

THE  
**SNK**  
NEO·GEO  
ENCYCLOPEDIA

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by:  
DaddaRuleKonge





# DaddaRuleKonge

I made this book cause` I like to catalog and categorize stuff. Like all the comic I buy, I put in excel lists and every game I own I do the same with. I made this book for myself as as a fan of the Neo Geo. I also wanted to learn more about the syste.

I have tried to make the book well presented and easy to look through. If you are happy with the book then please look at some of the web-sites on the “Reference Guide” page. Find a site that you like and give them some spending money. Or give cash to something you belive in. A kickstarter project or something, i don`t know?

If you are annoyed, or the owner of some of the content i took from you, send an email to me: [sennep@hotmail.com](mailto:sennep@hotmail.com)  
from: Daniel aka DaddaRuleKonge

I hope you will get some use of this book, and maybe help you in your quest on collecting, or just having fun with this great system.

Similar books/PDF`s in the same format are books on NES, PSX, SMS, N64, Game&Watch, including several other book in the same vein, from TMNT toys to Point and Click games.

<http://daddarulekonge.itch.io/>  
DaddaRuleKonge.com

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# Neo Geo AES

*This is a short wikipedia introduction for the Neo Geo Systems.*

The Neo Geo is a cartridge-based arcade system board and home video game console released on April 26, 1990 by Japanese game company SNK. Although it is a member of the fourth generation of video game consoles, it is the first system in the Neo Geo family, which ran throughout the 1990s before being revived in December 2012 with the Neo Geo X handheld and home system.

Initially, the (AES/Advanced Entertainment System) home system was only available for rent to commercial establishments, such as hotel chains, bars and restaurants, and other venues. When customer response indicated that some gamers were willing to buy a US\$650 console, SNK expanded sales and marketing into the home console market. The Neo Geo console was announced on January 31, 1990 in Osaka, Japan and released on April 26, 1990. Neo Geo's graphics and sound are largely superior to other contemporary home consoles, and the MVS was one of the most powerful arcade units at the time. Furthermore, since the AES was identical to its arcade counterpart, the MVS, arcade titles released for the home market are perfect translations. Although its high price tag kept it out of the mainstream gaming market, it outlasted the market lifespan of the more popular Sega Mega Drive/Genesis.

In the United States, the console's debut price was planned to be US\$599 and included two joystick controllers and a game: either *Baseball Stars Professional* or *NAM-1975*. However, the price was raised and its American launch debuted as the Gold System at US\$649.99. Later, the Gold System was bundled with *Magician Lord* and *Fatal Fury*. The Silver System package, launched at US\$399.99, includes one joystick controller and does not include a game. Other games were launched at about US\$200 and up. At double or quadruple the competition, these premium prices made the console accessible only to a niche market.



Several home console systems were created based on the same hardware as the arcade games, as well as a series of handheld systems under the Neo Geo brand. These systems include the following: Hyper Neo Geo 64 arcade system, Neo Geo CD, Neo Geo Pocket, Neo Geo Pocket Color, and Neo Geo X. The most recent, the Neo Geo X, is an officially licensed device with a collection of Neo Geo AES games pre-installed.

When realtime 3D graphics became the norm in the arcade industry, the Neo Geo's 2D hardware was unable to do likewise. The last official game by SNK for the Neo Geo system, *Samurai Shodown V Special*, was released in 2004. SNK ceased to manufacture home consoles by the end of 1997, but continued to release games for both arcade and home for another eight years.

Measured from the introduction of the arcade hardware in 1990 to the release of the last official home cartridge in 2004, the Neo Geo enjoyed a primary software production lifespan of fourteen years, and a hardware production lifespan of seven years. On August 31, 2007, SNK stopped offering maintenance and repairs to Neo Geo home consoles, handhelds, and games.

The Neo Geo is the first home game console to feature a removable memory card for saved games.

In a 1993 review, *GamePro* gave the Neo Geo a "thumbs up". Though they voiced several criticisms, noting that the system was not as powerful as the soon-to-launch 3DO and had few releases which were not fighting games, they generally praised both the hardware and games library, and recommended that gamers who could not afford the console (which was still priced at \$649.99) play the games in the arcade.

By the mid-1990s, SNK was trying to move onto a new platform, the Hyper-64. A Hyper-64 game called "*Fatal Fury: Wild Ambition*" was ported to the PlayStation.

# Neo Geo CD

Neo Geo CD is the second home video game console of SNK's Neo Geo family, released in September 1994, four years after its cartridge-based equivalent. This is the same platform, converted to the cheaper CD format retailing at \$49 to \$79 per title, compared to the \$300 cartridges. The system was originally priced at US\$399, or £399 in the UK. The unit's 1X CD-ROM drive is slow, with very long loading times of up to 56 Mbit of data per load. The system can also play Audio CDs. All three versions of the system have no region-lock.

The Neo Geo CD was first unveiled at the 1994 Tokyo Toy Show. The console uses the same CPU set-up as the arcade and cartridge-based Neo Geo systems, facilitating conversions, and SNK stated that they planned to release Neo Geo CD versions of every Neo Geo game still in the arcades.

Three versions of the Neo Geo CD were released: a front-loading version, only distributed in Japan, with 25,000 total units built; a top-loading version, marketed worldwide, as the most common model; the Neo Geo CDZ, an upgraded, faster-loading version, released in Japan only.

The Neo Geo CD had met with limited success due to it being plagued with slow loading times that could vary from 30 to 60 seconds between loads, depending on the game. Although SNK's American home entertainment division quickly acknowledged that the system simply was incapable to compete with the 3D-able powerhouse systems of the day like Sega's Saturn and Sony's PlayStation, SNK corporate of Japan felt they could continue to maintain profitable sales in the Japanese home market by shortening the previous system's load-times.



Neo Geo CD (Japan)



Neo Geo CD



Neo Geo CDZ

## Handheld consoles

The Neo Geo Pocket was SNK's first handheld in the Neo Geo family. Featuring a monochrome display, it was originally released in late 1998 exclusively within the Japan and Hong Kong market. Lower than expected sales resulted in its discontinuation in 1999, whereupon it was immediately succeeded by the Neo Geo Pocket Color, which had a color screen. Only ten monochrome games were released for the Neo Geo Pocket before it was discontinued.

The Pocket Color is the final console release of the Neo Geo family. Closely modeled after its predecessor, the Neo Geo Pocket Color design sports two face buttons on the right hand side of the system, and an eight-direction microswitched digital D-pad on the left. It is meant to be held horizontally and features a color screen in the center of the unit. This time it was also released in the North American and European markets. About two million units were sold worldwide. The system was discontinued in 2000 in Europe and North America but continued to sell in Japan until 2001. 83 games was released for the Neo Geo Pocket Color.

In December 2012, Tommo released a new Neo Geo handheld in North America and Europe, licensed by SNK Playmore. It is an open-source-based handheld like the Dingoo, but closed to emulate Neo Geo games, with 20 built-in games, called the Neo Geo X.



Neo Geo Pocket



Neo Geo Pocket Color



Neo Geo X

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The Future Is Now

SNK



NEO-GEO CD

ネオジオCDに  
「ダイナマイト」来たる!

# FIGHTER'S HISTORY DYNAMITE™

グレート対戦格闘アクション

ネオジオCD専用ソフト「ファイターズヒストリー・ダイナマイト」

©1994 DATA EAST CORP.



超ト級ゲーム「ネオ・ジオ」

# Reference Guide

These are web sites that i use alot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

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## Neo-Geo.com



*“Fan site offering active forums, reviews, screenshots, price guides, and neo store.  
All dedicated to the Neo-Geo 16-bit cartridge system.”*

- Used for rarity info and info.

A great site containing reviews, databases on different variants, and rarity among other information.

<http://www.neo-geo.com/>

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## SNK Wiki



*“SNK Wiki is a community site that anyone can contribute to. Discover, share and add your knowledge!”*

- Used for info.

A wiki on revolving around several SNK games, along with info on characters and companies.

[http://snk.wikia.com/wiki/Main\\_Page](http://snk.wikia.com/wiki/Main_Page)

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## The Video Game Critic



*“Independent Reviews Since 1999”*

- Used for some pictures and info.

A giant site dedicated to a whole range of different video game systems.

<http://videogamecritic.com/index.htm>



## GameFAQs



*“Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews.”*

- Used pictures and the review score.

A great website regarding many of games released with loads of information, faqs and pictures.

<http://www.gamefaqs.com/>

## NeoGeoKult



*“Neo Geo price guides, articles, reviews, versus, collections...”*

- Used for homebrew rarity, few pictures and information.

A good website dedicated to the Neo Geo systems. Complete with different price/rarity guide, tips, pictures, reviews and information.

<http://www.neogeokult.com/>

## Moby Games



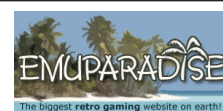
*“MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014.”*

- Used for info.

A good site for information and pictures on much of the games released.

<http://www.mobygames.com/>

## Emuparadise



*“Looking for video games? You’ve come to the right place! You will find hundreds of thousands of roms, isos and games here.”*

- Used for pictures.

A giant site for emulators and Roms.

<http://www.emuparadise.me/>

# Corporations



SNK Playmore Corporation is a Japanese video game hardware and software company. They are the current owners of the SNK video game brand as well as the Neo Geo video game platform.

## SNK Playmore

|                    |                             |
|--------------------|-----------------------------|
| <b>Predecessor</b> | SNK Corporation (1978-2001) |
| <b>Founded</b>     | August 1, 2001              |
| <b>Headquarter</b> | Suita, Osaka, Japan         |
| <b>Employees</b>   | 199 (As of July 2014)       |
| <b>Website</b>     | snkplaymore.co.jp           |

The previous SNK Corporation was founded in Suita, Osaka, Japan in July 1978 by Eikichi Kawasaki. Originally called Shin Nihon Kikaku (New Japan Project), the name was shortened to SNK Corporation in 1986.

When Eikichi Kawasaki noticed the rapid growth that was occurring in the coin-operated video game market, he expanded SNK to include the development and marketing of stand-alone coin-op games. The first two known titles released were Ozma Wars (1979), a vertically scrolling space shooter and Safari Rally (1980), a maze game. Game quality improved over time, most notably with Vanguard (1981), a side-scrolling space shooter that many consider the precursor to modern classics such as Gradius and R-Type. SNK licensed the game to Centuri for distribution in North America, who ultimately started manufacturing and distributing the game themselves when profits exceeded expectations.'

Between 1979 and 1986 they produced 23 stand-alone arcade games. Highlights from this period include Mad Crasher (1984), Alpha Mission (1985), and Athena (1986), a game that gained a large following when it was ported to the NES in 1987. Their most successful game from this time frame was Ikari Warriors, released in 1986. Ikari Warriors was so popular that it was eventually licensed and ported to the Atari 2600, Atari 7800, Commodore 64, Commodore Amiga, Amstrad CPC, Apple II, ZX Spectrum and NES. They followed up the game with two sequels, Victory Road and Ikari III: The Rescue.

Even at this point, the home market was still suffering from the fallout caused by the North American video game crash of 1983. Nevertheless, one console manufacturer, Nintendo, seemed to weather the crash fairly unscathed. SNK signed up to become a third-party licensee for Nintendo's Famicom system in 1985 and opened a second branch in the United States, based in Torrance, California. Named SNK Home Entertainment, they handled the North American distribution and marketing of the company's products for home consoles.

The year 2000 saw the beginning of the end for SNK. In January, its poor financial status led to an acquisition by Aruze, a company well known for its pachinko machines. Instead of using SNK's franchises for video games, Aruze manufactured Pachinko machines featuring popular series such as King of Fighters. SNK saw little success on the video game market due to (reportedly deliberate) under-financing on Aruze's part, so the original founder, Eikichi Kawasaki left the company, along with other executives, to found the company named Playmore on August 1, 2001.

The highlight of 2000 came when Capcom agreed to create a series of fighting games featuring both companies' fighting game characters. When SNK vs. Capcom was released, it was a success, but most of the profits went to Capcom as it developed and published the game. SNK released SNK vs. Capcom: Match of the Millennium and SNK vs. Capcom: Card Fighters Clash on the Neo Geo Pocket Color. Combined, they sold an unremarkable 50,000 copies.

SNK collapsed on October 22, 2001 when it filed for bankruptcy and placed the intellectual property rights for its franchises on bidding. Much of the company's employees disbanded, with a number of them joining together to found the game and hardware developer Brezasoftware.

In an attempt to regain control of SNK, Kawasaki's new company, Playmore, successfully bid for and was awarded SNK's intellectual rights in late 2001. The company then began to bolster its assets and rehire many former SNK employees. As a part of its efforts to re-establish its presence in the gaming market, Playmore purchased Brezasoftware and renamed it SNK NeoGeo Corp, giving the company an internal game development team.

## Video System

|                    |               |
|--------------------|---------------|
| <b>Founded</b>     | December 1984 |
| <b>Defunct</b>     | 2001          |
| <b>Headquarter</b> | Kyoto, Japan  |



Video System Co., Ltd. was a software company that was founded and ran by software designer Koji Furukawa. It was best known for making video game titles for the arcades and other different platforms.

They released various types of arcade games throughout Japan and the U.S., such as Tail to Nose, the F1 Grand Prix series, Karate Blazers, Tao Taido, Rabbit Punch, Turbo Force, Super Volleyball, Super Slams, and most notably, the Aero Fighters series.

Although Video System's main headquarters opened in Japan, they eventually opened a U.S. branch office. Sometime in 1992, Video System's U.S. office changed its name to McO'River, Inc., and was given the licensing rights to distribute Aero Fighters arcade machines throughout the U.S. In 1993, McO'River was supposed to publish 3 titles of arcade games in the U.S. that were ported over to the Super Famicom in Japan. While Video System developed and published numerous titles in Japan, McO'River would only able to publish 2 of them in the U.S.: Hyper V-Ball in June, 1994; and Aero Fighters in November, 1994. While the former is an easy-to-find game, the latter is considered by video game collectors to be one of the rarest games ever released on the Super Nintendo.

In 1997, McO'River, Inc. changed its name to Video System U.S.A., Inc. Shortly before Video System closed its U.S. office sometime between 1999 and 2000 and closed all of its doors around 2001, the specific staff of Aero Fighters formed their own company, Psikyo.

## ADK

|                    |                         |
|--------------------|-------------------------|
| <b>Fate</b>        | Closed, properties sold |
| <b>Founded</b>     | July 1980               |
| <b>Defunct</b>     | 2003                    |
| <b>Headquarter</b> | Ageo, Saitama, Japan    |



ADK Corporation, formerly known as Alpha Denshi Corporation, was a Japanese video game production company throughout the 1980s and 90s.

ADK was founded in July 1980 in Ageo, Saitama, Japan. At the time, it was known as Alpha Denshi or Alpha for short. Originally a producer of audio and telecommunications equipment, Alpha first ventured into video games in 1980 with two arcade titles: Dorachan by Craul Denshi and Tehkan's Shogi, a basic Japanese chess game. Dorachan was recalled shortly after release due to unlicensed usage of the fictional character Doraemon.

Despite an inauspicious start, Alpha continued to develop arcade games in 1981. Janputer, published by Sanritsu Giken Corp, was one of the earliest arcade Mahjong titles and helped Alpha to establish themselves in the industry.

Alpha Denshi began developing games almost exclusively for SNK hardware in 1987. In 1990, SNK was developing a new unified video game platform for both the home and arcades. Alpha was a close partner in the process and contributed much of the hardware design for what would eventually become the Neo Geo. The 1990 Neo Geo arcade launch lineup included two Alpha titles: Magician Lord and Ninja Combat. Magician Lord was also later included as a pack-in game for the 1991 home console, the Neo Geo AES.

ADK was already facing financial difficulty and had reduced its workforce prior to SNK's demise. In 2000, ADK released its last video game title, Dynamite Slugger, and was primarily focused on developing content for Japanese i-mode-based mobile devices. A variety of content was developed spanning informational, social networking and digital pet sites. Unfortunately, ADK could not reverse their fortunes and ultimately declared bankruptcy in 2003. Soon after the bankruptcy, SNK Playmore bought up ADK's intellectual properties.

# VISGO

Visco Corporation is a Japanese software company located in, Japan. It was founded in 1982 by Tetsuo Akiyama, and later became corporate on August 8, 1983 while revealing itself as “Visco” in Japan.

## Video System

|                    |             |
|--------------------|-------------|
| <b>Founded</b>     | 1982        |
| <b>Headquarter</b> | Japan       |
| <b>Website</b>     | visco.co.jp |

Visco originally developed video games for several platforms from the arcades and NES, to the Nintendo 64 and Neo Geo in the past. When Visco was one of the companies under the Taito umbrella, some of its titles back then were labeled “Taito”. They also teamed up with Seta and Sammy in developing arcade games powered by the SSV (Sammy, Seta and Visco) arcade system board, until Sammy fully acquired noted game company Sega under a new company titled Sega Sammy Holdings in 2004, while Seta’s parent company Aruze announced in December 2008 that Seta decided to close their doors after 23 years of existence. Therefore, the SSV board was no longer being produced. In 2008, Visco began manufacturing slot machines for casinos mostly in other southeast Asian regions. Visco also produced flat screen LCD televisions, which have been sold at major retailers such as Wal-Mart.

# Aicom

Aicom is a now defunct Japanese video game developer. It is believed that it was founded in 1988 at the latest, possibly by a group that left Irem, Jaleco. Despite evidence to support this the Sammy corporate website lists 1990 as the first year and that it was a subsidiary.

## Aicom

|                    |       |
|--------------------|-------|
| <b>Founded</b>     | 1988  |
| <b>Headquarter</b> | Japan |

Their games include The Mafat Conspiracy, Totally Rad and Vice: Project Doom on the Nintendo Entertainment System, Blaster Master Boy for the Game Boy and Pulstar for Neo Geo.

It eventually broke off from Sammy, and with funding from SNK eventually became Yumekobo and produced games mainly for SNK systems.



Eolith Co., Ltd. was a South Korean based video game company. They developed The King of Fighters 2001 and The King of Fighters 2002 after SNK was bankrupted. They also developed Double Dragon EX for mobile phones. Their last title released was Chaos Breaker, for the arcade system Taito Type X.

## Eolith

|                    |                                |
|--------------------|--------------------------------|
| <b>Fate</b>        | Acquired by NetBrain           |
| <b>Founded</b>     | 1996                           |
| <b>Defunct</b>     | 2005                           |
| <b>Headquarter</b> | Gangnam-gu, Seoul, South Korea |

As of 2009, they still have the rights to the characters introduced in The King of Fighters 2001 such as Angel and May Lee.

## Takara

|                    |                |
|--------------------|----------------|
| <b>Fate</b>        | Merged to Tomy |
| <b>Founded</b>     | 1955           |
| <b>Defunct</b>     | 2006           |
| <b>Headquarter</b> | Japan          |



Takara Co., Ltd. (“Takara” means “treasure”) was a Japanese toy company founded in 1955, that merged with another prominent Japanese toy company, Tomy Co., Ltd..

Takara is perhaps best known for producing the transforming Diaclone and Microman’s Micro Change toy lines, known as “The First Transformers”. These lines, created initially in 1975, were collectively re-branded as “Transformers” for the western market by Hasbro in 1984. Takara is also the originator of the hit toy lines Battle Beasts (BeastFormers in Japan), E-kara karaoke microphone, Battle B-Daman and Beyblade (toy), all of which were sold or distributed internationally by Hasbro.

Takara was also a video game developer and publisher, well known during the early 1990s for publishing various Chibi Maruko-chan video games, and porting some of SNK’s Neo-Geo-based arcade games – especially the Fatal Fury and Samurai Shodown series in general – to less powerful home consoles such as the Sega Genesis and the SNES, and also for the Game Boy, or the Nintendo Entertainment System and its Japanese counterpart, the Famicom.

Takara purchased a controlling stake in publicly traded software publisher Atlus in 2003, and for several years the licenses of some Takara properties were licensed to and published under that name. After the merger with Tomy in 2006, the ownership stake in Atlus was sold to Index Holdings (the merged company’s lead shareholder), and Takara-branded licenses such as Licca-chan, Jinsei Game (The Game of Life) and Choro-Q were brought back in-house to the merged company’s consumer software division, alongside the on-going Zoids and Naruto series.

## Compile

|                    |                            |
|--------------------|----------------------------|
| <b>Fate</b>        | Dissolved after bankruptcy |
| <b>Founded</b>     | 7 April 1982               |
| <b>Defunct</b>     | 2003                       |
| <b>Headquarter</b> | Japan                      |



Compile Co., Ltd. was a Japanese video game developer, most notable for having developed the Puyo Puyo series, based on their Madou Monogatari franchise, until its bankruptcy in 2002.

Compile debuted their most successful title, Puyo Puyo, on the MSX computer in 1991. Puyo Puyo is a falling-block puzzle game similar to Tetris (1984). The object of the game is to create groups of four or more “Puyos” of the same color as they fall from the top of the screen. This simple yet addictive concept was expanded on in a series of sequels over the course of two decades.

Until 1993, Compile focused much of their development efforts on the shoot ‘em up genre. In the 1990s, a few Compile personnel left the company to work for another video game development company, 8ing/Raizing (est. 1993). There they contributed to such games as Mahou Daisakusen (1993) and Battle Garegga (1996).

Some employees who stayed with Compile until its end reincorporated as MileStone Inc. in April 2003, and continued to develop new shooters.

Since the bankruptcy, key staff, including former director Masamitsu “Moo” Niitani, have moved to Compile Heart, the company’s spiritual successor, whereas shoot-’em-up staff moved to MileStone Inc.

# Neo Geo Games

by: [jfoe1980@playlegit.net](mailto:jfoe1980@playlegit.net)

## Neo Geo AES

There are a few disadvantages to collecting Neo Geo AES. The first is that AES collecting is just so damn expensive. Literally thousands for some games. There are even people out there willing to pay over \$50,000 for a single game. And yes games have sold for that much even recently. After collecting for a while you will collect all the cheap good games, but then you will have a list of games you want, and will become frustrated that every game you want costs over \$350. For someone who is not rich AES collecting is just not even an option. You will want games like Garou Mark of the Wolves, and Metal Slug, and for the average working class person it just isn't realistic to be able to obtain these games. The third disadvantage is that not every Neo Geo game was released on the home console. So if you want to play something like Gururin, or Super Dodge Ball you are going to have to pay money for an expensive conversion made from an arcade game, or for a expensive adaptor to play MVS games on a home console. People also make conversions of rare games and try and pass them off as authentic copies. So AES collecting can be scary. There are some shady characters in the AES business you have to be very careful.

There are some advantages to collecting AES though. The main thing that draws AES to collectors is that the games have boxes and manuals and look slick. Some of the later titles with the snaplock cases are really nice. The games can easily be put on a bookshelf and look neat and organized. The second thing is that even though games are really expensive the initial cost of obtaining a home console is fairly cheap. There are a good amount of games in the \$35 to \$60 range to keep you busy for quite a while. AES collecting can also be a good stepping stone to save up for a good MVS setup. Neo Geo products hold their value really well, so you can just buy an AES console and games as a way to save up for an arcade setup.

## Neo Geo MVS

As for the MVS the main disadvantage is that you will most likely spend more on the initial setup as opposed to AES. However, if you shop around you can score one for less, or only slightly more depending on the route you go. The other disadvantage is that the games do not look as good as the AES counterparts. Normally all you get is a loose cartridge with a barely legible label, sometimes written in Japanese or Korean, English if you're lucky. It is also worth noting that every officially released game in cartridge format is available for MVS. So if you want to own every game for Neo Geo then you are set with the MVS route.

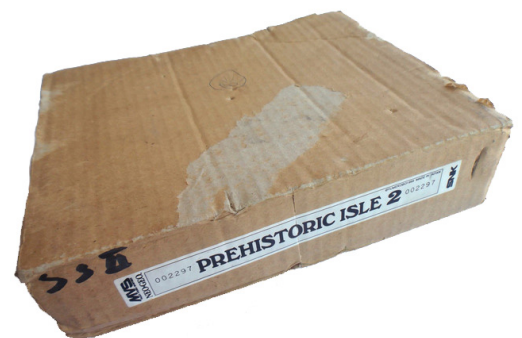
The main advantages of MVS collecting is that the games are much cheaper and readily available in most cases. MVS collecting is often referred to as "The Dark Side of Neo Geo collecting" because it is mostly games in gamer condition that are cheap and affordable. Very rarely does a loose MVS cartridge command a higher price than it's AES counterpart.



Neo Geo AES Cart



Neo Geo MVS Cart



# THE ONLY 24 BIT HOME ARCADE SYSTEM



## FINALLY:

A "Professional Arcade"  
System Real Players Can  
Sink Their Teeth Into!

### THE GAME LORD SPEAKS.

- Straight Talk on System Comparisons!
- Hot Tips and Tricks!
- The NEO•GEO Library of Hit Titles!
- Magician Lord 7th Level Map!
- Where you can find NEO•GEO!
- NEO•GEO you can wear and win!
- GAMES ON THE WAY!

THE NEO•GEO

WE'RE

GIVING 'EM AWAY

GIVEAWAY

SEE INSIDE FOR DETAILS!


# Neo•Geo Games

This is the main portion of the book. A collection of every official Neo Geo game with a sweet cover art, a screen-shot and some information about the game.

## Page Break-Down

This is a break-down of what the PSX GAMES pages consist of:

Cover-Art



B.Info

### Metal Slug 3


|                     |              |
|---------------------|--------------|
| <b>Developer</b>    | SNK          |
| <b>Publisher</b>    | SNK          |
| <b>Release date</b> | July 1, 2000 |
| <b>Genre</b>        | Run and gun  |
| <b>Players</b>      | 1-2 Players  |


Metal Slug 3 added several new features to the gameplay of the original Metal Slug and Metal Slug 2, such as new weapons and vehicles, as well as introducing branching paths into the series.

As with Metal Slug 2/Metal Slug X, the player can transform into various different states. In addition to the mummy form from the previous game, other forms include: zombie, Scuba set, jet pack, and space suit.

C.      D.

8.4





E.      F.

Rarity US: 5  
Rarity JP: 5  
2nd release JP: 5

### A. Cover-Art

This represent the cover art. I mostly used the North American cover art if it was present. I used GameFAQs for much of the pictures. If a cover is not present, an arcade machine is placed in it's place. That means the game did not get a Neo Geo AES release (not taken Neo Geo CD into account).

### B. Info

This is the Info box. I used snk.wikia.com and wikipedia for help for information on the Developers and Publishers. I suspect some of the information is wrong, as often the developer credited is actually the makers of the original game, e.g. arcades, and not the one who did the home console port for example. For the Release Date I used neo-geo.com for information. In the info or trivia section, I wanted some sentences that was informativ, interesting, and/or fun. If I did not use wikipedia or change the content to much, and did a direct transcript, I would try to credit the source material. The credit is in *italic*.

### C. Title Screen

This is a screenshot from the title screen of the game, found wherever. More often then not on GameFAQ or emuparadise.com.



### D. Web Reviews

The review score SHOULD and MUST be taken with a grain of salt. I used the review score from "GameFAQs.com", cause` they could often be seen as fair, as they usually are reviews by several users. Though, some of the more obscure games often had few reviews, and could be seen as biased. If the site did not have a review, i would not include one, as seen on the many unlicensed games.

### E. Screen-shot

This is a random screenshot from the game. I mainly used either GameFAQ or emuparadise.

### F. Rarity

The rarity are from neo-geo.com, as I found their site to be most reliable. There is some discrepancy between my score and their though, as their score goes from 1-7 (EC-EER<sup>2</sup>), and mine goes from 1-10. Here are how I set my score to their score;

2 - EC : extra common

3 - C : common

5 - U : uncommon

7 - R : rare

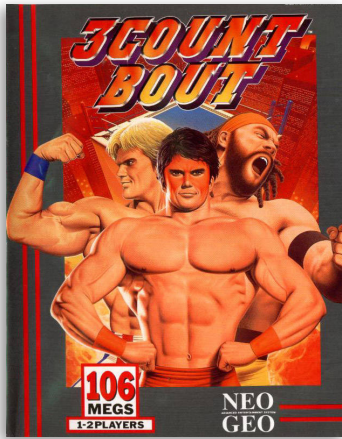
8 - ER : extra rare

9 - EER : extra extra rare, near impossible to find!

10 - EER<sup>2</sup> : may surface when the planets are perfectly aligned, expect to trade kidney or 1st born

The score should be used as a refrence point, and not to be taken all too literally.





## 3 Count Bout

**Developer** SNK  
**Publisher** SNK  
**Release date** March 23, 1993  
**Genre** Fighting  
**Players** 1-2 Players

3 Count Bout, Fire Suplex in Japan, is a one-on-one fighting game. Players choose from ten wrestlers who have their own power attacks. There are ten rounds in the game, and each one of them has players fighting other wrestlers that are much tougher than the previous ones. The game also features competitive play and tag match battles.

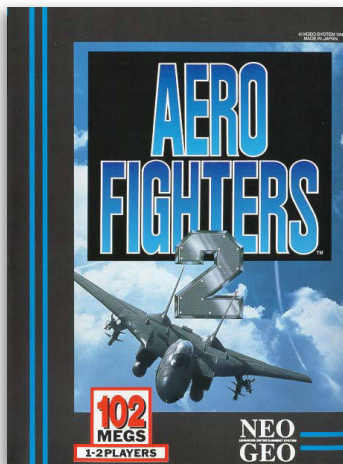
*"mobygames.com"*

6.4



Rarity US: 3

Rarity JP: 3



## Aero Fighters 2

**Developer** Video System  
**Publisher** Video System  
**Release date** August 26, 1994  
**Genre** Shooter  
**Players** 1-2 Players

Aero Fighters 2, Sonic Wings 2 in Japan, is a vertical-scrolling shoot 'em up. The game is played with two buttons, with the A button firing projectiles from the plane and the B button launching a special bomb attack which uses a bomb from a limited stock of bombs.

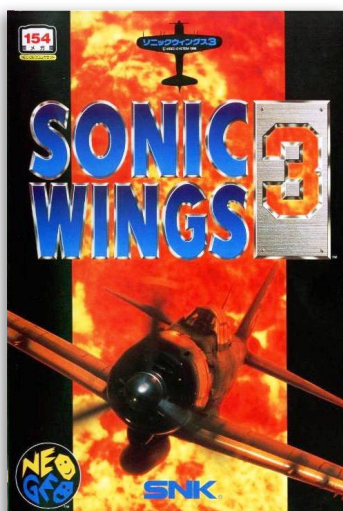
The game was notorious for multiple instances of Engrish, such as "I never thought I'd be frying over a jungle".

7.8



Rarity US: 7

Rarity JP: 5



## Aero Fighters 3

**Developer** Video System  
**Publisher** Video System  
**Release date** November 17, 1995  
**Genre** Shooter  
**Players** 1-2 Players

Aero Fighters 3, Sonic Wings 3 in Japan, is a vertical-scrolling shoot 'em up. Ten different planes are available for selection by default, some of whom return from previous Aero Fighters games. An additional two secret characters from previous Video System games can be accessed by entering a code. The game contains a total of 18 stages, of which eight will be played in each of the game's two loops using a branching system.

7.6



Rarity JP: 5

5.9

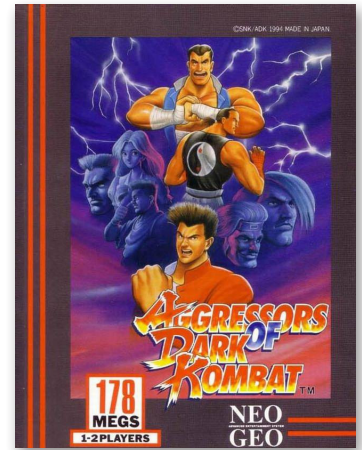


Rarity US: 5  
Rarity JP: 5

## Aggressors of Dark Kombat

**Developer** ADK  
**Publisher** ADK  
**Release date** August 26, 1994  
**Genre** Fighting  
**Players** 1-2 Players

Aggressors of Dark Kombat, Tsukai GANGAN Koushin-kyoku in Japan, is a 1994 one-on-one fighting game. The game's major innovation is the ability to walk into the background, in a similar manner to some 1980s arcade fighting games like Taito's Violence Fight, SNK's Street Smart and Atari's Pit-Fighter. Because of this, unlike many other 2D fighting games, the game uses one action button to jump, and does not use the "D" button.



6.7



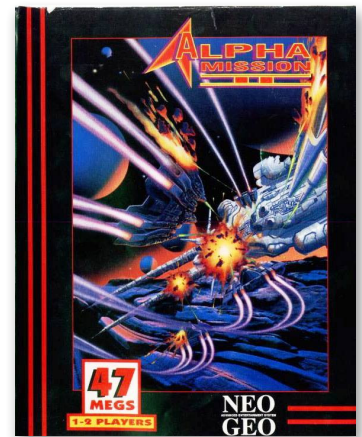
Rarity US: 5  
Rarity JP: 5

## Alpha Mission II

**Developer** SNK  
**Publisher** SNK  
**Release date** July 1, 1991  
**Genre** Shooter  
**Players** 1-2 Players

Alpha Mission II, ASO II: Last Guardian in Japan, is a vertically scrolling shoot 'em up. The player controls a fighter spacecraft (Armored Scrum Object) and can shoot enemies in the air, bomb enemies on the ground, collect power-ups, and defeat bosses to advance levels.

There are seven stages in the game, with the last one consisting of a single boss battle.



6.6



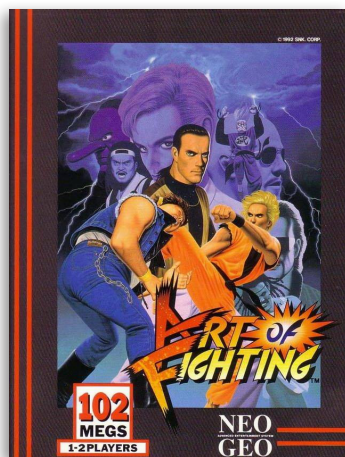
Rarity US: 5  
Rarity JP: 8

## Andro Dunos

**Developer** Tetsuo Akiyama  
**Publisher** Visco  
**Release date** July 17, 1992  
**Genre** Shooter  
**Players** 1-2 Players

Andro Dunos is a horizontally scrolling shoot 'em up. The player controls a futuristic fighter spacecraft with different weapon settings that they can switch between, and shoot enemies, collect power-ups, and defeat bosses to advance levels.





## Art of Fighting

**Developer** SNK  
**Publisher** SNK  
**Release date** December 11, 1992  
**Genre** Fighting  
**Players** 1-2 Players

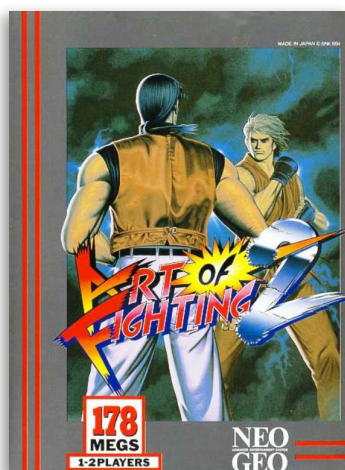
Art of Fighting is a video game trilogy in the genre of competitive fighting games. In the first game, Ryo Sakazaki and Robert Garcia set out to find Ryo's sister, Yuri, who has been kidnapped by Mr. Big.

Ryo and Robert are the only playable characters in the single player story mode, although eight of the game's ten characters are playable by default in the two player versus mode.

6.4



Rarity US: 3  
 Rarity JP: 3  
 Rarity EU: 5



## Art of Fighting 2

**Developer** SNK  
**Publisher** SNK  
**Release date** March 11, 1994  
**Genre** Fighting  
**Players** 1-2 Players

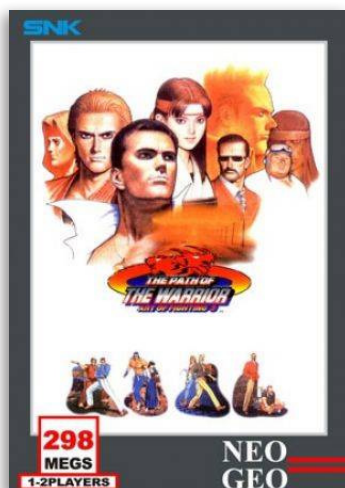
The second installment in the Art of Fighting series added the "rage gauge"; similar to the "spirit system" of its predecessor, it limited the use and effectiveness of special attacks.

Art of Fighting 2 was the only time Yuri Sakazaki was a playable character in the series. It also marked the only time that she donned her trademark outfit, which was made famous in The King of Fighters series.

6.9



Rarity US: 3  
 Rarity JP: 3



## Art of Fighting 3: The Path of the Warrior

**Developer** SNK  
**Publisher** SNK  
**Release date** April 26, 1996  
**Genre** Fighting  
**Players** 1-2 Players

Art of Fighting 3: The Path of the Warrior, ART OF FIGHTING: Ryūko no Ken Gaiden in Japan. featured a new cast of characters with the exception of Ryo and Robert. Yuri Sakazaki is seen in the game, but only as a side character in Ryo and Robert's story mode. The story switched focus from the Sakazaki family to Robert Garcia.

6.8



Rarity US: 8  
 Rarity JP: 7

2.6

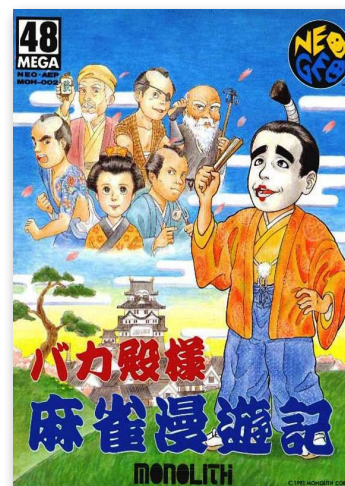


Rarity JP: 7

## Baka-tonosama Mahjong Manyūki

**Developer** Monolith  
**Publisher** Monolith  
**Release date** December 20, 1991  
**Genre** Board game  
**Players** 1 Player

Bakatonosama Majong Manyuuki is a mahjong game, developed and published by Monolith, which was re-released in Japan in 1991. The game was released on a 46 Meg AES Cart.



9.0



## Bang Bead

**Developer** Visco  
**Publisher** Visco  
**Release date** 2000  
**Genre** Breakout  
**Players** 1-2 Players

Bang Bead is a 2001 ball-and-paddle game released exclusively for the arcade cabinet. It combines the genres of the Magnavox Odyssey Tennis game, Atari's Pong and Breakout arcades, and Nintendo's Spitball Sparky of the Game & Watch series. Players can select from 9 characters and play against another player or the computer. Knock out the stars behind the other player then get the bouncing ball through to win the round.



6.7



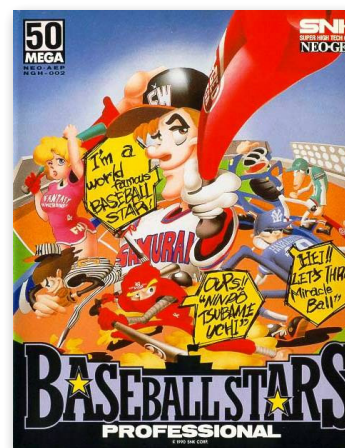
Rarity US: 3  
 Rarity JP: 3  
 Carton JP: 5

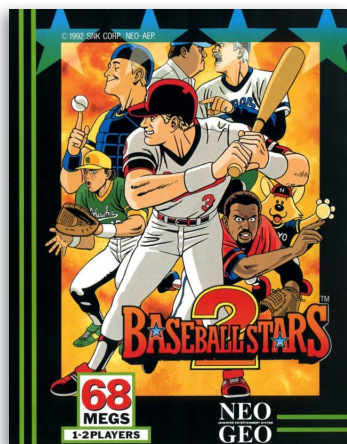
## Baseball Stars Professional

**Developer** SNK  
**Publisher** SNK  
**Release date** July 1, 1991  
**Genre** Sports  
**Players** 1-2 Players

Baseball Stars Professional is the follow-up to Baseball Stars for the NES, and features comic-style graphics. Players choose from a variety of teams that include Celestial Planets, Heavenly Bodies, Shadow Demons, Battle Knights, Fabulous Superstars, and many others. The game features a VS. mode in which two players can play against each other.

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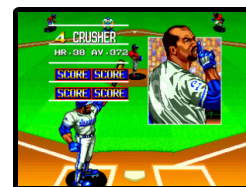
## Baseball Stars 2

**Developer** SNK  
**Publisher** SNK  
**Release date** April 28, 1992  
**Genre** Sports  
**Players** 1-2 Players

This follow up to Baseball Stars Professional features a fast-paced arcade style baseball with six fictitious teams, each with their own strengths and weaknesses. There are two difficulties of play: Beginner and Exciting. Additionally, there are two main modes of play where in the single player mode the player will compete in a fifteen-team tournament or go head-to-head against a friend in a multiplayer mode.

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7.6



Rarity US: 3  
 Rarity JP: 5  
 Rarity EU: 7



## Battle Flip Shot

**Developer** Visco  
**Publisher** Visco  
**Release date** 1998  
**Genre** Breakout  
**Players** 1-2 Players

Battle Flip Shot, sometimes also referred to simply as Flip Shot, is a ball-and-paddle game released exclusively for the arcades.

Although the game is largely a Pong clone, it does introduce several twists to the gameplay. Players are depicted as humans wielding large shields rather than the "paddles" alone. The game allows to choose between five different ingame characters to play.

8.4



## Blazing Star

**Developer** Yumekobo  
**Publisher** SNK  
**Release date** February 19, 1998  
**Genre** Shooter  
**Players** 1-2 Players

Blazing Star is the sequel to the acclaimed Neo Geo shooter Pulstar, which was itself a close cousin to the R-Type franchise. A typically hefty Neo Geo ROM at 346 Mb, the game makes extensive use of pseudo-3D prerendered sprites, brief anime and CGI cutscenes, and frequent English voice samples ("You fail it! Your skill is not enough, see you next time, bye-bye!") and captions.

8.4



Rarity JP: 8

6.5



Rarity US: 3  
Rarity JP: 3

## Blue's Journey

**Developer** Alpha Denshi  
**Publisher** SNK  
**Release date** July 1, 1991  
**Genre** Platformer  
**Players** 1 Player

Blue's Journey, Raguy in Japan, is a side scrolling platform game. In the game the player controls a heroic young man named Blue who has to save the peaceful planet of Raguy. Blue has the ability to stun enemies, pick them up and throw them as projectiles. He can also shrink himself down in order to access hidden areas.



7.0



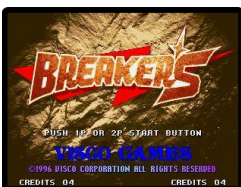
## Bomberman: Panic Bomber

**Developer** Hudson Soft  
**Publisher** Hudson Soft  
**Release date** 1994  
**Genre** Puzzle  
**Players** 1-2 Players

Bomberman: Panic Bomber is a “falling blocks” puzzle game based on the Bomberman franchise. The goal of the game is essentially to cause the opponent to lose by causing their gameplay field to fill to the top with objects. Players do this by causing chains of bombs to explode, sending useless rubble over to the opponent's field, which they must then remove themselves. Bombs are earned by causing chains of three identical blocks to disappear.



7.0

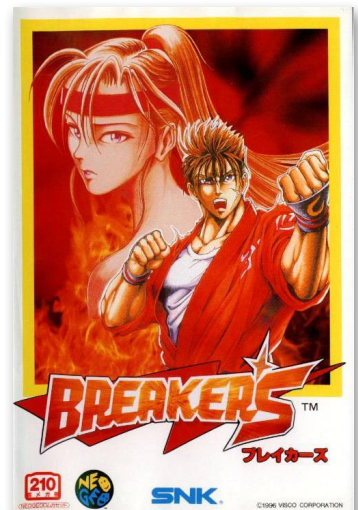


Rarity JP: 8

## Breakers

**Developer** Visco  
**Publisher** SNK  
**Release date** March 21, 1996  
**Genre** Fighting  
**Players** 1-2 Players

Breakers is a competitive fighting game. The controls of the game is similar to that of SNK's earlier installments in their Fatal Fury series. The special actions are also similar to other fighting games from the same era, although the dashing and back-stepping techniques tend to differ between characters. The game system emphasizes balance between characters by featuring an elaborate damage adjustment feature.



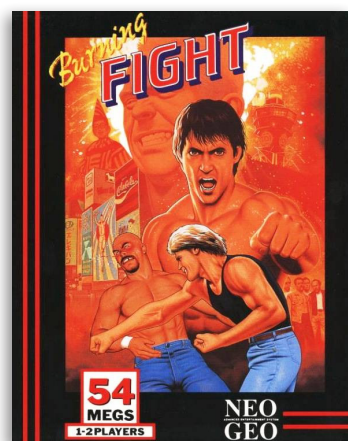


## Breakers Revenge

**Developer** Visco  
**Publisher** SNK  
**Release date** July 3, 1998  
**Genre** Fighting  
**Players** 1-2 Players

Breakers Revenge is an updated version of Breakers, released exclusively for the arcades. It introduces one new character named Saizo and makes the final boss Bai-Hu into a playable character. Revenge makes adjustments to the existing cast of characters, rebalancing the game. The game's graphics are not that different; however, the lifebars were modified to look different compared to the first game's lifebars, while some stages' graphics were removed.

7.4



## Burning Fight

**Developer** SNK  
**Publisher** SNK  
**Release date** August 9, 1991  
**Genre** Beat 'em up  
**Players** 1-2 Players

Burning Fight follows a formula and concepts commonly seen in titles of this genre, such as Double Dragon and Final Fight: balanced character selection, objects and weapons found on the ground cause greater damage to opponents, and semi-interactive environments. The game is set in a fictional version of Osaka city. There are three playable characters, each with their own levels of strength, agility and special moves.

6.0



Rarity US: 3  
 Rarity JP: 7



## Captain Tomaday

**Developer** Visco  
**Publisher** SNK  
**Release date** 1999  
**Genre** Shooter  
**Players** 1-2 Players

Captain Tomaday is a 2D vertical scrolling "cute'em up". Main hero is Captain Tomaday - a mutant cherry tomato with hands and feet (like Rayman). Fists are his main weapon - the Captain can "throw" them in enemies. He can also charge his hand-attack (by using second hand several times). The rest is typical - he flies forward, eliminates enemies, and collects various bonuses.

7.6



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9.0

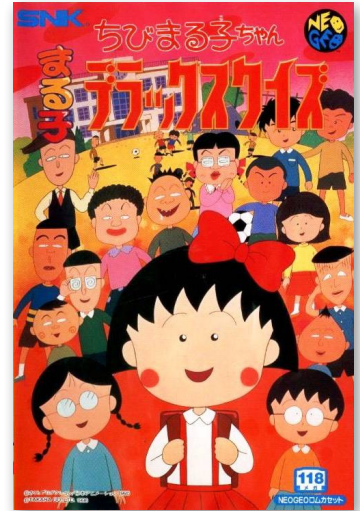


Rarity JP: 9

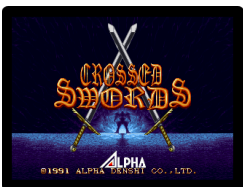
## Chibi Maruko-chan Deluxe Quiz

|                     |                  |
|---------------------|------------------|
| <b>Developer</b>    | Takara           |
| <b>Publisher</b>    | Takara, SNK      |
| <b>Release date</b> | January 26, 1996 |
| <b>Genre</b>        | Trivia           |
| <b>Players</b>      | 1-2 Players      |

Maruko Deluxe Quiz is a trivia game based on the Japanese manga series, Chibi Maruko-chan, by Momoko Sakura. The game came on a 118 Meg cart.



6.2



Rarity US: 3  
Rarity JP: 5

## Crossed Swords

|                     |                 |
|---------------------|-----------------|
| <b>Developer</b>    | ADK             |
| <b>Publisher</b>    | SNK             |
| <b>Release date</b> | October 1, 1991 |
| <b>Genre</b>        | Action RPG      |
| <b>Players</b>      | 1-2 Players     |

Crossed Swords is a hack & slash action RPG. Its gameplay was similar to SNK's earlier 1990 first-person shooter and beat 'em up game, The Super Spy.

The game allowed cooperative gameplay with up to two players on the same screen. As only the player characters' silhouettes are visible on screen as wire-frame models, much like Punch-Out!!, the game's perspective may be considered either first-person or third-person.



6.6



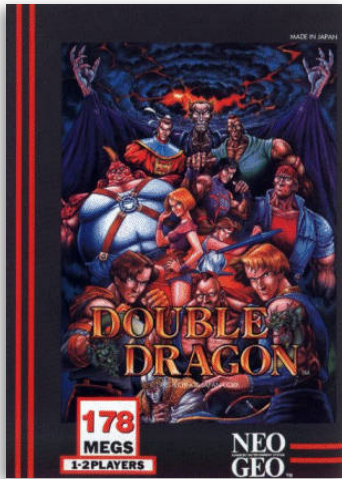
Rarity US: 5  
Rarity EU: 3  
Carton JP: 8

## Cyber-Lip

|                     |              |
|---------------------|--------------|
| <b>Developer</b>    | SNK          |
| <b>Publisher</b>    | SNK          |
| <b>Release date</b> | July 1, 1991 |
| <b>Genre</b>        | Shooter      |
| <b>Players</b>      | 1-2 Players  |

Cyber-Lip is a horizontally scrolling, side-view platformer shoot 'em up. The player control Rick and/or Brook, two human veteran soldiers, who are sent by an unspecified "federal government" into combat on a last-ditch attempt to save Earth from a malfunctioning military supercomputer. Gameplay consists of battling through large amounts of enemies, collecting power-ups and defeating several end-of-stage bosses.





## Double Dragon

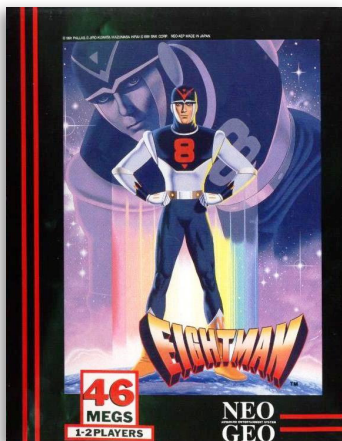
|                     |                |
|---------------------|----------------|
| <b>Developer</b>    | Technōs        |
| <b>Publisher</b>    | SNK            |
| <b>Release date</b> | March 31, 1995 |
| <b>Genre</b>        | Fighting       |
| <b>Players</b>      | 1-2 Players    |

Double Dragon is a spinoff of the Double Dragon series. It is based on the 1994 Double Dragon movie, which in turn was based on the original arcade game. The game plays like a conventional fighting game of its time, that is battles are one-on-one and conducted on best two-out-of-three matches. One of the unique aspects of Double Dragon is the lack of specific punch and kick buttons like most fighting games.

6.3



Rarity JP: 8  
Rarity EU: 7



## Eight Man

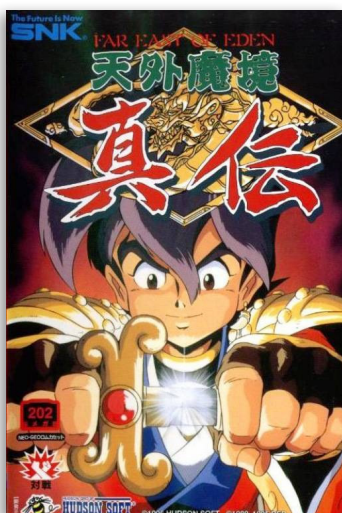
|                     |                   |
|---------------------|-------------------|
| <b>Developer</b>    | SNK               |
| <b>Publisher</b>    | SNK               |
| <b>Release date</b> | November 10, 1991 |
| <b>Genre</b>        | Beat 'em up       |
| <b>Players</b>      | 1-2 Players       |

Eight Man, based on the 1963 manga and anime superhero, is a Neo-Geo arcade and home video game where the player take the role of 8 Man and his robo-comrade 9 Man in a fight against an invading evil robot army. The game was released internationally. While the game stayed true to the concept of a crime-fighting super-robot, it was widely panned for being tedious and relying too much on the gimmick of its speed-running effect.

5.8



Rarity US: 5  
Rarity JP: 5



## Far East of Eden: Kabuki Klash

|                     |              |
|---------------------|--------------|
| <b>Developer</b>    | Hudson Soft  |
| <b>Publisher</b>    | SNK          |
| <b>Release date</b> | July 2, 1995 |
| <b>Genre</b>        | Fighting     |
| <b>Players</b>      | 1-2 Players  |

Far East of Eden: Kabuki Klash is a spin-off of the popular Japanese console RPG series Far East of Eden. The game is a 2D fighting game, similar in play style to Samurai Shodown or The Last Blade, but with the addition of various power-ups and very over-the-top anime-style special moves. Power-up icons appear on-screen at random, either springing out of the scenery or delivered by the Karasu Tengu.

6.4



Rarity JP: 5

6.4

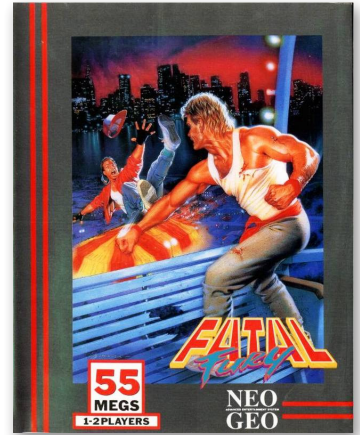


Rarity US: 3  
Rarity JP: 5  
Rarity EU: 3

## Fatal Fury: King of Fighters

**Developer** SNK  
**Publisher** SNK  
**Release date** December 20, 1991  
**Genre** Fighting  
**Players** 1-2 Players

Fatal Fury: King of Fighters is a head-to-head fighting game. The game was SNK's first fighting game for the Neo Geo system and served as the inaugural game in their Fatal Fury series, as well as the first game to depict the fictional "King of Fighters" tournament. Many of SNK's mainstay characters, including the Bogard brothers Terry and Andy, friend Joe Higashi, and their nemesis Geese Howard, made their debut in this game.



7.0

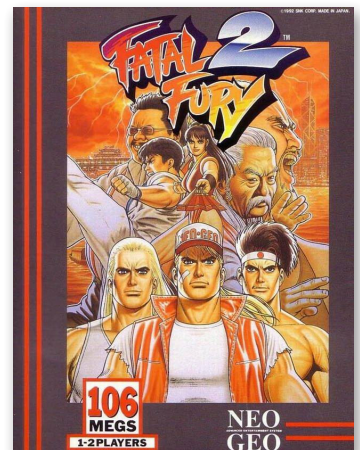


Rarity US: 3  
Rarity JP: 2  
Rarity EU: 3

## Fatal Fury 2

**Developer** SNK  
**Publisher** SNK  
**Release date** March 5, 1993  
**Genre** Fighting  
**Players** 1-2 Players

Fatal Fury 2 was the second game in SNK's 100-Mega Shock series, offering improved graphics and gameplay over the original Fatal Fury. The play controls were modified, this time making full use of the Neo-Geo's four button configuration, by including four attack buttons (Light Punch, Light Kick, Strong Punch, and Strong Kick). The player can also dash back from the opponent to retreat by quickly tapping the lever backwards twice.



7.5



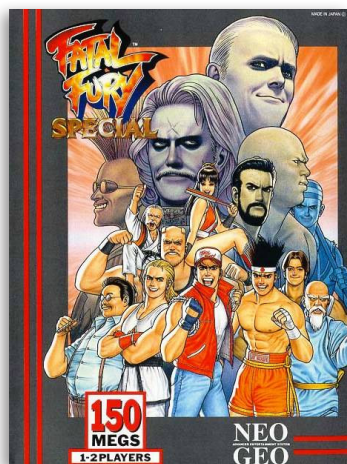
Rarity US: 5  
Rarity JP: 3

## Fatal Fury 3: Road to the Final Victory

**Developer** SNK  
**Publisher** SNK  
**Release date** April 21, 1995  
**Genre** Fighting  
**Players** 1-2 Players

Fatal Fury 3 retains the format and controls of the previous game in the series, Fatal Fury Special. However, the two-plane battle stages have been revamped into a three plane format known as the Oversway System. The player fights primarily in the middle plane or the main plane, but can move or "oversway" into either of the sway lines at the background or foreground.





## Fatal Fury Special

**Developer** SNK  
**Publisher** SNK  
**Release date** December 22, 1993  
**Genre** Fighting  
**Players** 1-2 Players

Fatal Fury Special is an updated version of Fatal Fury 2, introducing several changes to the gameplay system while expanding the available character roster.

Unlike the previous Fatal Fury games, Special allows the player to combine or “combo” their attacks. When an attack lands, the player will have a brief moment of invincibility. The number of Line Move Attacks have also increased.

7.6



Rarity US: 3  
 Rarity JP: 2



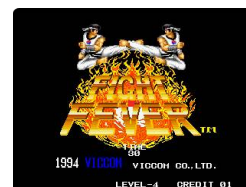
## Fight Fever

**Developer** Viccom  
**Publisher** SNK  
**Release date** June 28, 1994  
**Genre** Fighting  
**Players** 1-2 Players

Fight Fever, known in Korea as Wang Jung Wang, is a 2D fighting game for the Neo-Geo MVS System. It is the first and only Korean Neo Geo title ever officially released, as well as the first game developed and released by Korean publisher of SNK games, Viccom.

The game plays similarly to other 2D versus fighting games, especially both SNK’s Fatal Fury 2 and Art of Fighting.

6.4

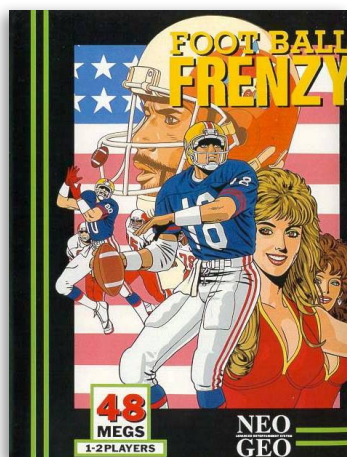


## Football Frenzy

**Developer** SNK  
**Publisher** SNK  
**Release date** February 21, 1992  
**Genre** Sports  
**Players** 1-2 Players

Football Frenzy is an American football game that features 10 fictional teams to choose from; Bullets, Bisons, Cobras, Hit Men, Pitbulls, Rhinos, Crushers, Vipers, Wolves, and Scuds. Each one with their unique emblem. All of the teams also feature different colored uniforms, clearly distinguishing them.

5.4



Rarity US: 3  
 Rarity JP: 3  
 Rarity EU: 5

6.4

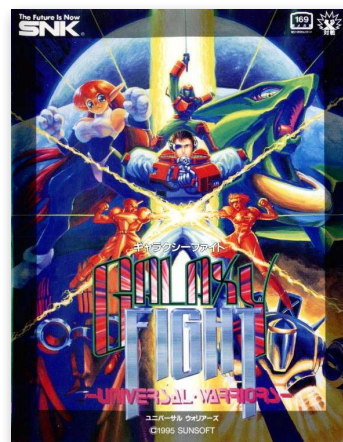


Rarity US: 7  
Rarity EU: 5

## Galaxy Fight: Universal Warriors

**Developer** Sunsoft  
**Publisher** SNK  
**Release date** February 25, 1995  
**Genre** Fighting  
**Players** 1-2 Players

Though Galaxy Fight is similar to Sunsoft's later game Waku Waku 7 (which uses the same engine), the games have few elements in common (one of them being the mid-boss, Bonus-Kun). The players choose one of eight characters and travel among the in-game solar system to defeat the opponents inhabiting each of the planets before they get the chance to fight Felden.



6.0



## Ganryu

**Developer** Visco  
**Publisher** SNK  
**Release date** 1999  
**Genre** Platformer, Hack and slash  
**Players** 1 Player

Musashi Ganryuki, known outside Japan as Ganryu, is loosely based on Miyamoto Musashi's fight with Sasaki Kojirō. Sasaki went by the fighting name of Ganryū, hence the game's name "Ganryu Musashi".

The game's selectable characters are swordsman Ganryu and his female counterpart Suzume. The mission of the game is to rescue Ganryu's girlfriend from an evil ninja. Players are armed with a sword and a grappling claw.



8.6



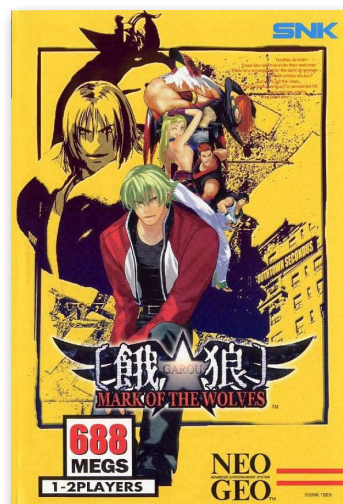
Rarity US: 7  
Rarity JP: 5

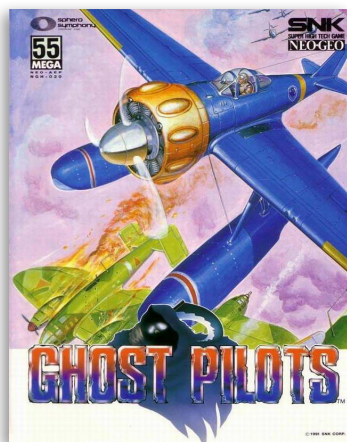
## Garou: Mark of the Wolves

**Developer** SNK  
**Publisher** SNK  
**Release date** February 25, 2000  
**Genre** Fighting  
**Players** 1-2 Players

Garou: Mark of the Wolves is part of the Fatal Fury series. It is known for pushing the graphical capabilities of the Neo Geo as well as its well-balanced roster of characters and highly technical gameplay.

The game introduces the "Tactical Offense Position" (T.O.P.). When the gauge reaches this area, the character enters the T.O.P. mode, granting the player character the ability to use T.O.P. attack and gradual life recovery.





## Ghost Pilots

**Developer** SNK  
**Publisher** SNK  
**Release date** July 1, 1991  
**Genre** Shooter  
**Players** 1-2 Player

Ghost Pilots is a vertical-scrolling shoot 'em up. The gameplay is straightforward with elements similar to that of Capcom's 19XX games, but it is difficult even on the easiest difficulty level. Unlike most scrolling shooters, the vehicle is a seaplane instead of spaceship or airplane. The player has to battle airplanes, tanks, gunboats, jets and many other units. Along the way power-ups can be collected for stronger and more widespread firepower.

6.1



Rarity US: 3  
 Rarity JP: 3  
 Rarity EU: 5



## Goal! Goal! Goal!

**Developer** Visco  
**Publisher** Visco, SNK  
**Release date** 1995  
**Genre** Sports  
**Players** 1-2 Players

Goal! Goal! Goal! is a 2D soccer game. The game has 24 national teams - the player chooses one team and leads footballers through the world championship. The game has an arcade style, and is based on a 3-button gameplay model. Every game takes a few minutes - in the case of a tie, players can choose to replay or penalty shoot-out.

7.0



"mobygames.com"



## Gururin

**Developer** Face  
**Publisher** Face, SNK  
**Release date** 1994  
**Genre** Puzzle  
**Players** 1-2 Players

Gururin drops odd-looking little people down from the top of the screen three at a time. Players must match characters in horizontal or vertical rows of three or more to make them disappear off the screen. To accomplish this, players can rotate the board left or right before the pieces start their drop. Players can also move the pieces left or right during their descent to the bottom of the game board.

6.5



"shortscore.org"

6.5



## The Irritating Maze

|              |          |
|--------------|----------|
| Developer    | Saurus   |
| Publisher    | SNK      |
| Release date | 1997     |
| Genre        | Puzzle   |
| Players      | 1 Player |

Dedicated cabinets have bright, flashing lights that surround the screen and an air blower. When players fail and “get shocked” in the game, the lights flash and a burst of air is shot up into their face to simulate the effect. It is the only Neo Geo game to require a trackball, which in turn requires a separate BIOS setup that prevents “normal” Neo Geo games from working properly.

*“giantbomb.com”*



6.0



## Janshin Densetsu: Quest of Jongmaster

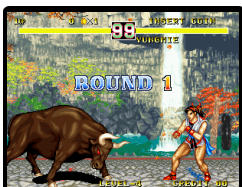
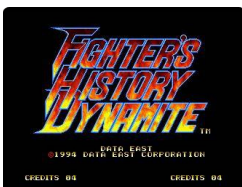
|              |                          |
|--------------|--------------------------|
| Developer    | Aicom                    |
| Publisher    | Aicom, SNK               |
| Release date | 1994                     |
| Genre        | Board game, Role-playing |
| Players      | 1-2 Players              |

Quest of Jongmaster is a mahjong game with role-playing elements. The “RPG mode” is structured like a traditional medieval top-down RPG, with town and dungeon exploration, NPC interaction, and other familiar elements. The protagonist can equip weapons and armor, cast magic, and purchase healing and status-recovering items.

*“mobygames.com”*



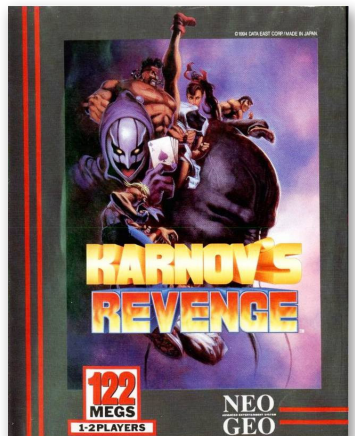
6.9



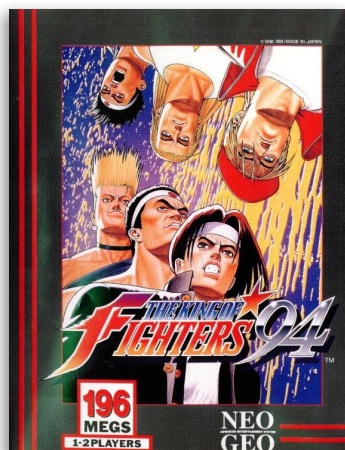
## Karnov's Revenge

|              |                |
|--------------|----------------|
| Developer    | Data East      |
| Publisher    | Data East, SNK |
| Release date | April 28, 1994 |
| Genre        | Fighting       |
| Players      | 1-2 Players    |

Fighter's History, also known as Karnov's Revenge, is a series of competitive fighting games. Fighter's History Dynamite feature all eleven fighters from the previous game (including the bosses Clown and Karnov, who are now playable) and are joined by two new characters: Yungmie, a female taekwondo exponent from Korea, and Zazie, a karate practitioner from Kenya, for a total of 13 characters.



Rarity US: 3  
Rarity JP: 3



## The King of Fighters '94

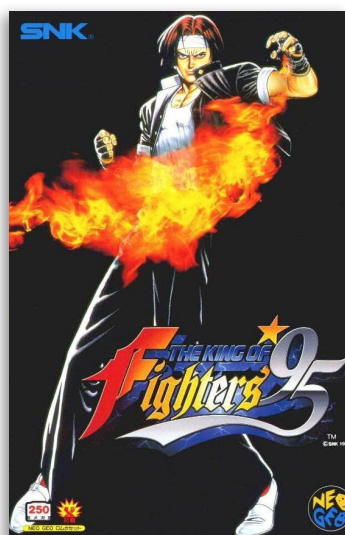
**Developer** SNK  
**Publisher** SNK  
**Release date** October 1, 1994  
**Genre** Fighting  
**Players** 1-2 Players

The King of Fighters '94 (officially abbreviated KOF '94) is a crossover featuring characters from SNK's previous fighting game properties Fatal Fury and Art of Fighting. It also includes revised versions of characters from their pre-Neo Geo games Ikari Warriors and Psycho Soldier, as well as original characters created specifically for the game. The plot features the creation of a new King of Fighters tournament created by the criminal Rugal Bernstein.

6.9



Rarity US: 5  
 Rarity JP: 5



## The King of Fighters '95

**Developer** SNK  
**Publisher** SNK  
**Release date** September 1, 1995  
**Genre** Fighting  
**Players** 1-2 Players

The game features a similar cast to KOF '94 with the exception of the USA Team, which was replaced by the Rival Team. The plot features a new King of Fighters tournament once again promoted by the criminal Rugal Bernstein, who wants to take revenge against Kyo Kusanagi, who defeated him in last year's tournament. The game also introduces a sub-boss character, Saisyu Kusanagi, who is the father of Kyo.

7.6



Rarity US: 3  
 Rarity JP: 3



## The King of Fighters '96

**Developer** SNK  
**Publisher** SNK  
**Release date** September 27, 1996  
**Genre** Fighting  
**Players** 1-2 Players

The game made a few changes to gameplay such as new techniques, various changes of some teams, with a few of them introducing new characters. The plot follows a new King of Fighters tournament created by Chizuru Kagura, the heir of Yata Clan who wants to find and recruit Kyo Kusanagi, who defeated the previous KOF host, Rugal Bernstein, to ask him and his bitter rival, Iori Yagami, to help her in the sealing of the Orochi demon.

7.9



Rarity US: 7  
 Rarity JP: 3



SNK

THE BRAND-NEW SHOCK!  
CHALLENGE THE DREAM BATTLE!!



2P Competitive Play  
Mid-Play Participation OK!

# THE KING OF FIGHTERS '94

Can you survive the new system  
"Team Battle System?"



Choose your line up of 3 fighters.

Win and go on to the next Battle of Sanguine.

You lose, no worries. All losers have the upper hand in the succeeding match.

**Taito**  
Taito Type X

**SNK**  
PLAYMORE

ドリームバトル、究極進化。

# THE KING OF FIGHTERS '98 ULTIMATE MATCH



ザ・キング・オブ・ファイターズ'98 アルティメットマッチ  
2008年春稼働予定

全てが頂点を極めたKOF'98、ついに登場!

8.0

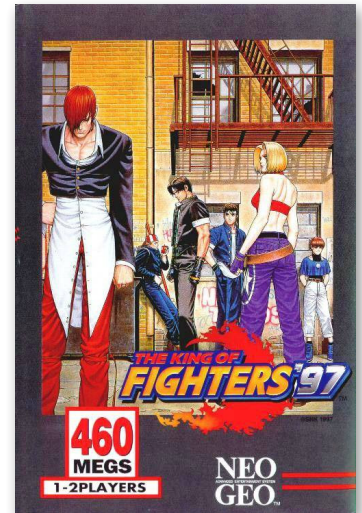


Rarity US: 5  
Rarity JP: 3

## The King of Fighters '97

**Developer** SNK  
**Publisher** SNK  
**Release date** September 25, 1997  
**Genre** Fighting  
**Players** 1-2 Players

KOF '97 follows the same format as the previous KOF games, but introduces two distinct playing styles which the player can select before choosing their team: Advanced and Extra. Advanced mode is based on the previous game in the series, KOF '96, but features a revamped Power Gauge. Extra mode is based on the first two games in the series, KOF '94 and KOF '95. Like in those games, the player fills the Power Gauge by charging it or defending against the opponent's attacks.



8.6



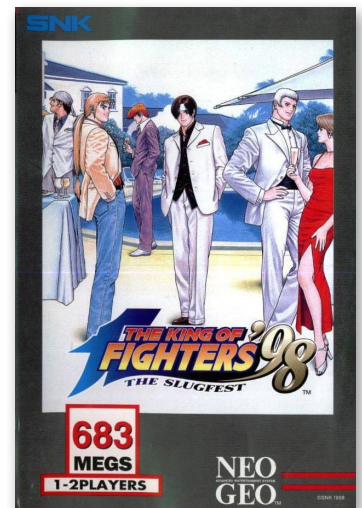
Rarity US: 3  
Rarity JP: 3

## The King of Fighters '98

**Developer** SNK  
**Publisher** SNK  
**Release date** September 23, 1998  
**Genre** Fighting  
**Players** 1-2 Players

This installment was advertised by SNK as a “special edition” of the series, as it featured most of the characters who appeared in the previous games (from KOF '94 to '97), regardless of whether the character was killed off in the series' ongoing storyline (which would be resumed in the following game in the series with a new story arc).

The gameplay does not differ much from the previous game, KOF '97.



7.8

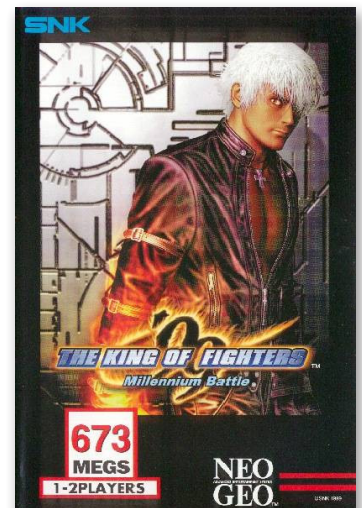


Rarity US: 5  
Rarity JP: 5

## The King of Fighters '99

**Developer** SNK  
**Publisher** SNK  
**Release date** September 23, 1999  
**Genre** Fighting  
**Players** 1-2 Players

Instead of the three character teams from previous KOF games, each team now has four members. Before a match, the player chooses three of the characters to use in the actual fights, while the fourth member becomes the designated “Striker”, a character the player summons during battle to help their character out by performing one of their Special Moves against the opponent.





## The King of Fighters 2000

**Developer** SNK  
**Publisher** SNK  
**Release date** December 21, 2000  
**Genre** Fighting  
**Players** 1-2 Players

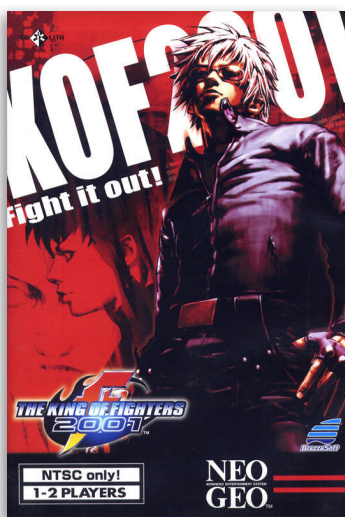
The King of Fighters 2000 is the seventh installment in The King of Fighters series for the Neo Geo, and marks the final game in the series produced by SNK before the bankruptcy.

The gameplay is based on The King of Fighters '99 and expands on the "Striker Match" format introduced in that game.

8.2



Rarity US: 8  
 Rarity JP: 3



## The King of Fighters 2001

**Developer** Eolith  
**Publisher** SNK  
**Release date** March 14, 2002  
**Genre** Fighting  
**Players** 1-2 Players

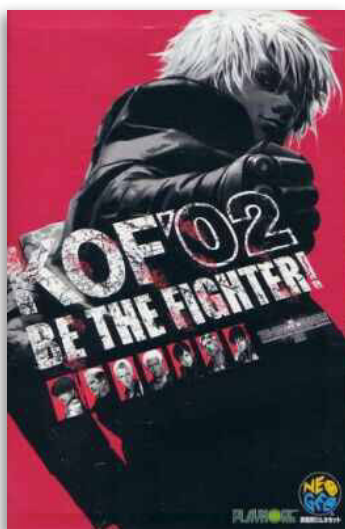
The King of Fighters 2001 is the eighth game in The King of Fighters series and the first game produced following the closure of the original SNK. The game was produced by the Korean-based company Eolith and developed by Brezsoft, a company formed by former SNK employees.

Like in the previous game, the battles are once again between teams of four.

7.1



Rarity US: 5  
 Rarity JP: 5



## The King of Fighters 2002: Challenge to Ultimate Battle

**Developer** Eolith  
**Publisher** Playmore  
**Release date** December 18, 2002  
**Genre** Fighting  
**Players** 1-2 Players

King of Fighters 2002 discarded the 4-on-4 "Striker Match" format used in the previous three games in the series, and returned to the 3-on-3 Battle format originally used in the series up until KOF '98. The game also revamped the Power Gauge system into a format similar to the one used in King of Fighters '97.

8.1



Rarity US: 5  
 Rarity JP: 5

8.0



Rarity US: 5  
Rarity JP: 5

## The King of Fighters 2003

**Developer** SNK Playmore  
**Publisher** SNK Playmore  
**Release date** March 18, 2004  
**Genre** Fighting  
**Players** 1-2 Players

The 3-on-3 Team Battle Format is applied in the game once again, just like the past editions. It also uses a Multi-Shift format that allows players to change characters during the middle of battle. When the “Change OK” sign is displayed above the Power Gauge, the player can do a Quick Shift and change characters immediately, or perform a Switch-Off Attack against the opponent that will consume one Power Gauge stock.



6.0



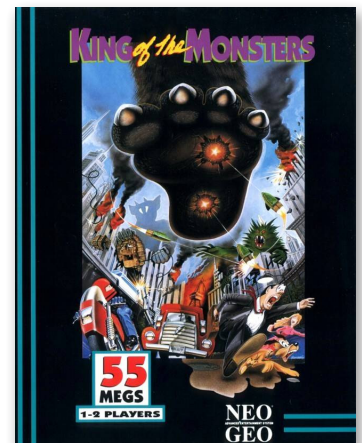
Rarity US: 3  
Rarity JP: 3

## King of the Monsters

**Developer** SNK  
**Publisher** SNK  
**Release date** July 1, 1991  
**Genre** Fighting  
**Players** 1-2 Players

King of the Monsters is a fighting/wrestling game. Players get to choose any one of six monsters for battle, and two players can join forces to fight the monsters together. Battles end when one of the monsters is pinned for a three count or if time expires (in which case the player loses).

The game consists of 12 total levels: the player first must defeat all six monsters, with the last monster being oneself, but in a different palette.



6.8

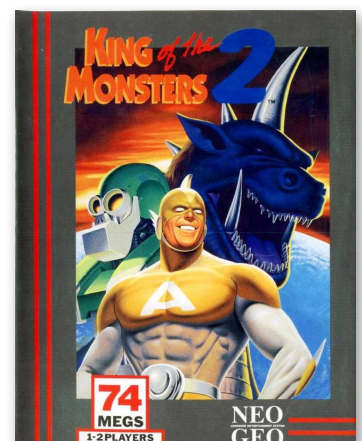


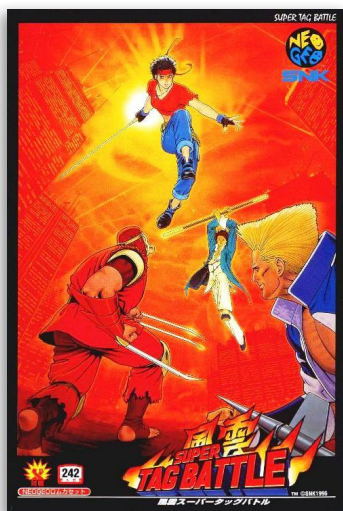
Rarity US: 5  
Rarity JP: 5  
Rarity EU: 5

## King of the Monsters 2: The Next Thing

**Developer** SNK  
**Publisher** SNK  
**Release date** June 19, 1992  
**Genre** Beat 'em up  
**Players** 1-2 Players

This sequel takes the original in a new direction by using three of the monsters from the original game as heroes in a side-scrolling beat 'em up. Geon, Astro Guy, and Woo are all upgraded to defend Earth against an alien threat led by a creature called Famardy. The game also features a 2-player competition mode.





## Kizuna Encounter

**Developer** SNK  
**Publisher** SNK  
**Release date** November 8, 1996  
**Genre** Fighting  
**Players** 1-2 Players

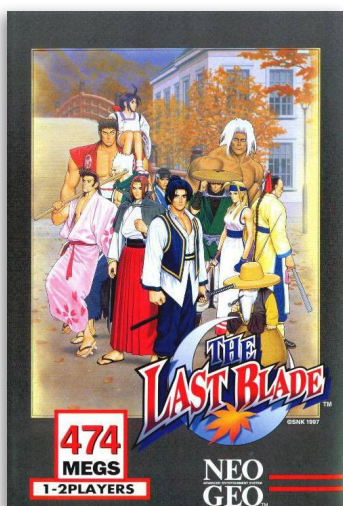
Kizuna Encounter is a 1996 competitive fighting game.

The European Neo-Geo homecart PAL release is rare, with less than 12 known copies, making it a sought-after item in video game collecting (the Japanese AES version is not as rare and is identical except for the packaging and inserts).

7.4



Rarity JP: 8  
 Rarity EU: 10



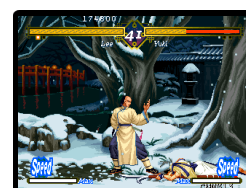
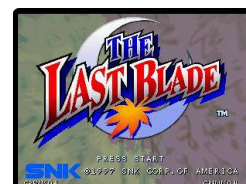
## The Last Blade

**Developer** SNK  
**Publisher** SNK  
**Release date** January 29, 1998  
**Genre** Fighting  
**Players** 1-2 Players

The Last Blade, released in Japan as Bakumatsu Rouman: Gekka no Kenshi, is a fighting game. The Last Blade series is seen as a spiritual successor to SNK's popular Samurai Shodown series, due to it being a similar 2D weapons-based fighting game.

The Last Blade and its sequel are considered by some to be two of the most accomplished games available for the Neo Geo system.

8.2



Rarity US: 7  
 Rarity JP: 5



## The Last Blade 2

**Developer** SNK  
**Publisher** SNK  
**Release date** January 28, 1999  
**Genre** Fighting  
**Players** 1-2 Players

The Last Blade 2: Heart of the Samurai is a 2D fighting game which features anime-style characters that fight each other with swords, clubs, and even fishing poles. These characters pull off their special moves with that 'quarter-circle-to-half-circle' and 'double-half-circle' controller motions, reminiscent of Street Fighter.

8.4



Rarity US: 7  
 Rarity JP: 7

6.8



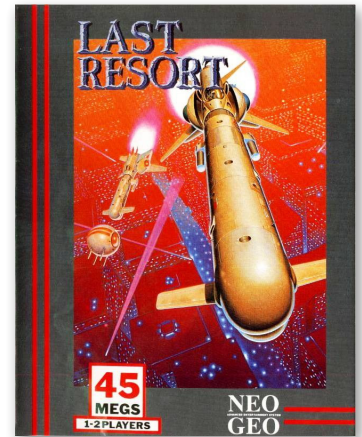
Rarity US: 5  
Rarity JP: 5  
Rarity EU: 5

## Last Resort

**Developer** SNK  
**Publisher** SNK  
**Release date** April 24, 1992  
**Genre** Shooter  
**Players** 1-2 Players

Last Resort is an arcade shoot 'em up. Its gameplay was heavily inspired by R-Type and its system of pod attached to the player's ship.

The object of the game is to fight through five stages and destroy the end stage bosses by aiming for their weak points. The player maneuvers both a cyber jet and an indestructible robot drone which acts as both as a shield against small projectiles and an additional weapon.



6.6



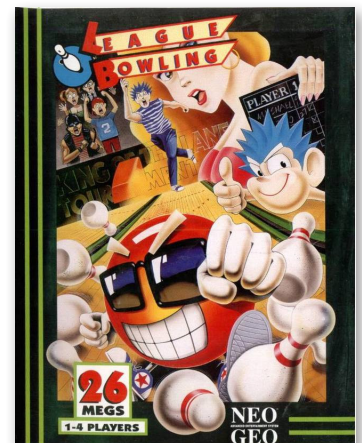
Rarity US: 5  
Rarity EU: 5  
Rarity JP: 5  
Carton JP: 3

## League Bowling

**Developer** SNK  
**Publisher** SNK  
**Release date** July 1, 1991  
**Genre** Sports  
**Players** 1-4 Players

League Bowling is an arcade game released in 1991 by SNK for the Neo Geo console and arcade systems. The game was unique in that it was the first arcade to put emphasis on bowling. The players controls characters with red and blue hair and can select balls from 8 to 15 pounds.

The game met with mixed to positive reviews from critics.



3.8



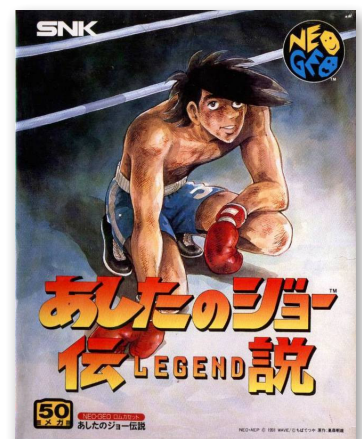
Rarity JP: 7

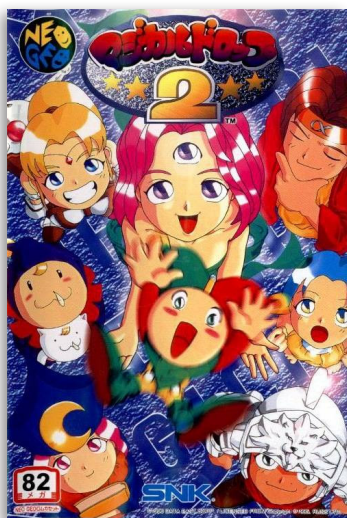
## Legend of Success Joe

**Developer** Wave  
**Publisher** Wave, SNK  
**Release date** August 30, 1991  
**Genre** Sports, Beat 'em up  
**Players** 1 Player

Legend of Success Joe is a boxing game based on Tomorrow's Joe, a manga created by Tetsuya Chiba and Asao Takamori in the early 1970s, that was also adapted into several anime series.

The player stars as Joe Yabuki, an aspiring boxer, as he goes from an unknown kid from the rough side of town to a boxing champion. The game follows the traditional beat 'em up format.





## Magical Drop II

**Developer** Data East  
**Publisher** Data East, SNK  
**Release date** April 19, 1996  
**Genre** Puzzle  
**Players** 1-2 Players

Magical Drop, sometimes referred to by native Japanese players as MagiDro, is a series of puzzle games originally released in the arcade, and later released for the Neo Geo. The games are notable for being extremely fast-paced.

The games is played in a style and gameplay similar to Compile's Puyo Puyo; a "stack" of random colored bubbles descend from the top, and a player is defeated when a bubble hits the bottom.

7.9



Rarity JP: 8

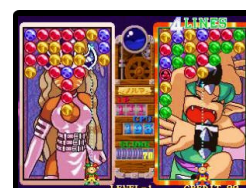


## Magical Drop III

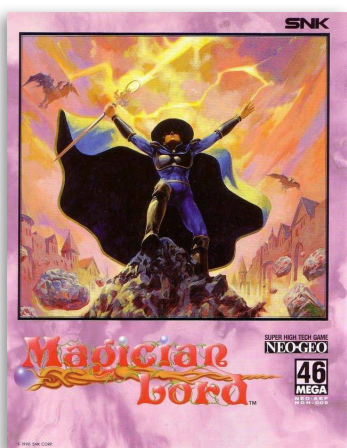
**Developer** Data East  
**Publisher** Data East, SNK  
**Release date** April 25, 1997  
**Genre** Puzzle  
**Players** 1-2 Players

This is the third installment in the puzzle frenzy series Magical Drop. In the game players control a clown who throws marbles up on the screen into the cluster of multi-colored marbles, rocks and crystals. The goal is to get three or more of the same color to remove marbles, but you can also grab more than one at the time to create long chain combos and gain better "special" blocks at the top of the screen.

8.5



Rarity JP: 8



## Magician Lord

**Developer** ADK  
**Publisher** ADK, SNK  
**Release date** July 1, 1991  
**Genre** Platformer  
**Players** 1 Player

Magician Lord is a side-scrolling platform game. It was a launch title for both the Neo-Geo MVS and AES systems, and was one of the pack-in games for the Neo-Geo AES.

The protagonist Elta has to jump, shoot and climb his way to the end of each level where he must beat a servant of Gal, along with one of boss creations, in order to progress through the game.

6.5



Rarity US: 3  
 Rarity JP: 5  
 Carton JP: 5



4.0



Rarity JP: 5

Carton JP: 5

## Mahjong Kyōretsuden: Nishi Nihon Hen

**Developer** SNK  
**Publisher** SNK  
**Release date** July 1, 1991  
**Genre** Board game  
**Players** 1 Player

Mahjong Kyoretsuden is a mahjong game released on a 42 Meg cart. A “special” feature of this mahjong game, unlike traditional mahjong the player can accumulate cheat points by possessing certain secret tiles assigned at the beginning of each “round”. If the round ends without the computer opponent winning, players get one point for each tile up to four tiles per round.



8.3



Rarity US: 9

Rarity JP: 8

## Metal Slug

**Developer** Nazca  
**Publisher** SNK  
**Release date** May 24, 1996  
**Genre** Run and gun  
**Players** 1-2 Players

Super Vehicle-001: Metal Slug, more commonly known as simply Metal Slug, is a run and gun game. The game is widely known for its sense of humor, fluid hand-drawn animation, and fast paced two-player action.

Gameplay is very basic; the player must shoot constantly at a continual stream of enemies in order to reach the end of each level. At this point, the player confronts a boss, who is usually considerably larger than regular enemies.



8.0



Rarity US: 9

Rarity JP: 7

## Metal Slug 2

**Developer** SNK  
**Publisher** SNK  
**Release date** April 2, 1998  
**Genre** Run and gun  
**Players** 1-2 Players

Metal Slug 2: Super Vehicle-001/II, or simply Metal Slug 2, added several new features to the gameplay of the original Metal Slug, such as new weapons, vehicles and the ability to transform the character.

As well as doubling the number of available player characters from two to four, Metal Slug 2 is the first game in the series to introduce in-game characters to help the player in battle.





## Metal Slug 3

**Developer** SNK  
**Publisher** SNK  
**Release date** July 1, 2000  
**Genre** Run and gun  
**Players** 1-2 Players

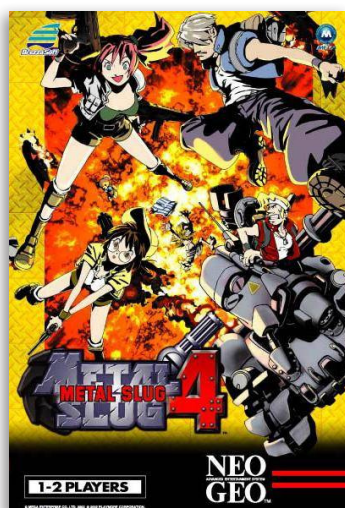
Metal Slug 3 added several new features to the gameplay of the original Metal Slug and Metal Slug 2, such as new weapons and vehicles, as well as introducing branching paths into the series.

As with Metal Slug 2/Metal Slug X, the player can transform into various different states. In addition to the mummy form from the previous game, other forms include: zombie, Scuba set, jet pack, and space suit.

8.4



Rarity US: 5  
 Rarity JP: 5  
 2nd release JP: 5



## Metal Slug 4

**Developer** Mega Enterprise  
**Publisher** Playmore  
**Release date** June 12, 2002  
**Genre** Run and gun  
**Players** 1-2 Players

This was also the only Metal Slug game that was produced during SNK's bankruptcy, until its sequel was released after SNK was "resurrected" as SNK Playmore.

Metal Slug 4 retains the same gameplay as previous titles, with the addition of some new enemies, bosses, weapons, several new vehicles and a new bonus combo system.

7.8



Rarity US: 5  
 Rarity JP: 5



## Metal Slug 5

**Developer** SNK Playmore  
**Publisher** SNK Playmore  
**Release date** February 17, 2004  
**Genre** Run and gun  
**Players** 1-2 Players

Metal Slug 5 is the fifth game in the Metal Slug series, and was one of the last games for the Neo Geo system. The biggest difference from previous titles is the addition of the slide move, which allows the player to evade and maneuver in a new fashion. Unlike its predecessor Metal Slug 4, which reused many of the backgrounds from the previous games, Metal Slug 5 incorporates a wealth of new environments and backgrounds and features a more Heavy metal influenced soundtrack.

7.9



Rarity US: 7  
 Rarity JP: 5

8.2



Rarity US: 7  
Rarity JP: 7

## Metal Slug X

**Developer** SNK  
**Publisher** SNK  
**Release date** May 27, 1999  
**Genre** Run and gun  
**Players** 1-2 Players

Metal Slux is an upgraded version of Metal Slug 2. It fixed slowdown problems from the original game, and increased the difficulty. Some of the new elements to the game system was; Much of the music has been remixed or altered. Many environmental elements have different reactions when shot, such as exploding with unexpected results or randomly spewing out items or enemies.



2.0



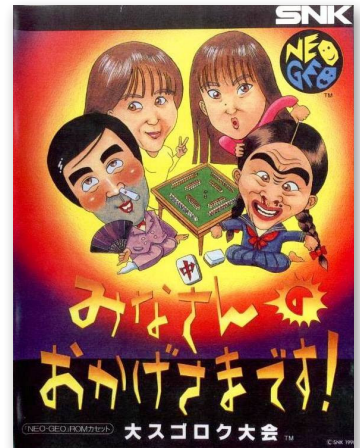
Rarity JP: 5  
Carton JP: 7

## Minnasan no Okagesama Desu! Dai Sugoroku Taikai

**Developer** Monolith  
**Publisher** Monolith, SNK  
**Release date** July 1, 1991  
**Genre** Board game  
**Players** 1 Player

Minnasan no Okagesamadesu is a humorous mahjong game. One of the characters has a permanent 5 o'clock shadow, seems to be a playboy, yet has a really odd penchant for fans. The other is either a really ugly man dressed in drag as a Japanese schoolgirl or the single ugliest woman the world has ever known.

*"Bobak!@neo-geo.com"*



8.0



## Money Idol Exchanger

**Developer** Face  
**Publisher** Face, SNK  
**Release date** 1997  
**Genre** Puzzle  
**Players** 1-2 Players

Money Idol Exchanger, also known as Money Puzzle Exchanger in the USA, is a puzzle game created for the Neo Geo MVS arcade system.

The game is a stacking game similar to the Magical Drop, Astro Pop, and Puzzle Bobble series whereby players race to prevent a perpetually falling array of coins in different values from filling up the screen.





## Mutation Nation

**Developer** SNK  
**Publisher** SNK  
**Release date** April 17, 1992  
**Genre** Beat 'em up  
**Players** 1-2 Players

One or two players, as Ricky and Johnny, fight their way through the six levels of various mutated and mechanic enemies, each level containing one or more sub-bosses before an actual boss appears at the end of each stage. The game plays close to the usual beat 'em up mold allowing the player to utilize various combos, jumping attacks, throws and special moves to utilize on the opposition.

6.7



Rarity US: 3  
 Rarity JP: 5  
 Rarity EU: 5



## NAM-1975

**Developer** SNK  
**Publisher** SNK  
**Release date** July 1, 1991  
**Genre** Cabal shooter  
**Players** 1-2 Players

NAM-1975 is a war-themed action shooting game. It was the first game released for Neo Geo arcade and home platform, and the only title to not feature the Neo Geo logo in its attract mode.

The joystick moves the soldier and the crosshair left and right of the area. The A Button is used for shooting the gun where the crosshair is positioned. The B Button is used for throwing grenades.

7.2



Rarity US: 3  
 Rarity JP: 5  
 Carton JP: 5

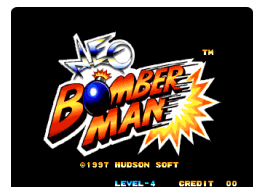


## Neo Bomberman

**Developer** Hudson Soft  
**Publisher** Hudson Soft, SNK  
**Release date** May 1, 1997  
**Genre** Action  
**Players** 1-2 Players

The gameplay consists of walking through maze-like areas filled with monsters with a goal of opening the gate leading to the next area. Playing as a bomberman, the player can lay bombs to destroy all of the monsters, which will subsequently open the gate. Destroying blocks in the maze may uncover useful items including remote control bombs, accelerators, hearts, and increased firing range.

8.1



7.5



## Neo Drift Out: New Technology

|                     |                |
|---------------------|----------------|
| <b>Developer</b>    | Visco          |
| <b>Publisher</b>    | Visco, SNK     |
| <b>Release date</b> | March 28, 1996 |
| <b>Genre</b>        | Racing         |
| <b>Players</b>      | 1-2 Players    |

Neo Drift Out: New Technology is the fourth title in the Drift Out series; though it follows Super Drift Out: World Rally Championships, it is closer to the earlier Drift Out '94: The Hard Order.

This is an arcade-style rallying game with a particular isometric view. To start, players chooses between three big Japanese rally-spec vehicles—the Mitsubishi Lancer, the Subaru Impreza, and the Toyota Celica.



6.5



Rarity JP: 5

## Neo Geo Cup '98: The Road to the Victory

|                     |               |
|---------------------|---------------|
| <b>Developer</b>    | SNK           |
| <b>Publisher</b>    | SNK           |
| <b>Release date</b> | July 30, 1998 |
| <b>Genre</b>        | Sports        |
| <b>Players</b>      | 1 Player      |

Neo Geo Cup '98: The Road to the Victory is a soccer video game based on the FIFA World Cup 1998, despite being released after the 1998 FIFA World Cup.

Unlike its arcade counterpart, the Neo Geo version tries to be more of a soccer simulation game. Differences include the Neo Geo version being more slowed down, and more realism added in shooting, passing, etc.



7.0



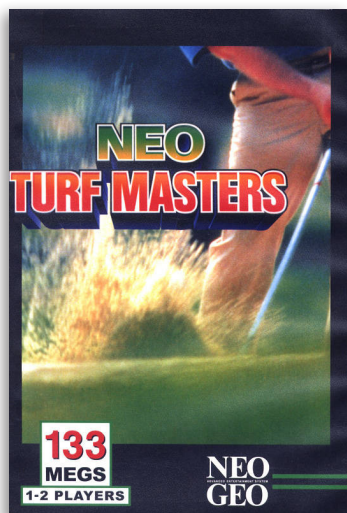
## Neo Mr. Do!

|                     |               |
|---------------------|---------------|
| <b>Developer</b>    | Visco         |
| <b>Publisher</b>    | Visco, SNK    |
| <b>Release date</b> | June 26, 1996 |
| <b>Genre</b>        | Puzzle        |
| <b>Players</b>      | 1-2 Players   |

Neo Mr. Do! is an enhanced version of Mr. Do!, and features greatly improved graphics, stereo sound, and intermissions that can be viewed when an area is completed. Players can also travel to the bonus stages, where the object is to make their way toward the exit by carefully dropping apples to create a path. These bonus stages can be reached by killing all enemies on the screen, rather than collecting all the items that are in groups.

*"mobygames.com"*





## Neo Turf Masters

**Developer** Nazca  
**Publisher** Nazca, SNK  
**Release date** March 1, 1996  
**Genre** Sports  
**Players** 1-2 Players

Neo Turf Masters, Big Tournament Golf in Japan, is one of the first two titles by Nazca, the other being the popular Metal Slug before and between being acquired by SNK.

The game is a fast paced, arcade-style golf game. Players choose from two game modes, stroke play for one or two players, and match play for two players only.

7.2



Rarity US: 9

Rarity JP: 9



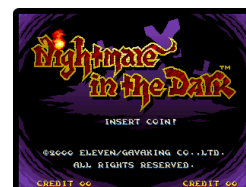
## Nightmare in the Dark

**Developer** AM Factory  
**Publisher** Eleven/Gavaking  
**Release date** January 27, 2000  
**Genre** Platformer  
**Players** 1-2 Players

Nightmare in the Dark concerns the story of a gravedigger discovering a few graves being desecrated, and his attempt to prevent the graverobbers from inflicting further damage.

The player clears the area and collecting power ups using it to eliminate the enemies. There are five stages with five levels each, and each one of them has players throwing fireballs at ghouls, ghosts, goblins, and zombies.

8.8



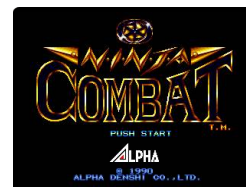
## Ninja Combat

**Developer** ADK  
**Publisher** ADK, SNK  
**Release date** July 1, 1991  
**Genre** Beat 'em up  
**Players** 1-2 Players

Ninja Combat is notorious for its unbalanced difficulty and odd design and gameplay ideas.

The journey takes the ninja heroes from an amusement park to the top of a tower. Along the way, they must survive endless attacks from the members of Kage Ichizoku and their minions.

4.9



Rarity US: 3

Rarity JP: 5

Carton JP: 5

7.0

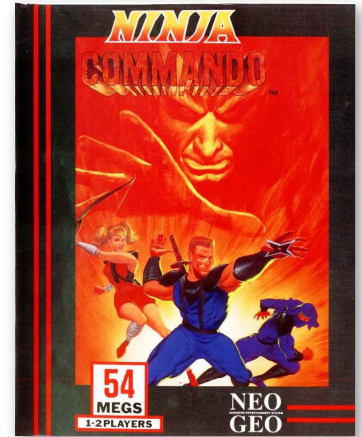


Rarity US: 5  
Rarity US: 5  
Rarity JP: 7

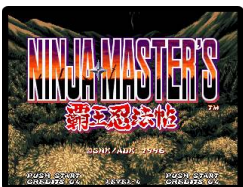
## Ninja Commando

**Developer** ADK  
**Publisher** ADK, SNK  
**Release date** May 29, 1992  
**Genre** Run and gun  
**Players** 1-2 Players

Ninja Commando is a top-down, vertically scrolling run and gun game. The overall gameplay is similar to this of the run-and-gun classic Ikari Warriors, with the players battling their way up the top-down perspective screen. The players can choose between three ninja characters, all with differing abilities. Each of them has fighting game-style input commands that unleash their scroll-based ninpo special moves.



7.1



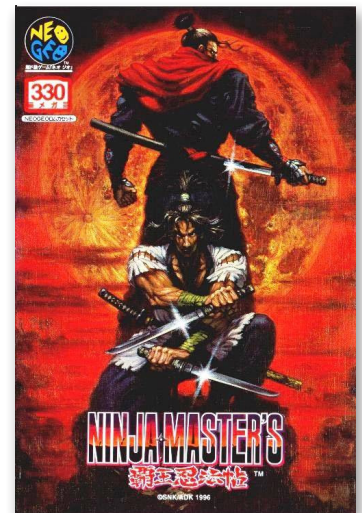
Rarity US: 8  
Rarity JP: 8

## Ninja Master's: Haō Ninpō Chō

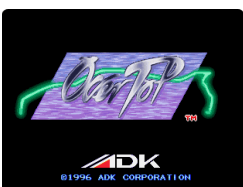
**Developer** ADK, SNK  
**Publisher** ADK, SNK  
**Release date** June 28, 1996  
**Genre** Fighting  
**Players** 1-2 Players

Ninja Master's was the sixth and final fighting game produced by ADK, following the four games in the World Heroes series and Aggressors of Dark Kombat.

The game follows the conventions of many previous 2D fighting games released for the Neo-Geo. The player must defeat their opponent in combat in a series of best-two-out-of-three matches.



5.3

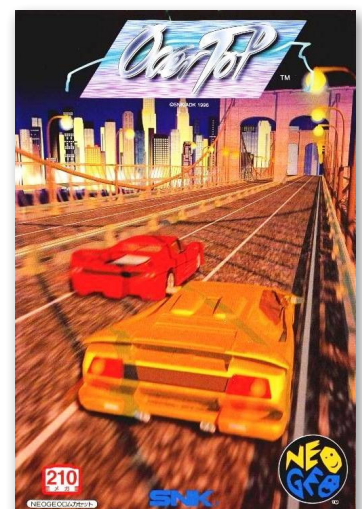


Rarity JP: 8

## Over Top

**Developer** ADK  
**Publisher** ADK, SNK  
**Release date** May 24, 1996  
**Genre** Racing  
**Players** 1 Player

Overtop puts the player in control of eight different cars for a race against the clock. They have to drive on various grounds: asphalt, dirt, snow, sand, etc.. The game feature a isometric view . Regarding the 2-D capabilities of the system, players can expect beautiful graphics and smooth and fast scrollings.





## Pleasure Goal: 5 on 5 Mini Soccer

**Developer** Saurus  
**Publisher** Saurus, SNK  
**Release date** July 19, 1996  
**Genre** Sports  
**Players** 1-2 Players

Pleasure Goal: 5 on 5 Mini Soccer is based on five-a-side Soccer. Because of that, the pitch is very small - probably less than half the size of a normal pitch. The game feature different stadiums to play on.

*"Kazuya\_UK@neogeforlife.com"*

5.0



## Pochi & Nyaa

**Developer** Aiky, Taito  
**Publisher** Taito, SNK Playmore  
**Release date** December 24, 2003  
**Genre** Puzzle  
**Players** 1-2 Players

The story behind Pochi and Nyaa is that in every 1000 years there is a Tournament held by the animal gods Pochi (the Dog) and Nyaa (the Cat) in desicion who will be the top star for the next millennium, although they need the power of Earth's people to do so. The gameplay is similar to Super Puzzle Fighter and Puyo Pop.

*"NeoStrayCat@neogeforlife.com"*

5.0



## Pop'n Bounce

**Developer** Video System  
**Publisher** Visco, SNK  
**Release date** 1997  
**Genre** Breakout  
**Players** 1-2 Players

Video System's 1997 take on the "Breakout" genre is unique if only for it's two player mode. It also includes somewhat recognizable characters (such as Rabio and Lepus from Rabbit Punch) and gameplay mechanics that give it a much more puzzle game oriented feel than most Breakout style games.

*"reelmojo@neogeforlife.com"*

9.0





7.8



Rarity US: 5  
Rarity JP: 5

## Power Instinct Matrimellee

**Developer** Noise Factory  
**Publisher** Playmore  
**Release date** May 29, 2003  
**Genre** Fighting  
**Players** 1-2 Players

Power Instinct is a fighting game series by Atlus started in 1993. The Power Instinct or Gouketsuji Ichizoku series (often abbreviated as PI or GI for short) is renowned for its more humorous take on fighting games.

Shin Gouketsuji Ichizoku: Toukon Matrimellee, Matrimellee in North America, features 4 new characters and one new boss (Princess Sissy). However, Angela does not return in this game.



6.0



## Power Spikes II

**Developer** Video System  
**Publisher** Taito, SNK  
**Release date** October 19, 1994  
**Genre** Sports  
**Players** 1-2 Players

Power Spikes II is the sequel to Video System's Super Volley '91 /Power Spikes volleyball video game released in 1991 as Arcade PCB. However, instead of featuring only realistic volleyball like its predecessor, Power Spikes II also includes a space-based "hyper" league. Power Spikes II has three leagues: Hyper League, World Men, and World Women. Each league is composed of eight teams from different countries.

*"Murikov@neogeforlife.com"*



7.4

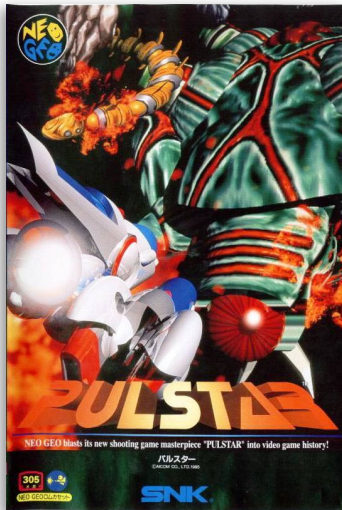


## Prehistoric Isle 2

**Developer** Yumekobo  
**Publisher** Yumekobo, SNK  
**Release date** September 27, 1999  
**Genre** Shooter  
**Players** 1-2 Players

Prehistoric Isle 2 is a 2D side scrolling shooter with dinosaurs. It's a continuation of the SNK shooter franchise started with Prehistoric Isle. The player controls a helicopter and must shoot dangerous dinosaurs in a city. The game is a pretty standard, dynamic shmup - the player flies forward, kills various enemies, gathers power-ups, and sometimes, rescues people. The game uses a similar pre-rendered graphic style to Pulstar.





## Pulstar

**Developer** Aicom  
**Publisher** Aicom, SNK  
**Release date** September 29, 1995  
**Genre** Shooter  
**Players** 1 Player

Pulstar is the predecessor of Blazing Star. It was the first Neo Geo game to incorporate pre-rendered graphics.

The basic gameplay is simple: progress through the levels in the spacecraft, collecting powerups and protecting the spacecraft from destruction. The game has very obvious similarities in design and gameplay to R-Type. It is actually believed that some ex-Irem employees left the company to join Aicom.

8.2



Rarity JP: 8



## Puzzle Bobble

**Developer** Taito  
**Publisher** SNK  
**Release date** December 21, 1994  
**Genre** Puzzle  
**Players** 1-2 Players

Puzzle Bobble, known as Bust-a-Move in North America, is a tile-matching puzzle game for one or two players, featuring characters and themes from that game. Its characteristically cute Japanese animation and music, along with its play mechanics and level designs, made it successful as an arcade title and spawned several sequels and ports to home gaming systems.

7.3



## Puzzle Bobble 2

**Developer** Taito  
**Publisher** SNK  
**Release date** 1999  
**Genre** Puzzle  
**Players** 1-2 Players

The game builds on the original by adding a tournament style variation on the two player game for play against the computer and by adding a branching map to the one player game, allowing the player to periodically select one of two groups of five levels to play next, leading to different game endings. Some of the contestants in the new tournament mode are based on characters from Bubble Bobble.

7.1



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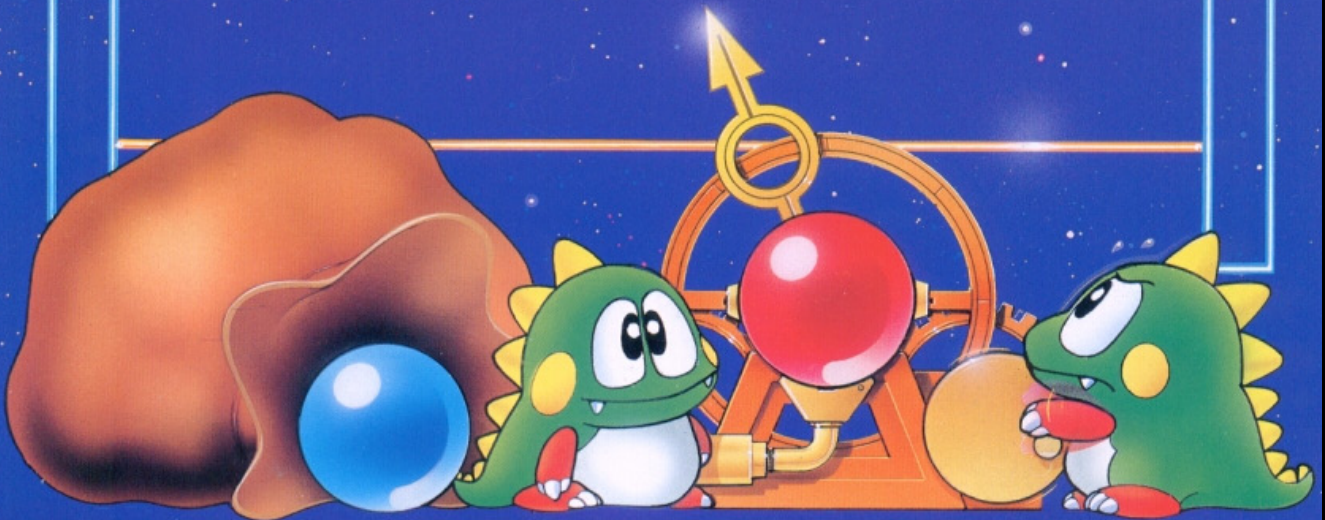
Puzzle Bobble

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mode and interfering play  
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shoot balls  
This is the ultimate  
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8.0



## Puzzle De Pon!

**Developer** Visco  
**Publisher** Visco, SNK  
**Release date** November 28, 1995  
**Genre** Puzzle  
**Players** 1-2 Players

Puzzle De Pon! plays similarly to Taito's own Puzzle Bobble series. There are some gameplay differences however. Although the player clears the colored balls on the screen by firing balls against other balls of the same colour, the objective of the game is not to clear the screen of balls. It is instead to clear all the balls from around the level shape, referred to as the "drop token".



7.0



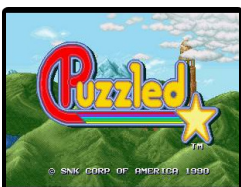
## Puzzle de Pon! R

**Developer** Visco  
**Publisher** Visco, SNK  
**Release date** 1997  
**Genre** Puzzle  
**Players** 1-2 Players

The sequel to Puzzle De Pon!, Puzzle De Pon! R!, has the same game concept, but it features different stages. The goal is to clear the bubbles surrounding the drop token, rather than just clear the stage.



6.7



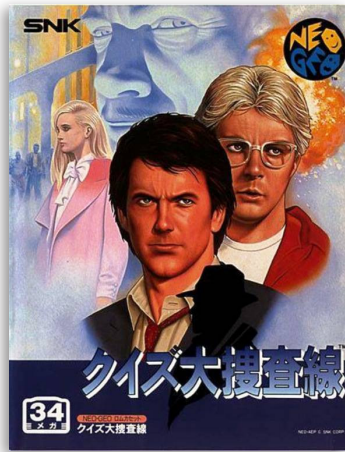
## Puzzled

**Developer** SNK  
**Publisher** SNK  
**Release date** July 1, 1991  
**Genre** Puzzle  
**Players** 1-2 Players

Puzzled is a puzzle game similar to Tetris, but instead of clearing lines, the player's goal is to clear a path for their balloon to travel upwards. Every time blocks are cleared, a meter is slightly filled. When the meter is filled one third or higher, the player can unleash the Lightning Ball, or L-Ball, to automatically clear blocks around them in a Breakout-like fashion.

Rarity US: 7  
 Rarity JP: 5  
 Carton JP: 5





## Quiz Daisōsa Sen: The Last Count Down

**Developer** SNK  
**Publisher** SNK  
**Release date** August 30, 1991  
**Genre** Trivia, Adventure  
**Players** 1-2 Players

Quiz Dai Sousa-sen is a quiz adventure game series released by SNK. Players control either Neo McDonald or Geo Kentucky in their adventures through Quiz City, a place where answering questions gets results. The genre to these questions include movies, history, geography, songs, sports, and entertainment news.

*"snk.wikia.com"*

6.0



Rarity JP: 5



## Quiz King of Fighters

**Developer** Saurus  
**Publisher** Saurus, SNK  
**Release date** March 10, 1995  
**Genre** Trivia, Adventure  
**Players** 1-2 Players

Similar to a boardgame, each player starts their turns by rolling a dice and moving forward the said number of spaces. Each space has a different event that can take place once a player lands on it. One of the scenarios includes a special move challenge with two players, where the game will flash a command input on the screen and reward the fastest player with a free turn or extra life.

*"snk.wikia.com"*

6.6



Rarity JP: 5



## Quiz Meitantei Neo & Geo: Quiz Daisōsasen Part 2

**Developer** SNK  
**Publisher** SNK  
**Release date** April 24, 1992  
**Genre** Trivia, Adventure  
**Players** 1-2 Players

The sequel to Quiz Dai Sousa-sen adds games, automobiles, politics, adult titles, and trivia to the list. Story progression through the games is largely decided through cutscenes and choices given to players, making the experience very similar to a choose-your-own-adventure. The game has two scenarios to explore.

*"snk.wikia.com"*

5.0



Rarity JP: 7

7.7



Rarity US: 7  
Rarity JP: 5

## Rage of the Dragons

**Developer** Evoga  
**Publisher** Playmore  
**Release date** September 20, 2002  
**Genre** Fighting  
**Players** 1-2 Players

There are a total of fourteen playable characters in Rage of the Dragons. The player can select from one of the seven default pairings, or create a custom pairing with nearly 80 possible combinations. The player will see a hidden ending if they complete the single player tournament with a Billy and Jimmy pairing. The game also features a tag team system, in which the player takes control of two characters and can switch between one or the other during gameplay.



5.7



Rarity JP: 7

## Ragnagard

**Developer** Saurus, System Vision  
**Publisher** Saurus, SNK  
**Release date** July 26, 1996  
**Genre** Fighting  
**Players** 1-2 Players

Ragnagard, also known as Shinouken, is a 2D fighting game. The game uses pre-rendered 3d polygons for their backgrounds and characters, creating a crisp and clear visual difference from other 2D fighters of its time. Fighting takes place on the ground and in the air, a unique fighting system that advertised the title as an “aerial battle action game”.

*“snk.wikia.com”*



7.5



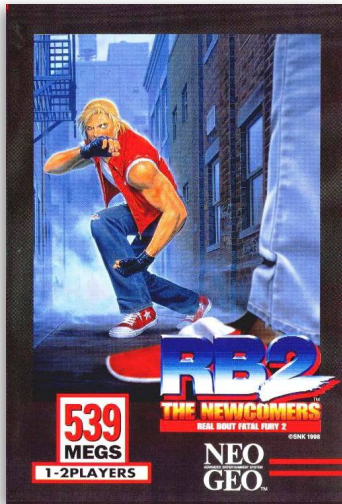
Rarity US: 7  
Rarity JP: 3

## Real Bout Fatal Fury

**Developer** SNK  
**Publisher** SNK  
**Release date** January 26, 1996  
**Genre** Fighting  
**Players** 1-2 Players

Real Bout Fatal Fury is the fifth installment in the Fatal Fury series, following Fatal Fury 3. The game changes the play controls from the previous Fatal Fury games, reducing the number of attack buttons from four to three: a standard punch and kick button, and a “Strong Attack” button. The game also retains the character roster from Fatal Fury 3, with the boss characters now part of the regular cast.





## Real Bout Fatal Fury 2: The Newcomers

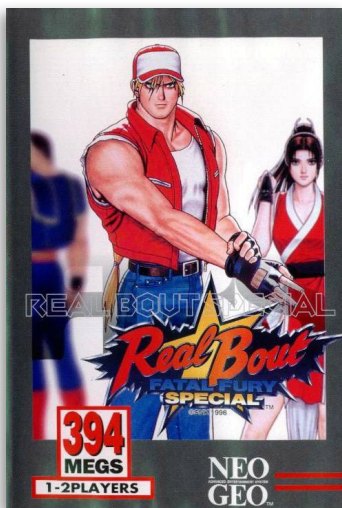
**Developer** SNK  
**Publisher** SNK  
**Release date** April 29, 1998  
**Genre** Fighting  
**Players** 1-2 Players

Real Bout Fatal Fury 2: The Newcomers is the seventh game in the Fatal Fury series and the third game in the Real Bout sub-series, following Real Bout Fatal Fury and Real Bout Fatal Fury Special. The game uses the same graphics as Real Bout Special, but returns to the same fighting system from the original Real Bout.

8.1



Rarity US: 8  
 Rarity JP: 5



## Real Bout Fatal Fury Special

**Developer** SNK  
**Publisher** SNK  
**Release date** February 28, 1997  
**Genre** Fighting  
**Players** 1-2 Players

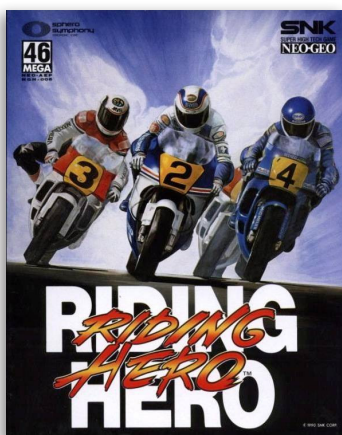
Real Bout Fatal Fury Special is the sixth installment in the Fatal Fury series. This game features all new graphics and returns to the two-level plane system from Fatal Fury 2.

The game retains the cast of the original Real Bout, with the addition of Tung Fu Rue, Cheng Sinzan, Laurence Blood and Wolfgang Krauser from Fatal Fury Special, with Krauser serving as the new final boss.

8.0



Rarity US: 7  
 Rarity JP: 5



## Riding Hero

**Developer** SNK  
**Publisher** SNK  
**Release date** July 1, 1991  
**Genre** Racing  
**Players** 1-4 Players

Riding Hero is a motorcycle racing game with three modes of play: W.G.P. mode, R.P.G. (Story) mode, and Multi-Play mode.

R.P.G. mode is interactive. Players travel between locations, and explore them, and speak to any people here. Players must first purchase a bike, then race against up to six opponents.

*“mobygames.com”*

3.0



Rarity US: 3  
 Rarity JP: 5  
 Carton JP: 8



7.0



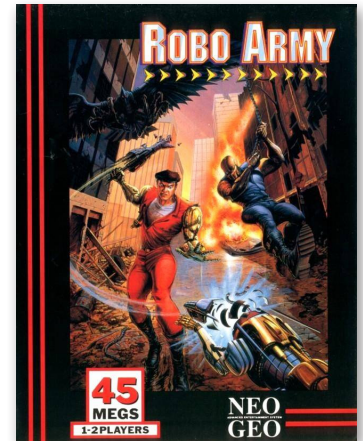
Rarity US: 5  
Rarity JP: 3  
Rarity EU: 7

## Robo Army

**Developer** SNK  
**Publisher** SNK  
**Release date** December 20, 1991  
**Genre** Beat 'em up  
**Players** 1-2 Players

Robo Army tells the story of a mad scientist who decides to create an army of robots to destroy the city, capture all the citizens, and use their brains for more robots to take over the world. Players control one of two robots who use its fists and special attacks to take on the army throughout a jungle stage and various buildings in the destroyed city.

*"mobygames.com"*



7.8

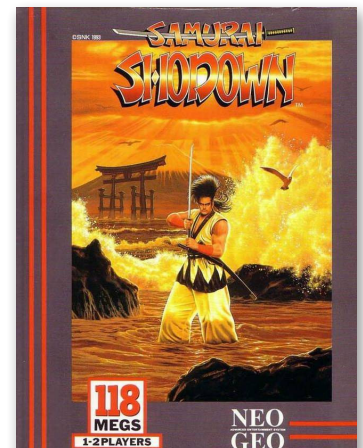


Rarity US: 3  
Rarity JP: 3

## Samurai Shodown

**Developer** SNK  
**Publisher** SNK  
**Release date** August 11, 1993  
**Genre** Fighting  
**Players** 1-2 Players

Samurai Shodown, Samurai Spirits in Japan, is the first installment in the Samurai Shodown series. In contrast to other fighting games at the time, which were set in modern times and focused primarily on hand-to-hand combat, Samurai Shodown is set in feudal-era Japan (similar to Kaneko's Shogun Warriors) and was one of the first fighting games to focus primarily on weapon-based combat after the success of Capcom's Street Fighter II.



8.4

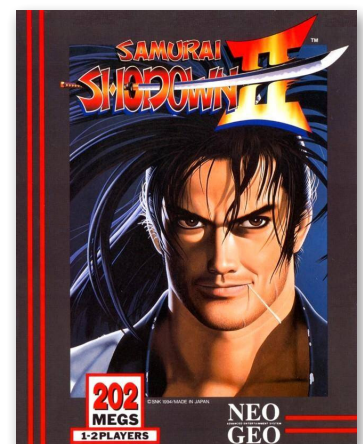


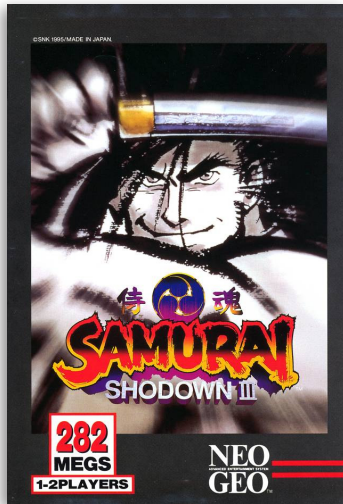
Rarity US: 3  
Rarity JP: 2  
Rarity EU: 7

## Samurai Shodown II

**Developer** SNK  
**Publisher** SNK  
**Release date** December 2, 1994  
**Genre** Fighting  
**Players** 1-2 Players

Following up on the extremely enthusiastic fan reception of the first Samurai Shodown game, SNK rebuilt the sequel from the ground up, including almost all of its predecessor's cast, adding several new characters, and refining the overall gameplay with more responsive control, more moves, and a substantial number of Easter eggs.





## Samurai Shodown III

|                     |                  |
|---------------------|------------------|
| <b>Developer</b>    | SNK              |
| <b>Publisher</b>    | SNK              |
| <b>Release date</b> | December 1, 1995 |
| <b>Genre</b>        | Fighting         |
| <b>Players</b>      | 1-2 Players      |

While it is the third game in the main series, it is the first part of a two-chapter story set between Samurai Shodown and Samurai Shodown II. Compared to the others in the series, the game has a darker aesthetic. The more light-hearted characters from the previous games have been excised, and the kabuki master, Kyoshiro Senryo, received a redesign, transforming him from a flamboyant stage performer into a grim-faced, muscular man.

7.6



Rarity US: 5  
Rarity JP: 3



## Samurai Shodown IV: Amakusa's Revenge

|                     |                   |
|---------------------|-------------------|
| <b>Developer</b>    | SNK               |
| <b>Publisher</b>    | SNK               |
| <b>Release date</b> | November 29, 1996 |
| <b>Genre</b>        | Fighting          |
| <b>Players</b>      | 1-2 Players       |

Chronologically, it is the second and final chapter of a story between Samurai Shodown and Samurai Shodown II, with Samurai Shodown III being the first chapter.

Among other series changes, aerial blocking was removed entirely, and the switch-around move. Added was the “CD combo”, and a “suicide” move, wherein one’s character forfeits the round.

8.0



Rarity US: 8  
Rarity JP: 7  
Rarity KR: 7



## Samurai Shodown V

|                     |                   |
|---------------------|-------------------|
| <b>Developer</b>    | Yuki Enterprise   |
| <b>Publisher</b>    | SNK Playmore      |
| <b>Release date</b> | December 11, 2003 |
| <b>Genre</b>        | Fighting          |
| <b>Players</b>      | 1-2 Players       |

Following the revitalization of SNK after its collapse in 2001, the company decided that it would be worthwhile to create another game in the largely defunct Samurai Shodown series. The most significant addition to the fighting system, is the “defense” button. This button—depending on the position of the joystick—allows the player to duck, quickly jump back, quickly jump forward or roll.

6.9



Rarity US: 5  
Rarity JP: 5

7.7



Rarity US: 7  
 Fixed US: 5  
 Rarity JP: 7  
 Fixed JP: 5

## Samurai Shodown V Special

**Developer** Yuki Enterprise  
**Publisher** SNK Playmore  
**Release date** July 9, 2004  
**Genre** Fighting  
**Players** 1-2 Players

Samurai Shodown V Special, Samurai Spirits Zero Special in Japan, is an upgraded version of Samurai Shodown V, and is the last official game for the Neo Geo platform. The essential mechanics remained largely unchanged from previous games, with the update being directed towards graphical and audio changes. The updated visuals include portraits by artist Satoshi Ito, which convey a dark atmosphere similar to that of Samurai Shodown III.



7.3



Rarity US: 7  
 Rarity JP: 7

## Savage Reign

**Developer** SNK  
**Publisher** SNK  
**Release date** May 26, 1995  
**Genre** Fighting  
**Players** 1-2 Players

The game, much like Samurai Shodown, is a weapons fighter. Savage Reign is set in the first half of the 21st century in the fictional city of South Town (the same city used in the Fatal Fury and Art of Fighting series), which has now been upgraded and renamed as Jipang City. A mysterious legendary fighter has issued a challenge on television for the strongest of fighters to battle against him in a fighting tournament.



6.8



Rarity US: 5  
 Rarity JP: 5

## Sengoku

**Developer** SNK  
**Publisher** SNK  
**Release date** July 1, 1991  
**Genre** Beat 'em up  
**Players** 1-2 Players

Sengoku, fully titled Sengoku Denshō in Japan, is the first game in the beat 'em up trilogy by SNK. A player has a maximum of six health points. When certain enemies are defeated, spirits of powerful forms are available to transform into. The three different forms are a samurai warrior, an armour-clad wolf and a more agile ninja. Throughout the game the player will need to survive the hordes of enemies by collecting coloured orbs as powerups.





## Sengoku 2

**Developer** SNK  
**Publisher** SNK  
**Release date** April 9, 1993  
**Genre** Beat 'em up  
**Players** 1-2 Players

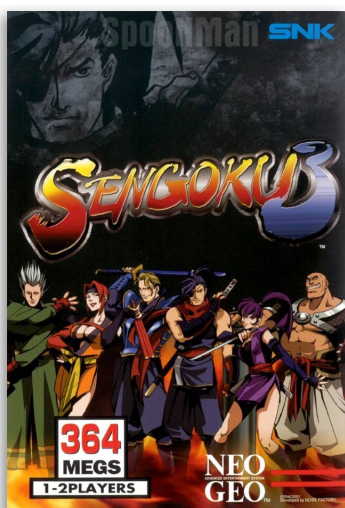
The gameplay is similar to the prequel, except that the playable character is constantly armed with a sword for which can initiate wide plane attacks and vertical slashes. Pressing both attack buttons together allows the character to block or dodge attacks. The character can also jump and do jump attacks. Occasionally the character will be mounted on horseback and have to carefully hack and slash enemies during a canter.

7.5



Rarity US: 7

Rarity JP: 7

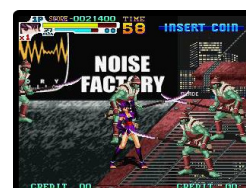


## Sengoku 3

**Developer** Noise Factory  
**Publisher** SNK  
**Release date** October 25, 2001  
**Genre** Beat 'em up  
**Players** 1-2 Players

The player may choose one of 4 initial characters to play as. As the third game in the Sengoku series, the game takes on a new mechanic by incorporating a ninja (shinobi) gauge which when filled allows players to launch several different Ninja Art attacks against enemies. The new system allows them to use both weapons and unarmed attacks to execute and link combos.

7.6



Rarity US: 5

Rarity JP: 5



## Shock Troopers

**Developer** Saurus  
**Publisher** Saurus, SNK  
**Release date** November 11, 1997  
**Genre** Run and gun  
**Players** 1-2 Players

Shock Troopers involves taking command of one or three commandos in an eight-way shooter. At the beginning of each session, players choose whether to go through the game in one of two modes, "Lonely Wolf" or "Team Battle". In "Lonely Wolf", one character is controlled throughout the game, while "Team Battle" allows selecting a band of three soldiers through their missions, switching between them on-the-fly.

8.3



7.6



Rarity JP: 7

## Shock Troopers: 2nd Squad

**Developer** Saurus  
**Publisher** Saurus, SNK  
**Release date** June 24, 1999  
**Genre** Run and gun  
**Players** 1-2 Players

The second game, titled Shock Troopers: 2nd Squad, is considered to be a standalone title since the plot has no connection with the first game.

The gameplay system has been drastically changed because only 4 characters are selectable and the team mode from the first game is not featured in this. Also, the graphics has a more cartoon-feel to it and the sprites are a combination of 2D and 3D.



7.4



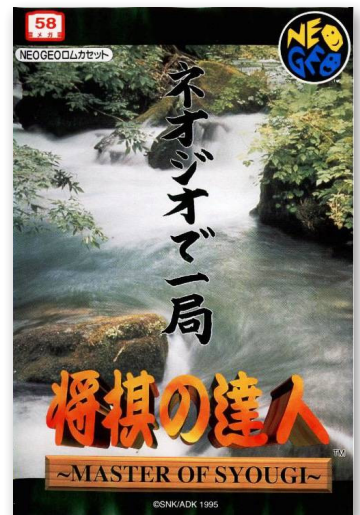
Rarity JP: 7

## Shōgi no Tatsujin: Master of Syougi

**Developer** ADK  
**Publisher** ADK, SNK  
**Release date** October 13, 1995  
**Genre** Board game  
**Players** 1 Player

Syougi no Tatsujin - Master of Syougi is a turn-based game - an adaptation of Shogi, a Japanese type of chess-like game. The player can select 1 from 8 opponents to play. Each player has a set of 20 wedge-shaped pieces different from international chess. Another difference - captured pieces could be returned to the board and all can be promoted.

*"mobygames.com"*



7.7

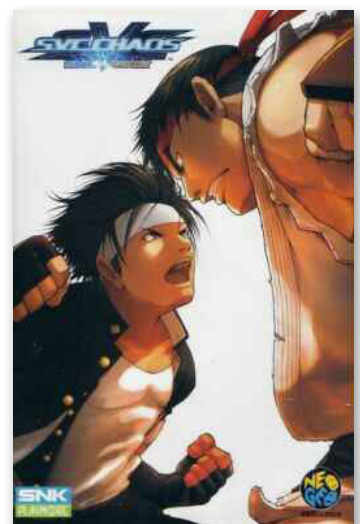


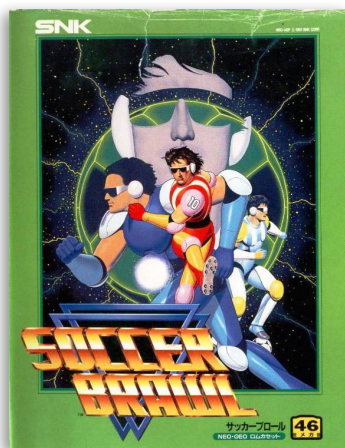
Rarity US: 5  
 Rarity JP: 5

## SNK vs. Capcom: SVC Chaos

**Developer** SNK Playmore  
**Publisher** SNK Playmore  
**Release date** November 14, 2003  
**Genre** Fighting  
**Players** 1-2 Players

SNK vs. Capcom: SVC Chaos is a crossover featuring characters from SNK's and Capcom's respective fighting game properties such as The King of Fighters, Samurai Shodown, Street Fighter, and Darkstalkers. It was the third arcade game in a series of crossovers between these two companies and the only one developed by SNK. The gameplay is based on the KOF series (particularly The King of Fighters 2002).





## Soccer Brawl

**Developer** SNK  
**Publisher** SNK  
**Release date** March 13, 1992  
**Genre** Sports  
**Players** 1-2 Players

Soccer Brawl is a futuristic soccer game that uses either bionic people or cyborgs for the players. It is a two-player game where one pick a home land from one of ten countries including Italy, Germany, Brazil, Spain, Japan, et. al. Players can hold either A for a power shot while on offense, or A for a super punch to disable opponents while on defense.

*"snk.wikia.com"*

7.0



Rarity US: 3  
 Rarity EU: 5  
 Rarity JP: 3



## Spinmaster

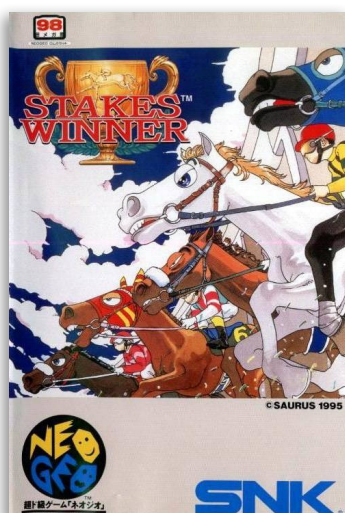
**Developer** Data East  
**Publisher** Data East, SNK  
**Release date** February 18, 1994  
**Genre** Beat 'em up  
**Players** 1-2 Players

Spinmaster's gameplay, artwork style, animations of some characters and the styles of its weapons were heavily inspired by another arcade game by Data East titled Joe & Mac, according to the Japanese Miracle Adventure arcade flyer. Johnny and Tom will both be armed with yo-yos to hit enemies and treasure chests that contain better weapons like throwing stars, icicle daggers and guided missiles.

7.9



Rarity US: 5  
 Rarity JP: 3



## Stakes Winner

**Developer** Saurus  
**Publisher** Saurus, SNK  
**Release date** October 27, 1995  
**Genre** Sports  
**Players** 1-2 Players

Stakes Winner is a horse racing game. Races can be entered by one or two players and involve eight horses struggling for victory; each of the eight horses given for selection is characterized by three parameters: speed, stamina, strength, all measured in stars from a minimum of one to a maximum of five.

6.0



Rarity US: 9  
 Rarity JP: 7

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5.5



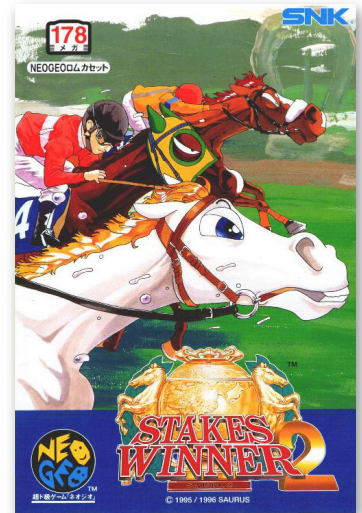
Rarity JP: 7

## Stakes Winner 2

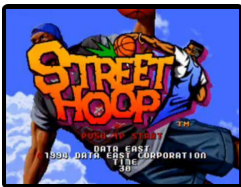
|                     |                   |
|---------------------|-------------------|
| <b>Developer</b>    | Saurus            |
| <b>Publisher</b>    | Saurus, SNK       |
| <b>Release date</b> | December 13, 1996 |
| <b>Genre</b>        | Sports            |
| <b>Players</b>      | 1-2 Players       |

Stakes Winner 2 is the sequel to Stakes Winner. The player can choose from 12 different horses with different statistics to race with. Races consist of 8 horses. Rival horses can't be chosen. Between races, there are bonus training games that can be used to boost the horse's abilities. Prize money can be used to buy items from the stable shop, to be used during races.

*"mobygames.com"*



7.7

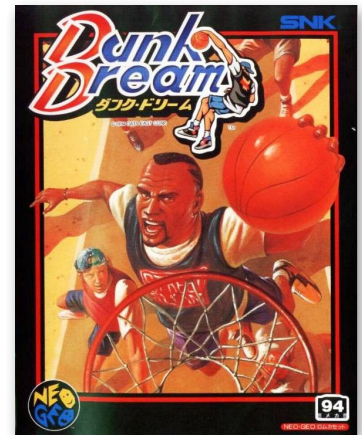


Rarity US: 7  
Rarity JP: 5

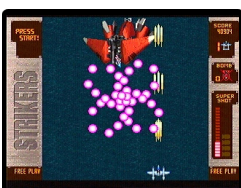
## Street Hoop

|                     |                  |
|---------------------|------------------|
| <b>Developer</b>    | Data East        |
| <b>Publisher</b>    | Data East, SNK   |
| <b>Release date</b> | December 9, 1994 |
| <b>Genre</b>        | Sports           |
| <b>Players</b>      | 1-2 Players      |

Street Hoop, also known as Dunk Dream or Street Slam, is a basketball game. The game features three-on-three basketball match-ups with a variety of different teams. In the European and Japanese versions of the game, players can select a three-player team from a selection of 10 countries. In the US version of the game the countries are replaced with US cities. The game was also the inspiration for King of Fighters character, Lucky Glauber.



7.8

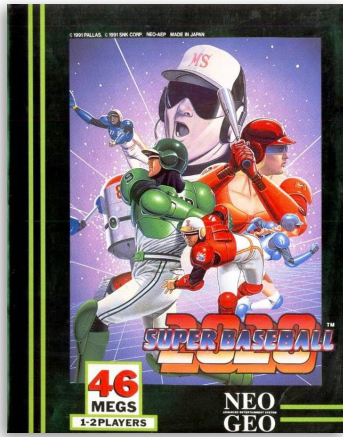


## Strikers 1945 Plus

|                     |                   |
|---------------------|-------------------|
| <b>Developer</b>    | Psikyo            |
| <b>Publisher</b>    | Psikyo, SNK       |
| <b>Release date</b> | December 24, 1999 |
| <b>Genre</b>        | Shooter           |
| <b>Players</b>      | 1-2 Players       |

Strikers 1945 Plus is a remake of Strikers 1945 II for different hardware, featuring a horizontal screen. The player chooses one of six planes or can opt for a random choice. The first four stages are in random order, while the last four are sequential. Players collect weapon powerups, bombs, and gold bars for points. Each plane has a unique "supershot" which is charged by damaging enemies and fired by holding then releasing the fire button.





## Super Baseball 2020

**Developer** SNK  
**Publisher** SNK  
**Release date** October 25, 1991  
**Genre** Sports  
**Players** 1-2 Players

Super Baseball 2020 is a futuristic baseball video game. The game follows the basic rules of baseball, but there are several upgrades since the game takes place in the year 2020. The most obvious difference from real baseball is that some of the characters in this game are robots. All the human characters are equipped with powerful armor, computer sensors, and jet-packs for improved offense and defensive skills.

6.1



Rarity US: 3

Rarity JP: 3



## Super Dodge Ball

**Developer** Technōs  
**Publisher** Technōs, SNK  
**Release date** 1996  
**Genre** Sports  
**Players** 1-2 Players

Super Dodge Ball, known in Japan as Kunio no Nekket-su Dodgeball Densetsu, is a sequel to the original Super Dodge Ball and features characters from Technōs Japan's Kunio-kun series. It was also the final game developed by Technōs before the company went out of business. While the game was never officially distributed in Japan, since only a Western version was produced, the game's language will be set to Japanese when played on a Japanese Neo-Geo motherboard.

8.5



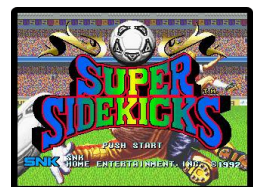
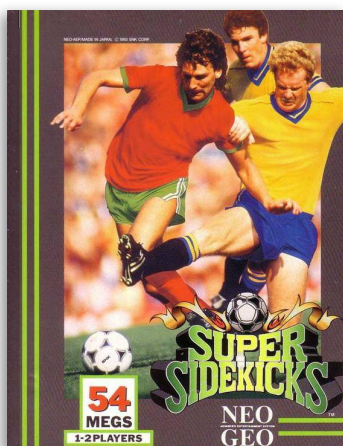
## Super Sidekicks

**Developer** SNK  
**Publisher** SNK  
**Release date** February 19, 1993  
**Genre** Sports  
**Players** 1-2 Players

Published in 1993, the original Super Sidekicks, known as Tokuten Ou, "Goal-Scoring King" in Japan, was SNK's first soccer video game. It features 12 teams divided into two groups which compete for the "SNK Cup".

The players' team plays against all the others in their group, then it goes into an elimination tournament's semi-finals and then the final to win the cup.

7.1



Rarity US: 3

Rarity JP: 5



7.5

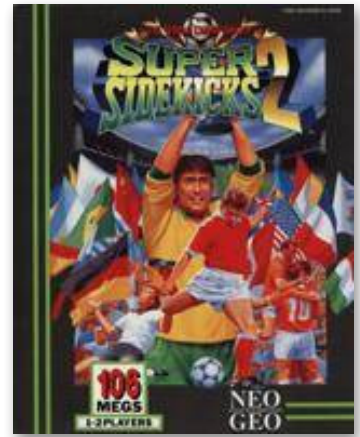


Rarity US: 3  
Rarity JP: 3

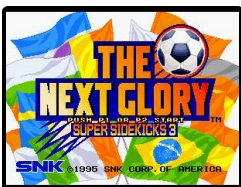
## Super Sidekicks 2: The World Championship

**Developer** SNK  
**Publisher** SNK  
**Release date** May 27, 1994  
**Genre** Sports  
**Players** 1-2 Players

The sequel corrected most of the flaws in the original's design, including the ability to switch players' control during the game, a smaller goal, and no more long shots taken (in Super Sidekicks 1 the simple long shot was sometimes too long, leading into a throw-in situation). It increased the number of teams to 48 and divided them into 6 geographical "regions".



7.2



Rarity US: 5  
Rarity JP: 3

## Super Sidekicks 3: The Next Glory

**Developer** SNK  
**Publisher** SNK  
**Release date** April 7, 1995  
**Genre** Sports  
**Players** 1-2 Players

The third game features 64 national teams divided into 8 regions. The new features in this game include naming the player scoring goals for his team and keeping score of how many goals he scores during his team's use by the player. Alongside the "Top Teams" ranking which serves as a high score table for teams, there is a "Top Scorer" table for individual players.



4.7

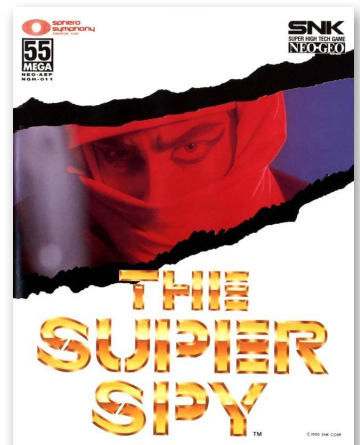


Rarity US: 3  
Rarity JP: 3  
Carton JP: 8

## The Super Spy

**Developer** SNK  
**Publisher** SNK  
**Release date** July 1, 1991  
**Genre** First-person shooter, Beat 'em up  
**Players** 1 Player

Super Spy, an early Neo Geo game, is a first-person shooter and beat 'em up game with action RPG elements in which players move through the many floors of an office building shooting terrorists. It was an early example of a first-person shooter where the player character's arms and weapons are visible on screen.





## Tecmo World Soccer '96

**Developer** Tecmo  
**Publisher** Tecmo, SNK  
**Release date** 1996  
**Genre** Sports  
**Players** 1-2 Players

World Soccer '96 plays much like most other Neo Geo soccer games, that is until one face one of the opposing teams players head on. When players do, the word "feint" appears and the controls change and they have to side-step up and down/left and right to get past them. This may make the game annoying to play, because instead of being able to run with the ball players are constantly getting caught in these situations.

*"Kazuya\_UK@neogeforlife.com"*

3.0



## Thrash Rally

**Developer** ADK  
**Publisher** ADK, SNK  
**Release date** December 20, 1991  
**Genre** Racing  
**Players** 1-4 Players

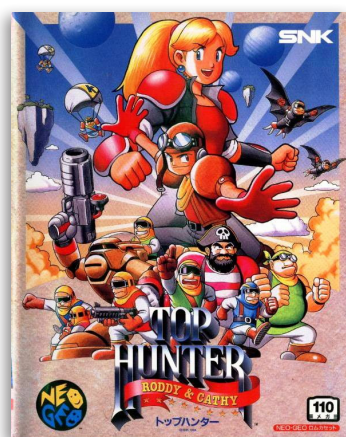
Thrash Rally is a top-down perspective rally racing game. It would be followed by an unofficial sequel in 1996, Over Top.

Players begin by choosing a vehicle based on handling, acceleration, and overall speed. Races take place from the 1992 World Rally Championship and the 1992 Paris-Cape Town Dakar Rally with a variety of terrain including snow and sand.

7.1



Rarity US: 3  
 Rarity JP: 3



## Top Hunter: Roddy & Cathy

**Developer** SNK  
**Publisher** SNK  
**Release date** June 24, 1994  
**Genre** Platformer  
**Players** 1-2 Players

Top Hunter: Roddy & Cathy was referred as a precursor to Metal Slug because of the use of the robotic vehicles, which are very similar to the Slugs.

The player, as Roddy (the second player plays as Cathy), must navigate through the stages, collecting items, killing enemies, and defeating a boss at the end of each area.

7.5



Rarity US: 3  
 Rarity JP: 7

5.0



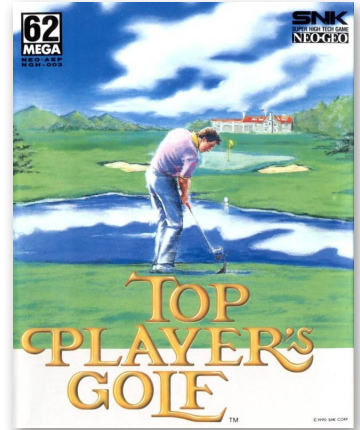
Rarity US: 3  
Rarity JP: 3  
Carton JP: 3

## Top Player's Golf

**Developer** SNK  
**Publisher** SNK  
**Release date** July 1, 1991  
**Genre** Sports  
**Players** 1-2 Players

Heavyweight of its generation, big with its 62 megabytes, Top Player's Golf was the biggest game of the system when it was released because of the voices and sound digitizations. The caddy would lavish the players during dozens of seconds with advices on each of the thirty-six holes that feature the game. Including the many exclamations and onomatopoeia coming from the announcer, commenting at the performances.

*"Tibe@neogeokult.com"*



7.4



Rarity JP: 8

## Twinkle Star Sprites

**Developer** ADK  
**Publisher** ADK, SNK  
**Release date** January 31, 1997  
**Genre** Shooter, Puzzle  
**Players** 1-2 Players

Twinkle Star Sprites is a competitive scrolling shooter game. It was ADK's last production for the Neo-Geo platform. The gameplay, which can be characterized as a combination of a fixed shooter and a versus puzzle game, uses combinations of shots, as well as timed power-ups to attempt to damage the opponent. These attacks also serve as counters to the opponent's attack.



8.3



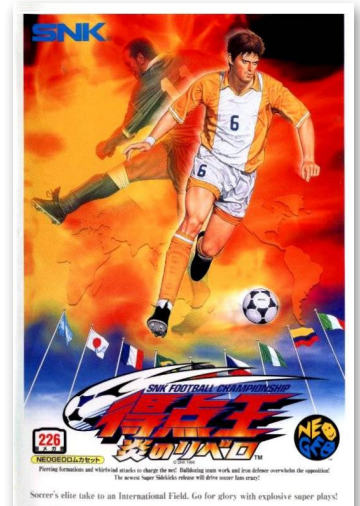
Rarity US: 10  
Rarity JP: 8

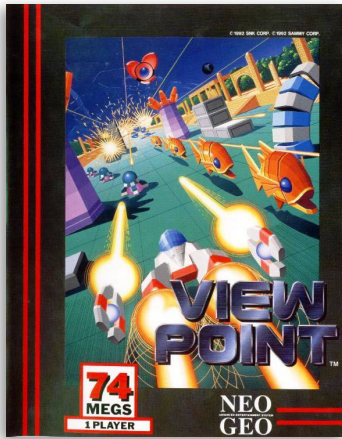
## The Ultimate 11: SNK Football Championship

**Developer** SNK  
**Publisher** SNK  
**Release date** December 20, 1996  
**Genre** Sports  
**Players** 1-2 Players

Despite the international title, it is still considered the fourth game in the Super Sidekicks series. Sometimes the game is known as Super Sidekicks 4 due to the fact the game is 4th in the series. It features 80 national teams divided into 8 regions.

The Ultimate 11 was one of the few Neo-Geo games to feature a corporate sponsor: Akai.





## Viewpoint

**Developer** Sammy  
**Publisher** Sammy, SNK  
**Release date** December 11, 1992  
**Genre** Shooter  
**Players** 1 Player

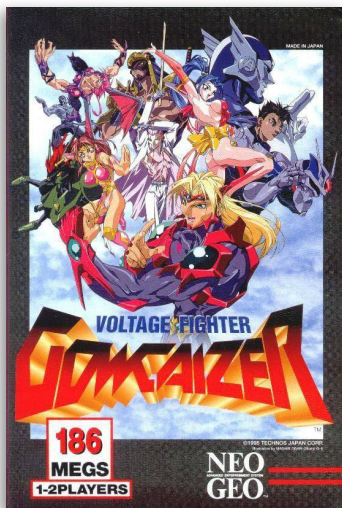
Viewpoint is an arcade isometric shooter. Along with the ship's primary weapons, the player also has access to three bombs: one that can make a wave of fire that starts from behind the player's ship and scrolls "up" the screen, one that makes a powerful circular, nova-like blast, and one that shoots several mini-missiles capable of homing in on multiple targets. The game has 6 stages.

7.9



Rarity US: 5

Rarity JP: 7

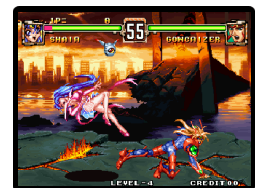


## Voltage Fighter Gowcaizer

**Developer** Technōs  
**Publisher** Technōs, SNK  
**Release date** October 20, 1995  
**Genre** Fighting  
**Players** 1-2 Players

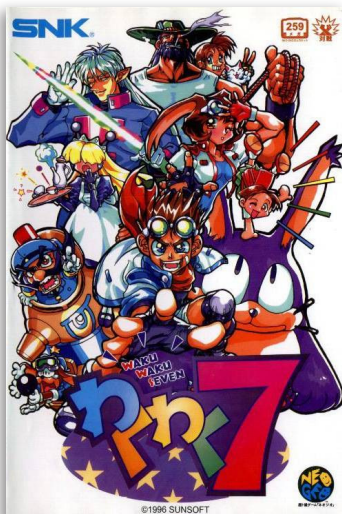
Voltage Fighter Gowcaizer is a superhero-themed head-to-head fighting game. It was the company's second attempt at a fighting game, following the Neo Geo fighting game version of Double Dragon. It features character designs by artist Masami Ōbari, who previously worked on the anime adaptations of the Fatal Fury series. The player can select from one of ten playable characters.

6.3



Rarity US: 7

Rarity JP: 7

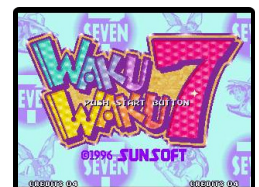


## Waku Waku 7

**Developer** Sunsoft  
**Publisher** Sunsoft  
**Release date** December 27, 1996  
**Genre** Fighting  
**Players** 1-2 Players

Waku Waku 7 has an irregular feature set for a fighting game of its time, and includes features common to SNK fighting games (such as four basic attacks and screens zooming). The game has a roster of nine characters (Two of which were available only in the Versus mode of the console ports). Each has a significantly different playstyle and parodies a well-known character from another game.

7.6



Rarity JP: 7

7.5



Rarity US: 5  
Rarity JP: 5

## Windjammers

**Developer** Data East  
**Publisher** Data East, SNK  
**Release date** April 8, 1994  
**Genre** Sports  
**Players** 1-2 Players

Windjammers, Flying Power Disc in Japan, is a fast paced sports game. The game mechanics are essentially the same as Pong or air hockey, where players continuously shoot the disc at the goal zone of the opponent attempting to score. The game can be played against the computer or in a 2 player versus. There are six characters a player may choose from, each with their own speed/power settings, nationality and special throw.



6.4



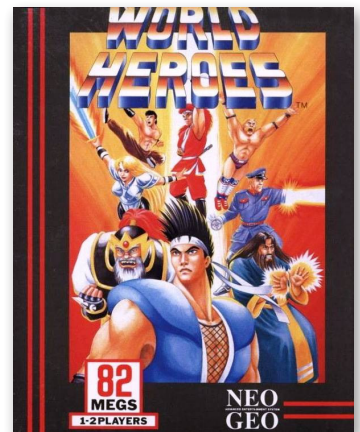
Rarity US: 3  
Rarity JP: 2

## World Heroes

**Developer** ADK  
**Publisher** ADK, SNK  
**Release date** September 11, 1992  
**Genre** Fighting  
**Players** 1-2 Players

World Heroes is ADK's first game in the fighting game genre, as well as their earliest attempt in the fighting game trend of the '90s. It was also the last game with the "Alpha" logo labeled within the game before the developer became "ADK".

There are eight playable characters in the roster and two different play modes for players to choose from: "Normal Game" and "Death Match".



6.2

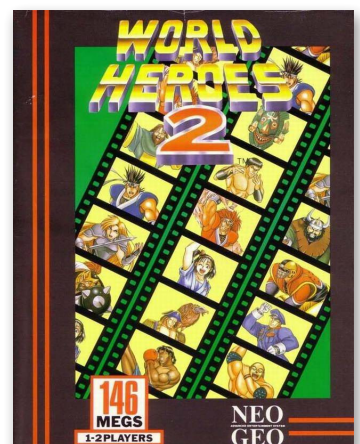


Rarity US: 3  
Rarity JP: 2  
Rarity EU: 3

## World Heroes 2

**Developer** ADK  
**Publisher** ADK, SNK  
**Release date** June 4, 1993  
**Genre** Fighting  
**Players** 1-2 Players

World Heroes 2 uses most of the elements of its predecessor, such as the same three out of four button layout, movements and motion commands performed using an 8-way joystick, and the "Normal Game" and "Death Match" modes. However, the "C" button can either be used to throw when close enough to the opponent, or taunt against the opponent. New additions include six new characters, new and modified moves.





## World Heroes 2 Jet

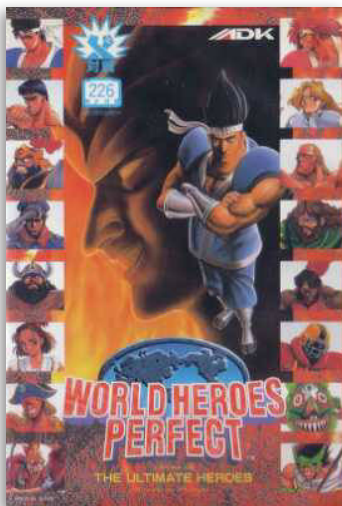
**Developer** ADK  
**Publisher** ADK, SNK  
**Release date** June 10, 1994  
**Genre** Fighting  
**Players** 1-2 Players

New additions include three new characters and new and modified moves and fighting statistics added to the playable characters returning from the first two World Heroes titles. Also, the word “Jet” in the title not only refers to faster movement, but also the ability to perform forward and backward dashing. The “Normal Game” and “Death Match” modes are replaced by “Entry to the tournament” and “The FORGING OF WARRIORS”:

6.4



Rarity US: 3  
 Rarity JP: 3  
 Rarity EU: 5



## World Heroes Perfect

**Developer** ADK  
**Publisher** ADK, SNK  
**Release date** June 30, 1995  
**Genre** Fighting  
**Players** 1-2 Players

World Heroes Perfect is the sequel to World Heroes 2 Jet, and is the fourth and final title of the World Heroes series.

New additions include a few new playable characters, as well as new and modified moves and fighting statistics added to the playable characters returning from the first three World Heroes titles. Other new features are that every character has a special ability.

6.8



Rarity US: 8  
 Rarity JP: 7



## Zed Blade

**Developer** NMK  
**Publisher** NMK, SNK  
**Release date** September 13, 1994  
**Genre** Shooter  
**Players** 1-2 Players

One or two players simultaneously choose one of three characters to play, each with varying speeds at which they control their ships. A selection of three weapons are used for the front and rear of the selected ship. The player has to destroy various enemy ships and the boss near the end of the planet while travelling through every planet in the solar system. Weapons can be upgraded during the battle, and HyperBombs can be collected.

6.5



8.6



## ZuPaPa!

|              |                 |
|--------------|-----------------|
| Developer    | Face, SNK       |
| Publisher    | SNK             |
| Release date | September, 2001 |
| Genre        | Platformer      |
| Players      | 1-2 Players     |

ZuPaPa! is very similar to Nightmare In The Dark. The player character Zupapa is a blue, cute creature, walking and jumping in small levels and eliminating the enemies there. He can use "Zupipis" - little creatures that can immobilize opponents. Four Zupipis are available - green, blue, orange and purple. After defeating all the enemies, the player goes to the next level.

*"mobygames.com"*



# Neo Geo CD Exclusive

SNK released the Neo Geo CD in 1994 in order to bring down the high price tags on its home console and games. Compact disks were cheap and meant that Neo Geo could now sell games for about \$50 a piece compared to the \$200+ it was charging for its AES cartridges. The price of the console also fell to about \$300. Unfortunately, the Neo Geo CD introduced some new problems. Firstly, games would take forever to load because of the 1X CD-Drive speed, which made playing some games unbearable. Secondly, it had a problem with overheating once the console was left on for some time. The CDZ, which was released in 1996 did improve on load times by sporting a 2X CD-Drive, however, it was only ever released in Japan.

Almost every game released for the Neo Geo CD was already released as an AES or MVS. These four pages list the exclusives along with some KOF special editions, just for space. Two of the games are also promo games, released for promoting the new CD home system.



## ADK World

|                     |                   |
|---------------------|-------------------|
| <b>Developer</b>    | ADK               |
| <b>Publisher</b>    | ADK               |
| <b>Release date</b> | November 10, 1995 |
| <b>Genre</b>        | Mini games        |
| <b>Players</b>      | 1 Player          |

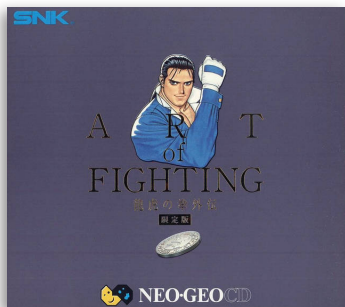
ADK World is a fan disc with cameos from various ADK games, such as characters from World Heroes, Aggressors of Dark Combat, Ninja Commando, and others. Similar to Neo Geo CD Special, the game is an omnibus game that features several types of mini games for its content. The artwork in the game is either super-deformed or re-drawn for people of all ages.

*“snk.wikia.com”*

6.5



Rarity: 5



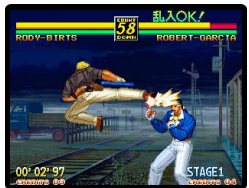
## Art of Fighting 3 Special Box Edition

|                     |               |
|---------------------|---------------|
| <b>Developer</b>    | SNK           |
| <b>Publisher</b>    | SNK           |
| <b>Release date</b> | June 14, 1996 |
| <b>Genre</b>        | Fighting      |
| <b>Players</b>      | 1-2 Players   |

The Neo Geo version of this game does not contain an intro dialog for each fight, nor does the Arcade or the Art of Fighting Anthology version for the PlayStation 2. The only (complete) version that has those cinematics is the version for the Neo Geo CD system.

The Special Edition came in a cardboard box with an art book, stickers, and a coin.

7.0



Rarity JP: 5



8.3



Rarity: 7

## Ironclad

|                     |                    |
|---------------------|--------------------|
| <b>Developer</b>    | Saurus             |
| <b>Publisher</b>    | SNK                |
| <b>Release date</b> | September 20, 1996 |
| <b>Genre</b>        | Shooter            |
| <b>Players</b>      | 1-2 Players        |

Ironclad is a side-scrolling shoot 'em. Players use their war ship to save the Kingdom of Chop from the Iron Mask Republic. They can use three main blast weapons, which are upgradable when they collect more items, a charged attack available when Iron Clad is attached to the ship, three melee weapons, a bomber that clears all enemy bullets, and varying shooting patterns. Stages are selectable, and there are multiple endings.

*"mobygames.com"*



7.0



Rarity: 5

## Crossed Swords II

|                     |                         |
|---------------------|-------------------------|
| <b>Developer</b>    | ADK                     |
| <b>Publisher</b>    | SNK                     |
| <b>Release date</b> | May 2, 1995             |
| <b>Genre</b>        | Beat 'em up, Action RPG |
| <b>Players</b>      | 1-2 Players             |

Crossed Swords 2 was one of the few games designed specifically for the Neo-Geo CD, rather than being an arcade port. As the previous game, Crossed Swords II offer a single player campaign and a 2 player coop mode adds. There's also an arena game mode which lets players go toe to toe with one of the enemies from the game.

The game was later released as an unofficial AES and MVS port.



8.0



Rarity: 6

## Idol Mahjong Final Romance 2

|                     |                    |
|---------------------|--------------------|
| <b>Developer</b>    | Video System       |
| <b>Publisher</b>    | SNK                |
| <b>Release date</b> | August 25, 1995    |
| <b>Genre</b>        | Trivia, Board Game |
| <b>Players</b>      | 1 Player           |

Taisen Idol-Mahjong Final Romance 2 is the second game in the Final Romance series and the first to feature anime style girls instead of digitized photos of real models. It is also the first to be ported to home systems. Like the first, players play strip mahjong against various girls. Players can use their score to purchase various cheating methods.

*"mobygames.com"*





## King of Fighters '96 Collection

|              |                   |
|--------------|-------------------|
| Developer    | SNK               |
| Publisher    | SNK               |
| Release date | February 14, 1997 |
| Genre        | Demo              |
| Players      | 1 Player          |

KOF96C is an enhanced collectors edition CD version of the KOF96 game with an extensive database for The King of Fighters '96, released to promote the year's title. It was available only for the Neo-Geo CD. The database included the game's intro, an interactive reenactment of the game's backstory, character profiles spoken by their voice actors, outtakes, an exclusive gallery section from the creators, a complete command list and a sound selection.



Rarity: 5



## King of Fighters '98 Special Box Edition

|              |             |
|--------------|-------------|
| Developer    | SNK         |
| Publisher    | SNK         |
| Release date | 1998        |
| Genre        | Fighting    |
| Players      | 1-2 Players |

The King of Fighters '98 for Neo Geo CD is a port of the MVS/AES version.

KOF '98 has been commonly praised by several video game publications as the best KOF from the series due to its graphics and gameplay.

8.5



Rarity: 5



## Neo Geo CD Special

|              |                   |
|--------------|-------------------|
| Developer    | SNK               |
| Publisher    | SNK               |
| Release date | December 22, 1995 |
| Genre        | Demo              |
| Players      | 1 Player          |

Neo•Geo CD Special is an omnibus game. It was created to showcase the console's capabilities for curious consumers by letting them sample six titles. The game's interface is staged as a class with a polygon Athena Asamiya as the mascot/teacher and the sampled games are the "classes".

Each game comes with brief directions for the characters or teams initially available for each demo.



Rarity: 5



Rarity: 7

## Oshidashi Zintrick

**Developer** ADK  
**Publisher** ADK  
**Release date** March 22, 1996  
**Genre** Puzzle  
**Players** 1-2 Players

Oshidashi Zintrick is a basic, fun and to-the-point puzzle game from ADK, of particular interest for being one of the few exclusive titles for the Neo Geo CD. Stone balls are dropped on the opponent's screen when a tidy combo is struck, making it harder for them to join the standard jelly like balls together. Excellent characterisation with over the top emotional reactions adding to the enjoyment of this rare Neo Geo CD exclusive.



8.3



Rarity: 3

## Samurai Shodown RPG

**Developer** SNK, Asatsu, Fuji Television  
**Publisher** SNK  
**Release date** June 27, 1997  
**Genre** Role-playing  
**Players** 1 Player

Shinsetsu Samurai Spirits: Bushidou Retsuden is a role-playing game. As the original title does not translate smoothly to English, it is commonly referred to simply as Samurai Shodown RPG.

The basic setup of the game is very similar to most console RPGs, such as Final Fantasy. The characters roam an overworld, enter towns and dungeons, and get into battles, which occur on a separate screen.



8.0



Rarity: 5

## Rally Chase

**Developer** ADK  
**Publisher** SNK  
**Release date** 1994  
**Genre** Racing  
**Players** 1 Player

This is the Japanese edition of Thrash Rally; they are the same game. This overhead racer features addictive gameplay. The game requires a lengthy initial load, but after that the game plays like the cartridge with no interruptions in the action



# Homebrew

Homebrew activity exists even since the console's discontinuation, both by noncommercial hobbyists and commercially. The games listed here are some of the more known homebrew games released.

The Neo-Geo Home Cart and Arcade Systems can be tough candidates for homebrew development. Neo-Geo AES and MVS cartridges have two separate boards: one for video, and one for sound. If programming a cartridge for the system were to occur, it would involve replacing the old rom chips with your newly programmed ones as the cartridges are in a sense, Arcade boards. NGDevTeam who have released "Fast Striker" and "Gunlord" found a workaround with this. What they did was print out their own board, and soldered their own rom chips into them; this however can cause the Universe Bios logo to look corrupted if a custom bios were to be programmed. Programming for the Neo-Geo CD, however is easier than programming for cartridges. The CDs themselves can actually contain both sound and video respectively. Depending on the Megabit count for a game you program, load times will vary. A CD game with low Megabit counts will load only one time; whereas a CD game with higher Megabit counts could load in between scenes, or rounds.



## Bang Bang Busters

|                     |                                           |
|---------------------|-------------------------------------------|
| <b>System</b>       | AES, CD, MVS                              |
| <b>Developer</b>    | Face, Neo Conception International (2010) |
| <b>Release date</b> | 2010                                      |
| <b>Genre</b>        | Platformer                                |
| <b>Players</b>      | 1-2 Players                               |

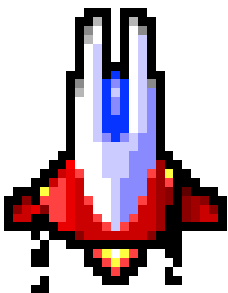
In 1994 Visco Games were due to release a Neo Geo arcade platformer similar to Snow Bros under the name Bang Bang Busters. Unfortunately the game soon joined the ranks of unreleased games and became nothing more than a missing piece of gaming history - at least until Neo Conception International secured the rights to release it. The AES version had a limited run of 100 games. While the MVS had a run of 50.

*"retrocollect.com"*

7.4



Rarity AES: 8



## Codename - Blut Engel

|                     |                  |
|---------------------|------------------|
| <b>System</b>       | Mame ROM         |
| <b>Developer</b>    | Blastar          |
| <b>Release date</b> | January 19, 2006 |
| <b>Genre</b>        | Shooter          |
| <b>Players</b>      | 1 Player         |

Codename - Blut Engel is a homebrew vertical shooting game made by Blastar. The game feature no music but has sound and one level with a boss at the end. Also featured are power ups and synticized voice. The game is only available as a ROM download.



3.0



## Digger Man

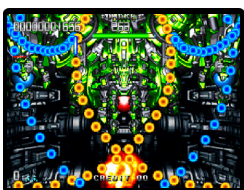
|                     |               |
|---------------------|---------------|
| <b>System</b>       | MVS, AES      |
| <b>Developer</b>    | Kyle Hodgetts |
| <b>Release date</b> | 2000          |
| <b>Genre</b>        | Platformer    |
| <b>Players</b>      | 1-2 Players   |

This game first surfaced back in 1999. It holds the honor of being the first released homebrew game for the Neo-Geo system. Digger Man was originally produced by Face in 1994. Put was never more than a prototype for the MVS. It is clearly a clone of the game Boulder Dash. The games main objective is to collect all the gems hidden throughout the playfield while avoiding obstacles and enemies.

*"neogeoprotos.com"*



7.5



Rarity AES: 6

## Fast Striker

|                     |             |
|---------------------|-------------|
| <b>System</b>       | MVS, AES    |
| <b>Developer</b>    | NG:DEV.TEAM |
| <b>Release date</b> | 2010        |
| <b>Genre</b>        | Shooter     |
| <b>Players</b>      | 1 Player    |

Fast Striker is a single-player vertical scrolling shoot 'em with emphasis on scoring originally developed for NEO·GEO. The game lets the player choose between 3 game modes with different scoring systems. It features six stages of 2D arcade game play with over 40 unique enemy types, smooth 3D scrolling backgrounds, big CGI bosses and it features the biggest megabit count since the beginning of NEO·GEO games.



## Frog Feast

|                     |              |
|---------------------|--------------|
| <b>System</b>       | AES, CD      |
| <b>Developer</b>    | Rastersoft   |
| <b>Release date</b> | Aug 20, 2005 |
| <b>Genre</b>        | Platformer   |
| <b>Players</b>      | 1-2 Players  |



Frog Feast is a 16-bit version of the classic Frog Bog game featuring improved graphics, sound, AI, and more. The game made its launch at both the Classic Gaming Expo 2005 and VGXPO, Dallas events on the same day.

The goal of the game is to catch as many flies floating about the top of the screen within the time allowed and to beat the opponent frogs score.

*"mobygames.com"*





## Gunlord

|                     |                |
|---------------------|----------------|
| <b>System</b>       | AES, MVS       |
| <b>Developer</b>    | NG:DEV.TEAM    |
| <b>Release date</b> | March 26, 2012 |
| <b>Genre</b>        | Run 'n gun     |
| <b>Players</b>      | 1 Player       |

Gunlord features 9 non-linear stages boasting 16-bit hand drawn graphics, with constant 60 fps. The game features seven weapon types, including; Spread shot, Power shot, Bounce Blaster, Phoenix, Nuclear wheel bombs, Snake beam and super wave. The game also features an Internet Hiscore ranking system via a code that the game generates at the Game Over screen. The game has often been compared favorably to the Turrigan game series.

8.2



Rarity AES: 6



## Ironclad

|                     |              |
|---------------------|--------------|
| <b>System</b>       | MVS, AES, CD |
| <b>Developer</b>    | Saurus       |
| <b>Release date</b> | 1996, 2009   |
| <b>Genre</b>        | Shooter      |
| <b>Players</b>      | 1-2 Players  |

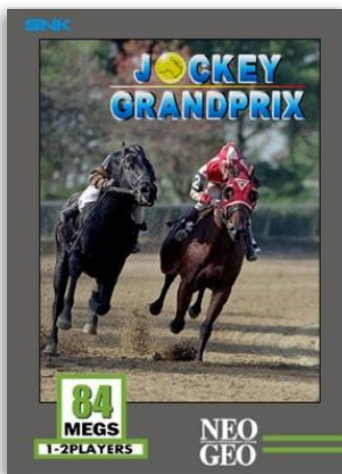
Ironclad is a shoot 'em up video game developed by Saurus for the Neo Geo CD video game console.

An AES-based cartridge version was developed, but not available until 2009 when the Japanese Nintendo Wii's Virtual Console was released. Hackers were able to create bootleg Neo-Geo cartridges by extracting the rom (which never surfaced on the internet until then) from the Wii release.

8.3



Rarity AES: 6



## Jockey Grand Prix

|                     |                                          |
|---------------------|------------------------------------------|
| <b>System</b>       | MVS, AES                                 |
| <b>Developer</b>    | BrezzaSoft, DG Enterprises Limited (AES) |
| <b>Release date</b> | 2001                                     |
| <b>Genre</b>        | Casino                                   |
| <b>Players</b>      | 1-2 Players                              |

Involving two years of engineering development, JGP is one of the most complex and challenging MVS to AES conversion to date. This production was released in snap case format, complete with insert, full color manual, cartridge sticker with gold warning label, & epilepsy warning card. The game was released in a limited run of only 20 games with a price of \$1,499.99.

"neostore.com"



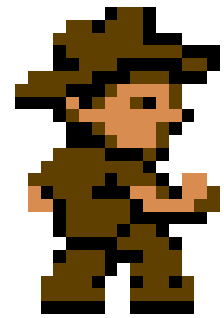


## Jonas Indiana and the Lost Temple of Ra

|                     |               |
|---------------------|---------------|
| <b>System</b>       | Mame ROM      |
| <b>Developer</b>    | Blastar       |
| <b>Release date</b> | July 17, 2005 |
| <b>Genre</b>        | Platformer    |
| <b>Players</b>      | 1 Player      |

Jonas Indiana and the Lost Temple of Ra is a small homebrew platform game made by Blastar in 2005, in order to present it to a game programming contest with 8-bit look.

The goal of the game is to advance in a maze while avoiding obstacles and dangers, such as rolling skulls, snakes, sharp spikes and collect different objects in each screen, typical colored keys.



8.5



## Knight's Chance

|                     |                  |
|---------------------|------------------|
| <b>System</b>       | AES, MVS         |
| <b>Developer</b>    | NeoBitz          |
| <b>Release date</b> | 2012, 2014 (AES) |
| <b>Genre</b>        | Casino           |
| <b>Players</b>      | 1 Player         |

Knight's Chance is a title in the "card and puzzle" genre, and offers such gambling standards such as poker and blackjack, with other games (including a memory style game and a Yahtzee style dice game) being included as well.

The limited AES version has a run of 100 games and sold \$499. The MVS version goes for \$319.



8.0



Rarity AES: 10

## Last Hope

|                     |               |
|---------------------|---------------|
| <b>System</b>       | AES, CD       |
| <b>Developer</b>    | NG:DEV.TEAM   |
| <b>Release date</b> | July 10, 2006 |
| <b>Genre</b>        | Shooter       |
| <b>Players</b>      | 1 Player      |

Last Hope is a single-player side-scrolling shoot 'em up video game for the Neo Geo AES, Neo Geo CD, and Dreamcast systems.

Only 60 copies of the Neo Geo AES version were produced, making this is an extremely rare and collectible title. Since that, and the high cost of producing the cartridges, the game was sold for €550 (around \$730). It was only available from the developers.





## Last Hope: Pink Bullets

|                     |                   |
|---------------------|-------------------|
| <b>System</b>       | MVS, AES          |
| <b>Developer</b>    | NG:DEV.TEAM       |
| <b>Release date</b> | February 21, 2011 |
| <b>Genre</b>        | Shooter           |
| <b>Players</b>      | 1 Player          |

This game is an updated edition of Last Hope. The game is basically the same, but some modifications have been made to decrease the difficulty. This includes, for example, more levels of difficulty to choose from, and starting with a better equipped and faster moving ship. Further, the standard enemy shots are now coloured in bright pink (thus the name of the re-release) to make them more visible.

*“mobygames.com”*

8.0



Rarity AES: 6



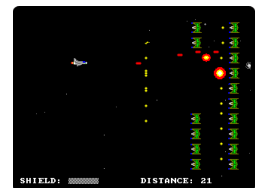
## Neo Thunder

|                     |                 |
|---------------------|-----------------|
| <b>System</b>       | Mame ROM        |
| <b>Developer</b>    | Sebastian Mihai |
| <b>Release date</b> | 2012            |
| <b>Genre</b>        | Shooter         |
| <b>Players</b>      | 1 Player        |

Neo Thunder is a run of the mill horizontal space shooter. Payers move all over the screen shooting baddies and dodge the myriad of bullets headed their way.

As with all his projects the source code for the game is provided along with a (generally modified or tweaked) Dev Kit and emulator.

*“sebastianmihai.com”*

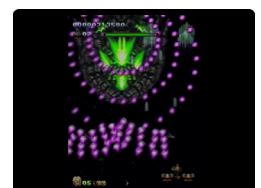
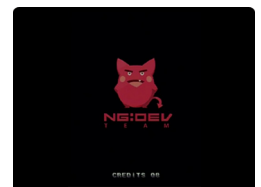


## Neo XYX

|                     |                  |
|---------------------|------------------|
| <b>System</b>       | MVS              |
| <b>Developer</b>    | NG:DEV.TEAM      |
| <b>Release date</b> | October 28, 2013 |
| <b>Genre</b>        | Shooter          |
| <b>Players</b>      | 1 Player         |

NG:DEV.TEAM, states that the game “was graphically designed to look like a 1989 Japanese arcade game”. It features six stages with variable settings, 6 end stage bosses and five mid bosses. The game is also the first AES game ever with a true vertical scrolling screen.

8.0



Rarity AES: 6







Rarity AES: 8

## R·A·Z·I·O·N

|                     |             |
|---------------------|-------------|
| <b>System</b>       | MVS, AES    |
| <b>Developer</b>    | NG:DEV.TEAM |
| <b>Release date</b> | 2014        |
| <b>Genre</b>        | Shooter     |
| <b>Players</b>      | 1 Player    |

Razon is a homebrew side-scrolling shoot'em up featuring 6 stages and 13 bosses, a killer soundtrack and make full use of NeoGeo's 1560 Megabits cartridges.

The game is fundamentally Dux, a Dreamcast game, overhauled for Neo-Geo. Most notably the color scheme has been inverted. Dux emphasized bright colors where as Razon is all about darkness.



## Treasure of the Caribbean

|                     |                                           |
|---------------------|-------------------------------------------|
| <b>System</b>       | MVS, AES, CD                              |
| <b>Developer</b>    | Face, Neo Conception International (2011) |
| <b>Release date</b> | 2011                                      |
| <b>Genre</b>        | Puzzle                                    |
| <b>Players</b>      | 1-2 Players                               |

In June 2011, Neo Conception International announced that they had received a prototype of this game. The data however was not complete. It may have been either a very early alpha and/or a severely damaged rom build of the game. Later, the AES version was released in a limited run of 100 games by NCI Limited for \$599.99.

*"neogeoprotos.com"*



Rarity AES: 8



## V-Liner

|                     |                                  |
|---------------------|----------------------------------|
| <b>System</b>       | AES                              |
| <b>Developer</b>    | BrezzaSoft, DYNA, DG Enterprises |
| <b>Release date</b> | 2001                             |
| <b>Genre</b>        | Casino                           |
| <b>Players</b>      | 1-2 Players                      |

Just as with Jockey Grandprix English AES, never before has anyone been able to solve the numerous complications required to produce V-Liner on home cartridge format. Involving a cumulative 3 years of engineering development, this release ranks on par with JGP as the most complex and challenging MVS to AES conversion to date. The game was released in a limited run of 20 pieces at a price of \$1,250.00

*"neostore.com"*



# System Packages

With a price of \$649.99 at launch in 1991, the Neo-Geo AES was the most expensive console ever made. This made it available to the select few who were willing to pay premium prices for Neo-Geo performance and games.

These few pages include some of the different versions released throughout the different regions. Note that this is not every different release, but only some of them. Most of the different releases got the same packages with only region specific language on box and manual. Like the orange Korean box featured here also got a release in every other region, US, JAP and EU.

## White box - Green stripe

Region Japan

The North American version of the Gold System came bundled with two arcade joysticks and one game, either NAM-1945 or BaseballStars Professional.



## Neo Geo AES

Region Japan

This is the most common version of the Neo Geo, released in in Japan in July 91.

This pack is very common, It takes between 150 and 200 € to acquire one in good condition



## Neo Geo AES Bean Stick Bundle

The last Neo Geo Pack released in Japan came bundled with the Bean Stick. The front box is completely identical to its predecessor, though the back and sides of the box feature a new layout.



## Neo Geo AES Gold System



**Region** North America

The North American version of the Gold System came bundled with two arcade joysticks and one game, either NAM-1945 or BaseballStars Professional.

## Neo Geo AES



**Region** Europe

This was the European Basic Set, mostly the same as both the North American and Japanese. Though, a different power adaptor.

## Neo Geo AES Gold System



**Region** Europe

The European Gold System included the game Fatal Fury.

## MEGA 330 MAX Korean



**Region** Korean

The Korean version of Neo Geo was a plain repackaged import. Some machines had the additional label sold in Hangeul. It was published through Vic-A in January 1994.

# Controllers

These few pages consist of different Neo Geo controller. The system did not have many controllers, and only a few other controllers were released by other companies, mainly Hori. Those were unlicensed though, and would find themselves in court for them later.

## Neo Geo Stick

**Manufacturer** SNK

**Release date** 1990



Released with the very first machines, and consistently packed with Neo Geo systems, SNK sticks -oftenly called ‘square’ controllers- are the most famous ones among AES players. Rectangular, with a flat and clean design, this model offers a near-perfect handling. Famous for its robustness and highly prized by arcade players, it has only qualities: hyper accurate joystick with clicking directions, solid buttons, light base mounted on anti-slip skids... and that’s it! The only downside is the cable length, which is 1.30 meters only. Its simplicity is the key of its robustness and efficiency. A real benchmark among all sticks, in a word: the perfect grip.

*“Tibe@neogeokult.com”*

## Neo Geo CD Controller Pro

**Manufacturer** SNK

**Release date** 1994



More commonly called “Bean” stick, this model was sold separately of the Neo Geo CD. Slightly smaller than its predecessor, its particular bean form made this model very original. Generally pretty less prized than the famous “square” stick by a vast majority of players, it still packs similar qualities. Slightly bigger buttons, some anti-slip surface for the right hand, more solid stick... If handling looks close to that of the first generation sticks, it is in fact not as good at all and the quality of its buttons is a notch below.

*“Tibe@neogeokult.com”*

## Neo Geo CD Controller

**Manufacturer** SNK

**Release date** 1994



Only paddle available for the Neo Geo, the “Neo Geo CD Controller”, comes with the CD system upon its release, which might have delighted fans of pads frustrated with the Neo Geo controllers. With its directional pad, its four buttons arranged in lozenge form, and its small size, it looks like the ideal companion for platform games. It’s a good quality product, with a quite successful design and a cable slightly longer than those of sticks.

*“Tibe@neogeokult.com”*

## Mahjong Controller

**Manufacturer** SNK  
**Release date** 1990

Here's the Holy Grail of any Neo Geo collector - provided it focuses a little on accessories - as it's pretty difficult to find it boxed, in good condition. Rarely seen on auction sites or even in videogames shops, this incredible thing was designed for use on very special Mahjong games available on the Neo Geo. Resurfacing only from times to times in certain shops, its price is often very high. It is a size slightly larger than the first-generation stick, and its buttons are appropriate and of good quality. The cable is as short as the first SNK sticks and quality of manufacturing is also excellent.

*"Tibe@neogeokult.com"*



## Fighting Stick NEO

**Manufacturer** Hori  
**Release date** 1991

Regarded by many as a serious contender for the official square SNK stick, the Hori Fighting Stick Neo is pretty nice arcade stick. Manufactured by the world's number 1 firm for arcade controllers at the time, this model, although heavier than its rival coming from SNK, offers a similar gaming quality. The joystick directions have slightly longer courses, but the buttons are a little better, as well as the overall quality. Plus, it features the turbo function for each button.

*"Tibe@neogeokult.com"*



## Fighting Stick NEO II

**Manufacturer** Hori  
**Release date** 1992

Identical to the Hori Fighting Stick in design, this Neo II version offers a better gameboard, better buttons and a directional stick closer to the SNK stick. Both versions of the HORI fighting stick were unlicensed by SNK, who sued HORI for copyright infringement and eventually lost in court.



Neo Geo USB Controller

# Accessories

These two small pages consist of different Neo Geo accessories, ranging from memory card to TV connection. The accessories featured here are just some of the different released for the system.

## Memory Card

**Manufacturer** SNK



The Neo Geo system was the first platform to use a removable memory card. The Neo Geo memory card was primarily used to continue from where one left off in an arcade game. The Memory card was also cross-compatible with the AES and would allow users to start a game at home and continue in the arcade, or vice versa.

*"giantbomb.com"*

## RF Converter

**Manufacturer** SNK  
FCG-8



The RF Converter converts the video and stereo audio from the A/V component into a coaxial cable output. All you do is connect your A/V component to the modulator input jack, then connect the modulator to your TV's antenna/cable input.

## RGB Cable

**Manufacturer** SNK  
NEO-FCG9



The RGB cable, commonly known as a component video cable, is one of many ways to get video from your Neo Geo device to your TV. The cable uses a standard, RCA or phono style plug and is capable of transmitting an analog, high-definition signal.

## XNEO-1 Multi-adaptor

**Manufacturer** Micomsoft



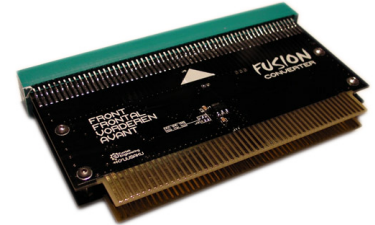
Plug this compact gadget into the back of your Neo Geo, output RGB, S-video, or RCA Stereo sound without system modifications. Also has optional stereo-input and optional 8-pin output.

## Fusion converter

**Manufacturer** Furrtek

The Fusion converter is a low-cost, highly compatible MVS to AES adapter byfurrtek using some logic definitions bykyuusaku.

The converter was funded through Indiegogo with €1,230 over their initial goal.



## NEO SNK ARCADE MVS-Magic Key

**Manufacturer** Red Neo Team

NEO SNK MVS-Magic Key Spec feature is a MVS to AES convertor. It let the AES home console play the MVS arcade cartridge (not support the clone multi MVS cartridge). It also feature SNK game cheat code, support all SNK MVS original arcade cartridge. SNK game region select, it can change something in the game, like the language and “FATFURY” motion effect. 8Mb game rom is modifiable. Can upgrade Magic Key BIOS via USB port, plug and upgrade.



## Extension Cable

6 feet not enough? Get yourself an extension cable for that extra distance. Extension cables for the Neo Geo are made by a number of different companies, and comes in a variety of different quality. Buyers should beware of some incorrectly modified MIDI cables that contain extra ground wires that can cause damage to the Neo’s controller port.



## Multicarts

The Neo Geo has several different bootleg multicarts released for it’s system. Most of these come from China. Multicarts often feature up to 150 games, though 75% of the games are often hacks and rehashes of the originals. Many times it feature several minor vertion of the same game on one cart. Buggy and constantly rebooting may also be a problem on these carts.

On tigde’s blog, the owner made a list of the different multicarts released:  
[http://www.tighelory.com/2010/01/choosing-neo-geo-mvs-multi-cart.html#new\\_lists](http://www.tighelory.com/2010/01/choosing-neo-geo-mvs-multi-cart.html#new_lists)



# Multi Video System

*"An arcadeotaku.com FAQ by kernow"*

This guide is aimed at a newcomer to the NeoGeo MVS system, its goal is to inform you about the different NeoGeo MVS motherboards available.

NeoGeo is a system released in 1990 by SNK (Shin Nihon Kokaku) which is Japanese for 'New Japan Project' - they produced a few single board games before the MVS system, such as Ikari Warriors and Athena.

The MVS (Multi Video System) was designed so that an arcade operator could fit up to 6 arcade games into one single arcade cabinet, and the player could switch between them at will. It allowed for arcade operators to have a lot more games running in fewer cabs than they would normally require with separate single game PCBs. The MVS was a cheaper system to run as you only had to buy the cartridge, obviously it was still expensive compared to home console software but you would usually get your revenue back quickly.

MVS was a hit with arcade operators as the game software came on separate cartridges and a motherboard you plugged them into. A variety of MVS motherboards were manufactured during its lifespan (roughly 1990 - 2004). Around 150 games were created by the system, firstly by SNK at launch, and then various other software developers jumped on, such as Visco, Nazca (ex Irem staff responsible for the first Metal Slug game), Hudson Soft, Taito, amongst others.

It was a good way to get your game software noticed, probably cheaper to develop for than designing your own complex custom PCB hardware to run your game, and considerably powerful. There were a lot of advantages for developing for the MVS hardware at the time.

Highlights of the MVS software library include the first Puzzle Bobble, a hit with the female gamers, Metal Slug series, the King of Fighters series, Samurai Shodown, Last Blade, Pulstar, Blazing Star, as well as many other quality lesser known titles. The hardware is affordable compared to other arcade hardware with motherboards ranging from £30 to £100, software ranging from £10 to £200, and the system is a good gateway for a beginner to get into arcade hardware gaming and collecting.

## MVS System Information

The MVS system comes in a wide variety of motherboards, there are:

- 1 slot motherboards: MV1, MV1F, MV-1A, MV-1AX, MV-1B, MV-1C, MV-1FZ
- 2 slot motherboards: MV2F, MV2FT (smaller version?) (maybe others)
- 4 slot motherboards: MV4F, MV4H, MV4FT, MV4FS (various versions)
- 6 slot motherboards: MV6F

MVS software is region free and JP/English carts will work on any motherboard. The BIOS determines the games region.



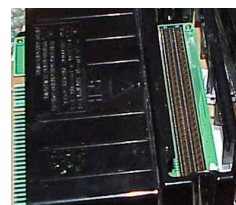
MV-1



MV-1A



MV-1B



MV-1C



MV-1F



MV-1FZ



MV-2F



MV-4F



MV-4FS



MV-6F



Generally, it is not wise to purchase a 6 slot motherboard as they can be very unreliable due to the amount of cartridge slots, and the motherboard drawing more current than any other version. It can take a while to get all 6 games working due to the age of the hardware and how clean your motherboard slots and game software carts are. If you purchased a dedicated NeoGeo cabinet and it is fitted with a 6 slot motherboard already, then don't worry and just try to keep the system clean. I will cover maintaining and cleaning of your motherboard in a later section.

Generally if you want a compact MVS motherboard for your cab you want to be aiming for a 1 slot, if you wish to have multi-cart functionality go for a 2 or 4 slot. One caveat with the 2/4/6 boards is that that are *\*not\** a plain JAMMA pinout.

Regarding purchasing a one slot, The MV1 and MV1F are the only two one slot boards which has a stereo output by default, other 1 slots can be modded for this function, but if you want it from the get go, these are the two to go for, the only problem with the MV1 is that some of the newer games such as Rage of the Dragons have a bug which will cause them to constantly reset on the MV1 motherboard.

Generally if you are going for a 1 slot it is usually the norm to go for one with a socketed BIOS fitted, this would be the MV-1A, MV-1FZ boards, most other 1 slot's have a hard soldered BIOS, this makes it very difficult without modification to replace the BIOS ROM.

If you do not care about fitting a different BIOS such as the Universe BIOS, then by all means go for a different board such as the MV-1B which is tiny (just bigger than an MVS cart). The MV-1C which is the only vertical loading one slot manufactured and their last MVS board made, or the MV-1AX which is near identical to the MV-1A and MV-1FZ apart from the fact it has a soldered BIOS ROM.

### **Universe BIOS & compatible MVS boards**

Later in the MVS systems life, a talented coder named Razoola created the Universe BIOS. This is a replacement BIOS ROM chip for the NEOGEO MVS hardware, it is easily fitted in under 5 minutes to an MVS board with a socketed BIOS. All 2/4/6 slot motherboards have a BIOS socket so the BIOS is easily replaceable. With the 1 slots, some have a soldered BIOS and this means a Universe BIOS can not easily be fitted without first soldering in a socket, this is quite difficult unless you have a decent amount of soldering skill, personally I'd avoid doing this and go for a one slot motherboard that already has a BIOS socket.

The Universe BIOS is a great addition to an MVS system. It allows you to switch the system between MVS and AES mode, the AES being the expensive home console version of the same hardware. This gives you access to training modes and options screens contained on the cart that you wouldn't normally see on a closed-off arcade cabinet. For example on fighting games it gives you a proper 2 player versus mode so you can choose your characters each round, instead of the 'winner stays on' you have if playing on a default MVS system.

The Universe BIOS also offers an in-game cheat menu and several preprogrammed cheats you can apply to make the game easier, unlock secret characters in fighting games, reset the system without needing to switch it off, etc. It also offers a better test menu with tweaked features, a secret menu accessible by holding the ABC buttons when you first switch the machine on where you can change the region of the machine from Japanese/US/Euro, as well as many other features including a jukebox so you can play your favourite tunes on the cartridge.

A better explanation is found on the official site: <http://unibios.free.fr/>

It is a well priced addition to the MVS system and also simple to fit, if you have an MVS board you'll probably want one.

Unless you're a complete purist who prefers everything to be original, that's fine too!

## Prices for MVS hardware

A 1 slot motherboard such as the MV-1A or MV-1FZ in decent, working condition should cost you no more than £40, usually including postage. Any more than that and you are overpaying. A 2 slot can be from £40-£65 depending on how lucky you are. A 4 slot £50-£100, and a six slot in the £60-100 region. Boards to avoid would possibly be the MV-1 due to its problems with some of the newer carts such as Rage of the Dragons, but its benefit is that its one of the only two 1 slot boards to feature a dedicated stereo out feature.

I (kernow) would personally avoid all 6 slot motherboards but thats just me, they are huge, cumbersome, and due to the amount of slots you're going to have more problems with dirty carts, poor insertion of carts, and keeping it clean. It is not advisable to purchase a 6 slot as your first MVS motherboard.

## Maintenance & Cleaning

MVS carts like to be clean and so do the motherboard slots. I recommend electrical contact cleaner and cotton buds, and compressed air, its not rocket science and similar to keeping any cartridge based system clean. I hear isopropyl alcohol works well too as it evaporates quickly.

A pencil eraser is also useful for keeping the cartridge contacts clean just by giving it a rub over them. MVS carts are usually quite hardy and if they are glitching its usually not inserted correctly, or needs a clean. If you've performed these procedures and you're sure its and the system are clean, it could be down to a fault in the cartridge such as a cold/dry solder joint on one of the ROMs, or it could possibly be a badly made bootleg that has failed somehow due to its EPROMS being erased accidentally.

If you find you can't get a selection of games to work in your four slot for example, try putting the larger size carts in the first slots and the smaller, earlier released carts in the later slots. Usually an MVS board will skip the earlier carts if they are first, and go for the higher, later carts instead (in most cases).

## MVS Bootleg cartridges

I could talk forever about how to identify a bootleg so I'll try and summarise this lightly. Basically NeoGeo was very popular in arcades in the 90's due to its multi-cart design and ease of use for arcade operators, this lead to a large amount of bootlegging which unfortunately SNK lost the war against - despite putting up a good fight. Due to the hardware lasting commercially for 14 years and basically being old technology it was easy to bootleg in the end despite various new encryption methods and even single board MVS PCBs that SNK manufactured for certain high profile games in the later days of its life.

They eventually moved to the Atomiswave because of this, and now develop for a lot of different hardware. The MVS format unfortunately died in 2004 or so with its last official game 'Samurai Shodown 5 Special' being a fan service and final farewell to the hardware/software.

Some methods are better than others but all add up to being a good indicator, unfortunately if you are new to MVS you will lack the experience some owners have to quickly identify if the cart you own or are thinking of buying is a bootleg or not. I am sorry to say this skill will only come over time and having more knowledge of the software and its cartridge releases.

- The label - if you think the label looks dodgy it might have been replaced, there are various sites where you can compare the label with original MVS cart labels. It might still be an original cart with a replaced label as this frequently happens.
- The case - once again with enough information and looking at other carts on website (www.neo-geo.com has pictures of MVS kits to compare against). If the case is the wrong colour to official releases it might have been changed for a legitimate reason and the circuit boards inside might \*still\* be original, so the cart wouldn't technically be a bootleg. However it is another factor to look out for.

- If you have the cart on hand or have pictures of the circuit boards inside, you will be able to check the quality of the soldering of the ROM chips is factory quality, or some dodgy soldering that's been done by hand. Usually on a bootleg you'll be able to spot the bad soldering straight away, factory soldering is very precise and the solder points are very tiny. Hand soldering is usually messier and the solder points are a lot bigger, there might be excess flux still left on the boards too.
- The ROM chips on the board will usually be Toshiba manufactured and will have an 'NGH number' which matches the PCB NGH number, it is a number referring to the release of the game software, these are incremental but have large gaps in places such as where prototypes were made but never released. Neogeo.com maintains a master list of NGH numbers.
- Windowed EPROMs. These are ROM chips that can be erased with UV light and reprogrammed with new data. A bootleg is likely to have a few of these and they are easily identifiable by a sticker or bare window where the UV light would be applied. The main point being certain \*official\* MVS carts also used EPROM's as last minute code fixes or patches to the game software, however this would only be 1 or 2 EPROMs at most. If you open a cart and near every ROM chip in there is an EPROM - it is very likely your cart is a bootleg.

A site devoted to having scans of original labels and PCB's can be found over at [http://mvs-scans.com/index.php/Main\\_Page](http://mvs-scans.com/index.php/Main_Page)

Note these are only a few pointers to help identify if you have a bootleg cartridge or not, it is certainly not an exhaustive list and there are probably far more ways to identify a bootleg. A mini-FAQ is being built up at Neogeo.com which can be found here: [NeoGeo.com Bootleg FAQ](#)

There is also a whole forum section dedicated to finding out if your cart is a bootleg which can be found here: <http://www.neo-geo.com/forums/showthread.php?197353-Boot-or-No-Boot-FAQ>

If you have ticks in most or all of these factors, well it's probably the case that your cart is indeed a bootleg.

## Running MVS in your JAMMA cabinet

1 slot MVS motherboards are JAMMA standard and can usually be run in a standard JAMMA cab with four buttons wired to the harness and mono sound output. Apart from two MVS one slots that have a mono/stereo switch, they are all mono by default. 2/4/6 slot motherboards are 'MVS' pinout (although it's rumoured a JAMMA 2 slot has been seen), and have a slightly different pinout to plain JAMMA as they all have stereo output. They also require a 'SELECT' button in order to change the currently playing game title.

The differences between the JAMMA and MVS pinouts can be found here: <http://wiki.arcadeotaku.com/images/2/27/JammaVsMVS-pinouts.pdf>

If you plug an MVS pinout 4 slot motherboard into your standard JAMMA cab, you will probably find that the sound is all messed up, this is because it's only playing one channel as the cab isn't wired to have stereo output from the JAMMA edge connector.

Dedicated SNK MVS candy cabinets do exist and these are MVS pinout so you can actually plug the multi slot motherboard straight in without any worries. It'll be stereo and select functionality will be working from the get go, as long as it has a button wired up.

To get around running an MVS pinout motherboard in your plain JAMMA cabinet, you need to purchase an MVS to JAMMA adapter. These can be found at various arcade part shops online.

This adapter board bridges the stereo left and right outputs from the MVS pinout motherboard, to a single mono output. It remaps the different pins on the MVS connection, back to a normal JAMMA pinout, and adds a header where you can connect up a D and Select button from the adapter, instead of not having it on the JAMMA edge. This is pretty simple to do as it's just wiring up a couple of wires to the header and to a button. This will also leave your candy cab as plain JAMMA so you can use it for other boards with no problems.

## Different Cabinets

Neo Geo MVS Arcade machine: \$500 – \$700 (not including transportation or game carts)

The Neo Geo MVS was the original arcade platform for use in arcade cabinets. Due to being developed in tandem with the AES, they share many properties and are nearly identical, but MVS games are in most case MUCH cheaper.

The MVS also has the biggest and truest library out of all the Neo Geo hardware, home to many exclusives.

The Neo Geo MVS came in many different flavours. Listed here are a description on some of the more usual arcades:

Candy Cabs are Japanese sit down cabinets that SNK used for their MVS machines inside Japanese arcades. These machines are typically smaller and lighter than there American counterparts, some weighing as little as 175 lbs (80 kg). This style of cabinet is normally lined in long uniform rows allowing for each person to have their own screen and controls. Vs play is achieved with either vs cabinets in older machines, or newer networking cabinets.

In North America Neo Geo games were normally housed in red stand-up cabinets branded with the Neo Geo logo. Becuse by design the MVS had multiple games running on it at one time, the cabinets would rarely have game artwork featured on the side. The North American MVS cabinets supported headphones and a memory card, something that made the MVS unique.

The North American Neo Geo cabinets have a 4 button layout labeled with the first four letters of the alphabet. The buttons were always colored the same, A being red, B yellow, C green, and D blue. These were the official colors of the Neo Geo buttons, and would appear this way when presented in game. The control panel itself has a red background with white diagonal stripes coming from both corners, meeting in the middle with a Neo Geo logo. The North American cabinets would normally have HAPP brand buttons, and a bat-top joystick.

The Hyper Neo Geo 64 was released as the successor of the Neo Geo MVS. It is the first and only SNK hardware set capable of rendering in 3D, and was meant to replace SNK's older MVS system on the market. Company executives planned for the project to bring SNK into the new era of 3D gaming that had arisen during the mid-1990s, and had planned for a corresponding home system to replace the aging and expensive AES home console. Only seven games were produced for the arcade variation of the system, none of which proved particularly popular, and the project was discontinued.

## Web Site Refrence Guide

Listed here are three of the websites I used for the arcades listed on the next site. These are the different variants released in the different regions.

### Hard\*Candy

“A wiki dedicated exclusively to Japanese arcade (‘candy’) cabinets.”

-Used for pictures

### hardMVS

“Welcome. hardMVS is a resource site for all things related to the SNK Neo Geo MVS (Multi Video System) arcade cabinets. Here you will find pictures, manuals, projects, flyers, and general information about these games from all around the world.”

-Used for pictures and as a master list.

### International Arcade Museum

“The International Arcade Museum® (IAM®) at Museum of the Game® is the world’s largest educational center focusing on the art, inventions, science, and history of the amusement, coin-operated machine, game, and videogame industries.”

-Used for pictures



MVS-1-25

|                     |         |
|---------------------|---------|
| <b>Region</b>       | US      |
| <b>Style</b>        | Upright |
| <b>Monitor Size</b> | 25"     |
| <b>Rotatable</b>    | No      |
| <b>Motherboard</b>  | MV-1F   |
| <b>Memory Card</b>  | No      |



MVS-2-25

|                     |         |
|---------------------|---------|
| <b>Region</b>       | US      |
| <b>Style</b>        | Upright |
| <b>Monitor Size</b> | 25"     |
| <b>Rotatable</b>    | No      |
| <b>Motherboard</b>  | MV-2F   |
| <b>Memory Card</b>  | Yes     |

MVS-2-19  
"Gold"

|                     |         |
|---------------------|---------|
| <b>Region</b>       | US      |
| <b>Style</b>        | Upright |
| <b>Monitor Size</b> | 19"     |
| <b>Rotatable</b>    | No      |
| <b>Motherboard</b>  | MV-2F   |
| <b>Memory Card</b>  | Yes     |



MVS-2-13

|                     |         |
|---------------------|---------|
| <b>Region</b>       | US      |
| <b>Style</b>        | Upright |
| <b>Monitor Size</b> | 13"     |
| <b>Rotatable</b>    | No      |
| <b>Motherboard</b>  | MV-2F   |
| <b>Memory Card</b>  | Yes     |



MVS-4-25 v1

|                     |         |
|---------------------|---------|
| <b>Region</b>       | US      |
| <b>Style</b>        | Upright |
| <b>Monitor Size</b> | 25"     |
| <b>Rotatable</b>    | No      |
| <b>Motherboard</b>  | MV-4F   |
| <b>Memory Card</b>  | Yes     |



MVS-4-25 v2

|                     |         |
|---------------------|---------|
| <b>Region</b>       | US      |
| <b>Style</b>        | Upright |
| <b>Monitor Size</b> | 25"     |
| <b>Rotatable</b>    | No      |
| <b>Motherboard</b>  | MV-4F   |
| <b>Memory Card</b>  | Yes     |



**MVS-4-25 v3**

**Region** US  
**Style** Upright  
**Monitor Size** 25"  
**Rotatable** No  
**Motherboard** MV-4F  
**Memory Card** Yes



**MVS-6-25**

**Region** US  
**Style** Upright  
**Monitor Size** 25"  
**Rotatable** No  
**Motherboard** MV-6F  
**Memory Card** Yes



**Samurai Shodown II**

**Region** US  
**Style** Upright  
**Monitor Size** 25"  
**Rotatable** No  
**Motherboard** MV-1F  
**Memory Card** No



**Candy 25**

**Region** Japan  
**Style** Sit Down  
**Monitor Size** 25"  
**Rotatable** Yes  
**Memory Card** memCard

**Candy 26**



**Region** Japan  
**Style** Sit Down  
**Monitor Size** 26"  
**Rotatable** Yes  
**Memory Card** memCard



**MV19SC-0**

**Region** Japan  
**Style** Upright  
**Monitor Size** 19"  
**Rotatable** No  
**Motherboard** MV-4F  
**Memory Card** memCard

MV25TA-0



|                     |          |
|---------------------|----------|
| <b>Region</b>       | Japan    |
| <b>Style</b>        | Sit Down |
| <b>Monitor Size</b> | 25"      |
| <b>Rotatable</b>    | No       |
| <b>Motherboard</b>  | MV-4F    |
| <b>Memory Card</b>  | memCard  |

MV25UP-0



|                     |          |
|---------------------|----------|
| <b>Region</b>       | Japan    |
| <b>Style</b>        | Sit Down |
| <b>Monitor Size</b> | 25"      |
| <b>Rotatable</b>    | No       |
| <b>Motherboard</b>  | MV-4F    |
| <b>Memory Card</b>  | memCard  |

MVS-U1-33



|                     |          |
|---------------------|----------|
| <b>Region</b>       | Japan    |
| <b>Style</b>        | Sit Down |
| <b>Monitor Size</b> | 33"      |
| <b>Rotatable</b>    | No       |
| <b>Motherboard</b>  | MV-1F    |
| <b>Memory Card</b>  | memCard  |

MVS-U2



|                     |          |
|---------------------|----------|
| <b>Region</b>       | Japan    |
| <b>Style</b>        | Sit Down |
| <b>Monitor Size</b> | 29"      |
| <b>Rotatable</b>    | No       |
| <b>Motherboard</b>  | MV-2F    |
| <b>Memory Card</b>  | memCard  |

MVS-U2-29



|                     |          |
|---------------------|----------|
| <b>Region</b>       | Japan    |
| <b>Style</b>        | Sit Down |
| <b>Monitor Size</b> | 29"      |
| <b>Rotatable</b>    | No       |
| <b>Motherboard</b>  | MV-2F    |
| <b>Memory Card</b>  | memCard  |

MVS-U2-33



|                     |          |
|---------------------|----------|
| <b>Region</b>       | Japan    |
| <b>Style</b>        | Sit Down |
| <b>Monitor Size</b> | 33"      |
| <b>Rotatable</b>    | No       |
| <b>Motherboard</b>  | MV-2F    |
| <b>Memory Card</b>  | memCard  |

**MVS-U4**



**Region** Japan  
**Style** Sit Down  
**Monitor Size** 29"  
**Rotatable** No  
**Motherboard** MV-4F  
**Memory Card** memCard

**MVS-U4-29**



**Region** Japan  
**Style** Sit Down  
**Monitor Size** 29"  
**Rotatable** No  
**Motherboard** MV-4F  
**Memory Card** memCard

**MVS-U4-33**



**Region** Japan  
**Style** Sit Down  
**Monitor Size** 33"  
**Rotatable** No  
**Motherboard** MV-4F  
**Memory Card** memCard

**Neo19**



**Region** Japan  
**Style** Sit Down  
**Monitor Size** 19"  
**Rotatable** No  
**Motherboard** MV-4F  
**Memory Card** memCard

**Neo25**



**Region** Japan  
**Style** Sit Down  
**Monitor Size** 25"  
**Rotatable** No  
**Motherboard** MV-4F  
**Memory Card** memCard

**Neo29**



**Region** Japan  
**Style** Sit Down  
**Monitor Size** 29"  
**Rotatable** No  
**Motherboard** MV-4F  
**Memory Card** memCard



Neo Candy 25



|                     |          |
|---------------------|----------|
| <b>Region</b>       | Japan    |
| <b>Style</b>        | Sit Down |
| <b>Monitor Size</b> | 25"      |
| <b>Rotatable</b>    | Yes      |
| <b>Motherboard</b>  | MV-4F    |
| <b>Memory Card</b>  | memCard  |

Neo Candy 29



|                     |          |
|---------------------|----------|
| <b>Region</b>       | Japan    |
| <b>Style</b>        | Sit Down |
| <b>Monitor Size</b> | 29"      |
| <b>Rotatable</b>    | Yes      |
| <b>Motherboard</b>  | MV-4F    |
| <b>Memory Card</b>  | memCard  |

SC14-2



|                     |          |
|---------------------|----------|
| <b>Region</b>       | Japan    |
| <b>Style</b>        | Sit Down |
| <b>Monitor Size</b> | 14"      |
| <b>Rotatable</b>    | Yes      |
| <b>Motherboard</b>  | MV-2F    |
| <b>Memory Card</b>  | memCard  |

SC19-4



|                     |          |
|---------------------|----------|
| <b>Region</b>       | Japan    |
| <b>Style</b>        | Sit Down |
| <b>Monitor Size</b> | 19"      |
| <b>Rotatable</b>    | Yes      |
| <b>Motherboard</b>  | MV-4F    |
| <b>Memory Card</b>  | memCard  |

SC25-4



|                     |          |
|---------------------|----------|
| <b>Region</b>       | Japan    |
| <b>Style</b>        | Sit Down |
| <b>Monitor Size</b> | 25"      |
| <b>Rotatable</b>    | Yes      |
| <b>Motherboard</b>  | MV-4F    |
| <b>Memory Card</b>  | memCard  |

SCB-U4



|                     |          |
|---------------------|----------|
| <b>Region</b>       | Japan    |
| <b>Style</b>        | Sit Down |
| <b>Monitor Size</b> | 19"      |
| <b>Rotatable</b>    | No       |
| <b>Motherboard</b>  | MV-4F    |
| <b>Memory Card</b>  | memCard  |

**SuperNeo29**



**Region** Japan  
**Style** Sit Down  
**Monitor Size** 29"  
**Rotatable** Yes  
**Motherboard** MV-4F  
**Memory Card** memCard

**SuperNeo29 Candy**



**Region** Japan  
**Style** Sit Down  
**Monitor Size** 29"  
**Rotatable** Yes  
**Motherboard** MV-4F  
**Memory Card** memCard

**SuperNeo29 TypeII**



**Region** Japan  
**Style** Sit Down  
**Monitor Size** 29"  
**Rotatable** Yes  
**Motherboard** MV-4F  
**Memory Card** memCard

**Electrocoin Arcade**



**Region** UK/Europe  
**Style** Upright  
**Monitor Size** 19"  
**Rotatable** No  
**Motherboard** MV-6F  
**Memory Card** No



**Neo50**

**Region** Japan  
**Style** Sit Down  
**Monitor Size** 50"  
**Rotatable** No  
**Motherboard** MV-2F  
**Memory Card** memCard



Electrocoin Single

|                     |           |
|---------------------|-----------|
| <b>Region</b>       | UK/Europe |
| <b>Style</b>        | Upright   |
| <b>Monitor Size</b> | 19"       |
| <b>Rotatable</b>    | No        |
| <b>Motherboard</b>  | MV-6F     |
| <b>Memory Card</b>  | Yes       |



Gevin

|                     |           |
|---------------------|-----------|
| <b>Region</b>       | UK/Europe |
| <b>Style</b>        | Upright   |
| <b>Monitor Size</b> | 19"       |
| <b>Rotatable</b>    | No        |
| <b>Motherboard</b>  | MV-1F     |
| <b>Memory Card</b>  | No        |



Lordsvale

|                     |           |
|---------------------|-----------|
| <b>Region</b>       | UK/Europe |
| <b>Style</b>        | Upright   |
| <b>Monitor Size</b> | 19"       |
| <b>Rotatable</b>    | No        |
| <b>Memory Card</b>  | Yes       |



Allied Leisure 2 Slot

|                     |         |
|---------------------|---------|
| <b>Region</b>       | Pacific |
| <b>Style</b>        | Upright |
| <b>Monitor Size</b> | 19"     |
| <b>Rotatable</b>    | Yes     |
| <b>Motherboard</b>  | MV-2F   |
| <b>Memory Card</b>  | Yes     |



Neo50-II

|                     |          |
|---------------------|----------|
| <b>Region</b>       | Japan    |
| <b>Style</b>        | Sit Down |
| <b>Monitor Size</b> | 50"      |
| <b>Rotatable</b>    | No       |
| <b>Motherboard</b>  | MV-2F    |
| <b>Memory Card</b>  | memCard  |

**Allied Leisure 4 Slot  
(small)**



**Region** Pacific  
**Style** Upright  
**Monitor Size** 25"  
**Rotatable** Yes  
**Motherboard** MV-4F  
**Memory Card** Yes

**Allied Leisure 4 Slot**



**Region** Pacific  
**Style** Upright  
**Monitor Size** 25"  
**Rotatable** Yes  
**Motherboard** MV-4F  
**Memory Card** Yes

**Allied Leisure 6 Slot**



**Region** Pacific  
**Style** Upright  
**Monitor Size** 25"  
**Rotatable** Yes  
**Motherboard** MV-6F  
**Memory Card** Yes

**Irritating Maze**



**Region** US/Japan  
**Style** Upright  
**Monitor Size** 25"  
**Rotatable** No  
**Motherboard** MV-1b  
 (Special)  
**Memory Card** No

**MVS-1-19  
Blue**



**Region** Brazil  
**Style** Upright  
**Monitor Size** 19"  
**Rotatable** No  
**Memory Card** No

**MVS-1-19  
Red**



**Region** Brazil  
**Style** Upright  
**Monitor Size** 19"  
**Rotatable** No  
**Memory Card** No

**Neo Print**

Photo printer based on the MVS system

|                    |               |
|--------------------|---------------|
| <b>Style</b>       | Upright       |
| <b>Rotatable</b>   | No            |
| <b>Motherboard</b> | Neo Print PCB |
| <b>Memory Card</b> | No            |

**Hyper64 Pedestal**

|                     |         |
|---------------------|---------|
| <b>Region</b>       | US      |
| <b>Style</b>        | Upright |
| <b>Monitor Size</b> | 25"     |
| <b>Rotatable</b>    | No      |
| <b>Motherboard</b>  | hyper64 |
| <b>Memory Card</b>  | No      |

**Hyper64 Super Neo29 II**

|                     |         |
|---------------------|---------|
| <b>Region</b>       | US      |
| <b>Style</b>        | Upright |
| <b>Monitor Size</b> | 29"     |
| <b>Rotatable</b>    | Yes     |
| <b>Motherboard</b>  | hyper64 |
| <b>Memory Card</b>  | No      |

**Hyper64 Beast Busters 2nd Nightmare**

|                     |                 |
|---------------------|-----------------|
| <b>Region</b>       | US              |
| <b>Style</b>        | Upright         |
| <b>Monitor Size</b> | 25"             |
| <b>Rotatable</b>    | No              |
| <b>Motherboard</b>  | hyper64 Shooter |
| <b>Memory Card</b>  | No              |

**Hyper64 Roads Edge (Xtreme Rally)**

|                     |                 |
|---------------------|-----------------|
| <b>Region</b>       | US              |
| <b>Style</b>        | Upright         |
| <b>Monitor Size</b> | 25"             |
| <b>Rotatable</b>    | No              |
| <b>Motherboard</b>  | hyper64 Driving |
| <b>Memory Card</b>  | No              |

**Hyper64 by Gevin**

**Hyper64 50"**



|                     |         |
|---------------------|---------|
| <b>Region</b>       | Italy   |
| <b>Style</b>        | Upright |
| <b>Monitor Size</b> | 25"     |
| <b>Rotatable</b>    | No      |
| <b>Motherboard</b>  | hyper64 |
| <b>Memory Card</b>  | No      |



|                     |         |
|---------------------|---------|
| <b>Region</b>       | Japan   |
| <b>Style</b>        | Upright |
| <b>Monitor Size</b> | 50"     |
| <b>Rotatable</b>    | No      |
| <b>Motherboard</b>  | hyper64 |
| <b>Memory Card</b>  | No      |

*Takin' it to the streets:*  
**SNK unveils the NEO·GEO MVS25-4**

Features up to 4 games in one cabinet!

Hinged Marquee Bezel for easy changing of title cards.

Lexan Control Panel

Player Headphone Jacks and Memory Card

MVS25-6 features up to six games in one cabinet.



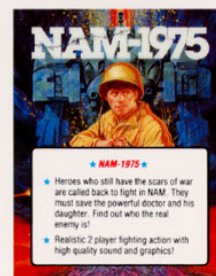
2 Stereo Speakers

Unique electro-illuminest lighting highlights featured game.

25" Horizontal Monitor (also available with 19")

Change Games in Seconds. Easy accessibility to all electronic components thru front panel.

Included with every MVS purchased!\*



- Extensive use of plywood throughout.
- In-depth bookkeeping features.

\*INTRODUCTORY OFFER ONLY



SNK Corp. of America 246 Sobrante Way, Sunnyvale, CA 94086 (408) 736-8844

# Consolized MVS Hardware

*"racketboy.com"*

A Consolized MVS is an original Neo Geo MVS arcade system modified and installed in a custom enclosure to play through your home theater setup. These are built by do-it-yourselfers or crafted and designed by businesses. The general purpose of a Consolized MVS is to gain access to the largest Neo Geo library at the cheapest cost. Not only are MVS games the cheapest in the world of Neo Geo but also the easiest to consistently find compared to the AES. Although purchasing a CMVS comes at a higher initial investment – they ultimately offer the easiest, most economical and authentic way to play in the world of Neo Geo. Not only that, but a CMVS offers more features (video output selection, HDTV ready, Unibios) than ever possible on any stock Neo Geo.

If you want a CMVS, they typically range at \$400-\$900 depending on what features you want as well as what kind of enclosure is being used:

## Multimods CMVS



While not the prettiest, Unenclosed CMVSs are the cheapest, but only offer low grade video output selection as well as a bare arcade board with wires showing. May not be appealing for most, and dust is truly an issue while having this out in the open on a regular basis, it can be the start of a truly budget Neo-Geo experience (if there is such a thing).

Price: \$400

Features: Unibios 2.0, S-Video and Composite video outputs

## Neotropolis CMVS

Another unenclosed CMVS, still lacking quality video output selection, dust problems. At the least – a neater and cleaner version of the Multimods CMVS.

Price: \$470

Features: Unibios, S-video and Composite video outputs



## Analogue Interactive CMVS



This was built and designed completely from the ground up using 100% Walnut instead of plastics or metal for the case. In addition this unit has working dust flaps in addition to pure RGB & Component video output. Crafted with every single feature that a CMVS is capable of having.

Price: \$649

Features: 100% Walnut, Real Dust Flaps, Unibios 3.0, Pure RGB, Component, S-video and Composite Video Outputs, Stereo Sound RCA Jacks, Internal Rechargeable Battery, Works Worldwide

## Neotropolis CMVS

The Pre-built and cut plastic enclosure that offers component video output make it a sure step up from the cheap, unclosed units, but the lack of pure polish and price point keep it from being a good value compared to the Analogue Interactive Unit. It also does not have RGB and still has some dust problems due to last of dust flaps.

Price: \$780

Features: Unibios 3.0, Component, S-video and Composite Video Outputs, Stereo Sound RCA Jacks



### Arcade Shock CMVS



This extra-pricy unit features a pre-built and cut plastic enclosure that offers component video output. It is probably the best-looking of the older units, but it comes at a cost. It also still does not offer RGB or dust flaps.

Price: \$900

Features: Pre-Built & Cut Plastic Enclosure, Unibios 3.0, Component, S-video and Composite Video Outputs, Stereo Sound RCA Jacks

### NEO GEO Stealth MVS

This is another version of the Arcade Shock CMVS. The whole idea behind building this unit was simple. Designers wanted to design a system that was not only functional with the highest performance possible from a NEO GEO MVS unit, but also, a system that looked as good as it performs. Front Panel is simple, clean, functional. Power LED light and two joystick ports. Socketed for easy removal and future upgrades. LED lit near cartridge slot. The Power LED light is not only cool looking but lets you know your NEO GEO system is on or off.

Price: \$900

Features: Component Video, S-Video, RCA/Composite Video, RCA/Composite Audio, Unibios 3.0.



### Omega Entertainment System



This Neo Geo console called the Omega is a Neo Geo MVS home console. The system comes complete with a full clean setup and connects via Composite/S-Video/RGB or Component Video for the cleanest display. It also features stereo sound output. It's power supply is internal to make it a nice clean system setup worldwide voltage support at (90-260V).

Price: \$499

Features: Ability to Play Neo Geo Multi-Carts like the 120-in-1 Neo Geo Game Cartridges. Built In Power Supply & Included Power Cable. High Quality Spring Loaded Cartridge Flaps. Composite S-Video TV Hookup Cable.

### Analogue NEO

The Analogue NEO is an all-in-one NEOGEO Arcade System. It is handcrafted in the USA from 100% ash and finished through a process of ebonizing. It was designed to have all of the original features of an SNK Big Red MVS cabinet, including the ability to use the original, physical memory card. The Analogue NEO is compatible with modern HDTVs and old school CRTs and PVMs. It was produced in a limited run of 20 (numbered and signed).

Price: \$1499

Features: Original SNK MV1C, 2 Players, Video: RGB, Component, S-Video & Composite Audio: Stereo Sound, Original Seimitsu Joystick and buttons in the classic NEOGEO colors. Memory Card Adapter (2 switchable memory banks, compatible with all NEOGEO systems)



### Mini MV-1B Home System



This is the smallest consolized NEO•GEO MVS system available. The system was consolized from a sealed, brand new MV-1B board.

Price: \$699

Features: Component Video, S-Video, RCA Video, RCA Stereo Audio, 2 Standard 15-pin controller ports, AC Power Port, Power Button



# Neo Geo X

|                     |                       |
|---------------------|-----------------------|
| <b>Developer</b>    | SNK Playmore          |
| <b>Manufacturer</b> | Tommo, Blaze (Europe) |
| <b>Release date</b> | December 18, 2012     |
| <b>Price</b>        | \$199.99 USD          |

The Neo Geo X (NGX) is a handheld video game console and the latest console released as part of the company's Neo Geo brand. It is the first Neo Geo system to be released since the discontinuation of the brand in 2004.

The system was released as part of a bundle called the "Neo Geo X Gold Limited Edition", which includes a docking station, an arcade stick, and a bonus game card. The docking station is modeled after the original Neo Geo AES console and is used for charging the handheld as well as connecting it to a television. The arcade stick is a replica of the original Neo Geo AES arcade stick that can be used as a controller when the handheld is connected to a TV through the docking station.

Twenty games come pre-loaded on the system including titles from signature SNK series such as Metal Slug, Fatal Fury and The King of Fighters. Ninja Master's is included as a bonus game card in the Gold Limited Edition package. Additional game cards were announced in February 2013.

The device includes a 4.3-inch LCD screen, SD card slot, A/V output, internal stereo speakers with a 3.5mm headphone jack. A micro USB port on the system is used for charging the battery. The screen's 480×272 pixels resolution is the same as the original PlayStation Portable and is close to the 16:9 aspect ratio

The console uses the FB Alpha emulator running on a Linux-based operating system to play ROM images of Neo Geo games. The internal memory has no copy protection, allowing third party BIOS and additional games to be directly installed on the unit. The operating system OpenDingux is used to load Final Burn Alpha, then runs .fba files when you select the game you wish to play. The system can be modified to run most emulators that will run on OpenDingux. You can also modify the BIOS used to get a region-free BIOS. called Unibios. The SD card slot can also be used to load other ROMs, but this requires modifying the SD card contact points.

Reportedly due to the low manufacturing standards employed by Tommo, in 2013 October, SNK Playmore has publicly ordered Tommo to cease not only manufacture of the Neo Geo X, but to pull all existing stock from store shelves. Tommo in response claimed to be in compliance with the contract between the companies, which had recently been extended until 2016, and demanding that SNK retract the cease and desist claim.

Another controversial decision by Tommo/SNK is that the operating system, the emulator, and most of the other software is released under the GNU GPLv2, or the MAME license. This prohibits use without permission in commercial products, and also prohibits using the code in any commercial entity whatsoever. To comply with both licenses, they would have to get permission from all contributors to both projects, as well as get permission to change the license from the MAME license to a more permissive license.

Internet celebrity and handheld enthusiast Stuart Ashen praised the handheld's gamepad and the provided joystick, but criticized the display for being of the wrong aspect ratio, having a weaker color saturation and screen tearing. He also criticized the game sound for being off and having a delay due to glitches from emulation. Additionally, he chastised the fact that the console enforced censorship of blood without giving the player method of turning off said censorship, the docking station being a gimmick, and the grainy and blurry HDMI output. However, Ashens reviewed the console before the release of the Neo Geo X Classic game cards and the Mega Pack, where each contained the firmware upgrade that improved picture and sound quality. He has not done a follow up review regarding these.



These pages consist of every Neo Geo game. The games are listed in eight categories: MVS English loose, MVS Japanese loose, MVS English Kit, MVS Japanese Kit, AES English, AES Japan, Neo CD, and Homebrew. I used the site [neo-geo.com](http://neo-geo.com) for making this list.

The Checklist are made for people to cross out the games they have. “C” means the cart. “I” is the manual/information. “B” is the box. And “S” is for collectors who collect sealed games. I do not know what a sealed MVS games is though...

I also included the rarity score used on [neo-geo.com](http://neo-geo.com). Their Value are calculated by researching actual sales conducted through various online sources. Actual sales are monitored from the market forums, experiences from the NeoStore, & eBay ended auction sales. The ended auctions of eBay do hold relevance related to current market values.

Their guide is most accurate when used in a Western market perspective. More specifically, the North American market. For instance, Japanese games can often be found in Japan for lower prices. However, the super rares should command these ball park premium prices anywhere in the world. The prices on this list are intended to provide both the buyer and seller with a general idea of what they can expect, but item condition and current market conditions are variables to consider. Use this helpful information accordingly.

The first number is the low range that you will ordinarily find the cartridge selling for in used, near mint condition. Any price less than this is likely a good bargain. The second value is the highest reasonable amount someone might pay for the the item. The far right column is a rarity list. It is meant to give a general idea of how often you find these items for sale.

As listed before, here are the definition on rarity and price symbols:

|                  |   |                                                                                        |
|------------------|---|----------------------------------------------------------------------------------------|
| EC               | - | extra common                                                                           |
| C                | - | common                                                                                 |
| U                | - | uncommon                                                                               |
| R                | - | rare                                                                                   |
| ER               | - | extra rare                                                                             |
| EER              | - | extra extra rare, near impossible to find!                                             |
| EER <sup>2</sup> | - | may surface when the planets are perfectly aligned, expect to trade kidney or 1st born |
| +                | - | price can often escalate greater than the quoted high value                            |
| Ÿ                | - | price increase                                                                         |
| β                | - | price decrease                                                                         |
| dog-tag-         |   | Dog Tag version distributed by SNK USA for North America.                              |
| euro             | - | European (Euro) version that generally released in Europe.                             |

### NGH number

The NGH number is the game’s unique identifier used for saves and highscores and probably other things. It is always stored in the 68k program header in BCD format at address \$108.

**Remember. This is only a guide, not how much you should pay. If the game is over the maximum price range then you’re probably paying too much for it.**

**Note: Errors on these guides may occur. Please visit [neo-geo.com](http://neo-geo.com) for an updated price guide.**

# English MVS Cart Checklist

*"neo-geo.com"*

This list focus on loose MVS carts. Assume that a full kit can go for higher than listed here.

The degree of rarities are based on how often a title has been offered and how many copies have been released to market.

The prices quoted are based on a used but working (authentic SNK/Playmore) MVS cartridge with an ORIGINAL English or Japanese label, excluding unlicensed/unofficial and prototype games, of course.

| Game Title                  | NGH | Meg | Rarity | Price   | Pg | C |
|-----------------------------|-----|-----|--------|---------|----|---|
| 3 Count Bout                | 043 | 106 | C      | 10-20   | 18 |   |
| Aero Fighters 2             | 075 | 102 | C      | 45-65   | 18 |   |
| Aero Fighters 3             | 097 | 154 | R      | 70-90   | 18 |   |
| Aggressors of Dark Kombat   | 074 | 178 | U      | 45-75   | 19 |   |
| Alpha Mission II            | 007 | 47  | U      | 50-100  | 19 |   |
| Andro Dunos                 | 049 | 32  | R      | 75-90   | 19 |   |
| Art of Fighting             | 044 | 102 | EC     | 10-15   | 20 |   |
| Art of Fighting 2           | 056 | 178 | EC     | 15-25   | 20 |   |
| Art of Fighting 3           | 096 | 298 | C      | 15-40   | 20 |   |
| Bang Bead                   | 259 | 170 | ER     | 120-250 | 21 |   |
| Baseball Stars Professional | 002 | 50  | C      | 25-55   | 21 |   |
| Baseball Stars 2            | 041 | 68  | C      | 50-70   | 22 |   |
| Blazing Star                | 239 | 346 | C      | 55-75   | 22 |   |
| Blue's Journey              | 022 | 50  | U      | 40-65   | 23 |   |
| Breakers                    | 230 | 210 | U      | 15-45   | 23 |   |
| Breakers Revenge            | 245 | 242 | C      | 10-45   | 24 |   |
| Burning Fight               | 018 | 54  | C      | 15-30   | 24 |   |
| Bust-a-Move                 | 083 | 32  | U      | 30-60   | 50 |   |
| Bust-a-Move Again           | 248 | 46  | U      | 115-220 | 50 |   |
| Captain Tomaday             | 249 | 106 | U      | 65-120  | 24 |   |
| Crossed Swords              | 037 | 50  | U      | 30-50   | 25 |   |
| Cyber-Lip                   | 010 | 50  | C      | 10-40   | 25 |   |
| Double Dragon               | 082 | 178 | C      | 15-40   | 26 |   |
| Eightman                    | 025 | 46  | C      | 20-40   | 26 |   |
| Fatal Fury                  | 033 | 55  | EC     | 10-30   | 27 |   |
| Fatal Fury 2                | 047 | 106 | EC     | 10-30   | 27 |   |
| Fatal Fury Special          | 058 | 150 | EC     | 15-35   | 28 |   |
| Fatal Fury 3                | 069 | 266 | C      | 10-30   | 27 |   |
| Fight Fever                 | 060 | 98  | R      | 50-100  | 28 |   |
| Flip Shot                   | 247 | 46  | R      | 70-155  | 22 |   |
| Football Frenzy             | 034 | 48  | C      | 30-50   | 28 |   |
| Galaxy Fight                | 078 | 169 | U      | 30-60   | 29 |   |
| Ganryu                      | 252 | 178 | R      | 75-120  | 29 |   |
| Garou: Mark of the Wolves   | 253 | 688 | C      | 60-90   | 29 |   |
| Ghost Pilots                | 020 | 55  | U      | 30-55   | 30 |   |
| Goal Goal Goal              | 209 | 110 | C      | 10-40   | 30 |   |
| Gururin                     | 067 | 40  | U      | 50-75   | 30 |   |

| Game Title                         | NGH | Meg | Rarity | Price   | Pg | C |
|------------------------------------|-----|-----|--------|---------|----|---|
| Irritating Maze                    | 236 | 106 | U      | 60-120  | 31 |   |
| Kabuki Klash                       | 092 | 202 | C      | 10-40   | 26 |   |
| Karnov's Revenge                   | 066 | 122 | C      | 20-50   | 31 |   |
| King of Fighters 94                | 055 | 196 | EC     | 5-25    | 32 |   |
| King of Fighters 95                | 084 | 250 | EC     | 5-30    | 32 |   |
| King of Fighters 96                | 214 | 362 | EC     | 10-30   | 32 |   |
| King of Fighters 97                | 232 | 460 | C      | 20-40   | 35 |   |
| King of Fighters 98                | 242 | 683 | C      | 10-30   | 35 |   |
| King of Fighters 99                | 251 | 673 | EC     | 15-30   | 35 |   |
| King of Fighters 2000              | 257 | 688 | EC     | 15-45   | 36 |   |
| King of Fighters 2001              | 262 | 681 | C      | 45-80   | 36 |   |
| King of Fighters 2002              | 265 | 681 | C      | 20-55   | 36 |   |
| King of Fighters 2003              | 271 | 716 | EC     | 30-80   | 37 |   |
| King of the Monsters               | 016 | 55  | C      | 20-40   | 37 |   |
| King of the Monsters 2             | 039 | 74  | C      | 20-45   | 37 |   |
| Kizuna Encounter: Super Tag Battle | 216 | 242 | U      | 55-100  | 38 |   |
| Last Blade                         | 234 | 474 | C      | 15-40   | 38 |   |
| Last Blade 2                       | 243 | 554 | C      | 30-70   | 38 |   |
| Last Resort                        | 024 | 45  | C      | 50-90   | 39 |   |
| League Bowling                     | 019 | 26  | C      | 10-30   | 39 |   |
| Magical Drop II                    | 221 | 82  | C      | 15-20   | 40 |   |
| Magical Drop 3                     | 233 | 174 | U      | 35-55   | 40 |   |
| Magician Lord                      | 005 | 46  | C      | 10-30   | 40 |   |
| Matrimelee                         | 266 | 646 | U      | 50-80   | 49 |   |
| Metal Slug                         | 201 | 193 | C      | 45-60   | 41 |   |
| Metal Slug 2                       | 241 | 362 | C      | 25-50   | 41 |   |
| Metal Slug X                       | 250 | 506 | EC     | 30-45   | 43 |   |
| Metal Slug 3                       | 256 | 708 | C      | 55-85   | 42 |   |
| Metal Slug 4                       | 263 | 553 | U      | 65-90   | 42 |   |
| Metal Slug 5                       | 268 | 708 | R      | 60-100  | 42 |   |
| Mutation Nation                    | 014 | 54  | C      | 40-50   | 44 |   |
| Nam 1975                           | 001 | 46  | C      | 20-40   | 44 |   |
| Neo Driftout                       | 213 | 106 | R      | 70-120  | 45 |   |
| Neo Mr. Do                         | 207 | 50  | R      | 90-140  | 45 |   |
| Neo Geo Cup 98                     | 244 | 162 | C      | 10-30   | 45 |   |
| Neo Turfmasters                    | 200 | 133 | U      | 65-80   | 46 |   |
| Nightmare in the Dark              | 260 | 166 | R      | 115-190 | 46 |   |
| Ninja Combat                       | 009 | 46  | C      | 15-30   | 46 |   |
| Ninja Commando                     | 050 | 54  | C      | 30-80   | 47 |   |
| Ninja Master's                     | 217 | 330 | C      | 50-90   | 47 |   |
| Over Top                           | 212 | 212 | R      | 60-80   | 47 |   |
| Panic Bomber                       | 073 | 46  | C      | 20-55   | 23 |   |
| Pleasure Goal 5-on-5 Street Soccer | 219 | 146 | ER     | 150-200 | 48 |   |
| Pochi & Nyaa                       | 267 |     | ER     | 100-180 | 48 |   |
| Pop 'N Bounce                      | 237 | 58  | R      | 125-165 | 48 |   |
| Power Spikes II                    | 068 | 82  | C      | 10-25   | 49 |   |

| Game Title                   | NGH | Meg | Rarity | Price    | Pg | C |
|------------------------------|-----|-----|--------|----------|----|---|
| Prehistoric Isle 2           | 255 | 478 | U      | 70-120   | 49 |   |
| Pulstar                      | 089 | 305 | R      | 100-140+ | 50 |   |
| Puzzle de Pon!               | 202 | 30  | C      | 40-60    | 53 |   |
| Puzzle de Pon! R             | 235 | 32  | ER     | 100-200  | 53 |   |
| Puzzled                      | 021 | 22  | R      | 50-75    | 53 |   |
| Rage of the Dragons          | 264 | 564 | U      | 40-60    | 55 |   |
| Ragnagard                    | 218 | 338 | C      | 5-20     | 55 |   |
| Real Bout Fatal Fury         | 095 | 346 | EC     | 10-25    | 55 |   |
| Real Bout Fatal Fury Special | 223 | 394 | C      | 15-55    | 56 |   |
| Real Bout Fatal Fury 2       | 240 | 539 | C      | 15-40    | 56 |   |
| Riding Hero                  | 006 | 46  | U      | 15-30    | 56 |   |
| Robo Army                    | 032 | 45  | U      | 30-60    | 57 |   |
| Samurai Shodown              | 045 | 118 | EC     | 5-15     | 57 |   |
| Samurai Shodown II           | 063 | 202 | EC     | 10-30    | 57 |   |
| Samurai Shodown III          | 087 | 282 | EC     | 20-40    | 58 |   |
| Samurai Shodown IV           | 222 | 378 | EC     | 15-60    | 58 |   |
| Samurai Shodown V            | 270 | 708 | U      | 50-80    | 58 |   |
| Savage Reign                 | 059 | 190 | C      | 15-40    | 59 |   |
| Sengoku                      | 017 | 55  | C      | 15-25    | 59 |   |
| Sengoku 2                    | 040 | 74  | ER     | 85-150   | 59 |   |
| Sengoku 3                    | 261 | 364 | C      | 45-60    | 60 |   |
| Shock Troopers               | 238 | 364 | C      | 25-50    | 60 |   |
| Shock Troopers 2nd Squad     | 246 | 514 | C      | 30-50    | 61 |   |
| SNK vs. Capcom: SVC Chaos    | 269 | 708 | C      | 40-80    | 61 |   |
| Soccer Brawl                 | 031 | 46  | U      | 20-40    | 62 |   |
| Spinmaster                   | 062 | 90  | U      | 60-90    | 62 |   |
| Stakes Winner                | 088 | 98  | C      | 15-30    | 62 |   |
| Stakes Winner 2              | 227 | 178 | C      | 20-40    | 63 |   |
| Street Hoop                  | 079 | 94  | C      | 25-40    | 63 |   |
| Strikers 1945 Plus           | 254 | 681 | U      | 80-150   | 63 |   |
| Super Baseball 2020          | 030 | 46  | U      | 20-60    | 64 |   |
| Super Dodgeball              | 208 | 190 | R      | 110-140  | 64 |   |
| Super Sidekicks              | 052 | 54  | C      | 5-15     | 64 |   |
| Super Sidekicks 2            | 061 | 106 | C      | 10-40    | 65 |   |
| Super Sidekicks 3            | 081 | 158 | C      | 10-30    | 65 |   |
| Tecmo World Soccer 96        | 086 | 122 | U      | 20-40    | 66 |   |
| The Super Spy                | 011 | 55  | C      | 15-45    | 65 |   |
| Thrash Rally                 | 038 | 46  | U      | 20-50    | 66 |   |
| Top Hunter                   | 046 | 110 | C      | 30-60    | 66 |   |
| Top Players Golf             | 003 | 62  | EC     | 10-20    | 67 |   |
| Twinkle Star Sprites         | 224 | 146 | R      | 120-160+ | 67 |   |
| Ultimate 11                  | 215 | 226 | C      | 15-70    | 67 |   |
| Viewpoint                    | 051 | 74  | R      | 100-155  | 68 |   |
| Voltage Fighter Gowcaizer    | 094 | 186 | U      | 15-60    | 68 |   |
| Waku Waku 7                  | 225 | 259 | U      | 70-120   | 68 |   |
| Windjammers                  | 065 | 74  | C      | 30-60    | 69 |   |

| Game Title           | NGH | Meg | Rarity | Price | Pg | C |
|----------------------|-----|-----|--------|-------|----|---|
| World Heroes         | 053 | 82  | EC     | 5-10  | 69 |   |
| World Heroes 2       | 057 | 146 | EC     | 5-10  | 69 |   |
| World Heroes 2 Jet   | 064 | 178 | EC     | 10-20 | 70 |   |
| World Heroes Perfect | 090 | 226 | U      | 30-50 | 70 |   |
| Zed Blade            | 076 | 110 | C      | 15-30 | 70 |   |
| Zupapa!              | 070 | 46  | R      | 40-80 | 71 |   |

## Japanese MVS Cart Checklist

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| Game Title                                | NGH | Meg | Rarity | Price   | Pg | C |
|-------------------------------------------|-----|-----|--------|---------|----|---|
| 3 Count Bout / Fire Suplex                | 043 | 106 | C      | 5-15    | 18 |   |
| AeroFighters 2 / Sonic Wings 2            | 075 | 102 | C      | 40-55   | 18 |   |
| AeroFighters 3 / Sonic Wings 3            | 097 | 154 | C      | 45-70   | 18 |   |
| Aggressors of DK / Tsukai Gan Gan         | 074 | 178 | U      | 20-35   | 19 |   |
| Alpha Mission II / ASO II : Last Guardian | 007 | 47  | U      | 30-50   | 19 |   |
| Andro Dunos                               | 049 | 32  | U      | 40-65   | 19 |   |
| Art of Fighting                           | 044 | 102 | EC     | 10-15   | 20 |   |
| Art of Fighting 2                         | 056 | 178 | EC     | 15-25   | 20 |   |
| Art of Fighting 3                         | 096 | 298 | EC     | 15-25   | 20 |   |
| Bakatonosama Mahjong Manyuki              | 036 | 48  | C      | 15-30   | 21 |   |
| Baseball Stars Professional               | 002 | 50  | C      | 10-25   | 21 |   |
| Baseball Stars 2                          | 041 | 68  | C      | 25-40   | 22 |   |
| Blazing Star                              | 239 | 346 | C      | 40-65   | 22 |   |
| Blue's Journey / Raguy                    | 022 | 50  | C      | 25-45   | 23 |   |
| Breakers                                  | 230 | 210 | U      | 20-45   | 23 |   |
| Breakers Revenge                          | 245 | 242 | C      | 20-40   | 24 |   |
| Burning Fight                             | 018 | 54  | C      | 10-20   | 24 |   |
| Bust-a-Move / Puzzle Bobble               | 083 | 32  | EC     | 20-50   | 50 |   |
| Bust-a-Move Again / Puzzle Bobble 2       | 248 | 46  | R      | 115-190 | 50 |   |
| Captain Tomaday                           | 249 | 106 | U      | 70-110  | 24 |   |
| Chibi Marukochan Deluxe Quiz              | 206 | 118 | U      | 20-50   | 25 |   |
| Crossed Swords                            | 037 | 50  | C      | 5-15    | 25 |   |
| Cyber-Lip                                 | 010 | 50  | C      | 15-40   | 25 |   |
| Double Dragon                             | 082 | 178 | C      | 25-40   | 26 |   |
| Eightman                                  | 025 | 46  | C      | 15-35   | 26 |   |
| Fatal Fury                                | 033 | 55  | EC     | 5-15    | 27 |   |
| Fatal Fury 2                              | 047 | 106 | EC     | 5-20    | 27 |   |
| Fatal Fury Special                        | 058 | 150 | EC     | 10-30   | 28 |   |
| Fatal Fury 3                              | 069 | 266 | EC     | 10-25   | 27 |   |
| Fight Fever                               | 060 | 98  | ER     | 80-160  | 28 |   |
| Flip Shot                                 | 247 | 46  | R      | 50-120  | 22 |   |
| Football Frenzy                           | 034 | 48  | C      | 15-40   | 28 |   |
| Galaxy Fight                              | 078 | 169 | C      | 15-35   | 29 |   |
| Ganryu                                    | 252 | 178 | R      | 80-110  | 29 |   |

| Game Title                                     | NGH | Meg | Rarity | Price   | Pg | C |
|------------------------------------------------|-----|-----|--------|---------|----|---|
| Garou: Mark of the Wolves                      | 253 | 688 | EC     | 45-65   | 29 |   |
| Ghost Pilots                                   | 020 | 55  | U      | 30-65   | 30 |   |
| Goal Goal Goal                                 | 209 | 110 | U      | 50-70   | 30 |   |
| Gururin                                        | 067 | 40  | C      | 20-50   | 30 |   |
| Irritating Maze                                | 236 | 106 | R      | 80-160  | 31 |   |
| Kabuki Klash                                   | 092 | 202 | C      | 20-40   | 26 |   |
| Karnov's Revenge / Fighters History Dynamite   | 066 | 122 | C      | 20-40   | 31 |   |
| King of Fighters 94                            | 055 | 196 | EC     | 10-20   | 32 |   |
| King of Fighters 95                            | 084 | 250 | EC     | 15-25   | 32 |   |
| King of Fighters 96                            | 214 | 362 | EC     | 20-45   | 32 |   |
| King of Fighters 97                            | 232 | 460 | EC     | 15-30   | 35 |   |
| King of Fighters 98                            | 242 | 683 | EC     | 15-30   | 35 |   |
| King of Fighters 99                            | 251 | 673 | EC     | 10-30   | 35 |   |
| King of Fighters 2000                          | 257 | 688 | EC     | 15-40   | 36 |   |
| King of Fighters 2001                          | 262 | 681 | EC     | 25-40   | 36 |   |
| King of Fighters 2002                          | 265 | 681 | EC     | 20-50   | 36 |   |
| King of the Monsters                           | 016 | 55  | C      | 15-30   | 37 |   |
| King of the Monsters 2                         | 039 | 74  | EC     | 10-25   | 37 |   |
| Kizuna Encounter / Fu'un Super Tag Battle      | 216 | 242 | U      | 45-90   | 38 |   |
| Last Blade                                     | 234 | 474 | EC     | 15-40   | 38 |   |
| Last Blade 2                                   | 243 | 554 | EC     | 25-50   | 38 |   |
| Last Resort                                    | 024 | 45  | C      | 50-90   | 39 |   |
| League Bowling                                 | 019 | 26  | C      | 10-30   | 39 |   |
| Legend of Success Joe / Ashita no Joe Densetsu | 029 | 50  | R      | 30-100  | 39 |   |
| Mahjong Kyoretsuden                            | 004 | 42  | C      | 20-60   | 41 |   |
| Magical Drop II                                | 221 | 82  | EC     | 15-25   | 40 |   |
| Magical Drop 3                                 | 233 | 174 | EC     | 20-35   | 40 |   |
| Magician Lord                                  | 005 | 46  | C      | 30-40   | 40 |   |
| Master of Syougi / Shogi no Tatsujin           | 203 | 58  | C      | 20-40   | 61 |   |
| Matrimellee / Shin Goketsuji Ichizoku          | 266 | 646 | C      | 50-75   | 49 |   |
| Metal Slug                                     | 201 | 193 | C      | 30-55   | 41 |   |
| Metal Slug 2                                   | 241 | 362 | EC     | 15-50   | 41 |   |
| Metal Slug X                                   | 250 | 506 | EC     | 10-40   | 43 |   |
| Metal Slug 3                                   | 256 | 708 | EC     | 55-70   | 42 |   |
| Metal Slug 4                                   | 263 | 553 | C      | 50-60   | 42 |   |
| Minnasano Okagesamadesu                        | 027 | 54  | C      | 15-30   | 43 |   |
| Money Puzzle Exchanger                         | 231 | 78  | U      | 80-130  | 43 |   |
| Mutation Nation                                | 014 | 54  | C      | 15-40   | 44 |   |
| Nam 1975                                       | 001 | 46  | C      | 20-45   | 44 |   |
| Neo Bomberman                                  | 093 | 138 | R      | 75-130  | 44 |   |
| Neo Driftout                                   | 213 | 106 | R      | 70-115  | 45 |   |
| Neo Mr. Do                                     | 207 | 50  | ER     | 100-160 | 45 |   |
| Neo Geo Cup 98                                 | 244 | 162 | C      | 20-30   | 45 |   |
| Neo Turf Masters / Big Tournament Golf         | 200 | 133 | C      | 25-50   | 46 |   |
| Nightmare in the Dark                          | 260 | 166 | R      | 100-135 | 46 |   |
| Ninja Combat                                   | 009 | 46  | C      | 15-25   | 46 |   |

| Game Title                                  | NGH | Meg | Rarity | Price    | Pg | C |
|---------------------------------------------|-----|-----|--------|----------|----|---|
| Ninja Commando                              | 050 | 54  | C      | 30-80    | 47 |   |
| Ninja Master's                              | 217 | 330 | C      | 35-65    | 47 |   |
| Over Top                                    | 212 | 212 | C      | 35-70    | 47 |   |
| Panic Bomber                                | 073 | 46  | C      | 25-50    | 23 |   |
| Pleasure Goal 5-on-5 Street Soccer / Futsal | 219 | 146 | ER     | 150-200  | 48 |   |
| Pochi & Nyaa                                | 267 |     | R      | 70-150   | 48 |   |
| Pop 'N Bounce / Gapporin                    | 237 | 58  | ER     | 200-300  | 48 |   |
| Power Spikes II                             | 068 | 82  | C      | 15-35    | 49 |   |
| Prehistoric Isle 2                          | 255 | 478 | U      | 90-140   | 49 |   |
| Pulstar                                     | 089 | 305 | R      | 100-130+ | 50 |   |
| Puzzle de Pon!                              | 202 | 30  | C      | 20-40    | 53 |   |
| Puzzle de Pon! R                            | 235 | 32  | ER     | 100-200  | 53 |   |
| Puzzled / Joy Joy Kid                       | 021 | 22  | C      | 10-30    | 53 |   |
| Quest of Jong Master / Mahjong Densetsu     | 048 | 82  | U      | 20-50    | 31 |   |
| Quiz Daisousa Sen                           | 023 | 34  | C      | 15-30    | 54 |   |
| Quiz King of Fighters                       | 080 | 122 | C      | 20-60    | 54 |   |
| Quiz Meitantei Neo & Geo                    | 042 | 50  | C      | 10-30    | 54 |   |
| Rage of the Dragons                         | 264 | 564 | C      | 40-60    | 55 |   |
| Ragnagard / Shinoken                        | 218 | 338 | C      | 20-55    | 55 |   |
| Real Bout Fatal Fury                        | 095 | 346 | EC     | 10-20    | 55 |   |
| Real Bout Fatal Fury Special                | 223 | 394 | EC     | 10-20    | 56 |   |
| Real Bout Fatal Fury 2                      | 240 | 539 | EC     | 15-40    | 56 |   |
| Riding Hero                                 | 006 | 46  | U      | 20-50    | 56 |   |
| Robo Army                                   | 032 | 45  | U      | 25-50    | 57 |   |
| Samurai Shodown                             | 045 | 118 | EC     | 10-20    | 57 |   |
| Samurai Shodown II                          | 063 | 202 | EC     | 10-20    | 57 |   |
| Samurai Shodown III                         | 087 | 282 | EC     | 10-30    | 58 |   |
| Samurai Shodown IV                          | 222 | 378 | EC     | 15-40    | 58 |   |
| Samurai Shodown 5 / Samurai Spirits Zero    | 270 | 708 | EC     | 35-50    | 58 |   |
| Samurai Spirits Zero Special                | 272 | 708 | ER     | 160-250  | 59 |   |
| Savage Reign (Fu'un Mokujiroku)             | 059 | 190 | C      | 15-30    | 59 |   |
| Sengoku                                     | 017 | 55  | C      | 10-20    | 59 |   |
| Sengoku 2                                   | 040 | 74  | R      | 45-120   | 60 |   |
| Sengoku 3 / Sengoku Legends 2001            | 261 | 346 | C      | 50-90    | 60 |   |
| Shock Troopers                              | 238 | 346 | C      | 40-80    | 60 |   |
| Shock Troopers 2nd Squad                    | 246 | 514 | C      | 25-60    | 61 |   |
| Soccer Brawl                                | 031 | 46  | C      | 10-25    | 62 |   |
| Spinmaster / Miracle Adventure              | 062 | 90  | C      | 25-50    | 62 |   |
| Stakes Winner                               | 088 | 98  | C      | 5-20     | 62 |   |
| Stakes Winner 2                             | 227 | 178 | C      | 10-25    | 63 |   |
| Street Hoop / Dunk Dream                    | 079 | 94  | C      | 20-40    | 63 |   |
| Strikers 1945 Plus                          | 254 | 681 | U      | 80-130   | 63 |   |
| Super Baseball 2020                         | 030 | 46  | U      | 20-40    | 64 |   |
| Super Dodge Ball / Nekketsu Toukyu Densetsu | 208 | 190 | R      | 120-130  | 64 |   |
| Super Sidekicks                             | 052 | 54  | C      | 15-25    | 64 |   |
| Super Sidekicks 2                           | 061 | 106 | C      | 15-25    | 65 |   |



| Game Title                      | NGH | Meg | Rarity | Price    | Pg | C |
|---------------------------------|-----|-----|--------|----------|----|---|
| Super Sidekicks 3               | 081 | 158 | C      | 25-40    | 65 |   |
| Super Sidekicks 4               | 215 | 226 | C      | 35-50    | 67 |   |
| Tecmo World Soccer 96           | 086 | 122 | C      | 40-65    | 66 |   |
| The Super Spy                   | 011 | 55  | C      | 15-35    | 65 |   |
| Thrash Rally                    | 038 | 46  | C      | 15-30    | 66 |   |
| Top Hunter                      | 046 | 110 | C      | 20-40    | 66 |   |
| Top Players Golf                | 003 | 62  | C      | 10-20    | 67 |   |
| Twinkle Star Sprites            | 224 | 146 | R      | 100-140+ | 67 |   |
| Viewpoint                       | 051 | 74  | R      | 90-130   | 68 |   |
| Voltage Fighter Gowcaizer       | 094 | 186 | U      | 20-70    | 68 |   |
| Waku Waku 7                     | 225 | 259 | C      | 50-80    | 68 |   |
| Windjammers / Flying Power Disk | 065 | 74  | C      | 30-60    | 69 |   |
| World Heroes                    | 053 | 82  | EC     | 10-20    | 69 |   |
| World Heroes 2                  | 057 | 146 | EC     | 5-20     | 69 |   |
| World Heroes 2 Jet              | 064 | 178 | EC     | 10-30    | 70 |   |
| World Heroes Perfect            | 090 | 226 | U      | 30-50    | 70 |   |
| Zed Blade (Operation Ragnarok)  | 076 | 110 | C      | 40-60    | 70 |   |
| Zupapa!                         | 070 | 46  | R      | 40-100   | 71 |   |

## English MVS Kit Checklist

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This list focus on complete MVS kits with matching serial numbers in near mint or better condition.

The kits could include boxes and original artwork and/or stickers.

Most prices are from open sales, private sales, prices from collectors, or normal bidding prices at eBay. The degree of rarities are based on how often a title has been offered and how many copies have been released to market. The degree of rarities are based on how often a title has been offered and how many copies have been released to market.

| Game Title                  | NGH | Meg | Rarity | Price    | Pg | C | I | B | S |
|-----------------------------|-----|-----|--------|----------|----|---|---|---|---|
| 3 Count Bout                | 043 | 106 | C      | 35-55    | 18 |   |   |   |   |
| Aero Fighters 2             | 075 | 102 | R      | 115-180  | 18 |   |   |   |   |
| Aero Fighters 3             | 097 | 154 | R      | 140-220  | 18 |   |   |   |   |
| Aggressors of Dark Kombat   | 074 | 178 | U      | 100-175  | 19 |   |   |   |   |
| Alpha Mission II            | 007 | 47  | U      | 80-150   | 19 |   |   |   |   |
| Andro Dunos                 | 049 | 32  | R      | 110-150  | 19 |   |   |   |   |
| Art of Fighting             | 044 | 102 | C      | 30-55    | 20 |   |   |   |   |
| Art of Fighting 2           | 056 | 178 | C      | 35-75    | 20 |   |   |   |   |
| Art of Fighting 3           | 096 | 298 | C      | 35-80    | 20 |   |   |   |   |
| Bang Bead                   | 259 | 170 | ER     | 200-550+ | 21 |   |   |   |   |
| Baseball Stars Professional | 002 | 50  | C      | 45-75    | 21 |   |   |   |   |
| Baseball Stars 2            | 041 | 68  | U      | 60-120   | 22 |   |   |   |   |
| Blazing Star                | 239 | 346 | U      | 120-265  | 22 |   |   |   |   |
| Blue's Journey              | 022 | 50  | U      | 60-120   | 23 |   |   |   |   |
| Breakers                    | 230 | 210 | R      | 100-300+ | 23 |   |   |   |   |
| Breakers Revenge            | 245 | 242 | ER     | 300-700+ | 24 |   |   |   |   |

| Game Title                         | NGH | Meg | Rarity | Price      | Pg | C | I | B | S |
|------------------------------------|-----|-----|--------|------------|----|---|---|---|---|
| Burning Fight                      | 018 | 54  | C      | 45-70      | 24 |   |   |   |   |
| Bust-a-Move                        | 083 | 32  | U      | 50-120     | 50 |   |   |   |   |
| Bust-a-Move Again                  | 248 | 46  | U      | 225-350    | 50 |   |   |   |   |
| Captain Tomaday                    | 249 | 106 | U      | 105-190    | 24 |   |   |   |   |
| Crossed Swords                     | 037 | 50  | U      | 50-80      | 25 |   |   |   |   |
| Cyber-Lip                          | 010 | 50  | C      | 50-100     | 25 |   |   |   |   |
| Double Dragon                      | 082 | 178 | C      | 65-120     | 26 |   |   |   |   |
| Eightman                           | 025 | 46  | C      | 90-140     | 26 |   |   |   |   |
| Fatal Fury                         | 033 | 55  | C      | 30-50      | 27 |   |   |   |   |
| Fatal Fury 2                       | 047 | 106 | C      | 40-60      | 27 |   |   |   |   |
| Fatal Fury Special                 | 058 | 150 | C      | 45-75      | 28 |   |   |   |   |
| Fatal Fury 3                       | 069 | 266 | R      | 80-180     | 27 |   |   |   |   |
| Fight Fever                        | 060 | 98  | R      | 150-250    | 28 |   |   |   |   |
| Flip Shot                          | 247 | 46  | R      | 150-255    | 22 |   |   |   |   |
| Football Frenzy                    | 034 | 48  | C      | 60-90      | 28 |   |   |   |   |
| Galaxy Fight                       | 078 | 169 | U      | 70-120     | 29 |   |   |   |   |
| Ganryu                             | 252 | 178 | R      | 105-160    | 29 |   |   |   |   |
| Garou: Mark of the Wolves          | 253 | 688 | ER     | 260-400+   | 29 |   |   |   |   |
| Ghost Pilots                       | 020 | 55  | U      | 70-130     | 30 |   |   |   |   |
| Goal Goal Goal                     | 209 | 110 | U      | 90-140     | 30 |   |   |   |   |
| Gururin                            | 067 | 40  | U      | 100-155    | 30 |   |   |   |   |
| Irritating Maze                    | 236 | 106 | 106    | 260-320+   | 31 |   |   |   |   |
| Kabuki Klash                       | 092 | 202 | 202    | 60-130     | 26 |   |   |   |   |
| Karnov's Revenge                   | 066 | 122 | 122    | 60-110     | 31 |   |   |   |   |
| King of Fighters 94                | 055 | 196 | 196    | 55-85      | 32 |   |   |   |   |
| King of Fighters 95                | 084 | 250 | 250    | 65-100     | 32 |   |   |   |   |
| King of Fighters 96                | 214 | 362 | 362    | 80-130     | 32 |   |   |   |   |
| King of Fighters 97                | 232 | 460 | 460    | 80-140     | 35 |   |   |   |   |
| King of Fighters 98                | 242 | 683 | 683    | 95-150     | 35 |   |   |   |   |
| King of Fighters 99                | 251 | 673 | 673    | 115-150    | 35 |   |   |   |   |
| King of Fighters 2000              | 257 | 688 | 688    | 55-100     | 36 |   |   |   |   |
| King of Fighters 2001              | 262 | 681 | 681    | 45-120     | 36 |   |   |   |   |
| King of Fighters 2002              | 265 | 681 | 681    | 80-125     | 36 |   |   |   |   |
| King of Fighters 2003              | 271 | 716 | 716    | 30-80      | 37 |   |   |   |   |
| King of the Monsters               | 016 | 55  | 55     | 70-100     | 37 |   |   |   |   |
| King of the Monsters 2             | 039 | 74  | 74     | 50-85      | 37 |   |   |   |   |
| Kizuna Encounter: Super Tag Battle | 216 | 242 | 242    | 400-700+   | 38 |   |   |   |   |
| Last Blade                         | 234 | 474 | 474    | 155-240    | 38 |   |   |   |   |
| Last Blade 2                       | 243 | 554 | 554    | 1500-2000+ | 38 |   |   |   |   |
| Last Resort                        | 024 | 45  | 45     | 160-280    | 39 |   |   |   |   |
| League Bowling                     | 019 | 26  | 26     | 75-110     | 39 |   |   |   |   |
| Magical Drop II                    | 221 | 82  | 82     | 115-130    | 40 |   |   |   |   |
| Magical Drop 3                     | 233 | 174 | 174    | 135-155    | 40 |   |   |   |   |
| Magician Lord                      | 005 | 46  | 46     | 60-100     | 40 |   |   |   |   |
| Matrimlee                          | 266 | 646 | 646    | 100-160    | 49 |   |   |   |   |
| Metal Slug                         | 201 | 193 | 193    | 150-250    | 49 |   |   |   |   |

| Game Title                         | NGH | Meg | Rarity | Price    | Pg | C | I | B | S |
|------------------------------------|-----|-----|--------|----------|----|---|---|---|---|
| Metal Slug 2                       | 241 | 362 | U      | 155-270  | 41 |   |   |   |   |
| Metal Slug X                       | 250 | 506 | C      | 130-245  | 43 |   |   |   |   |
| Metal Slug 3                       | 256 | 708 | C      | 135-235  | 42 |   |   |   |   |
| Metal Slug 4                       | 263 | 553 | U      | 120-190  | 42 |   |   |   |   |
| Metal Slug 5                       | 268 | 708 | R      | 100-160  | 42 |   |   |   |   |
| Mutation Nation                    | 014 | 54  | U      | 80-120   | 44 |   |   |   |   |
| Nam 1975                           | 001 | 46  | C      | 90-180   | 44 |   |   |   |   |
| Neo Driftout                       | 213 | 106 | R      | 170-270  | 45 |   |   |   |   |
| Neo Mr. Do                         | 207 | 50  | R      | 190-250  | 45 |   |   |   |   |
| Neo Geo Cup 98                     | 244 | 162 | C      | 70-120   | 45 |   |   |   |   |
| Neo Turfmasters                    | 200 | 133 | U      | 105-150  | 46 |   |   |   |   |
| Nightmare in the Dark              | 260 | 166 | R      | 155-250  | 46 |   |   |   |   |
| Ninja Combat                       | 009 | 46  | C      | 65-100   | 46 |   |   |   |   |
| Ninja Commando                     | 050 | 54  | C      | 80-130   | 47 |   |   |   |   |
| Ninja Master's                     | 217 | 330 | ER     | 500-700+ | 47 |   |   |   |   |
| Over Top                           | 212 | 212 | R      | 160-250  | 47 |   |   |   |   |
| Panic Bomber                       | 073 | 46  | U      | 120-200  | 23 |   |   |   |   |
| Pleasure Goal 5-on-5 Street Soccer | 219 | 146 | ER     | 200-300  | 48 |   |   |   |   |
| Pochi & Nyaa                       | 267 |     | ER     | 160-320  | 48 |   |   |   |   |
| Pop 'N Bounce                      | 237 | 58  | R      | 150-300  | 48 |   |   |   |   |
| Power Spikes II                    | 068 | 82  | C      | 70-105   | 49 |   |   |   |   |
| Prehistoric Isle 2                 | 255 | 478 | U      | 150-260  | 49 |   |   |   |   |
| Pulstar                            | 089 | 305 | R      | 300-400+ | 50 |   |   |   |   |
| Puzzle de Pon!                     | 202 | 30  | U      | 90-120   | 53 |   |   |   |   |
| Puzzle de Pon! R                   | 235 | 32  | ER     | 170-300  | 53 |   |   |   |   |
| Puzzled                            | 021 | 22  | R      | 80-135   | 53 |   |   |   |   |
| Rage of the Dragons                | 264 | 564 | U      | 60-120   | 55 |   |   |   |   |
| Ragnagard                          | 218 | 338 | U      | 120-180  | 55 |   |   |   |   |
| Real Bout Fatal Fury               | 095 | 346 | U      | 90-140   | 55 |   |   |   |   |
| Real Bout Fatal Fury Special       | 223 | 394 | U      | 115-155  | 56 |   |   |   |   |
| Real Bout Fatal Fury 2             | 240 | 539 | U      | 120-170  | 56 |   |   |   |   |
| Riding Hero                        | 006 | 46  | U      | 85-130   | 56 |   |   |   |   |
| Robo Army                          | 032 | 45  | U      | 80-130   | 57 |   |   |   |   |
| Samurai Shodown                    | 045 | 118 | C      | 35-55    | 57 |   |   |   |   |
| Samurai Shodown II                 | 063 | 202 | C      | 40-80    | 57 |   |   |   |   |
| Samurai Shodown III                | 087 | 282 | C      | 60-100   | 58 |   |   |   |   |
| Samurai Shodown IV                 | 222 | 378 | C      | 85-130   | 58 |   |   |   |   |
| Samurai Shodown V                  | 270 | 708 | U      | 110-160  | 58 |   |   |   |   |
| Savage Reign                       | 059 | 190 | C      | 105-140  | 59 |   |   |   |   |
| Sengoku                            | 017 | 55  | C      | 55-95    | 59 |   |   |   |   |
| Sengoku 2                          | 040 | 74  | ER     | 185-300  | 59 |   |   |   |   |
| Sengoku 3                          | 261 | 364 | C      | 135-160  | 60 |   |   |   |   |
| Shock Troopers                     | 238 | 364 | U      | 155-200  | 60 |   |   |   |   |
| Shock Troopers 2nd Squad           | 246 | 514 | C      | 80-120   | 61 |   |   |   |   |
| SNK vs. Capcom: SVC Chaos          | 269 | 708 | C      | 100-140  | 61 |   |   |   |   |
| Soccer Brawl                       | 031 | 46  | U      | 50-80    | 62 |   |   |   |   |

| Game Title                | NGH | Meg | Rarity | Price    | Pg | C | I | B | S |
|---------------------------|-----|-----|--------|----------|----|---|---|---|---|
| Spinmaster                | 062 | 90  | U      | 140-190  | 62 |   |   |   |   |
| Stakes Winner             | 088 | 98  | C      | 65-80    | 62 |   |   |   |   |
| Stakes Winner 2           | 227 | 178 | C      | 20-40    | 63 |   |   |   |   |
| Street Hoop               | 079 | 94  | C      | 95-140   | 63 |   |   |   |   |
| Strikers 1945 Plus        | 254 | 681 | U      | 150-210  | 63 |   |   |   |   |
| Super Baseball 2020       | 030 | 46  | U      | 40-110   | 64 |   |   |   |   |
| Super Dodgeball           | 208 | 190 | R      | 150-300  | 64 |   |   |   |   |
| Super Sidekicks           | 052 | 54  | C      | 35-55    | 64 |   |   |   |   |
| Super Sidekicks 2         | 061 | 106 | C      | 35-60    | 65 |   |   |   |   |
| Super Sidekicks 3         | 081 | 158 | C      | 35-60    | 65 |   |   |   |   |
| Tecmo World Soccer 96     | 086 | 122 | U      | 60-120   | 66 |   |   |   |   |
| The Super Spy             | 011 | 55  | C      | 55-90    | 65 |   |   |   |   |
| Thrash Rally              | 038 | 46  | U      | 80-140   | 66 |   |   |   |   |
| Top Hunter                | 046 | 110 | U      | 130-180  | 66 |   |   |   |   |
| Top Players Golf          | 003 | 62  | C      | 50-80    | 67 |   |   |   |   |
| Twinkle Star Sprites      | 224 | 146 | R      | 450-700+ | 67 |   |   |   |   |
| Ultimate 11               | 215 | 226 | U      | 115-160  | 67 |   |   |   |   |
| Viewpoint                 | 051 | 74  | R      | 180-300  | 68 |   |   |   |   |
| Voltage Fighter Gowcaizer | 094 | 186 | U      | 150-220  | 68 |   |   |   |   |
| Waku Waku 7               | 225 | 259 | R      | 170-220  | 68 |   |   |   |   |
| Windjammers               | 065 | 74  | C      | 80-150   | 69 |   |   |   |   |
| World Heroes              | 053 | 82  | C      | 35-50    | 69 |   |   |   |   |
| World Heroes 2            | 057 | 146 | C      | 35-60    | 69 |   |   |   |   |
| World Heroes 2 Jet        | 064 | 178 | C      | 60-90    | 70 |   |   |   |   |
| World Heroes Perfect      | 090 | 226 | U      | 150-250  | 70 |   |   |   |   |
| Zed Blade                 | 076 | 110 | R      | 150-230  | 70 |   |   |   |   |
| Zupapa!                   | 070 | 46  | R      | 50-120   | 71 |   |   |   |   |

## Japanese MVS Kit Checklist

*"neo-geo.com"*

| Game Title                                | NGH | Meg | Rarity | Price   | Pg | C | I | B | S |
|-------------------------------------------|-----|-----|--------|---------|----|---|---|---|---|
| 3 Count Bout / Fire Suplex                | 043 | 106 | C      | 35-50   | 18 |   |   |   |   |
| AeroFighters 2 / Sonic Wings 2            | 075 | 102 | R      | 100-160 | 18 |   |   |   |   |
| AeroFighters 3 / Sonic Wings 3            | 097 | 154 | C      | 145-200 | 18 |   |   |   |   |
| Aggressors of DK / Tsukai Gan Gan         | 074 | 178 | U      | 90-155  | 19 |   |   |   |   |
| Alpha Mission II / ASO II : Last Guardian | 007 | 47  | U      | 70-140  | 19 |   |   |   |   |
| Andro Dunos                               | 049 | 32  | U      | 70-120  | 19 |   |   |   |   |
| Art of Fighting                           | 044 | 102 | C      | 30-55   | 20 |   |   |   |   |
| Art of Fighting 2                         | 056 | 178 | C      | 35-65   | 20 |   |   |   |   |
| Art of Fighting 3                         | 096 | 298 | C      | 35-75   | 20 |   |   |   |   |
| Bakatonosama Mahjong Manyuki              | 036 | 48  | U      | 55-70   | 21 |   |   |   |   |
| Baseball Stars Professional               | 002 | 50  | C      | 40-70   | 21 |   |   |   |   |
| Baseball Stars 2                          | 041 | 68  | U      | 55-100  | 22 |   |   |   |   |
| Blazing Star                              | 239 | 346 | U      | 100-190 | 22 |   |   |   |   |

| Game Title                                     | NGH | Meg | Rarity | Price    | Pg | C | I | B | S |
|------------------------------------------------|-----|-----|--------|----------|----|---|---|---|---|
| Blue's Journey / Raguy                         | 022 | 50  | C      | 55-105   | 23 |   |   |   |   |
| Breakers                                       | 230 | 210 | U      | 100-275  | 23 |   |   |   |   |
| Breakers Revenge                               | 245 | 242 | R      | 130-250  | 24 |   |   |   |   |
| Burning Fight                                  | 018 | 54  | C      | 40-65    | 24 |   |   |   |   |
| Bust-a-Move / Puzzle Bobble                    | 083 | 32  | C      | 50-100   | 50 |   |   |   |   |
| Bust-a-Move Again / Puzzle Bobble 2            | 248 | 46  | R      | 205-280  | 50 |   |   |   |   |
| Captain Tomaday                                | 249 | 106 | U      | 100-180  | 24 |   |   |   |   |
| Chibi Marukochan Deluxe Quiz                   | 206 | 118 | U      | 90-150   | 25 |   |   |   |   |
| Crossed Swords                                 | 037 | 50  | C      | 50-75    | 25 |   |   |   |   |
| Cyber-Lip                                      | 010 | 50  | C      | 45-90    | 25 |   |   |   |   |
| Double Dragon                                  | 082 | 178 | C      | 55-100   | 26 |   |   |   |   |
| Eightman                                       | 025 | 46  | C      | 85-120   | 26 |   |   |   |   |
| Fatal Fury                                     | 033 | 55  | C      | 30-45    | 27 |   |   |   |   |
| Fatal Fury 2                                   | 047 | 106 | C      | 35-55    | 27 |   |   |   |   |
| Fatal Fury Special                             | 058 | 150 | C      | 40-60    | 28 |   |   |   |   |
| Fatal Fury 3                                   | 069 | 266 | U      | 70-165   | 27 |   |   |   |   |
| Fight Fever                                    | 060 | 98  | ER     | 160-300  | 28 |   |   |   |   |
| Flip Shot                                      | 247 | 46  | R      | 140-240  | 22 |   |   |   |   |
| Football Frenzy                                | 034 | 48  | C      | 55-85    | 28 |   |   |   |   |
| Galaxy Fight                                   | 078 | 169 | C      | 65-115   | 29 |   |   |   |   |
| Ganryu                                         | 252 | 178 | R      | 80-140   | 29 |   |   |   |   |
| Garou: Mark of the Wolves                      | 253 | 688 | ER     | 245-365+ | 29 |   |   |   |   |
| Ghost Pilots                                   | 020 | 55  | U      | 65-120   | 30 |   |   |   |   |
| Goal Goal Goal                                 | 209 | 110 | U      | 80-125   | 30 |   |   |   |   |
| Gururin                                        | 067 | 40  | U      | 95-150   | 30 |   |   |   |   |
| Irritating Maze                                | 236 | 106 | R      | 230-300+ | 31 |   |   |   |   |
| Kabuki Klash                                   | 092 | 202 | U      | 55-120   | 26 |   |   |   |   |
| Karnov's Revenge / Fighters History Dynamite   | 066 | 122 | C      | 60-110   | 31 |   |   |   |   |
| King of Fighters 94                            | 055 | 196 | C      | 50-80    | 32 |   |   |   |   |
| King of Fighters 95                            | 084 | 250 | C      | 55-95    | 32 |   |   |   |   |
| King of Fighters 96                            | 214 | 362 | C      | 70-120   | 32 |   |   |   |   |
| King of Fighters 97                            | 232 | 460 | C      | 75-130   | 35 |   |   |   |   |
| King of Fighters 98                            | 242 | 683 | C      | 90-130   | 35 |   |   |   |   |
| King of Fighters 99                            | 251 | 673 | C      | 100-140  | 35 |   |   |   |   |
| King of Fighters 2000                          | 257 | 688 | C      | 15-90    | 36 |   |   |   |   |
| King of Fighters 2001                          | 262 | 681 | C      | 55-110   | 36 |   |   |   |   |
| King of Fighters 2002                          | 265 | 681 | C      | 70-110   | 36 |   |   |   |   |
| King of the Monsters                           | 016 | 55  | U      | 65-95    | 37 |   |   |   |   |
| King of the Monsters 2                         | 039 | 74  | C      | 50-75    | 37 |   |   |   |   |
| Kizuna Encounter / Fu'un Super Tag Battle      | 216 | 242 | R      | 180-390  | 38 |   |   |   |   |
| Last Blade                                     | 234 | 474 | R      | 145-230  | 38 |   |   |   |   |
| Last Blade 2                                   | 243 | 554 | R      | 255-450  | 38 |   |   |   |   |
| Last Resort                                    | 024 | 45  | R      | 100-160  | 39 |   |   |   |   |
| League Bowling                                 | 019 | 26  | U      | 70-110   | 39 |   |   |   |   |
| Legend of Success Joe / Ashita no Joe Densetsu | 029 | 50  | R      | 60-140   | 39 |   |   |   |   |
| Mahjong Kyoretsuden                            | 004 | 42  | C      | 60-100   | 41 |   |   |   |   |

| Game Title                                  | NGH | Meg | Rarity | Price    | Pg | C | I | B | S |
|---------------------------------------------|-----|-----|--------|----------|----|---|---|---|---|
| Magical Drop II                             | 221 | 82  | U      | 100-125  | 40 |   |   |   |   |
| Magical Drop 3                              | 233 | 174 | U      | 120-145  | 40 |   |   |   |   |
| Magician Lord                               | 005 | 46  | R      | 60-140   | 40 |   |   |   |   |
| Master of Syougi / Shogi no Tatsujin        | 203 | 58  | C      | 90-120   | 61 |   |   |   |   |
| Matrimellee / Shin Goketsuji Ichizoku       | 266 | 646 | U      | 100-145  | 49 |   |   |   |   |
| Metal Slug                                  | 201 | 193 | C      | 145-240  | 41 |   |   |   |   |
| Metal Slug 2                                | 241 | 362 | U      | 125-250  | 41 |   |   |   |   |
| Metal Slug X                                | 250 | 506 | U      | 130-240  | 43 |   |   |   |   |
| Metal Slug 3                                | 256 | 708 | C      | 125-190  | 42 |   |   |   |   |
| Metal Slug 4                                | 263 | 553 | C      | 110-160  | 42 |   |   |   |   |
| Metal Slug 5                                | 268 | 708 | R      | 100-150  | 42 |   |   |   |   |
| Minnasano Okagesamadesu                     | 027 | 54  | C      | 50-90    | 43 |   |   |   |   |
| Money Puzzle Exchanger                      | 231 | 78  | U      | 150-250  | 43 |   |   |   |   |
| Mutation Nation                             | 014 | 54  | U      | 75-120   | 44 |   |   |   |   |
| Nam 1975                                    | 001 | 46  | C      | 60-105   | 44 |   |   |   |   |
| Neo Bomberman                               | 093 | 138 | R      | 125-270  | 44 |   |   |   |   |
| Neo Driftout                                | 213 | 106 | R      | 160-245  | 45 |   |   |   |   |
| Neo Mr. Do                                  | 207 | 50  | ER     | 170-290  | 45 |   |   |   |   |
| Neo Geo Cup 98                              | 244 | 162 | C      | 70-110   | 45 |   |   |   |   |
| Neo Turf Masters / Big Tournament Golf      | 200 | 133 | C      | 95-140   | 46 |   |   |   |   |
| Nightmare in the Dark                       | 260 | 166 | R      | 150-235  | 46 |   |   |   |   |
| Ninja Combat                                | 009 | 46  | C      | 55-100   | 46 |   |   |   |   |
| Ninja Commando                              | 050 | 54  | C      | 70-120   | 47 |   |   |   |   |
| Ninja Master's                              | 217 | 330 | ER     | 300-500+ | 47 |   |   |   |   |
| Over Top                                    | 212 | 212 | C      | 145-220  | 47 |   |   |   |   |
| Panic Bomber                                | 073 | 46  | U      | 115-190  | 23 |   |   |   |   |
| Pleasure Goal 5-on-5 Street Soccer / Futsal | 219 | 146 | ER     | 190-280  | 48 |   |   |   |   |
| Pochi & Nyaa                                | 267 |     | R      | 150-220  | 48 |   |   |   |   |
| Pop 'N Bounce / Gapporin                    | 237 | 58  | ER     | 300-400+ | 48 |   |   |   |   |
| Power Spikes II                             | 068 | 82  | C      | 65-100   | 49 |   |   |   |   |
| Prehistoric Isle 2                          | 255 | 478 | U      | 140-240  | 49 |   |   |   |   |
| Pulstar                                     | 089 | 305 | C      | 270-380+ | 50 |   |   |   |   |
| Puzzle de Pon!                              | 202 | 30  | U      | 80-110   | 53 |   |   |   |   |
| Puzzle de Pon! R                            | 235 | 32  | ER     | 160-300  | 53 |   |   |   |   |
| Puzzled / Joy Joy Kid                       | 021 | 22  | C      | 70-130   | 53 |   |   |   |   |
| Quest of Jong Master / Mahjong Densetsu     | 048 | 82  | U      | 75-135   | 31 |   |   |   |   |
| Quiz Daisousa Sen                           | 023 | 34  | C      | 55-90    | 54 |   |   |   |   |
| Quiz King of Fighters                       | 080 | 122 | C      | 65-110   | 54 |   |   |   |   |
| Quiz Meitantei Neo & Geo                    | 042 | 50  | C      | 55-90    | 54 |   |   |   |   |
| Rage of the Dragons                         | 264 | 564 | C      | 50-110   | 55 |   |   |   |   |
| Ragnagard / Shinoken                        | 218 | 338 | U      | 100-175  | 55 |   |   |   |   |
| Real Bout Fatal Fury                        | 095 | 346 | U      | 90-130   | 55 |   |   |   |   |
| Real Bout Fatal Fury Special                | 223 | 394 | U      | 105-130  | 56 |   |   |   |   |
| Real Bout Fatal Fury 2                      | 240 | 539 | U      | 110-160  | 56 |   |   |   |   |
| Riding Hero                                 | 006 | 46  | U      | 80-120   | 56 |   |   |   |   |
| Robo Army                                   | 032 | 45  | U      | 75-120   | 57 |   |   |   |   |

| Game Title                                  | NGH | Meg | Rarity | Price    | Pg | C | I | B | S |
|---------------------------------------------|-----|-----|--------|----------|----|---|---|---|---|
| Samurai Shodown                             | 045 | 118 | C      | 30-50    | 57 |   |   |   |   |
| Samurai Shodown II                          | 063 | 202 | C      | 40-70    | 57 |   |   |   |   |
| Samurai Shodown III                         | 087 | 282 | C      | 55-90    | 58 |   |   |   |   |
| Samurai Shodown IV                          | 222 | 378 | C      | 80-110   | 58 |   |   |   |   |
| Samurai Shodown 5 / Samurai Spirits Zero    | 270 | 708 | C      | 100-150  | 58 |   |   |   |   |
| Samurai Spirits Zero Special                | 272 | 708 | ER     | 350-400+ | 59 |   |   |   |   |
| Savage Reign (Fu'un Mokujiroku)             | 059 | 190 | C      | 100-130  | 59 |   |   |   |   |
| Sengoku                                     | 017 | 55  | C      | 50-90    | 59 |   |   |   |   |
| Sengoku 2                                   | 040 | 74  | R      | 175-280  | 60 |   |   |   |   |
| Sengoku 3 / Sengoku Legends 2001            | 261 | 346 | C      | 120-150  | 60 |   |   |   |   |
| Shock Troopers                              | 238 | 346 | R      | 140-180  | 60 |   |   |   |   |
| Shock Troopers 2nd Squad                    | 246 | 514 | C      | 75-110   | 61 |   |   |   |   |
| Soccer Brawl                                | 031 | 46  | C      | 40-70    | 62 |   |   |   |   |
| Spinmaster / Miracle Adventure              | 062 | 90  | C      | 120-180  | 62 |   |   |   |   |
| Stakes Winner                               | 088 | 98  | C      | 55-70    | 62 |   |   |   |   |
| Stakes Winner 2                             | 227 | 178 | C      | 10-25    | 63 |   |   |   |   |
| Street Hoop / Dunk Dream                    | 079 | 94  | C      | 90-130   | 63 |   |   |   |   |
| Strikers 1945 Plus                          | 254 | 681 | U      | 140-200  | 63 |   |   |   |   |
| Super Baseball 2020                         | 030 | 46  | U      | 35-100   | 64 |   |   |   |   |
| Super Dodge Ball / Nekketsu Toukyu Densetsu | 208 | 190 | R      | 130-280  | 64 |   |   |   |   |
| Super Sidekicks                             | 052 | 54  | C      | 35-50    | 64 |   |   |   |   |
| Super Sidekicks 2                           | 061 | 106 | C      | 35-55    | 65 |   |   |   |   |
| Super Sidekicks 3                           | 081 | 158 | C      | 35-60    | 65 |   |   |   |   |
| Super Sidekicks 4                           | 215 | 226 | C      | 95-120   | 67 |   |   |   |   |
| Tecmo World Soccer 96                       | 086 | 122 | C      | 50-115   | 66 |   |   |   |   |
| The Super Spy                               | 011 | 55  | C      | 50-85    | 65 |   |   |   |   |
| Thrash Rally                                | 038 | 46  | U      | 75-130   | 66 |   |   |   |   |
| Top Hunter                                  | 046 | 110 | U      | 120-170  | 66 |   |   |   |   |
| Top Players Golf                            | 003 | 62  | C      | 45-75    | 67 |   |   |   |   |
| Twinkle Star Sprites                        | 224 | 146 | R      | 400-650+ | 67 |   |   |   |   |
| Viewpoint                                   | 051 | 74  | R      | 170-270  | 68 |   |   |   |   |
| Voltage Fighter Gowcaizer                   | 094 | 186 | U      | 140-200  | 68 |   |   |   |   |
| Waku Waku 7                                 | 225 | 259 | R      | 150-180  | 68 |   |   |   |   |
| Windjammers / Flying Power Disk             | 065 | 74  | C      | 70-140   | 69 |   |   |   |   |
| World Heroes                                | 053 | 82  | C      | 30-50    | 69 |   |   |   |   |
| World Heroes 2                              | 057 | 146 | C      | 35-55    | 69 |   |   |   |   |
| World Heroes 2 Jet                          | 064 | 178 | C      | 50-80    | 70 |   |   |   |   |
| World Heroes Perfect                        | 090 | 226 | U      | 130-220  | 70 |   |   |   |   |
| Zed Blade / Operation Ragnarok              | 076 | 110 | R      | 140-210  | 70 |   |   |   |   |
| Zupapa!                                     | 070 | 46  | R      | 60-130   | 71 |   |   |   |   |

# English AES Checklist

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The use of separate listings for alternate nationalities will only be used when there is an evident difference in both rarity and value.

All items listed are assumed to be in used, near mint condition. Also, they are all assumed to be complete (insert, manual, cart sticker, case) as well as 100% SNK authentic. Depending on missing or damaged parts, prices will vary. As a rule of thumb, the insert, manual, and cartridge each hold 1/3 value, i.e. if the manual is missing for a \$100 game, expect the item to be worth 33.3% less or around \$66.

| Game Title                  | Notes        | NGH | Meg | Rarity | Price    | Pg | C | I | B | S |
|-----------------------------|--------------|-----|-----|--------|----------|----|---|---|---|---|
| 2020 Super Baseball         | Dog-tag only |     |     | C      | 25-40    | 64 |   |   |   |   |
| 3 Count Bout                |              | 075 | 106 | C      | 40-60    | 18 |   |   |   |   |
| Aero Fighters 2             |              | 075 | 102 | R      | 95-135   | 18 |   |   |   |   |
| Aggressors of Dark Kombat   |              | 074 | 178 | U      | 75-125   | 19 |   |   |   |   |
| Alpha Mission 2             | Dog-tag only | 007 | 47  | U      | 45-70    | 19 |   |   |   |   |
| Andro Dunos                 |              | 049 | 32  | U      | 60-90    | 19 |   |   |   |   |
| Art of Fighting             | Dog-tag      | 044 | 102 | C      | 30-40    | 20 |   |   |   |   |
| Art of Fighting             | euro         | 044 | 102 | U      | 35-50    | 20 |   |   |   |   |
| Art of Fighting 2           |              | 056 | 178 | C      | 50-70    | 20 |   |   |   |   |
| Art of Fighting 3           |              | 096 | 298 | ER     | ¥360-450 | 20 |   |   |   |   |
| Baseball Stars Professional |              | 002 | 50  | C      | 30-45    | 21 |   |   |   |   |
| Baseball Stars 2            | Dog-tag      | 041 | 68  | C      | ¥85-100  | 22 |   |   |   |   |
| Baseball Stars 2            | euro         | 041 | 68  | R      | ¥150-200 | 22 |   |   |   |   |
| Blue's Journey              |              | 022 | 50  | C      | 40-55    | 23 |   |   |   |   |
| Burning Fight               |              | 018 | 54  | C      | 30-45    | 24 |   |   |   |   |
| Crossed Swords              |              | 037 | 50  | C      | 40-55    | 25 |   |   |   |   |
| Cyber-lip                   |              | 010 | 50  | U      | 40-65    | 25 |   |   |   |   |
| Double Dragon               | euro         | 082 | 178 | ER     | 600-850+ | 26 |   |   |   |   |
| Eightman                    | Dog-tag only | 025 | 46  | U      | ¥55-85   | 26 |   |   |   |   |
| Fatal Fury                  | Dog-tag      | 033 | 55  | C      | 30-45    | 27 |   |   |   |   |
| Fatal Fury                  | euro         | 033 | 55  | C      | 35-50    | 27 |   |   |   |   |
| Fatal Fury 2                | Dog-tag      | 047 | 106 | C      | 35-50    | 27 |   |   |   |   |
| Fatal Fury 2                | euro         | 047 | 106 | C      | 35-45    | 27 |   |   |   |   |
| Fatal Fury Special          |              | 058 | 150 | C      | ¥55-75   | 28 |   |   |   |   |
| Fatal Fury 3                |              | 069 | 266 | U      | ¥120.150 | 27 |   |   |   |   |
| Football Frenzy             | Dog-tag      | 034 | 48  | C      | 25-45    | 28 |   |   |   |   |
| Football Frenzy             | euro         | 034 | 48  | U      | 30-50    | 28 |   |   |   |   |
| Galaxy Fight                |              | 078 | 169 | R      | ¥200-265 | 29 |   |   |   |   |
| Ghost Pilots                | Dog-tag      | 020 | 55  | C      | 45-65    | 30 |   |   |   |   |
| Ghost Pilots                | euro         | 020 | 55  | U      | 65-85    | 30 |   |   |   |   |
| Karnov's Revenge            |              | 066 | 122 | C      | 50-65    | 31 |   |   |   |   |
| King of Fighters 94         |              | 055 | 196 | U      | ¥85-145  | 32 |   |   |   |   |
| King of Fighters 95         |              | 084 | 250 | C      | ¥110-155 | 32 |   |   |   |   |
| King of Fighters 96         |              | 214 | 362 | R      | ¥175-220 | 32 |   |   |   |   |
| King of Fighters 97         |              | 232 | 460 | U      | 145-175  | 35 |   |   |   |   |
| King of Fighters 98         |              | 242 | 683 | C      | 140-165  | 35 |   |   |   |   |



| Game Title                   | Notes        | NGH | Meg | Rarity           | Price      | Pg | C | I | B | S |
|------------------------------|--------------|-----|-----|------------------|------------|----|---|---|---|---|
| King of Fighters 99          |              | 251 | 673 | U                | 175-185    | 35 |   |   |   |   |
| King of Fighters 2000        |              | 257 | 688 | ER               | 500-700    | 36 |   |   |   |   |
| King of Fighters 2001        |              | 262 | 681 | U                | ¥145-159   | 36 |   |   |   |   |
| King of Fighters 2002        |              | 265 | 681 | U                | ¥165-175   | 36 |   |   |   |   |
| King of Fighters 2003        |              | 271 | 716 | U                | 285-350    | 37 |   |   |   |   |
| King of Monsters             | Dog-tag only | 016 | 55  | C                | 35-50      | 37 |   |   |   |   |
| King of Monsters 2           | Dog-tag      | 039 | 74  | U                | 45-65      | 37 |   |   |   |   |
| King of Monsters 2           | euro         | 039 | 74  | U                | 45-60      | 37 |   |   |   |   |
| Kizuna Encounter             | euro         | 216 | 242 | EER <sup>2</sup> | 15K-19K+   | 38 |   |   |   |   |
| Last Blade                   |              | 234 | 474 | R                | ¥380-500   | 38 |   |   |   |   |
| Last Blade 2                 |              | 243 | 554 | R                | ¥600-760   | 38 |   |   |   |   |
| Last Resort                  | Dog-tag      | 024 | 45  | U                | 100-125    | 39 |   |   |   |   |
| Last Resort                  | euro         | 024 | 45  | U                | 100-150    | 39 |   |   |   |   |
| League Bowling               | Dog-tag      | 019 | 26  | U                | 50-70      | 39 |   |   |   |   |
| League Bowling               | euro         | 019 | 26  | U                | 70-100     | 39 |   |   |   |   |
| Magician Lord                |              | 005 | 46  | C                | 40-55      | 40 |   |   |   |   |
| Mark of the Wolves           |              | 253 | 688 | R                | 500-650+   | 29 |   |   |   |   |
| Matrimellee                  |              | 266 | 646 | U                | ¥185-199   | 49 |   |   |   |   |
| Metal Slug                   |              | 201 | 193 | EER              | 2000-2850+ | 41 |   |   |   |   |
| Metal Slug 2                 |              | 241 | 362 | EER              | 1200-1500+ | 41 |   |   |   |   |
| Metal Slug X                 |              | 250 | 506 | R                | ¥550-700+  | 43 |   |   |   |   |
| Metal Slug 3                 |              | 256 | 708 | U                | ¥275-350   | 42 |   |   |   |   |
| Metal Slug 4                 |              | 263 | 553 | U                | ¥250-300   | 42 |   |   |   |   |
| Metal Slug 5                 |              | 268 | 708 | R                | ¥500-600+  | 42 |   |   |   |   |
| Mutation Nation              | Dog-tag      | 014 | 54  | C                | 40-50      | 44 |   |   |   |   |
| Mutation Nation              | euro         | 014 | 54  | U                | 45-65      | 44 |   |   |   |   |
| NAM-1975                     |              | 001 | 46  | C                | 35-65      | 44 |   |   |   |   |
| Neo Turfmasters              |              | 200 | 133 | EER              | 1500-1950+ | 46 |   |   |   |   |
| Ninja Combat                 |              | 009 | 46  | C                | 30-50      | 46 |   |   |   |   |
| Ninja Commando               | Dog-tag      | 050 | 54  | U                | 90-130     | 47 |   |   |   |   |
| Ninja Commando               | euro         | 050 | 54  | U                | 100-130    | 47 |   |   |   |   |
| Ninja Master's               |              | 217 | 330 | ER               | 900-1200+  | 47 |   |   |   |   |
| Puzzled                      |              | 021 | 22  | R                | 145-170    | 53 |   |   |   |   |
| Rage of the Dragons          |              | 264 | 564 | R                | 325-385    | 55 |   |   |   |   |
| Real Bout Fatal Fury         |              | 095 | 346 | R                | 270-320    | 55 |   |   |   |   |
| Real Bout Fatal Fury Special |              | 223 | 394 | R                | 230-300    | 56 |   |   |   |   |
| Real Bout Fatal Fury 2       |              | 240 | 539 | ER               | ¥550-700+  | 56 |   |   |   |   |
| Riding Hero                  |              | 006 | 46  | C                | 35-50      | 56 |   |   |   |   |
| Robo Army                    | Dog-tag      | 032 | 45  | U                | 50-70      | 57 |   |   |   |   |
| Robo Army                    | euro         | 032 | 45  | R                | 60-85      | 57 |   |   |   |   |
| Samurai Shodown              |              | 045 | 118 | C                | 35-50      | 57 |   |   |   |   |
| Samurai Shodown 2            |              | 063 | 202 | C                | 60-85      | 57 |   |   |   |   |
| Samurai Shodown 2            | euro         | 063 | 202 | R                | ¥85-125    | 57 |   |   |   |   |
| Samurai Shodown 3            |              | 087 | 282 | U                | 150-190    | 58 |   |   |   |   |
| Samurai Shodown 4            |              | 222 | 378 | ER               | 300-350    | 58 |   |   |   |   |
| Samurai Shodown 4            | Korean       | 222 | 378 | R                | 180-260    | 58 |   |   |   |   |

| Game Title                | Notes   | NGH | Meg | Rarity           | Price      | Pg | C | I | B | S |
|---------------------------|---------|-----|-----|------------------|------------|----|---|---|---|---|
| Samurai Shodown 5         |         | 270 | 708 | U                | 220-245    | 58 |   |   |   |   |
| Samurai Shodown 5 Special |         | 272 | 708 | R                | ¥700-800   | 59 |   |   |   |   |
| Samurai Shodown 5 Special | fixed   | 272 | 708 | U                | 450-525    | 59 |   |   |   |   |
| Savage Reign              |         | 059 | 190 | R                | 150-190    | 59 |   |   |   |   |
| Sengoku                   |         | 017 | 55  | U                | 50-65      | 59 |   |   |   |   |
| Sengoku 2                 |         | 040 | 74  | R                | 120-150    | 60 |   |   |   |   |
| Sengoku 3                 |         | 261 | 364 | U                | ¥185-210   | 60 |   |   |   |   |
| Soccer Brawl              | Dog-tag | 031 | 46  | C                | 30-45      | 62 |   |   |   |   |
| Soccer Brawl              | euro    | 031 | 46  | U                | 40-60      | 62 |   |   |   |   |
| Spin Master               |         | 062 | 90  | U                | 65-95      | 62 |   |   |   |   |
| Stakes Winner             |         | 088 | 98  | EER              | ¥900-1100+ | 62 |   |   |   |   |
| Street Hoop               |         | 079 | 94  | R                | ¥150-125   | 63 |   |   |   |   |
| Super Sidekicks           |         | 052 | 54  | C                | 30-60      | 64 |   |   |   |   |
| Super Sidekicks 2         |         | 061 | 106 | C                | 40-60      | 65 |   |   |   |   |
| Super Sidekicks 3         |         | 081 | 158 | U                | 65-100     | 65 |   |   |   |   |
| SVC Chaos                 |         | 269 | 708 | U                | ¥165-175   | 61 |   |   |   |   |
| Ultimate 11               | euro    | 215 | 226 | EER <sup>2</sup> | ¥8K-10K+   | 67 |   |   |   |   |
| The Super Spy             |         | 011 | 55  | C                | 35-50      | 65 |   |   |   |   |
| Thrash Rally              |         | 038 | 46  | C                | 35-50      | 66 |   |   |   |   |
| Top Hunter                |         | 046 | 110 | C                | 60-90      | 66 |   |   |   |   |
| Top Players Golf          |         | 003 | 62  | C                | 35-50      | 67 |   |   |   |   |
| View Point                |         | 051 | 74  | U                | 120-170    | 68 |   |   |   |   |
| Voltage Fighter Gowcaizer |         | 094 | 186 | R                | ¥360-475   | 68 |   |   |   |   |
| Windjammers               |         | 065 | 74  | U                | 140-180    | 69 |   |   |   |   |
| World Heroes              |         | 053 | 82  | C                | 30-45      | 69 |   |   |   |   |
| World Heroes 2            | Dog-tag | 057 | 146 | C                | 30-50      | 69 |   |   |   |   |
| World Heroes 2            | euro    | 057 | 146 | C                | 40-60      | 69 |   |   |   |   |
| World Heroes Jet          | Dog-tag | 064 | 178 | C                | 40-55      | 70 |   |   |   |   |
| World Heroes Jet          | euro    | 064 | 178 | U                | 45-60      | 70 |   |   |   |   |
| World Heroes Perfect      |         | 090 | 226 | ER               | ¥525-650+  | 70 |   |   |   |   |



# Japanese AES Checklist

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| Game Title                       | Notes       | NGH | Meg | Rarity | Price     | Pg | C | I | B | S |
|----------------------------------|-------------|-----|-----|--------|-----------|----|---|---|---|---|
| 2020 Super Baseball              |             | 030 | 46  | C      | 25-50     | 64 |   |   |   |   |
| Aso II                           | Carton only | 007 | 47  | U      | 35-80     | 19 |   |   |   |   |
| Andro Dunos                      |             | 049 | 32  | ER     | 200-300   | 19 |   |   |   |   |
| Art of Fighting                  |             | 044 | 102 | C      | 25-50     | 20 |   |   |   |   |
| Art of Fighting 2                |             | 056 | 178 | C      | 25-45     | 20 |   |   |   |   |
| Art of Fighting 3                |             | 096 | 298 | R      | ¥200-240  | 20 |   |   |   |   |
| Baseball Stars                   | Carton Box  | 002 | 50  | U      | 35-90     | 21 |   |   |   |   |
| Baseball Stars                   |             | 002 | 50  | C      | 20-50     | 21 |   |   |   |   |
| Baseball Stars 2                 |             | 041 | 68  | U      | 60-80     | 22 |   |   |   |   |
| Big Tournament Golf (Neo T.M.)   |             | 200 | 133 | EER    | ¥760-950  | 46 |   |   |   |   |
| Blazing Star                     |             | 239 | 346 | ER     | ¥750-900+ | 22 |   |   |   |   |
| Breakers                         |             | 230 | 210 | ER     | 400-500+  | 23 |   |   |   |   |
| Burning Fight                    |             | 018 | 54  | R      | ¥50-80    | 24 |   |   |   |   |
| Crossed Swords                   |             | 037 | 50  | U      | 25-60     | 25 |   |   |   |   |
| Cyber-lip                        | Carton Box  | 010 | 50  | ER     | 150-210   | 25 |   |   |   |   |
| Cyber-lip                        |             | 010 | 50  | C      | 30-50     | 25 |   |   |   |   |
| Double Dragon                    |             | 082 | 178 | R      | 130-170   | 26 |   |   |   |   |
| Dunk Dreams                      |             | 079 | 94  | U      | 40-80     | 63 |   |   |   |   |
| Eightman                         |             | 025 | 46  | U      | 60-80     | 26 |   |   |   |   |
| Fatal Fury                       |             | 033 | 55  | U      | 30-60     | 27 |   |   |   |   |
| Fatal Fury 2                     |             | 047 | 106 | EC     | 20-40     | 27 |   |   |   |   |
| Fatal Fury Special               |             | 058 | 150 | EC     | 20-45     | 28 |   |   |   |   |
| Fatal Fury 3                     |             | 069 | 266 | C      | 60-95     | 27 |   |   |   |   |
| Fighter History Dynamite         |             | 066 | 122 | C      | 30-65     | 31 |   |   |   |   |
| Fire Suplex                      |             | 043 | 106 | C      | 25-50     | 18 |   |   |   |   |
| Flying Power Disc (Windjammers)  |             | 065 | 74  | U      | 100-140   | 69 |   |   |   |   |
| Football Frenzy                  |             | 034 | 48  | C      | 30-50     | 28 |   |   |   |   |
| Fu'un Mokushiroku (Savage Reign) |             | 059 | 190 | R      | 110-160   | 59 |   |   |   |   |
| Fu'un S.T.B (Kizuna Encounter)   |             | 216 | 242 | ER     | 550-650   | 38 |   |   |   |   |
| Galaxy Fight                     |             | 078 | 169 | U      | 40-80     | 29 |   |   |   |   |
| Gan Gan Koshinkyoku (A.D.K.)     |             | 074 | 178 | U      | ¥90-140   | 19 |   |   |   |   |
| Ghost Pilots                     | Carton only | 020 | 55  | C      | 40-90     | 30 |   |   |   |   |
| Joy Joy Kid                      | Carton Box  | 021 | 22  | U      | 40-80     | 53 |   |   |   |   |
| Joy Joy Kid                      |             | 021 | 22  | U      | 30-60     | 53 |   |   |   |   |
| Kabuki Klash                     |             | 092 | 202 | U      | 150-190   | 26 |   |   |   |   |
| King of Fighters 94              |             | 055 | 196 | U      | 50-80     | 32 |   |   |   |   |
| King of Fighters 95              |             | 084 | 250 | C      | 60-85     | 32 |   |   |   |   |
| King of Fighters 96              |             | 214 | 362 | C      | 80-110    | 32 |   |   |   |   |
| King of Fighters 97              |             | 232 | 460 | C      | ¥90-120   | 35 |   |   |   |   |
| King of Fighters 98              |             | 242 | 683 | C      | ¥100-140  | 35 |   |   |   |   |
| King of Fighters 99              |             | 251 | 673 | U      | ¥100-150  | 35 |   |   |   |   |
| King of Fighters 2000            |             | 257 | 688 | C      | ¥95-135   | 36 |   |   |   |   |
| King of Fighters 2001            |             | 257 | 681 | U      | ¥125-145  | 36 |   |   |   |   |

| Game Title                     | Notes       | NGH | Meg | Rarity | Price      | Pg | C | I | B | S |
|--------------------------------|-------------|-----|-----|--------|------------|----|---|---|---|---|
| King of Fighters 2002          |             | 265 | 681 | U      | ¥125-185   | 36 |   |   |   |   |
| King of Fighters 2003          |             | 271 | 716 | U      | 345-365    | 37 |   |   |   |   |
| King of Monsters               | Carton only | 016 | 55  | C      | 25-70      | 37 |   |   |   |   |
| King of Monsters 2             |             | 039 | 74  | U      | 35-60      | 37 |   |   |   |   |
| Last Blade                     |             | 234 | 474 | U      | 120-160    | 38 |   |   |   |   |
| Last Blade 2                   |             | 243 | 554 | R      | 225-280    | 38 |   |   |   |   |
| Last Resort                    |             | 024 | 45  | U      | 100-140    | 39 |   |   |   |   |
| League Bowling                 | Carton Box  | 019 | 26  | C      | 40-90      | 39 |   |   |   |   |
| League Bowling                 |             | 019 | 26  | U      | 40-80      | 39 |   |   |   |   |
| Legend of Success Joe          |             | 029 | 50  | R      | 140-180    | 39 |   |   |   |   |
| Mahjong Bakatonosama           |             | 036 | 48  | R      | 120-180    | 21 |   |   |   |   |
| Mahjong Kyoretsuden            | Carton Box  | 004 | 42  | U      | 55-100     | 41 |   |   |   |   |
| Mahjong Kyoretsuden            |             | 004 | 42  | U      | 55-90      | 41 |   |   |   |   |
| Mahjong Minasan no             | Carton Box  | 027 | 54  | R      | 90-130     | 43 |   |   |   |   |
| Mahjong Minasan no             |             | 027 | 54  | U      | 80-110     | 43 |   |   |   |   |
| Magical Drop 2                 |             | 221 | 82  | ER     | 380-450    | 40 |   |   |   |   |
| Magical Drop 3                 |             | 233 | 174 | ER     | ¥500-575   | 40 |   |   |   |   |
| Magician Lord                  | Carton Box  | 005 | 46  | U      | 60-100     | 40 |   |   |   |   |
| Magician Lord                  |             | 005 | 46  | U      | 35-65      | 40 |   |   |   |   |
| Mark of the Wolves             |             | 253 | 688 | U      | 350-425    | 29 |   |   |   |   |
| Master of Syougi               |             | 203 | 58  | R      | 180-300    | 61 |   |   |   |   |
| Matrimellee                    |             | 266 | 646 | U      | ¥175-199   | 49 |   |   |   |   |
| Metal Slug                     |             | 201 | 193 | ER     | 1300-1800+ | 41 |   |   |   |   |
| Metal Slug 2                   |             | 241 | 362 | R      | ¥380-500   | 41 |   |   |   |   |
| Metal Slug X                   |             | 250 | 506 | R      | ¥395-500   | 43 |   |   |   |   |
| Metal Slug 3                   | 1st release | 250 | 708 | U      | 250-290    | 42 |   |   |   |   |
| Metal Slug 3                   | 2nd release | 256 | 708 | U      | 200-250    | 42 |   |   |   |   |
| Metal Slug 4                   |             | 263 | 553 | U      | 235-275    | 42 |   |   |   |   |
| Metal Slug 5                   |             | 268 | 708 | U      | 349-425    | 42 |   |   |   |   |
| Miracle Adventure (Spinmaster) |             | 062 | 90  | C      | 50-80      | 62 |   |   |   |   |
| Mutation Nation                |             | 014 | 54  | U      | 35-55      | 44 |   |   |   |   |
| NAM-1975                       | Carton Box  | 001 | 46  | U      | 30-90      | 44 |   |   |   |   |
| NAM-1975                       |             | 001 | 46  | U      | 30-50      | 44 |   |   |   |   |
| Neo*Geo Cup 98                 |             | 244 | 162 | U      | 100-135    | 45 |   |   |   |   |
| Ninja Combat                   | Carton Box  | 009 | 46  | U      | 40-80      | 46 |   |   |   |   |
| Ninja Combat                   |             | 009 | 46  | U      | 30-50      | 46 |   |   |   |   |
| Ninja Commando                 |             | 050 | 54  | R      | 200-250    | 47 |   |   |   |   |
| Ninja Master's                 |             | 217 | 330 | ER     | 550-650    | 47 |   |   |   |   |
| Over Top                       |             | 212 | 212 | ER     | 400-520    | 47 |   |   |   |   |
| Pulstar                        |             | 089 | 305 | ER     | 500-600    | 50 |   |   |   |   |
| Quiz Chibi Maruko-Chan         |             | 206 | 118 | EER    | 1300-1800+ | 25 |   |   |   |   |
| Quiz Daisousa                  |             | 023 | 34  | U      | 100-120    | 54 |   |   |   |   |
| Quiz Daisousa 2 Neo&geo        |             | 042 | 50  | R      | 210-240    | 54 |   |   |   |   |
| Quiz King of Fighters          |             | 080 | 122 | U      | 90-125     | 54 |   |   |   |   |
| Rage of the Dragons            |             | 264 | 564 | U      | 290-320    | 55 |   |   |   |   |
| Raguy                          | Carton only | 022 | 50  | C      | 30-80      | 23 |   |   |   |   |

| Game Title                   | Notes       | NGH | Meg | Rarity | Price     | Pg | C | I | B | S |
|------------------------------|-------------|-----|-----|--------|-----------|----|---|---|---|---|
| Real Bout Fatal Fury         |             | 095 | 346 | C      | 80-120    | 55 |   |   |   |   |
| Real Bout Fatal Fury Special |             | 223 | 394 | U      | 100-150   | 56 |   |   |   |   |
| Real Bout Fatal Fury 2       |             | 240 | 539 | U      | 130-175   | 56 |   |   |   |   |
| Riding Hero                  | Carton Box  | 006 | 46  | ER     | 90-250    | 56 |   |   |   |   |
| Riding Hero                  |             | 006 | 46  | U      | 30-60     | 56 |   |   |   |   |
| Robo Army                    |             | 032 | 45  | C      | 40-65     | 57 |   |   |   |   |
| Samurai Spirit               |             | 045 | 118 | C      | 20-45     | 57 |   |   |   |   |
| Samurai Spirit 2             |             | 063 | 202 | EC     | 20-40     | 57 |   |   |   |   |
| Samurai Spirit 3             |             | 087 | 282 | C      | 65-100    | 58 |   |   |   |   |
| Samurai Spirit 4             |             | 222 | 378 | R      | ¥220-280  | 58 |   |   |   |   |
| Samurai Spirit Zero          |             | 270 | 708 | U      | 325-350   | 58 |   |   |   |   |
| Samurai Spirits Zero Special |             | 272 | 708 | R      | ¥450-550  | 59 |   |   |   |   |
| Samurai Spirits Zero Special | fixed       | 272 | 708 | U      | 375-425   | 59 |   |   |   |   |
| Sengoku Densho               | Carton only | 017 | 55  | U      | 30-90     | 59 |   |   |   |   |
| Sengoku Densho 2             |             | 040 | 74  | R      | 80-120    | 60 |   |   |   |   |
| Sengoku Densho 2001          |             | 261 | 364 | U      | 160-215   | 60 |   |   |   |   |
| Shin'ouken                   |             | 218 | 338 | R      | 240-320   | 55 |   |   |   |   |
| Shock Troopers 2nd Squad     |             | 246 | 514 | R      | ¥400-500+ | 61 |   |   |   |   |
| Soccer Brawl                 |             | 031 | 46  | C      | 35-65     | 62 |   |   |   |   |
| Sonic Wings 2                |             | 075 | 102 | U      | 100-130   | 18 |   |   |   |   |
| Sonic Wings 3                |             | 097 | 154 | U      | 180-220   | 18 |   |   |   |   |
| Stakes Winner                |             | 088 | 98  | R      | 150-190   | 62 |   |   |   |   |
| Stakes Winner 2              |             | 227 | 178 | R      | ¥190-300  | 63 |   |   |   |   |
| Super Sidekicks              |             | 052 | 54  | U      | 50-80     | 64 |   |   |   |   |
| Super Sidekicks 2            |             | 061 | 106 | C      | 35-55     | 65 |   |   |   |   |
| Super Sidekicks 3            |             | 081 | 158 | C      | 35-60     | 65 |   |   |   |   |
| Super Sidekicks 4            |             | 215 | 226 | ER     | ¥600-800  | 67 |   |   |   |   |
| SVC Chaos                    |             | 269 | 708 | U      | 180-195   | 61 |   |   |   |   |
| The Super Spy                | Carton Box  | 011 | 55  | ER     | 200-300+  | 65 |   |   |   |   |
| The Super Spy                |             | 011 | 55  | C      | 25-50     | 65 |   |   |   |   |
| Thrash Rally                 |             | 038 | 46  | C      | 35-50     | 66 |   |   |   |   |
| Top Hunter                   |             | 046 | 110 | R      | 110-160   | 66 |   |   |   |   |
| Top Players Golf             | Carton Box  | 003 | 62  | C      | 40-90     | 67 |   |   |   |   |
| Top Players Golf             |             | 003 | 62  | C      | 25-50     | 67 |   |   |   |   |
| Twinkle Star Sprites         |             | 224 | 146 | ER     | 600-700   | 67 |   |   |   |   |
| View Point                   |             | 051 | 74  | R      | 170-250   | 68 |   |   |   |   |
| Voltage Fighter Gowcaizer    |             | 094 | 186 | R      | 240-300   | 68 |   |   |   |   |
| Waku Waku 7                  |             | 225 | 259 | R      | 385-420   | 68 |   |   |   |   |
| World Heroes                 |             | 053 | 82  | EC     | 20-40     | 69 |   |   |   |   |
| World Heroes 2               |             | 057 | 146 | EC     | 20-40     | 69 |   |   |   |   |
| World Heroes 2 Jet           |             | 064 | 178 | C      | 25-50     | 70 |   |   |   |   |
| World Heroes Perfect         |             | 090 | 226 | R      | 160-220   | 70 |   |   |   |   |

# Neo Geo CD Checklist

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This list is not meant to be considered perfect but should only be viewed as what is considered the current value of Neo•Geo CD games. Please visit neo-geo.com for an updated price guide.

In general, the first figure on the left is what you will find the Neo CD game/s at in Used or Mint condition (Or even New/Sealed), and as on the cart listings the 2nd value is the highest price someone might be willing to pay for the game. The rarity listing giving a general idea of how easy or difficult it is to come across Neo•Geo CD games.

| Game Title                                  | Rarity | Price     | Pg | C | I | B | S |
|---------------------------------------------|--------|-----------|----|---|---|---|---|
| 2020 Super Baseball                         | C      | 25-35     | 64 |   |   |   |   |
| 3 Count Bout/Fire Suplex                    | U      | 20-25     | 18 |   |   |   |   |
| ADK World                                   | U      | 35-45     | 72 |   |   |   |   |
| Aero Fighters 2/Sonic Wings 2               | C      | 25-40     | 18 |   |   |   |   |
| Aero Fighters 3/Sonic Wings 3               | U      | 35-60     | 18 |   |   |   |   |
| Aggressors of Dark Kombat                   | C      | 15-20     | 19 |   |   |   |   |
| Alpha Mission 2/ASO II                      | U      | 35-60     | 19 |   |   |   |   |
| Art of Fighting                             | U      | 25-35     | 20 |   |   |   |   |
| Art of Fighting 2                           | U      | 25-35     | 20 |   |   |   |   |
| Art of Fighting 3                           | U      | 25-35+    | 20 |   |   |   |   |
| Art of Fighting 3 Special Box Edition       | U      | 40-65     | 64 |   |   |   |   |
| Baseball Stars Professional                 | R      | 30-45     | 21 |   |   |   |   |
| Baseball Stars 2                            | U      | 20-35     | 22 |   |   |   |   |
| Blue's Journey/Raguy                        | C      | 20-25     | 23 |   |   |   |   |
| Breakers                                    | ER     | 90-130    | 23 |   |   |   |   |
| Burning Fight                               | U      | 25-35     | 24 |   |   |   |   |
| Bust-a-Move/Puzzle Bobble                   | U      | 25-45     | 50 |   |   |   |   |
| Chotetsu Brikin'ger/Iron Clad               | ER     | ¥195-300+ | 73 |   |   |   |   |
| Crossed Swords                              | C      | 15-25     | 25 |   |   |   |   |
| Crossed Swords 2                            | U      | 35-55     | 73 |   |   |   |   |
| Cyberlip                                    | R      | 60-85     | 25 |   |   |   |   |
| Double Dragon                               | U      | 20-35     | 26 |   |   |   |   |
| Fatal Fury                                  | U      | 30-45     | 27 |   |   |   |   |
| Fatal Fury 2                                | U      | 25-35     | 27 |   |   |   |   |
| Fatal Fury Special                          | C      | 15-25     | 28 |   |   |   |   |
| Fatal Fury 3                                | C      | 15-30     | 27 |   |   |   |   |
| Football Frenzy                             | C      | 15-25     | 28 |   |   |   |   |
| Futsal: Pleasure Goal on Goal 5             | R      | 55-90     | 48 |   |   |   |   |
| Galaxy Fight                                | C      | 20-30     | 29 |   |   |   |   |
| Ghost Pilots                                | U      | 30-35     | 30 |   |   |   |   |
| Idol Mahjong Final Romance 2                | R      | 35-65     | 73 |   |   |   |   |
| Kabuki Klash/Far East of Eden               | U      | 25-40     | 26 |   |   |   |   |
| Karnov's Revenge/Fighter's History Dynamite | C      | 15-25     | 31 |   |   |   |   |
| King of Fighters '94                        | C      | 20-30     | 32 |   |   |   |   |
| King of Fighters '95                        | C      | 20-30     | 32 |   |   |   |   |
| King of Fighters '96                        | C      | 30-35     | 32 |   |   |   |   |

| Game Title                               | Rarity | Price    | Pg | C | I | B | S |
|------------------------------------------|--------|----------|----|---|---|---|---|
| King of Fighters '96 Collection          | U      | 30-45    | 74 |   |   |   |   |
| King of Fighters '97                     | C      | 25-40    | 35 |   |   |   |   |
| King of Fighters '98                     | C      | 25-40    | 35 |   |   |   |   |
| King of Fighters '98 with '99 Calendar   | U      | 30-45    | 35 |   |   |   |   |
| King of Fighters '98 Special Box Edition | U      | 50-70    | 74 |   |   |   |   |
| King of Fighters '99                     | C      | 30-45    | 35 |   |   |   |   |
| King of the Monsters 2                   | U      | 25-30    | 37 |   |   |   |   |
| Last Blade                               | U      | 30-40    | 38 |   |   |   |   |
| Last Blade 2                             | U      | 45-65    | 38 |   |   |   |   |
| Last Resort                              | U      | 30-50    | 39 |   |   |   |   |
| League Bowling                           | U      | 20-35    | 39 |   |   |   |   |
| Magical Drop 2                           | R      | 35-65    | 40 |   |   |   |   |
| Magician Lord                            | U      | 35-55    | 40 |   |   |   |   |
| Mahjong Janshin Densetsu                 | U      | 25-35    | 31 |   |   |   |   |
| Mahjong Kyoretsuden                      | U      | 25-35    | 41 |   |   |   |   |
| Master of Syougi                         | U      | 25-45    | 61 |   |   |   |   |
| Metal Slug                               | U      | 100-150  | 41 |   |   |   |   |
| Metal Slug 2                             | U      | 75-100+  | 41 |   |   |   |   |
| Mutation Nation                          | U      | 25-40    | 44 |   |   |   |   |
| NAM-1975                                 | U      | 25-35    | 44 |   |   |   |   |
| Neo DriftOut                             | ER     | 75-100+  | 45 |   |   |   |   |
| Neo Geo CD Special                       | U      | 25-45    | 74 |   |   |   |   |
| Neo Turf Masters/Big Tournament Golf     | R      | 35-55    | 46 |   |   |   |   |
| Ninja Combat                             | U      | 25-35    | 46 |   |   |   |   |
| Ninja Commando                           | U      | 20-35    | 47 |   |   |   |   |
| Ninja Master's                           | R      | 75-110+  | 47 |   |   |   |   |
| Oshidashi Zinrick                        | ER     | 75-125+  | 75 |   |   |   |   |
| OverTop                                  | ER     | ¥75-110+ | 47 |   |   |   |   |
| Power Spikes 2                           | U      | 20-30    | 49 |   |   |   |   |
| Pulstar                                  | R      | 75-95    | 50 |   |   |   |   |
| Puzzled/Joy Joy Kid                      | R      | 35-55    | 53 |   |   |   |   |
| Quiz King of Fighters                    | U      | 20-40    | 54 |   |   |   |   |
| Ragnagard/Shin Oh Ken                    | R      | 35-45    | 55 |   |   |   |   |
| Real Bout Fatal Fury                     | U      | 30-45    | 55 |   |   |   |   |
| Real Bout Fatal Fury Special             | U      | 20-35    | 56 |   |   |   |   |
| Real Bout Fatal Fury 2                   | C      | 20-35    | 56 |   |   |   |   |
| Riding Hero                              | R      | 30-35    | 56 |   |   |   |   |
| Robo Army                                | R      | 30-45    | 57 |   |   |   |   |
| Samurai Shodown                          | C      | 10-25    | 57 |   |   |   |   |
| Samurai Shodown II                       | C      | 10-30    | 57 |   |   |   |   |
| Samurai Shodown III                      | C      | 15-25    | 58 |   |   |   |   |
| Samurai Shodown IV                       | C      | 25-40    | 58 |   |   |   |   |
| Samurai Shodown RPG                      | C      | 10-25    | 75 |   |   |   |   |
| Savage Reign                             | U      | 25-35    | 59 |   |   |   |   |
| Sengoku                                  | U      | 30-40    | 59 |   |   |   |   |
| Sengoku 2                                | U      | 25-40    | 60 |   |   |   |   |

| Game Title                    | Rarity | Price  | Pg | C | I | B | S |
|-------------------------------|--------|--------|----|---|---|---|---|
| Soccer Brawl                  | U      | 15-30  | 62 |   |   |   |   |
| Stakes Winner GI              | U      | 20-25  | 62 |   |   |   |   |
| Street Hoop/Dunk Dreams       | U      | 25-35  | 63 |   |   |   |   |
| Super Sidekicks               | U      | 25-35  | 64 |   |   |   |   |
| Super Sidekicks 2             | C      | 15-25  | 65 |   |   |   |   |
| Super Sidekicks 3             | U      | 30-45  | 65 |   |   |   |   |
| Super Spy, The                | C      | 15-30  | 65 |   |   |   |   |
| Rally Chase                   | U      | 25-30  | 75 |   |   |   |   |
| Top Hunter                    | U      | 25-45  | 66 |   |   |   |   |
| Top Players Golf              | U      | 20-35  | 67 |   |   |   |   |
| Twinkle Star Sprites          | R      | 60-85  | 67 |   |   |   |   |
| Viewpoint                     | U      | 30-45  | 68 |   |   |   |   |
| Voltage Fighter Gowcaizer     | R      | 45-60  | 68 |   |   |   |   |
| Windjammers/Flying Power Disc | U      | 25-35  | 69 |   |   |   |   |
| World Heroes                  | U      | 30-45+ | 69 |   |   |   |   |
| World Heroes 2                | U      | 25-45+ | 69 |   |   |   |   |
| World Heroes 2 JET            | C      | 20-30  | 70 |   |   |   |   |
| World Heroes Perfect          | U      | 25-40  | 70 |   |   |   |   |



## Homebrew AES Checklist

*"neogeokult.com"*

This micro page are of the homebrew games I found a rarity score on.

| Game Title                | Rarity           | Price     | Pg | C | I | B | S |
|---------------------------|------------------|-----------|----|---|---|---|---|
| Bang Bang Busters         | ER               | 600-750   | 76 |   |   |   |   |
| Fast Striker              | R                | 1000-1400 | 77 |   |   |   |   |
| Gunlord                   | R                | 1000-1250 | 78 |   |   |   |   |
| Ironclad/Brikinger        | R                | 190-250   | 78 |   |   |   |   |
| Last Hope                 | EER <sup>2</sup> | 1500-1950 | 79 |   |   |   |   |
| Last Hope Pink Bullets    | R                | 950-1200  | 80 |   |   |   |   |
| Neo XYX                   | R                | 700-800   | 80 |   |   |   |   |
| Treasure of the Carribean | ER               | 400-500   | 81 |   |   |   |   |