homebrew" them myself, but because the collectors' market has been bastardized into paying outrageous prices for games, I cannot get games too cheap anymore. Moreover, games are not big in my life as they once was. If you want to throw away money on this stuff, then fine; otherwise, utilize emulation and be done with it. But even then, after a while one will get tired of the Neo and never play it again. As is the case with me. (20 Aug 2001)

----Man, the NEOGEO CD is too slow! Can't I put in an 8x CD-ROM drive in my NEOGEO CD?

That's a tough one to answer. Well, it may depend on your computer skills, how you should wire the CD interface to the controller on the NEOGEO CD, if possible at all. If you succeed in doing so, you then have to test it, to see if it will work. If not, try another, similar drive to the CDZ (like a Saturn drive).

But all that work may be for naught, because most of the access time depends on what speed the games are produced at. Most are still produced at 1x, so anything higher than a 6x or 8x drive is not

necessary at all. In fact, even a 4x drive may not be necessary, which means you'll be partying with your NEOGEO CD (CDZ, perhaps?), taking a while still to load games. Why? Well, faster load times may not be noticeable as much on 1x games, as they do with 8x games.

It is EXTREMELY difficult, and only one place (MAS Systems) has pulled off a translation. And, it was a Saturn-CDZ....which had no speed increase in it at all. Now, a Saturn-CD conversion would be neat to have...but because the actual speed increase is the proprietary controller of the CD drive, it may not really benefit.

----I'm so sick of composite video. I want RGB!

Have you got a PAL Neo-Geo with an RF, or composite cable? I can understand one's anguish...J Well, no need to scream, because it is very easy to make it look about a hundred times better than RF output. Just two steps.

1. You need to force your Neo-Geo to display through the NTSC signal. Why? Because unlike the PAL signal it is 16% faster, full screen, and above all, it looks as the programmers intended. To do this, just open your Neo-Geo by unscrewing the four screws on the bottom (3 of the screws are hidden

under the rubber feet; just remove the feet with a little screwdriver). Once your console is open, locate a small piece of bare wire (very short) in the area of the top right corner of the motherboard, it is called PAL 1. There is no need to be uneasy, it is marked as PAL 1. Now with a small cutter cut it in half, and make sure that no contact is made. That's all. If you did everything fine you should get full screen signal (NTSC).

2. Now for the optimum display (RGB) make a SCART/RGB (European SCART) cable. You can either get one from a store, like Telegames UK, or make your own. I don't have any info on how to make one, however.

If you did all well, you should now get a perfect display from your Neo-Geo. You COULD be a bit unlucky and get a composite display (not real good colors) through that cable on your TV set, after all that is what happened to me. Well, getting around is a pretty simple affair. All you got to do is to put your TV in Teletext mode, and it automatically switches to RGB! Then, with the appropriate button, remove the teletext page number, and there you have it!

----Do you think the composite video problem I have is in the system?

Well, first, make sure that you're using Composite video, with two AV jacks (one for monaural sound, one for video). If it still is excessively blurry, then read the following:

There are three types of Neo-Geo cartridge systems. The first type, had poor composite output, but good output. It had a one-piece board on it as well. Well, in late 1992-early 1993, SNK released a new type of system, with a daughterboard on it, to help the composite signal. It did just that, but the RGB output suffered as a result. In late 1997, SNK seemed to finish the production of Neo cart systems in JAPAN

(in the US, they ended sometime in 1995), but they were manufactured with the one-piece board.

But, the output for both RGB and composite is clearer than the other systems. But what's different on the Japanese systems, is that they have 6V AC adapters, not 5V ones.

----What is a NEOGEO CDZ?

That is a NEOGEO CD enhanced hardware, such as better caching capabilities. IT IS NOT A DOUBLE-SPEED DRIVE, it just seems like it. I've tested it, and opened the CDZ and CD, and there is the same drive mechanism. Right now, it is only available through Japanese importers, and plays CD games only in Japanese (on newer games, there is an option for the game to display English, Spanish, and Portuguese also). A problem; reliability has been a big problem for CDZ units, most will not last 3 years worth of use.

The drive mechanism is similar to the Sega Saturn (first version)'s drive, and may work if you can wire it to the CDZ.

Also, it is 115V, not 100V, and the board will probably fry, if you don't use a step-down converter (from 115 to 100). You can get one from any electronics store, and it seems to run smoother and better with one.

----Just how Time-consuming is the load time for the NEOGEO CD?

Well, to put in in perspective, I'll tell it like this: Imagine the Sega CD's loadtime, and that is the Neo CD's load time. Or, on Bakumatsu Roman Gekkan Kenshi (The Last Blade), I could read 100 pages of Victor Hugo's "The Hunchback of Notre Dame" while playing through half the game.

But, on games 106 Megs or lower, load time is not bad at all (i.e., it only loads a few times), but on games bigger than 106 megs, the load time starts to add up. You make the decision. The Neo CDZ does not play better than the CD anyway.

----What should I get, the CD or Cartridge System?

It all depends on two things, how much you play games and how long you are willing to wait for a

game. If you're like me, someone who has a lot of other things to do, but expect your game to work, and have NO load time, the cartridge is for you. Even though the games run from \$30 to \$299, they are QUALITY-built, and is designed for extended play.

The Neo-Geo CD, on the other hand, is made for play, and are cheaper, from \$20 to \$50, and is made for the person who buys a lot of games, and only plays games in his/her spare time. But, the load time is horrendous, and is of a cheaper build quality. Even though you can find the CDs a LOT easier, you can find almost all carts by just checking all the retailers periodically. But a MAJOR problem with the top-loading

CD/CDZ units, is that the CD lens itself gets wrecked, by almost any anomaly .So, the CD lenses on the CD units aren't of the best build quality.

CD or Cartridge, it depends on what you can afford? The question should be, how many games can I afford? I used to have quite a collection, but now I have no video games period. Even though some carts are expensive, I don't buy every new one, because I'm saving for a car, taking care of others, etc. :) If you plan on buying more than 25 games new, go for CD. But if you have a decent job, can pay for games himself, and play them when you want to, go for cartridge.

----What should I get, the NEOGEO CD, or the NEOGEO CDZ system?

Basically, it depends how much money you have, whether you want to play older games in English or not, and if you can find a NEOGEO CDZ. Even though the CDZ has faster caching capabilities, loading time is not twice-as-fast, more like a little faster, since SNK may make games at 1x speed.

The CD unit has going for it, a sleeker design, more English games that can play English (CDZ, you're stuck in Japanese for some titles),and you can find the system easier. But, the load time can be awful, and on the older games, you either play them in English mode, or have a Japanese mod switch done on the system.

The CDZ unit, loads a little faster (NOT 2x), you can have access to the blood codes(meaning Japanese mode), and it's easier to install a switch to Japanese mode on the system. But, it costs about \$300-400 for the drive, which turns off some people. It also will fail, unless you use a step-down converter.

Also, there is a limited edition, FRONT-loading Neo-Geo CD unit, which was the first NEO CD system that came out in 1994. Only 25000 units were made, but the drive is single-speed. The cost

is about \$280 on this one. It's entirely your decision, but this decision will come down to whether you have the money to buy the CD(Z) unit, or whether you can find one. Hope this helps in your quest to pick the right Neo system for you!

----What are HK's and CDR's for the NEOGEO CD?

HK's (Hong Kong copies) are illegal copies of games for the NeoGeo CD. They run about \$10-\$15 each for CDs, and contain some artwork (sometimes).

CDR's are copies of games, and are \$10 or so. They are just a CDR with a game for NeoGeo CD programmed on it. They are only legal if you own the game, or you must get rid of it within a week or so.

Both run on the NeoGeo CD, but some of the newer ones don't run in the Neo CDZ. Whatever the case, this is the route for trying out a game, before you buy the original.

----I can't find the Home Cartridge games I want. Are you sure I can't use MVS cartridges in my Cartridge system?

Yes, I'm sure, I speak that from experience (I bought a Ninja Master's MVS cart on about 1/20/97, and it wouldn't fit in my home system). And do you know the reason why SNK made the MVS and Home Cartridges incompatible? Simply because arcade operators couldn't buy the "cheap" home games for arcade use. Don't fret, you can try to find those hard-to-find games, if you look hard enough.

----What about an MVS->Home Cart converter?

Considering that it should be technically infeasible, there has been some made that has been brought to my attention. However, long-term reliability of these units are very questionable. I'd say FORGET about these MVS->Home cart adapters, as you won't get the full functionality of the MVS system (some now claim to offer such, but I'd steer clear). This option is for the people who want the best of both for the cheapest as they can. For the cost of this thing, you can probably get

a full size MVS cabinet.

----Are the NEOGEO MVS boards JAMMA?

Of course they are, the main boards indeed have to be in order to run on mainstream cabinets and the Super Gun, you know. But, in order to play an MVS game, you need the main MVS board(1 slot through 6 slot),and a Super Gun, or a JAMMA harness and an arcade cabinet.

----Is It Possible to Hook up my Neo Controllers to an MVS board?

From what I know about the MVS board, it is possible on the *older* boards to hookup the Neo controllers to the controller ports (where the joystick wires connect on the main board). That's it, there shouldn't be any modifications necessary. The new 1-slot MINI motherboards do not have Neo home joystick ports.

----Then, should I get the MVS 1-Slot, because it's cheaper?

NO!! Most 1-slot boards do not have Neo controller hook-ups, which means modifications to the board and wiring itself. If you like doing that, then get a 1-slot. If not, like most of us, get a 2-slot, 4-slot, or even a 6-slot one. It'll pay off in the long run. But, if you know what you want, the mini 1-slot is perfect for most needs.

----Are 6-slots good to have in the home setup?

Well, they are, IF you have a separate power supply. 6-slots need a lot of juice to powerup, and will eventually mess up the power supply in a Super Nova system. A dedicated cabinet, will have no problem with it whatsoever.

----What system should I get, the home cartridge or the MVS cartridge system?

What kind of games do you want, rare games or not-so-rare games? Games such as King of Fighters '97 are not really rare, but ones such as Kizuna Encounter and Ragnagard ARE really rare. MVS games are also cheaper than the home games, and the so called "collectors" charge lots of money for rare Neo home games. What is this world coming to? \$500 for a Neo home game?, Sometimes, the \$500 carts are worth it (for me, never), but for the majority of Neo owners, it is not. Those are the decisions you must weigh if you make a decision on which one you prefer.

The home system is carried by a close-knit group of vendors, who charge decent prices for games, and include nice boxes, instructions, and the like. But, the rare games, collectors will drive up the prices on them, disheartening the person who has to buy their own games.

The MVS system has advantages, such as cheaper games (after a year however), games that are more easily found, and games that ARE the actual arcade games. But, you need either a Super Gun (a JAMMA board that allows to play arcade games on your TV), with a NEO MVS board (1, 2, 4, or 6 slot machines), or a cabinet designed to play Neo games.

If all you are is a pure gamer (or someone who doesn't have much space, and doesn't want a Super Gun), then the home system is for you. But if you might want to make money with your cabinet, or

have the TRUE arcade feel in your living room, the MVS is for you. Games on MVS are so cheap, such as AOF3 for \$20, Puzzle Bobble for \$40, that you most likely will never go back to the Home system.

----What's this about a trackball setup?

Yes, SNK has made a trackball game for the Neo-Geo, "The Irritating Maze". It is a totally analog motion as well. It utilizes a special MVS board (with air compressor hook-ups and a special trackball controller for the game (setup)), and the MVS Cartridge. That means you can't put the MVS Trackball game cart into a regular MVS board, it will not work. There are no other games planned on the trackball platform, so it's a dead type of Neo board.

----I want to get an MVS system (Arcade machine or Super Gun->MVS board), but where,

or how do I go about finding one?

That's a tough call. First, decide if you have enough money(\$1000 or so for a new 1-slot machine with a 25" monitor), and the space to hold a big arcade machine. If not, you can purchase a Super Gun

system from MAS Systems, and attach an MVS board to it, in order to play MVS carts on your TV(costs \$600-\$750 for the package). If you want the Super Gun package, you can find it pretty easily. You call up MAS Systems, order the Super Gun, then you buy an MVS board and cartridges from the places listed below. But, if you want an arcade machine for Neo games, that's another matter.....

Call up all the "Amusement Machines" dealers in the phone book n your area, and ask them these questions:

1. Ask if there are any arcade auctions in the area.
2. See if there are any machines for sale at the dealer.
3. Ask if any other dealers in your area might have what you're looking for.

Then, you can check out the dealers(including the ones I listed below, and across the internet), and see if buying used, or buying one new makes sense.

But, shipping is the most important deal, when it comes to purchasing an arcade machine. And, it's not cheap, like regular Neo-Geo home systems. Even if you buy one locally, you'll need to find a way to pick it up and deliver it safely to your destination. If you buy one from a dealer that's more than 100 miles or

so miles away, the most(seemingly)effective way of shipping is by freight truck. Well, that adds about 2 weeks to your delivery time, and costs about \$250 or so to ship. It costs money to actually get the machine, you know. So, you can make the most cost-effective decision that way, by knowing about your choices, and making the right one. But, please remember, that a video game is JUST a video game.....

----Is SNK going to upgrade the MVS Board?

I've heard many rumors of SNK releasing an upgrade to the MVS board; a 32-bit upgrade of sorts, in late 2000 (that hasn't happened-20 Aug 2001). There are two sides to this; first, this will extend the life of the MVS greatly as it gives SNK more room to work with. But, SNK is so used to programming for the old board that the first few games for the updated board may not be up to par with the newer games on the "older" board. With SNK's recent demise, I do not see any improvement on the Neo board.

----What if my new MVS game doesn't work?

If you've bought an MVS game from someone, and it doesn't work when you get the game, there are many ways to get the game to work, when it appears that it doesn't. Here they are, below:

1. When you push the game in, push it in slowly; DO NOT JAM the game in the board.
2. When you insert the game to its fullest extent, let it back out of the board by a couple MILLIMETERS. You don't need to push the game ALL THE WAY IN.
3. Clean the contacts with isopropyl alcohol.

Flip the dip switches at the back of the motherboard, the first one up only. That takes you into diagnostic mode.

----Why can't I find my favorite NEOGEO cartridge?

When SNK makes games, they make very few cartridges now, but they used to make more than they did, due to the huge size of the games nowadays. Production is now in the low-to-mid hundreds (or even in the dozens, although the last few SNK games had print runs of a few thousand), so buy them when you can, and don't be afraid to spend \$150 or more on a newer game, just not on anything older than that. Games older than that should be a lot cheaper (but may not be, if it is rare, like Sengoku 2, US version).

----Someone said that Metal Slug is a RARE game. Where do I get it?

Metal Slug is indeed a rare game, as is a LOT of video games out on the Neo Cartridge and Neo CD (MVS? Fight Fever comes to mind). But do you really want the game, or want a rare piece of plastic? I've played Metal Slug, and I think it's too easy of a game, and not worth the hassle to get it. Most of the rare games are rare, because they never sold well in Japan, or the U.S..

If you really want a rare game, make sure that you want the game. I cannot emphasize that enough, it seems. Also, Japan is where you look for games, America isn't, because all the Japanese carts (at least most of them)are still over there, so...

Don't let the prices on games like that scare you, if you want them that bad, you can afford to pay \$800 for that cartridge. But, I personally don't think that any game is worth that much, because all it is, is plastic and silicon, when you're NOT making money on it. It's entirely your decision, but I'm just giving my two cents....

----I'm tired of my Neo Cartridge(or CD). Where do I sell it?

Well, I'm assuming that you don't know anyone else with your kind of Neo system (like myself). What you do, is follow this checklist below:

1. Make sure that you WANT to sell the game(s) in question.
2. Try to determine a good market value for your game, by checking out the various newsgroups associated with this(rec.games.video.marketplace comes to mind), and go from there.
3. Put Ads over the internet, telling how good of condition it is in, the price, does it come w/ box or instructions, and other general info that the people may need to make a judgment on the game.
4. Put it up for auction on www.ebay.com(eBay Auctions).
5. Sell your games to a company, such as GameDude, for some cash. But, they will not give you much for them, and the only good reason people have for selling them to GameDude is convenience. Make this the "last resort" option.

That should be enough to get you on your way to selling games over the internet.

----How come my games look weird when I play them?

Well, you either need to clean your games very well, and with SNK's demise, there goes any warranty that could have been offered.

----How come my Neo games don't work?

Well, you have to clean the games! I can speak from experience, and carts can get very dirty, and cleaning them shows you how much dirt there is on them. You take a solution of Isopropyl Alcohol and

water, and clean the contacts with a Q-Tip. Also, if you just yank out the games instead of taking them out carefully, contacts, over time, will partly come off. So treat your carts well, and they will last a long time!

Or, you could have pushed the cartridge too far in, which will make bigger games (i.e. King of Fighters '96) screw up. Put the carts in ALMOST all the way, and push them back up a LITTLE bit to make them work. Always put the cartridge in, game logo in front, or else you may mess up the system contacts. You could also have bad TV reception. Try using your Neo Geo system on different TVs, and see if that helps game play.

The last reason, is if you have a Japanese/American switch on the back of your Neo-Geo (cart or CD), with it enabled in Japanese. Newer games will not work like that (from Fatal Fury 3 onward), so you must switch it back to American. I speak from experience (I bought a system from GameDude like that, and games like Crossed Swords and Fatal Fury 3 wouldn't work), so switch it back to American! The switch is usually between the power cord and AV plug-ins on the back of the Neo-Geo.

----I tried everything, but my screen looks garbled still! What should I do?

Well, if you tried what I said earlier, and it still doesn't work, follow these steps(I will NOT take

responsibility for anything bad that happens):

1. Open up your system (or call SNK and have them fix it for you, for a fee of course), and find where your AV and AC outlet wires plug into the back of the machine. Then find the cartridge port, and connect

(or re-connect) the wires in all three, the AV, AC, and cartridge ports. **MAKE SURE THE POWER IS NOT PLUGGED IN!**

2. Well, if you know a lot about soldering and electronics in general, you can try to convert an MVS board into a home one, just take the AV ports, AC outlet plugs, and the cartridge plug(unless you want to play MVS games in your home system, which in order to do so, cut away the cartridge opening on the system casing). You may need an RGB-NTSC converter, depending on what you want to do (MVS or Home). However, these are very shallow descriptions, and are not attempted yet. Don't do this yet, but if you choose to, e-mail me first, and we'll talk it over.

3. Use a step-down converter, to convert 110V to 100V. This will make it run more efficiently, and may jump-start your system. It is safe, since this has been tested.

I hope that solves your problems, if you have a Neo CD that needs fixing, just figure that when I say "cartridge port", I mean CD laser and mechanism(maybe controller to CD player, too, to run the drive) can be transported to the other system, if necessary..

----Are there any significant oddities pertaining to the Neo-Geo and its games?

Well, there are 3 that I can think of right now (meaning to production oddities, not game translation quirks, which are too numerous, and funny to mention), which are the following:

1. Minnasanno Okagesamadesu, one of the Mahjong Cartridge games for Neo, seems to be the only Cartridge game without any Megabit Count specified on the box(no cart symbol with a number inside it). It was also the game which was made(in prototype form) with a built in modem, for the Neo-Geo Network..

2. Twinkle Star Sprites, Alpha Denshi (ADK)'s last game on Neo, was made on Neo Cartridge in limited amounts. But, ADK ran out of instruction books for the cartridge version, so they made the rest with photocopied instructions.

3. Tokuten Ou (Super Sidekicks) , one of the first soccer games out on the Neo, was a great game in its time. One problem though, was that in championship mode, while facing the third team(?), the game will glitch up. This is on EVERY copy of Super Sidekicks, so when that happens to you, don't sweat it.
4. The Irritating Maze, a Marble Madness-type game, is on the Neo platform(has a specialized MVS board with it), but requires a TRACKBALL to play, not the joystick! And, Pop N' Bounce, you can play it with a paddle-type joystick, like Arkanoid's!
5. Mahjong Kyoretsuden and Mahjong Story, two different releases, by two different companies, but the SAME game? Well, ADK's Mahjong Story has a different cover and intro, but it's the same as SNK's Mahjong Kyo Retsuden, essentially.
6. The Neo-Geo Cart system, there were pics of it in 1996 issues of NeoGeo Freak, where it has red buttons on the joystick, and a red reset button(Japanese cart system, everything else is just like the regular cart system). This may be the last iteration of the Neo-Geo Cartridge system.
7. Stakes Winner, by Saurus, has 80 Megs in Japanese, and 98 in American! That's right, DIFFERENT Megabit counts!
8. Dunk Dreams is known as Street Hoop is USA, and Street Slam in Europe! Also, Miracle Adventure in Japan is known as Spinmaster in USA, and Spin Kids in Asia/Europe!

----Which games for the Neo-Geo are only available in Japanese?

Well, this is a big list, all these games (Cart and CD) are only available in Japanese (NOT US) form. On MVS, most, are in American (European)form. The list below, means that none of the games below are in any American/European form. Here it is:

ADK World

Art of Fighting ~ryuukonoken gaiden~ Limited Edition

Bakatonosama Mahjong Manyuki

Band of the Fighters

Chibi Marukochan Deluxe Quiz

Crossed Swords 2

Idol Mahjong ~final romance 2~

Jyanshin Densetsu

King of Fighters '96 CD Collection

Mahjong Kyoretsuden

Mahjong Story

Minnasanno Okagesamadesu

Neo-Geo CD Special

Quiz Daisousa Sen

Quiz King of Fighters

Quiz Meintantei Neo Geo ~Quiz Daisousa Sen Part 2~

Shinsetsu Samurai Spirits Bushidoretsuden

Syoudji No Tatsujin

----How come new cartridges don't come with sealable stickers anymore?

Well, up till ~Bakumatsu Roman~ Gekkano Kenshi (Last Blade) was released, SNK utilized sealable stickers on the side of the carts to determine that they were new. But, SNK just ran out of stickers, and since most carts are kept in 'like new' condition, they just didn't use them anymore.

----On NAM-1975, how come there's two stickers on the game, where it says NAM-1975?

From NAM-1975 up till after the release of Samurai Shodown, for the US games, SNK just took production Japanese games, and slapped a US sticker on the Japanese game, to make US games. Showing their insolent laziness, SNK saved money by not removing stickers off of Jap games and just put the US ones over them.

The games are legit; there's nothing wrong with them. But, sometimes, the double-stickering of the games looks unsightly.

----What games are recommended for the NEOGEO (CD)?

There are many, many games to pick from on the NEOGEO platform, but picking through the bad ones can be time-consuming, and costly. Well, I've come up with a recommended list, as all these are recommended by myself, AND the plethora of video game magazines that once reviewed them. Here is the list:

Art of Fighting ~ryuukonoken gaiden~ (Art of Fighting 3)(Fighting)

King of Fighters '95 (Team Fighting)

Shin Samurai Spirits ~Haohmaru jigokuhen~ (Samurai Shodown 2)(Fighting)

World Heroes Perfect (Fighting)

Garou Densetsu 3 ~haruka-naru tatakai~ (Fatal Fury 3)(Fighting)

Last Resort (Shooter)

Magician Lord (Action)

2020 Super Baseball (Sports)

Dunk Dreams (Street Hoop)(Sports)

That should get you started, with 9 quality games. Remember, this is what I recommend, as you may not like a certain game (you can always substitute), or you can't find a particular title, so this list is NOT set in stone. But if you want quality, these are the best ones to play!

----What is the Biggest Game for the NEOGEO currently?

For games that are released, Metal Slug 3 is the biggest, at 708 Megabits!

Just so you know, games with bigger megabit counts may not be always better, but most are indeed better((Magician Lord is better than Top Hunter, but Last Blade is a LOT better than Fight Fever)

----Can the NEOGEO handle more than 330 Megs?

Of course, there is no limit to how much data can be fit onto a Neo cartridge, and the limit is not 330 Megs. Called the "Pro-Gear Spec", which is just a name for the ROM addressing technology of the Neo-Geo. Back in 1990, SNK had to give a certain Megabit count as their maximum, and they called it "Max 330 Mega". Now, there are games twice as big as 330 Megs (King of Fighters '98).

----Are NEOGEO games compressed?

Compressing a Neo-Geo game? Haha...that's funny. SNK makes it a point NOT to compress a game, to try and get the high megabit counts in it, to boast about having the bigger game.

As a general rule, NONE of SNK's games are compressed one bit. But, with KOF 99, SNK may be

trying to compress information, for the first time in 10 years.

----What is GIGA POWER, which I've been seeing on intro screens on games like Real Bout Garou Densetsu 2. Is it more than a marketing tool?

Yes, it is more than a marketing tool. Unlike Sega's 'Blast Processing', this 'GIGA POWER' allows SNK to address higher memory on the ROMs, making for games with a less grainy look to them, and optimizes them to run faster. For games Real Bout Garou Densetsu 2 and newer, they utilize the 'GIGA POWER' technology, for better quality games. For information purposes, Bakumatsu Roman Gekkan Kenshi (The Last Blade) is the biggest non-GIGA POWER game, weighing in at 474 Megs.

----Are there any Back-Up units for the NEOGEO?

Man, I wonder what someone would need them for? :) Anyways, you could probably find one of the old Multi-Game Doctor units that could be floating around. But, since there are no more back-up units in production, and the Multi-Game Doctor cost about \$1300 New, you'll have to pay a pretty penny to get your hands on one now. Unfortunately, I heard that it took about 10 minutes to load up a game on the device. And, it is very troublesome, so it would not be worth getting one.

----Are there ports of Neo games on other systems?

Oh yes there are! I have found a list of the following Neo-Geo ports on other systems, here they are, in AMERICAN NAME:

NES

Fatal Fury

Fatal Fury 2

Fatal Fury Special

King of Fighters '97

PC-CDROM

Art of Fighting

Fatal Fury 3

King of Fighters '95

Samurai Shodown 2

Samurai Shodown 4

Game Gear

Fatal Fury Special

Samurai Shodown

Bust-a-Move

Dreamcast

King of Fighters '98

King of Fighters '99

Last Blade 2

Garou: Mark of the Wolves

Twinklestar Sprites

Game Boy

World Heroes Perfect

Fatal Fury 2

Real Bout Fatal Fury Special

King of Fighters '95

King of Fighters '96

Samurai Shodown

Samurai Shodown 3

3DO

Bust-A-Move

Samurai Shodown

Sega Genesis

Art of Fighting

Fatal Fury

Fatal Fury 2

King of the Monsters

King of the Monsters 2

Samurai Shodown

ViewPoint

World Heroes

Sega CD

Fatal Fury 2

Fatal Fury Special

Samurai Shodown 2

World Heroes 2

PC Engine/Turbo-Grafx 16

Art of Fighting

Fatal Fury 2

Fatal Fury Special

World Heroes 2

Super Nintendo

Art of Fighting

Art of Fighting 2

Bust-A-Move

DUNK STARS (proto Neo game)

Fatal Fury

Fatal Fury 2

Fatal Fury Special

King of the Monsters

King of the Monsters 2

Legend of Success Joe

Magical Drop 2

Puzzle De Pon

Samurai Shodown

Sengoku

World Heroes

World Heroes 2

Fm Towns Marty

Fatal Fury 2

Viewpoint

World Heroes 2

Sega Saturn

Galaxy Fight

King of Fighters '95

King of Fighters '96

King of Fighters '97

Magical Drop 2

Magical Drop 3

Metal Slug

Ragnagard

Real Bout Fatal Fury

Real Bout Fatal Fury Special

Samurai Shodown III

Samurai Shodown IV

Samurai Shodown RPG

Stakes Winner 2

Twinkle Star Sprites

Waku Waku 7

World Heroes Perfect

Sony Playstation

Double Dragon

Galaxy Fight

King of Fighters '95

King of Fighters '96

King of Fighters '97

King of Fighters '98

King of Fighters '99

Last Blade

Magical Drop III

Metal Slug

Metal Slug X

Real Bout Fatal Fury

Real Bout Fatal Fury Special

Samurai Shodown

Samurai Shodown II

Samurai Shodown III

Samurai Shodown IV

Samurai Shodown RPG

Viewpoint

X68000

Fatal Fury

Fatal Fury 2

If there's any more I forgot, e-mail me, and I'll credit you for the find.

GAME LIST

This is, IMO, the best part of this FAQ. I rate, not only the quality of the game, but also the PROFITABILITY of the game(for arcade operators), and give a decent review of each.

Also, where it says MVS only...that means that it only comes in MVS form. If you come across a home of an MVS only title, then it's a Converted MVS->Home game. There are CD Only releases, meaning that the game is either CD only, or MVS and CD Only.

Here it is:

(1 being worst, 20 being best)

All of the names are in Japanese form, or in translated Japanese form

(not necessarily what SNK calls them in USA).

(American translations of names that SNK uses for USA are below)

150 Separate Games Indexed

ACTION:

Burning Fight (54 Megs)

--Quality 10/20

--Profitability 6/20

Like a poor man's Final Fight, this 1991 Neo-Geo game is a pretty decent cheap buy, but not something to spend \$50 on (maybe \$15). Decidedly average.

Crossed Swords (50 Megs)

--Quality 15/20

--Profitability 9/20

I give my hat off to Alpha Denshi, for creating a new genre of pseudo-3D action that does well on the Neo. It doesn't do too well in the arcades, but for the collector, this is a must-have game.

Cyber-Lip (50 Megs)

--Quality 8/20

--Profitability 4/20

As much as some say how good of a game this is(i.e., the predecessor toMetal Slug), this game is horrid. I wouldn't pay this game attention if I were you.

Eight Man (46 Megs)

--Quality 6/20

--Profitability 4/20

Just when I thought old Neo action games couldn't get any worse than Cyberlip, this one does it. I don't see the point of this game, even though it is relatively rare. Not a good buy at all (hell, I use this game as cannon fodder). A good game, if one forgets about Metal Slug.

--The King of the Monsters Series--

King of the Monsters (55 Megs)

King of the Monsters 2 (74 Megs)

--Quality 9/ 7

--Profitability 8/ 7

After the first King of the Monsters, I expected an action packed sequel.I got an action packed sequel, but for 1 player ONLY! How is an arcade operator expected to make anything off this? Simply, they CAN'T. The first one was somewhat fun, but I got quickly tired of it.

Magician Lord (46 Megs)

--Quality 16/20

--Profitability 10/20

Considered SNK's best all time action game, this 1990 game stands the test of time, and passes it every time. Profitability is questionable; but for the home user, a classic that everyone shouldn't be without.

--The Metal Slug Series--

Metal Slug (193 Megs)

Metal Slug 2 (362 Megs)

Metal Slug X (506 Megs)

Metal Slug 3 (708 Megs)

--Quality 15/ 15/ 17/ 19.5

--Profitability 17/ 15/ 18/ 19

Metal Slug has been one of SNK's best money makers of all time. Arcade operators love this series, game players love it, in fact the only people that don't like it are people that don't like action games to begin with. MS1 is a fantastic game, MS2 is great but with some slowdown, and MSX corrects the slowdown and spices things up a bit but is not worth the price if one has MS2 already.

MS3 is the first all new Metal Slug game in about 2 ½ years. Expect great graphics and sound in this hit, and be prepared for all new characters and stages. After playing this game, I can safely say that SNK has mastered the 2D action genre.

Miracle Adventure (90 Megs)

--Quality 13/20

--Profitability 13/20

Whether you call it Spinmasters or Spin Kids, it's a decent game, especially popular among little kids. Easy to play, easy to get into, it's a well-rounded game.

--The Account of a Musashi style Series--

Musashi Ganryuki (178 Megs)

--Quality 9/20

--Profitability 4/20

Visco's last Neo-Geo game, this really isn't anything special, and the profitability is severely questionable, as projected earnings are a lot less than normal. In my opinion, it's only worth it for collectors. The game itself, after playing, makes Eight Man look good.

Mutation Nation (54 Megs)

--Quality 7/20

--Profitability 3/20

Yet ANOTHER horrid Neo-Geo Final Fight ripoff, this time with less class than even Burning Fight. I wouldn't use this game as even a "transition" game for arcade operators.

Ninja Combat (46 Megs)

--Quality 4/20

--Profitability 2/20

The Neo-Geo has a reputation for having money makers, but unfortunately, this is absolutely horrible. I've never seen a more pathetic example of Neo-Geo power. Even by 1990 standards, this is horrid.

Ninja Commando (54 Megs)

--Quality 13/20

--Profitability 9/20

I wouldn't say this game is one of a kind, but it has its good points. A decent vertical action game(along the lines of Shock Troopers), this is certainly worth \$30 on MVS at least. Not the most profitable, but decent nevertheless.

Raguy (47 Megs)

--Quality 6/20

--Profitability 5/20

Maybe this game has some good points, but no matter how cutesy this game may seem, it scores pretty badly in my book. I wouldn't give this game the time of day, even if it is pretty hard.

Robo Army (45 Megs)

--Quality 10/20

--Profitability 12/20

One of the better buys in the Neo-Geo action scene, this game still stands the test of time, and can

pull some quarters out on the street. A good, solid buy for around \$40-50 or so.

--the **Warring States Tradition** Series--

Sengoku Densyo (55 Megs)

Sengoku Densyo 2 (74 Megs)

Sengoku Densyo 2001 (364 Megs)

--Quality 8/10/19.5

--Profitability 7/7/18

The first two Sengoku games are depraved versions of Final Fight, but provide a spin on the genre by placing the world into a realm like none else. Imagine samurai from years past traveling to kick your ass, and the way SNK delivered the perspective is done well. Now, I would not force these games

on an enemy of mine. The new Sengoku however, is such a tremendous improvement, that I might buy an arcade machine again just for this game. The game looks that good. After playing, Sengoku 2001 IS that good.

--The **Shocking Troopers** Series--

Shock Troopers (346 Megs, MVS Only)

Shock Troopers ~second squad~ (514 Megs)

--Quality 15/ 13

--Profitability 16/ 16

Whereas the first Shock Troopers is more like Ikari Warriors, the second one is a lukewarm sequel. ST2 takes a different direction than Shock Troopers does, as it's a "move-all-around" type of game. The game didn't do too well in arcades, as gamers preferred the first iteration of Shock Troopers.

Super Spy (55 Megs)

--Quality 13/20

--Profitability 13/20

A great game by any means, this game is pretty difficult, and is worth around \$40. Arcade operators will like this game, as they will make some off this game, and since it costs so little, its value is supreme. And, who can forget the inventing of a genre as well?

Top Hunter (110 Megs)

--Quality 10/20

--Profitability 7/20

Another easy action game, this title is another run-of-the-mill action game, even though the graphics are pretty good, it doesn't do well in arcades. This game is only for collectors.

FIGHTING:

--The Swordsman Under a Moon Series--

~Bakumatsu Roman~ Gekkano Kenshi (474 Megs)

~Bakumatsu Roman~ Dai Ni Maku Gekkano Kenshi ~Tsukini Saku, Tiryuku Hana~ (554 Megs)

--Quality 17/20 and 19.5/20

--Profitability 14/20 and 15/20

SNK's most original fighting game ever, this closely resembles Samurai Shodown in some ways, yet the storyline is captivating (1850s Japan, before the Opium Wars between UK-China) the characters are well-drawn, the music is awesome, and the gameplay is superb. Whereas the first one was great, but needed tuning and was short some characters; LB2 shows why SNK can still make great fighters. My favorite fighter on the Neo is Last Blade 2; with good reason, the added characters and better music really make a good game great. My pick, Last Blade 2, although profitability is not yet proven for this game.

--The Breakers Series--

Breakers (210 Megs)

Breakers Revenge (242 Megs, MVS Only)

--Quality 13/20 and 14/20

--Profitability 8/20 and 12/20

Another two of Visco's "hits" you say? Well, this is actually a decent series of fighters, with an uncanny resemblance to Street Fighter Alpha. The first Breakers set the standard for flashy moves, good graphics, and for being an all-around decent game. The second game, is nothing more than Breakers with changed backgrounds and one new character. That makes me want to give up Breakers, especially for arcades. Go with the second one anyways, as the price for MVS versions are the same.

(Superman School Gowcaizer)

Chojin Gakuen Gowcaizer (186 Megs)

--Quality 9/20

--Profitability 5/20

Technos' Japan's fighting game, this anime based title suffers from poor control, although the graphics are well done, and the music is 'typical' kiddie-anime style. The characters are original, yet this game is not the one to get if your location has a strong anime contingent. Get Waku Waku 7 instead, or if you are high on Vicodin.....

Double Dragon (178 Megs)

--Quality 14/20

--Profitability 12/20

This game is NOT like the side-scroller beat-em-up Double Dragon that we all know and love; this title is actually one of the most original fighters on the Neo. Albeit showing some signs of extremism, this is a good all-around title, which won't go wrong when you buy it. The CD verison isn't too good, I'd stick with the cart version.

Fight Fever (98 Megs, MVS Only)

--Quality 2/20

--Profitability 1/20

This game should have never been made. Forget the good music, and this game is the worst fighting game on the Neo-Geo. Horrid control, absolutely horrible animation, and awful

playability make this pure garbage. Don't play this game at all.

Fighters' History Dynamite (122 Megs)

--Quality 12/20

--Profitability 9/20

Data East's controversial fighting game series (Fighters History was ruled null, because Capcom levied charges that it was too much like the copyrighted Street Fighter), has come to the Neo-Geo, with not much fanfare. In fact, this game came with a whimper, and may have deserved more. FHD was a decent all-around game, if only average. Decent graphics and good animation/sound make this a decentbuy.

Fire Suplex (106 Megs)

--Quality 5/20

--Profitability 8/20

This horrid wrestling game has bad control, bad playability, and no ingenuity on behalf of SNK. However, the great difficulty and decent graphics make this barely playable. But, I wouldn't pay more than \$10 or it.

--The **Wind and Cloud** (Savage Reign) Series--

Fu'un Mokujiroku ~kakutou sousei~

or Wind and Cloud: The Revelation (190 Megs)

(Wind and Cloud) Fu'un Super Tag Battle (242 Megs)

--Quality 7/20 and 19.5/20

--Profitability 4/20 and 17/20

In my opinion, this is one of SNK's best series, if not for originality, and for Tag Battle, great playability as well. The first Savage Reign was drawn by SNK's Art of Fighting Staff, and the AOF2 feel holds true to form here. Since I don't like AOF2, and arcade op's don't like it; this game isn't too good. The graphics are alright, and the playability is original, but mellow.

Tag Battle is SNK's finest fighter(as well as Last Blade 2), because it blends true tag-team action, good character balance, great music, great graphics, and good difficulty. A must-buy for home collectors(even at the expense it costs), and arcade operators will like this game as a cheaper alternative to the Capcom VS Games on CPS2. I love Tag Battle, and you will most likely love it too.

Galaxy Fight (169 Megs)

--Quality 12/20

--Profitability 7/20

This is one of the oddest fighters on the Neo, due to the continuous stages of the game(no side "walls"), weird characters, and the hyper speed of the game dictates the low profitability. It's a decent game, but bar the weirdness, decidedly average.

--The Wolf Tradition (Fatal Fury) Series--

Garou Densetsu ~shukumei no tatakai~ (55 Megs)

Garou Densetsu 2 ~arata-naru tatakai~ (106 Megs)

Garou Densetsu Special (150 Megs)

Garou Densetsu 3 ~haruka-naru tatakai~ (266 Megs)

Real Bout Garou Densetsu (346 Megs)

Real Bout Garou Densetsu Special (394 Megs)

Real Bout Garou Densetsu 2 ~the newcomers~ (539 Megs)

Garou Densetsu: Mark of the Wolves (688 Megs)

--Quality 7/ 9/ 11/ 17/ 17/ 13/ 12/ 17

--Profitability 4/ 5/ 5/ 8/ 10/ 9/ 12/ 17

SNK's marquee fighting game, this game series has lasted the longest of any fighting game series, over 8 years to be exact. What set the standard for fighting games, now tries to linger onward as SNK's marquee fighter. I think SNK should stick to Last Blade, Savage Reign, and Samurai Shodown.

The Fatal Furies are as follows; the first groundbreaking one with its' successful sequel, and an updated version that was one of the best selling games of all time (FFS). Then, SNK gave the great experiment of Fatal Fury 3, bettering the graphics and animation exponentially, but the game never really \aught on(and almost caused SNK's demise).

Real Bout/RBS/RB2 provided SNK quick money-makers, but the game's story-line(which FF3 did well) became nonexistent. And FF:MOTW is another of the latest in the series, and although the characters are mixed up and the story refreshed (deletion and addition of new characters), the game still seems like it'sa rehash is complacent. My pick: FF3, RBFF, or MOTW.

--**The King of Fighters** Series--

King of Fighters '94 (196 Megs)

King of Fighters '95 (250 Megs)

King of Fighters '96 (362 Megs)

King of Fighters '97 (460 Megs)

King of Fighters '98 ~dream match never ends~ (683 Megs)

King of Fighters '99 ~millennium battle~ (673 Megs)

King of Fighters 2000 (688 Megs)

King of Fighters 2001 (767 Megs?)

--Quality 8/ 18/ 17/ 15/ 15/ 16/ 18/ 18.5

--Profitability 6/ 15/ 12/ 9/ 11/ 15/ 17/ 18

Probably SNK's best known fighting game, it was a surprise break from the Samurai Shodowns and Fatal Furies of the era. This is a 3-on-3 team fighting game, with characters from Fatal Fury, Art of Fighting, Ikari Warriors, Psycho Soldier, etc.(World Heroes and Samurai Shodown teams were rumored, but were taken out of KOF 94).

Known for the depth of the characters and good gameplay, these games do have their shortfalls. KOF 94 is a standard fare 1994 fighter; KOF 95 is my favorite KOF of all time, yet has Samurai 3 damage syndrome; KOF 96 is my second favorite, as the gameplay is the most radical of the KOFs, and most people thought 96 was a failure; KOF 97 was a slightly updated KOF 96; KOF 98 is an updated KOF 97 with 38 characters; and KOF 99 has a radical change in storyline, because it was clearly getting old. Sure,

the new characters are refreshing, but SNK can't save the complacency of the series. Arcade gamers have responded, by not playing KOF 99(due to my, as well as others' experience). My pick, KOF 95, or KOF 99(because KOF 99 is just a later year). KOF 2000 is a necessary tune-up for KOF 99, but since it is the last from SNK on the Neo, arcade ops will not buy into a dead system. Yet sure enough they have, prompting SNK to make a 2001 version with Korean arcade magnate Eolith. KOF 2001 is a wonderful step up from the other KOFs.....if only it was released in 1997....

Ninja Master's ~haoh-ninpo-cho~ (330 Megs)

--Quality 18/20

--Profitability 11/20

I absolutely love this fighting game! You may need a separate Ninja Masters FAQ to help you figure out the game's special moves and combos, but the animation, depth of character story, the dreary feeling of "death" in the game, and WORLD-CLASS music make this a star game. I give my hat off to ADK on this one, although arcade operators will want something a little more upbeat.

--The **Fist of Tiger** (Art of Fighting) Series--

Ryuukonoken (102 Megs)

Ryuukonoken 2 (178 Megs)

Art of Fighting (supplementary biography)

~ryuukonoken gaiden~ (298 Megs)

--Quality 5/ 6/ 18

--Profitability 4/ 6/ 16

One of the most controversial fighting game series on the Neo-Geo, the Art of Fighting games were to first to do motion zooming in a game, at the expense of HORRID player control. Art of Fighting 2 tweaked the control enough to like, but the game to me still seemed really choppy. I had disdain for AOF2 as well (graphically, both are great though), and that's why I never purchased AOF3 for years after it was released.

After I had played AOF3, I realized that I missed out on such a wonderful game! The graphics are superb, characters are huge, the music is stunning, the difficulty is good, and to top it off, the storylines are deeply developed. I'd suggest picking this game up ASAP! And arcade operators,

for around \$30, this game is too good to pass up, because it has made me quite a bit of money.

--The Samurai Spirits Series--

Samurai Spirits (118 Megs)

Shin Samurai Spirits ~Haohmaru jigokuhen~ (202 Megs)

Samurai Spirits ~Zankuro's matchless sword (musouken)~ (282 Megs)

Samurai Spirits ~Amakusa advent (kohrin)~ (378 Megs)

--Quality 7/ 10/ 18/ 18

--Profitability 9/ 11/ 11/ 14

The first Samurai was a big step for SNK. That, along with its large update(withtons of characters, new moves; but still looks somewhat like SS1), Samurai 2, propelled SNK to #1 in the arcade status. That didn't last for long, as SNK rode the high horse a little too long, and almost went bankrupt in 1995, but anyways.....

Samurai 1 and 2 are "classics" by some, but I NEVER liked them. I hate the choppiness of the characters, the lack of difficulty; which got me to not even try the other Samurai's for 2 years. Well, once I had tried Samurai 3 and 4, I can tell you this; Samurai Spirits 3(Zankuro musouken) is one of SNK's best ever games to date, with Samurai 4(Amakusa Kohrin) following up not too close behind.

Arcade operators like Samurai 4 better for faster gameplay, and less damage taken by characters. But, I love Samurai 3 for better graphics, the darker feel, the better control, and better skill required to play the game(besides pressing C all day). If it were me, I'd take Samurai 3, but if you don't like 3, you're sure to like 4.

Shin-Oh-Ken (338 Megs)

--Quality 13/20

--Profitability 14/20

This game is a tough call. I give the quality rating a 13, because I'm not sure most people will get the gist of the game. It's an "aerial" fighting game, meaning that for most of the fights, you jump up in the air, do about 6 moves, and come back down. I'm not sure if most collectors would like it (most won't, but it's rare), but for arcades, it's questionable, because I think it's esoteric enough to succeed on a location.

Tengai Makyō Shinden (202 Megs)

--Quality 9/20

--Profitability 8/20

Another esoteric fighter, this one I don't regard too well for arcade operators, even though it's in cute Tengai Makyō anime-style (I'm not sure most American anime fans have even watched Tengai Makyō). I never understood the controls to that game, and may never will. I'd bypass it up.

(Thrilling Gangan March)

Tsuukai GanGan Koshinkyoku (178 Megs)

--Quality 7/20

--Profitability 3/20

I don't know whether to praise ADK for even releasing this oddball wonder, or praise those losers at Electronic Laming Monthly for badgering it back sometime in 1994. It is an oddball game, but jumping by pressing a button doesn't do much for me. And arcade gamers will respond by not playing it.

Waku Waku 7 (259 Megs)

--Quality 17/20

--Profitability 16/20

If your location has a strong anime contingent, then this is the game for you! It's a wonderful fighter(sequel to Galaxy Fight, but has really nothing in common with it), with cutesy graphics, and solid playability. Don't forget the awesome looking moves! If I were you, I'd pick this winner up now!

--The World Heroes Series--

World Heroes (82 Megs)

World Heroes 2 (146 Megs)

World Heroes 2 Jet (178 Megs)

World Heroes Perfect (226 Megs)

--Quality 7/ 12/ 10/ 17

--Profitability 3/ 4/ 4/ 12

As you can clearly see, World Heroes Perfect is LEAPS and BOUNDS over the other World Heroes titles. But there is a reason for that. Let's go back to when the first World Heroes game was released. SNK needed another "hit" fighting game to go along with Fatal Fury, and had ADK create "World Heroes". In 1992, it was a pretty good game, but never ever made any money at the arcades. World Heroes 2 came out, and added 6 characters and a Death Match mode, making it an all-time classic. But, arcade gamers didn't seem to think so.

WH2J was more of a speeded-up World Heroes 2, but I really never noticed the speed upgrade myself, and the 2 added characters were laughable and cheap at best. I was hoping for a world-class fighter in World Heroes Perfect, and I wasn't disappointed there. Sure, the graphics aren't that great, but the mechanics and playability of the game are tremendous. And, it has made some money for me in the past year. To make it short; World Heroes Perfect was what should've been in WH2Jet.

PUZZLE:

(Baka: Mr. Mahjong Sketches His Travels)

Bakatonosama Mahjong Manyuki (48 Megs)

(Tradition of the Mahjong Master)

Jyanshin Densetsu (82 Megs, MVS, CD Only)

(Mahjong Tradition: Volume of Western Japan)

Mahjong Kyoretsuden (42 Megs)

(It is Your Favor) Minnasanno Okagesamadesu (54 Megs)

--Quality 14/ 8/ 12/ 14

--Profitability 0/0/0/0

Well, to start off, since most Americans don't like Mahjong, I'll have to rate these on Profitability as 0. Anyways, except for Jyanshin, these games were first-gen Neo titles. That's not to say that these are good games(I love Mahjong personally), but they are dated.

Kyoretsuden is probably the best one, but it has a dark feel to the game, that some won't get over. Bakatonosama is the other really good game, as it is serious mahjong, and no side track 'quests'. Minnasan is like the board game "The Game of Life", and has such crazy characters and funny animation, that I'd get it just for comic appeal. Jyanshin is a weird game, as it's a Mahjong/RPG type game, that I just didn't understand. My pick for Mahjong lovers:
Bakatonosama/Minnasan(for comic).

Chibi Marukochan Deluxe Quiz (118 Megs)

Quiz Daisousa Sen (34 Megs)

Quiz King of Fighters (122 Megs)

Quiz Meintantei Neo Geo ~Quiz Daisousa Sen Part 2~ (50 Megs)

--Quality 13/ 15/ 12/ 19

--Profitability 0/0/0/0

Like with the Mahjong games, since these are JAPANESE Quiz games(only available in Japanese), the profitability must be 0. But, since I love Quiz games(these and the Mahjong games, are the only games I own, along with Tag Battle and LB2), I rate them based on story, music and graphics. Quiz Daisousa Sen/QMN+G are great quiz games. They have a very dark feel to them, mean serious business, the games are hard, the music fits the mood, and are my picms for Quiz games. QKOF takes a spin on these, as you play to save Yuri Sakazaki from the evil warlord. You choose from Samurai Shodown characters, as well as from FF and AOF. I don't like this, as the difficulty is not there, and replay value is nonexistent. Chibi is like a Game show, and based on the anime of the same name. A good game, but for seriousness, I'd get QMN+G.

Diggerman (44 Megs)

--Quality 5/20

--Profitability 12/20

Face's 1993 Boulderdash clone has just been released, to very little fanfare. Unless you like Boulderdash type games, or you're into the easy puzzle game genre, then do NOT buy this game. Arcade ops; only use this as a filler game.

Gapporin (54 Megs, MVS Only)

Gururin (42 Megs, MVS Only)

Joy Joy Kid (22 Megs)

--Quality 17/ 15/ 8

--Profitability 18/ 12/ 12

Gapporin, otherwise known as Pop 'N Bounce, is an addictive title, based on Arkanoid and Breakout. Video System made a hit with this title, made for European markets only. Gururin is another hit, as it's like Columns, but you can shift the game area to your advantage. But, Gururin is VERY hard, which extends the replay value. And Joy Joy Kid(Puzzled) is a Tetris ripoff, but your objective is to save the balloon and make it rise to the top. Very old, and sure enough very complacent Puzzled is. My choice: Gapporin(PNB) by a long shot, although Gururin is very good as well. Arcade operators will also love Gapporin as well(due to my experience).

Magical Drop 2 (82 Megs)

Magical Drop 3 (174 Megs)

Money Idol Exchanger (74 Megs, MVS Only)

Neo Bomberman (138 Megs, MVS Only)

Neo Mr. Do! (50 Megs, MVS Only)

--Quality 12/ 18/ 17/ 17/ 10

--Profitability 13/ 20!/ 10/ 17/ 8

These all-star puzzle games sure seem a little alike (maybe except for Bomberman), but this grouping will help people to determine which games are good or not. Magical Drop 2 involves elimination of the balls by matching them together, to 'clear' them. That's the objective. You can pick from several characters as well. MD3 extends on this, by offering new modes of play, more items in the game, and added difficulty. MD3, IMO, is the best buy on Neo right now, gives the

most playability that I've ever seen. One will not get tired of it. Exchanger is a lot like MD3, except you clear the balls (money) by making them equal \$1000 (get 2 \$500 balls to \$1000). Very fun I think, but most don't seem to think so.

Bomberman is a great iteration of the TG-16 hit, IMO. So what if it's made to play some in Spanish? It's a solid game, with great graphics and sound, made for the kids. Neo Mr. Do is an alright game, but Visco dropped the ball designing this game as the successor to Mr. Do. I prefer the original. My picks: Bomberman and Exchanger. MD3 is fun, but don't get both MD3 and Exchanger.

Night Meanzidaku (168 Megs)

---Quality 18/20

---Profitability 18/20

If you have played Chip Chan Kick or are familiar with Snow Bros., then you get the idea of this game. A great puzzler that is SNK's first release for 2001 on MVS. An alright game for playability, but arcade operators will love it. After playing this title, the music is excellent, the graphics are good, and makes an overall good puzzler. If only this came out on home....

Extrusion (Oshidashi) Zintrick (74 Megs, MVS, CD only)

--Quality 9/20

--Profitability 3/20

ADK's weirdest puzzle game, this title I do not know much about, since I only have played this once on CD format. Although it's a puzzle game, it's kind of like a cross between Gururin and Columns. A good game in its own right, but not something I'd stake any serious money on.

Pair Pair Wars (118 Megs, MVS Only)

--Quality 17/20

--Profitability 13/20

This MVS title is a Shanghai clone, that has very impressive graphics. Made by Sunsoft (makers of WW7 and Galaxy Fight), this title has lots of replay value, IF you like Shanghai(tile based puzzler)based games. This game is not easy to find either, so don't hold your breath for it to appear.

Panic Bomber (46 Megs, MVS Only)

Puzzle Bobble (32 Megs, MVS, CD Only)

Puzzle Bobble 2 (154 Megs, MVS Only)

Puzzle De Pon (30 Megs, MVS, CD Only)

Puzzle De Pon R (32 Megs, MVS Only)

--Quality 9/ 13/ 19.5/ 12/ 13

--Proftability 10/ 20/ 20/ 14/ 15

These 5 games are closely related, as they are all on MVS (no Home Cart) format, they are puzzle games, and are good puzzlers. What's different about these titles, are minimal(except for PB2).

Panic Bomber is a Gururin/Zintrick type game, using Bomberman characters and has decent difficulty. Not much else for it, I'd rather have Gururin instead. Puzzle Bobble/Puzzle de Pon/PDPR are basically one and the same, the difference being that Puzzle Bobble does not have a time limit, and has Bubble Bobble characters, while PDP/PDPR you have a time limit, and humans must free these arcane symbols from the balls. PDPR is a complete rehash of PDP, with just some new levels switched instead of old ones.

Puzzle Bobble 2 is a completely different game, in that the graphics are great, the music is awesome, and there are different modes to play through the game (story mode/challenge mode; story is harder). Even though it was actually released in 1995 under Puzzle Bobble 2X on the Taito F3 system, it works wonders for the Neo-Geo today. My pick: Puzzle Bobble or the sequel,

as both games are wonders for arcade operators. That's why I gave them both 20's on profitability.

(Expert of Syougi Chess)

Syougi No Tatsujin (58 Megs)

--Quality 17/20

--Profitability 11/20

What a weird chess-like game, eh? This title is based on the game "Syougi", which resembles chess. There are some differences, such as how pawns move, how you use them, and the different modes of the game (regular or speed). A good game to try out, and heck, you may even end up liking it!

Zupapa (58 Megs)

--Quality 14/20

--Profitability 8/20

SNK's release of a 1994 holdover proves that they had something special; for Zupapa could almost pass for a 2001 game. This puzzler is an excellent shot at the kiddies, but it is too long to hold their interest while being too childish for adults. However, it is a good effort on SNK's part....and if released in 1994, it would have been a sure classic.

SHOOTER:

Andro Dunos (34 Megs)

Armored Scrum Object 2 ~last guardian~ (47 Megs)

Ghost Pilots (55 Megs)

Last Resort (45 Megs)

NAM-1975 (46 Megs)

Operation Ragnarok (110 Megs, MVS Only)

Viewpoint (74 Megs)

--Quality 8/ 9/ 12/ 14/ 9/ 11/ 15

--Profitability 7/ 11/ 14/ 13/ 7/ 8/ 9

These collection of shooters represent SNK's "old" batch of shooters. I group them together, so you can see which ones of these are the good ones to pick.

Andro Dunos/Ragnarok are just general side-scrolling shooters, with no good points of them (save the music for Ragnarok). Ghost Pilots and ASO2 are general vertical shooters, which have no real good points for them, except that arcade operators love vertical shooters. NAM 1975 is a revolutionary game(first game on Neo), but doesn't belong in an arcade today.

Last Resort is a wonderful side-scrolling shooter, and to many, is a cheaper version of Pulstar. A great title, with lots of replay value is said by many, but I think it's little more than average personally. Viewpoint is a real good shooter, in that 3/4 perspective that it's famous for. But arcades won't like Viewpoint, because it's too hard for the general public. My picks: Viewpoint or Last Resort.

--The Shooting Star Series--

Pulstar (305 Megs)

Blazing Star (346 Megs)

--Quality 16/ 18

--Profitability 10/ 16

I'll make this brief, as these two shooters are the most asked for on the Neo-Geo. "Hardcore" shooter fans will not like these two games, because of two things; Blazing Star is way too easy, and Pulstar relies on patterns too much. Pulstar is very hard, and the general public will not like it, denoting the 10 on Profitability.

Blazing Star is a lot easier than Pulstar, and even though it is pretty fun and the graphics are good; I'd rather play Sonic Wings 3 anyday over it. Arcade operators would too, as they love the Sonic Wings games for shooters. In my opinion, I'd get another shooter, but if I had to pick from these two, I'd get Blazing Star for the easy difficulty factor, for the general public of course.

Captain Tomaday (122 Megs, MVS Only)

Choutetsu Brikin'ger ~iron clad~ (178 Megs, MVS, CD only)

Prehistoric Isle 2 (474 Megs, MVS only)

Twinkle Star Sprites (146 Megs)

--Quality 12/ 17/ 19/ 19

--Profitability 16/ 12/ 17/ 17

These 4 shooters are all high-quality games. Visco FINALLY made a hit with Captain Tomaday, as it's a great vertical shooter, made for the kids, easy to get into, and will wear your hands out playing it. I personally love the game myself. Brikin'ger is an awesome horizontal shooter, my personal favorite horizontal, because of the stages like Darius, and the rendered graphics. It's hard to find for MVS though, so I wouldn't hold my breath finding it.

Prehistoric Isle 2 is a great looking game, but suffers from Blazing Star syndrome; it's too easy. I wouldn't get this game for staying power, and even though it's selling to many arcade operators, they get rid of it in a month or so. Prices will drop on PI2 very soon. Twinklestar is another odd

game from ADK, and scores a hit with me! It's a "competitive" shooter, where you and the computer try to beat the stage, and whenever you destroy an object, you throw a star over to the otherside, to destroy the opponent.

My picks: PI2 Brikin'ger, and TSS.

Sonic Wings 2 (102 Megs)

Sonic Wings 3 (154 Megs)

Strikers 1945 PLUS (684 Megs, MVS only)

--Quality 12/ 17/ 14

--Profitability 15/ 18/ 18

These are the premium vertical shooters on the Neo-Geo. Sonic Wings 2 and 3 are games based on 1942 by Capcom, and you get choice from different planes and characters. Good graphics, great music, and great fun make these two a winner. I prefer SW3 myself, but it should be; it's newer. Strikers is a mixed bag, as it is too short. I think the graphics are mundane, although the fun is there. It will sell to arcade operators, but if I were them, I'd save the money and get Aero Fighters 3(SW3) instead. And remember, when I say "vertical", I mean vertical perspective, not true monitor moving vertical games. My pick: Sonic Wings 3.

SPORTS/OTHER:

2020 Super Baseball (46 Megs)

--Quality 15/20

--Profitability 13/20

A solid baseball game, withstanding the test of time since 1991, this title should be a staple in the Neo collection for all Baseball fanatics. Not realistic to the MLB, but a lot more fun, sold profitability as well.

--The **Joe, tradition of tomorrow** Series--

Ashitano Joe Densetsu (46 Megs)

--Quality 3/20

--Profitability 1/20

I don't even know why this was released. This came out in 1991, and is horrible for even its own time. It's supposed to be a boxing game, but is actually a poor boxing sim combined with rudimentary Final Fight characteristics. It is very hard though, probably due to the supreme lack of animation.

--The **Baseball Stars Professional** Series--

Baseball Stars Professional (50 Megs)

Baseball Stars Professional 2 (68 Megs)

--Quality 9/ 16

--Profitability 11/ 17

Surprisingly, BSP2 turns out to be one of the most profitable, and also, it's one hell of a Baseball game. Leaps and bounds over the first Baseball Stars, this title should be the first baseball game on your list to pick up, as it's a good one. Can get quite boring, though. BSP1 came out when the Neo was released, and doesn't hold up well with age. A good baseball game though.

Big Tournament Golf (133 Megs)

--Quality 17/20

--Profitability 17/20

Want an alternative to Golden Tee? Then try this game; it is sure to make money at your local sports bar(so much better than Top Players Golf), and it's a great golf game to boot. Pick this up if you even remotely like golf.

Dunk Dreams (94 Megs)

--Quality 10/20

--Profitability 8/20

Otherwise known as Street Hoop and Street Slam, profitability is very questionable for this title, as the basketball simulation is nowhere being realistic, and the controls make this very hard to play. You might make money with it, but I wouldn't try it.

Flip Shot (46 Megs, MVS Only)

--Quality 14/20

--Profitability 14/20

Another of Visco's "Hits", a Pong-Windjammers combination makes its way onto the Neo, in timid fashion. I consider the title deplorable personally, however, it's close association to Windjammers make this one ripe for money making.

Flying Power Disk (74 Megs)

--Quality 14/20

--Profitability 15/20

Known as WINDJAMMERS, the first Jai Alai game for the Neo-Geo (Super Flip Shot is the other one), still collects quarters, and is a surefire 2P hit game. I wouldn't bet on it being fun for 1 player though, so I caution collectors on this one.

Football Frenzy (48 Megs)

--Quality 8/20

--Profitability 13/20

Being the only Neo-Geo "American football" game, and made in 1992, this has a lot of drawbacks. But, those drawbacks are negated somewhat, by its' profitability (subpar graphics and control, but bar-hoppers love it). Good for operators, bad for collectors.

Futsal ~pleasure goal 5-on-5 street soccer~ (162 Megs, MVS, CD Only)

--Quality 14/20

--Profitability 12/20

This title does make lots of money, in EUROPE. Otherwise, in America, most people wouldn't comprehend an "indoor soccer" game. A solid title by Saurus, this has promise, but I'd pick Neo Geo Cup 98 instead for soccer fans.

Goal!Goal!Goal! (120 Megs, MVS Only)

--Quality 4/20

--Profitability 5/20

Boy, Visco sure has a reputation for putting out shit, haven't they? This is surely horrid, as the characters are jerky, the gameplay is subpar, and for a soccer game, this is surely horrendous. Not worth the time of day, although my brother thinks this is the best soccer game on the Neo...go figure....

League Bowling (26 Megs)

--Quality 14/20

--Profitability 17/20

Still after all these years, this title still impresses me with its "quarter-pushing". A wonderful game, SNK really did well in making this, but where are the other bowling games? :(Great for all Neo-Geo gamers alike.

Nekketsu Toukyu Densetsu (190 Megs, MVS Only)

--Quality 15/20

--Profitability 12/20

What a crazy game this is! Known as SUPER DODGE BALL, I question the profitability on this, as most gamers aren't too familiar with dodge ball games. However, even though this is somewhat rare, it's

a hit for most Neo gamers alike. Technos' best game on the Neo, as well.

Neo Drift Out-New Technology (114 Megs, MVS, CD only)

--Quality 14/20

--Profitability 7/20

Another Visco hit game(note the sarcasm), this title is actually quite a good game, for collectors' sake. As far as the machanics of a driving game, it's a little more realistic than Over Top(but less fun overall), but that costs the game in the long run.

Neo-Geo Cup '98 (162 Megs)

--Quality 16/20

--Profitability 17/20

Albeit being the SAME damn game as SUPER SIDEKICKS 3, it really helps that this game is named Neo-Geo Cup 98(the 98 really sells the people on it being a newer game), even though SSK3 was made in 1995. Great soccer game anyways, the best on the Neo.

Over Top (210 Megs)

--Quality 15/20

--Profitability 14/20

Although not real realistic, the great graphics and good sound really propel this game to great status, as far as driving games go. ADK's best driver(better than 'Trash' Rally), this is a sure classic; even operators can't go wrong with this one!

Power Spikes 2(82 Megs, MVS, CD Only)

--Quality 3/20

--Profitability 6/20

Ah, Video System shouldn't released this trash....and I should punch Taito in the face for making this game. What looks like avolleyball simulation, comes across as an NES-type volleyball sim

that is very unrealistic. Not worth \$10, but collectors will want it for collecting's sake, if that(due to its' slight rarity).

Riding Hero (42 Megs)

--Quality 5/20

--Profitability 9/20

For a 1990 game, this has the capability to make operators money. As a motorcycle racing game, this looks like POLE POSITION II for motorcycles(which graphically is unacceptable). However, it CAN make money(but I can't guarantee it).

Soccer Brawl (46 Megs)

--Quality 3/20

--Profitability 3/20

One of the worst soccer games ever, I wouldn't even come close to touching this crap. Not fun at all, complacent even by SNK's standards, and not even worth \$10. I'd rather play Power Spikes II than this garbage.

--The Stakes Winner Series--

Stakes Winner ~GI kinzen seihae no michi~ (80/98 Megs)

Stakes Winner 2 (178 Megs)

--Quality 12/ 14

--Profitability 7/ 9

By far much better than the first iteration, SW2 still has the same questionability of profit-making the first one does (it's still horse racing). But, there is hardly any slowdown, the game moves a LOT faster, and easier controls make this a winner (no pun intended). SW1 seems to look better, but is slower.....still quite a fun game, but not for the general arcade market.

--**Top Scorer** Series--

Tokuten Ou (54 Megs)

Tokuten Ou 2 ~real fight football~ (106 Megs)

Tokuten Ou 3 ~eikoue no michi~ (158 Megs)

Tokuten Ou ~hono-oh no libero~ (226 Megs)

--Quality 6/ 11/ 16/ 17

--Profitability 6/ 8/ 17/ 11

The 3 Top Scorer titles (Tokuten Ou) do change quite a bit in each incarnation. The first is lackluster, but good for a 1992 game. SSK2 is a step up, and SSK3 is a solid soccer title. The Last one, known as Ultimate 11, the best looking soccer game on the Neo has some drawbacks. It is pretty rare, on home cart and MVS format; it is insanely easy to score against the opponent, and not a real good profitmaker because of that. Graphics are GREAT though, but I'd rather have SSK3 or NGC 98.

The Irritating Maze (106 Megs, MVS Only)

--Quality 7/20

--Profitability 6/20

I had a few of these MVS type kits (these require a special proprietary MVS board), and they stunk. That's right; don't believe the propaganda behind the game, it really sucks. I put a couple in on location, and they turned about \$10 in a month. Not too good of a buy.

Thrash Rally (46 Megs)

--Quality 2/20

--Profitability 4/20

Horrid. Awful. What else can I say about what potentially is the worst ever Neo-Geo game? Bad graphics, bad sound, the cars look like Micro Machines, and the control is subpar. Why even try to play this game, when you know it's gutter trash? Or, be brave, and play it for yourself.

Top Players Golf (62 Megs)

--Quality 6/20

--Profitability 9/20

The old golf game that still makes me wonder why SNK put out this crap. However, for a 1990 game, it's pretty good(SNK took the mold from the NES Golf). Not good now however, and not worth the time of day.

V-Liner (54 Megs)

--Quality 8/20

--Profitability 19/20 (if legal...J)

This slot machine derivative has found its way onto the Neo, in a big way. If it is legal in your neck of the woods, or if it's for home use, this is some rudimentary slot machine action, which still is slot machine action. I'm not a gambler (I don't believe in the futility), but for those that are, take a look at this. Beware, it's not in English.

World Soccer '96 (178 Megs, MVS Only)

--Quality 10/20

--Profitability 8/20

At first, I thought this was a pretty good game. But, after looking at Super Sidekicks 3 or Ultimate 11, I changed my tune on this title. Worth the money for collectors, but otherwise, just another soccer game to waste your money on.

CD ONLY:

ADK World (82 Megs, CD only)

--Quality 6/20

--Profitability 0/20

This CD only title showcases 1995-1996 Alpha Denshi titles for the Neo-Geo. A decent title, if you're into collectors' CDs. Otherwise, a waste of time.

Art of Fighting (supplemental biography)

~ryuukonoken gaiden~ Limited Edition

--Quality 9/20

--Profitability 0/20

The cartridge and MVS version of this game is superb, but the CD version really blows it. The characters are half as big as the original, slowdown is abundant, and to top it off, the "limited edition" designates an art booklet and a special coin. Whoopee....

Crossed Swords 2 (70 Megs, CD only)

--Quality 14/20

--Profitability 0/20

Alpha Denshi's CD only title is a well-developed Crossed Swords sequel, albeit some slowdown and cheesy graphics. New levels save this game from the gutter, and the music is well done as well.

Idol Mahjong ~final romance 2~ (146 Megs, CD only)

--Quality 17/20

--Profitability 0/20

As I have stated before, I think I'm in the minority when I say that the only Neo-Geo MVS and CD titles I OWN(not for resale, as I'm a Neo distributor) are mahjong and quiz games. This mahjong game is such a great title, as the "nudity" accentuates a great mahjong game. Good buy if you like Mahjong.

King of Fighters '96 CD Collection

--Quality 5/20

--Profitability 0/20

This disc is really hype for King of Fighters '96, but it's not a game. It shows off artwork and pictures, which leads me to believe why would SNK put this out? For hype of KOF 96 ONLY.

Neo-Geo CD Special

--Quality 10/20

--Profitability 0/20

Probably the best collection disc, this title shows off various new titles from SNK's lineup from 1995. If you're into these types of discs, then you'll like this one, but I would avoid it personally.

Rally Chase (46 Megs, CD only)

--Quality 4/20

--Profitability 0/20

Even though this game is a repackaged THRASH RALLY, this game doesn't have too much going for it to be honest with you. Some slowdown, and the fact that NOTHING was changed from Thrash Rally makes me want to trash this game. I think I will.

--The **True Theory of the Bushido Tradition of Samurai Spirits** Series--

Shinsetsu Samurai Spirits Bushidoretsuden (178 Megs, CD only)

--Quality 14/20

--Profitability 0/20

Known as Samurai Shodown RPG, this title was in development for 3 years, and after it has finally come out, I begin to think; WHY did it take 3 years to make THIS game? It really looks like a Super Nintendo RPG(come on, it has to look a little better), but plays well; if you know

some Japanese. Decent, but I'd hoped for better.

JAPANESE-AMERICAN NAME TRANSLATIONS(listed here are Japanese-English names,

or games that are only Japanese(only Japanese MVS, for example).

remember, only games that UNDERWENT a name change are here!!!):

2020 Super Baseball=Super Baseball 2020

ADK World is Japanese only.

Art of Fighting ~ryuukonoken gaiden~=Art of Fighting 3: The Path of the Warrior

Art of Fighting ~ryuukonoken gaiden~ Limited Edition is Japanese only.

Ashitano Joe Densetsu=Legend of Success Joe

ASO 2 ~last guardian~=Alpha Mission 2

Bakatonosama Mahjong Manyuki is Japanese only.

~Bakumatsu Roman~ Gekka No Kenshi=The Last Blade

~Bakumatsu Roman~ Dai Ni Maku Gekka No Kenshi ~Tsukini Saku, Tiri-yuku Hana~=The Last Blade 2

Big Tournament Golf=Neo Turf Masters

Chibi Marukochan Deluxe Quiz is Japanese only.

Chojin Gakuen Gowcaizer=Voltage Fighter Gowcaizer

Dunk Dreams=Street Hoop (Street Slam)

Fighters History Dynamite=Karnov's Revenge

Fire Suplex=3 Count Bout

Flying Power Disk=Windjammers

Futsal ~pleasure goal 5-on-5 street soccer~=Pleasure Goal

Fu'un Mokijiroku ~kakutou sousei~=Savage Reign

Fu'un Super Tag Battle=Kizuna Encounter Super Tag Battle

Gapporin=Pop N' Bounce

Garou Densetsu ~shukumei no tatakai~=Fatal Fury

Garou Densetsu 2 ~arata-maru tatakai~=Fatal Fury 2

Garou Densetsu 3 ~haruka-naru tatakai~=Fatal Fury 3

Garou Densetsu Special=Fatal Fury Special

Idol Mahjong ~final romance 2~ is Japanese only.

Joy Joy Kid=Puzzled

Jyanshin Densetsu is Japanese only, but known as Quest of Jongmaster.

King of Fighters '98 ~dream match never ends~=King of Fighters '98: The Slugfest

Mahjong Kyoretsuden is Japanese only.

Minnasanno Okagesamadesu is Japanese only.

Miracle Adventure=Spinmaster (Spin Kids)

Money Puzzle Exchanger=Money Idol Exchanger

Musashi Ganryuki=Ganryu

Nekketsu Toukyu Densetsu=Super Dodge Ball

Neo Mr. Do! is Japanese only.

Night Meanzidaku=Nightmare in the Dark

Operation Ragnarok=Zed Blade

Power Spikes 2 is Japanese only.

Pulstar is Japanese only.

Puzzle Bobble=Bust-A-Move

Puzzle Bobble 2=Bust-A-Move Again

Puzzle De Pon R is USA/EUROPE only!!

Quiz Daisousa Sen is Japanese only.

Quiz King of Fighters is Japanese only.

Quiz Meintantei Neo Geo ~Quiz Daisousa Sen Part 2~ is Japanese only.

Raguy=Blue's Journey

Real Bout Garou Densetsu=Real Bout Fatal Fury

Real Bout Garou Densetsu Special=Real Bout Fatal Fury Special

Real Bout Garou Densetsu 2 ~the newcomers~=Real Bout Fatal Fury 2: The Newcomers

Ryuukonoken=Art of Fighting

Ryuukonoken 2=Art of Fighting 2

Samurai Spirits=Samurai Shodown

Samurai Spirits ~Zankuro musouken~=Samurai Shodown 3: Blades of Blood

Samurai Spirits ~Amakusa kohrin~=Samurai Shodown 4: Amakusa's Revenge

Sengoku Densyo=Sengoku

Sengoku Densyo 2=Sengoku 2

Sengoku Densyo 2001=Sengoku 3

Shin-Oh-Ken=Ragnagard

Shin Samurai Spirits ~Haohmaru jigokuhen~=Samurai Shodown 2

Shinsetsu Samurai Spirits Bushidoretsuden is known as Samurai Shodown RPG.

Sonic Wings 2=Aero Fighters 2

Sonic Wings 3=Aero Fighters 3

Stakes Winner ~GI kinzen seihae no michi~=Stakes Winner

Stakes Winner 2 is Japanese only.

Syougi No Tatsujin=Master of Syougi

Tengai Makyō Shinden=Kabuki Klash

Tokuten Ou=Super Sidekicks

Tokuten Ou 2 ~real fight football~=Super Sidekicks 2

Tokuten Ou 3 ~eikoue no michi~=Super Sidekicks 3

Tokuten Ou ~hono-oh no libero~=Super Sidekicks 4: The Ultimate 11

Tsuukai GanGan Koshinkyoku=Aggressors of Dark Kombat

Twinkle Star Sprites is Japanese only.

Waku Waku 7 is Japanese only.

SELLERS

These are all retailers that carry either the Home Cartridge, the Neo-Geo CD, or the MVS Carts and System. Please enjoy! You can call SNK, and they'll tell you a list of dealers that carry the NEOGEO, if you ask. But, some of the places they give you are outdated, so don't worry when most of the places they give you turn up empty.

Also, when I say "no phone #", I mean that there is no phone # posted, or that the person on the other line doesn't speak English (rarely the case though).

Most of these no longer work, but are here for posterity's sake.

NEOGEO Cart/CD Stores:

Atari HQ:(49)4131-406278 (surprisingly, they sell lots of Neo related stuff) "www.atarihq.de"

BuyRite:(919)850-9473 (CDs, rarely carts, not good service)"www.buyrite1.com"

Digital City Europe Ltd.:(44)181-491-6349 (another great place to shop)

Dock Games Jussieu:(33)143-29-4215 (another of France's best)

Game Craze:(716)663-4310 (has some carts occasionally)"www.gamecraze.com/gamecraz.htm"

Game Dude:(818)764-9506 (an excellent source of carts and CDs!)"www.gamedude.com"

Game Masters:(510)483-4263 (has some CDs, old carts for sale also)"www.game-masters.com"

Game Source Online:(888)318-4263 (has some Neo stuff)"www.gamesourceonline.com"

Games To Go:(612)798-5879 (has some carts, mostly older)"www.gamestogo.com"

J&L Games:(212)431-1541 (has some Cartridges and CDs)"www.jnlgame.com"

Maro Videospiegel:(49)711-221-422 (Germany's finest supplier of CDs, has Brikin'ger in stock)"www.maro-gmbh.com"

MegaTech:(27)21-23-1887 (South Africa's biggest video game dealer)"www.cia.co.za/advert/games/megatech.htm"

Multimedia 1:(212)539-1039 (has older carts, most Japanese)"www.multimedia1.com"

National Console Support:(718)523-5774 (has a LOT of imports, can find games)"www.ncsx.com"

Sunrise Import: (33)147-70-27-04 (France's import shop for everyone)

Swap USA:(404)792-7872 (has few cartridges and CDs)"www.swapusa.com"

Telegames UK:(44)116-288-0445 (UK's source for Neo Carts, very good source)"www.telegames.co.uk"

Videogames Connections:(732)462-8343 (has some carts, but not much)"www.videogameconnections.com"

NEOGEO MVS Stores:

50th State Coin-op:(800)424-5050 (doesn't have a good selection at all)"www.gamegod.com"

Bumper:(61)3-9696-9690 (Australia's best MVS Source)"www.bumper.com.au"

Chloe International:(852)2626-1348(good place in Hong Kong)e-mail: chloe@hkg.com

Greater Southern Distributing:(great to buy from, if not a little expensive)"www.greatersouthern.com"

Great Western Trading:(541)726-1813 (MVS carts and boards)"www.gwtrading.com"

Hugo Neumann:(800)998-4846 (good, but high priced MVS carts sometimes)

Kimble:(353)42-36574 (Ireland's finest supplier of arcade equipment)"www.kimble.ie"

MAS Systems:(714)831-5760 (accessories, and the various cart system mods.)"www.massystems.com"

RH Belam Company: (good source)"www.belamny.com"

Sage Electronik AG:(41)61-691-1555 (Swiss dealer in Neo MVS)"www.sage-ag.ch"

State Sales and Coin:(410)646-4100 (MVS carts, complete machines)"www.sscoin.com"

Tuning:(49)89-311073 (Germany's source of good MVS carts, quality, and sometimes high priced)"www.tuning.com/english"

Video Connection:(800)444-6854 (MVS everything, board prices are good)"www.videoconnect.com"

Also, check "www.ebay.com", eBay Auctions, for Neo-Geo stuff. Search "neo geo". And, check the Usenet newsgroups that follow, for Neo-Geo info:

alt.games.video.import.japanese

rec.games.video.marketplace

rec.games.video.misc

rec.games.video.arcade

rec.games.video.arcade.collecting

rec.games.video.arcade.marketplace

PAST UPDATES & COMING SOON!

UPDATES:

v.1.0: First ever edition of this FAQ, with a limited gamelist.(4/10/97)

v.1.1: Important updates, include a revamped gamelist and new questions were put up.(4/23/97)

v.1.2: Added new questions.(4/25/97)

v.1.3-1.9b: Questions were corrected, and gamelist was added to.(5/29/97, around there)

v.2.0: New questions, and Other Info was added.(6/13/97)

v.2.1-2.5: Gamelist was updated.(around 8/20/97)

v.2.6: This is now the best gamelist of Neo games on the Net! I can back up these claims as well, and this FAQ has a lot of added questions as well.(10/25/97)

v.2.7-2.8: Added questions, updated gamelist and reviews of my own.(12/10/97)

- v.2.9: Added searchable area of my FAQ, updated my gamelist and reviews.(1/23/98)
- v.2.9a-2.99c:Updated gamelist, added questions.(around 2/15/98)
- v.2.99d: Bold print and more reviews accentuate this interim release.(2/22/98)
- v.3.0: Revamped FAQ, with more questions, and my gamelist corrected. (2/23/98)
- v.3.1-3.2: Corrections to this FAQ, including new reviews and questions.(2/26/98-3/1/98)
- v.3.3: Added 4 new questions, updated my Game List, and cleaned it up somewhat.(3/6/98)
- v.3.4-3.43: Another interim release, with new questions and game list updates galore.(3/31/98)
- v.4.0-4.09: Barring any more updates, this will be the definitive update, and will answer all your questions to the Neo-Geo. Also, it will be the last update, for a long time.(4/31/98)
- v.4.1-4.98: A compound of updates, and my review page is almost finished! Some more questions were added.(6/2/98)
- v.5.0: Another update compounding, this will try to end up being over 100kbits in size, which it did. (6/8/98)
- v.5.1-5.46: This FAQ will have some more updates done to it.(6/17/98)
- v.5.5: Not much more info will be needed, just new game info....(6/26/98)
- v.5.6: I just need any more info, as this will hit the 100KBits mark, for text version, soon.(7/15/98)
- v.5.7-5.89: Coming closer to the final completion, lots more will be added. (7/16/98)
- v.6.0: Getting to the end, almost done! (7/17/98)
- v.6.5: Almost to the end!(7/20/98)
- v.7.0: Will probably be the last update. Almost everything is complete.(8/16/98)

v.7.5-7.9b: This will continue to support the Neo world, through 1999, as this is the defining point in this Neo FAQ's history.(10/4/98)

v.8.0-8.0b: Getting bigger, this will say all the megabit counts for each game that is released! (10/5/98)

v.8.1-8.5a: Now, it's actually 100kbits in size. (10/15/98)

v.9.0-9.5: Another standard release...with more questions and a complete Prototype list.(11/15/98)

v.9.6-9.6d: More megabit counts, and a new question answered....this is 2 years since my FAQ's inception. Thank you to all who have read my whole FAQ over the years.(12/1/98-4/26/99)

v.10.0-10.4a: This will be the second version in 1999, with more updates! Complete MVS Prices!(8/15/99)

v.10.5-10.6: New update, with complete megabit counts!(8/16/99-11/20/99)

v.11.0: New reviews of Neo games, lengthy ones of each game.

FINAL REVISION of text form, append updates of new games still occur however

PDF form of Neo-Geo FAQ coming soon, PDF is only one to get updated

(12/16/99)

V.11.0a-11.0f: This is the 3rd anniversary of the Neo-Geo FAQ, and will be the last update, abrring any game list updates. It's been a good run, but

I am disinterested in the Neo(all video games in general). Thank you to all who have read this FAQ.(4/20/2000-8/13/2000)

v.11.0g-11.2b: Updates for 2001. (2/13/2001-8/20/2001)

v.12.0: I updated all the FAQs and most game reviews, as well as the game sellers portion. I put in SNK's newest games

, as well as mentioning the demise of the once great company. (12/2/2001)

THIS FAQ IS NOT ENDORSED OR MADE BY SNK ENTERTAINMENT CORPORATION.

I would wish to thank (in no particular order) Spaceman Spiff, Frigerio Stefano, Christopher Olszewski, and Dr. Lawrence Bassin.

Special thanks to Ralph Barbagallo III, for making the first one to improve and learn on.

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~remembering a tradition that was once rewarding, but now only for the affluent~

Chris Mullins's NEO-GEO FAQ (PDF 1.6/TXT 12.0/PS 1.2) END