

Neo-Geo Cup '98

System: *Neo Geo Pocket*
Developer/Publisher: *SNK*
Release Date: *28th October 1998*
Genre: *Sports (Soccer)*
Size: *8-Megabit Cartridge*

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(24th November 1998)

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1. INTRODUCTION

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I never did like soccer, but when I tried Neo Geo Cup '98 for the NGP, I was amazed.

The graphics were nice, fluid and detailed for a portable system, and the gameplay was surprisingly good. The addition of special events and items to equip made this title a very original and refreshing soccer title. Despite its flaws, I still feel that it is a very outstanding title which is worth trying.

Since the game can be played in English using the NGP's language setting, and most of the menus and commands can be easily figured out, I will not touch on those for this FAQ.

This mini FAQ is written in a simple 'Questions-Answers' format.

It is basically a short guide which teaches the game's controls. This is to help those who have problems with the controls since the manual is completely in Japanese. I have also included other bits of information which players may have missed out when they are playing the game.

I hope everyone can learn something from this little FAQ.
Happy reading! ^_^

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2. FREQUENTLY ASKED QUESTIONS (FAQ)

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=={QUESTION 1}=====

"What are the controls for the game? Most of them can be easily figured out, but there are still some more shown in the manual."

{ANSWER}

Here are the controls for the game. I have basically taken most of the information from the manual, and added some descriptions of my own.

---[BASIC CONTROLS]-----

[D-STICK]

- Move players
- (This will be elaborated below)

[A-BUTTON]

- Pass, Tackle, Trap
- (This will be elaborated below)

[B-BUTTON]

- Shoot, Clear, Tackle, Header, Volley
- (This will be elaborated below)

[OPTION BUTTON]

- Pauses game.

---[WHEN IN POSSESSION OF THE BALL]-----

[DRIBBLE]

- Simply move your character using the D-STICK.

[180-DEGREE DIRECTION CHANGE]

- When DRIBBLING, quickly push the D-STICK towards the opposite direction.

[DASH DRIBBLE]

- During the 180-DEGREE DIRECTION CHANGE, quickly press the D-STICK in the direction in which you would like to dash.
- Your character will receive a burst of speed towards the direction you point.

[SHORT PASS]

- D-STICK + A (tap)
- The ball will be passed without leaving the ground.

[LONG PASS]

- D-STICK + A (press)
- The ball will be kicked into the air towards your team-mate.
- Depending on how long you hold down the button, you can adjust your kick between 2 different strengths.

[FEINT PASS]

- After performing a SHORT/LONG PASS, and just as your player is about to kick the ball, quickly push the D-STICK to change the direction of the ball when it is kicked.

[SHOOT]

- * You must be in your opponent's half of the field to perform this.
- D-STICK + B (tap/press)
- This will shoot the ball towards your opponent's goal.
- Depending on how long you hold down the button, you can increase the height of your shot.

[FEINT SHOOT]

- After performing a SHOOT, and just as your player is about to kick the ball, quickly push a direction on the D-STICK to change the direction of the ball when it is kicked.

[CLEAR]

- * You must be in your half of the field to perform this.
- D-STICK + B
- The ball will be kicked high into the air.

[CURVE]

- After the ball is kicked into the air, use the D-STICK to point towards the direction which you would like the ball to curve towards.

---[WHEN OPPOSING TEAM IS IN POSSESSION OF THE BALL]-----

[CHARGE TACKLE]

- D-STICK + A
- Your player will stick out his feet in an attempt to steal the ball from another player.
- This is best done when your opponent is near, and you will not be fouled for doing so. You also stand a better chance of successfully stealing the ball from your opponent.

[SLIDING TACKLE]

- D-STICK + B
- Your player will perform a sliding tackle.
- This is best done when your opponent is pretty far away, but there is a chance that you may receive a foul for tripping your opponent.

---[WHEN THE BALL IS FREE/IN THE AIR]-----

[HEADING SHOOT]

- When the ball is high in the air (about the same height as that of your player), press the B-BUTTON when it reaches your player for a HEADING SHOOT.
- Depending on how long you hold down the button, you can adjust the angle of your header, and either head the ball high or low.

[VOLLEY]

- When the ball falls to a very low height (before it touches the ground), press the B-BUTTON when it reaches your player for a VOLLEY.
- Your player will hop, and kick the ball real far.

[TRAP]

- When the ball reaches your player, press the A-BUTTON.
- Your player will trap the ball using his chest and bring it down for himself.
- Your player may or may not jump to trap the ball, depending on the height of the ball in the air.

=={QUESTION 2}=====

"The different player stats are understandable, but how do they actually affect your player's performance during game play?"

{ANSWER}

Here are the different stats and their descriptions. Note that the stats for a player and a goalkeeper differ slightly, as each has its own set of categories.

[STAMINA]

- This affects the overall performance of your player for one Half.
- If your player's Stamina is low, all his other stats will start to deteriorate very soon.

[KICK]

- This affects your kick power.
- If this rating is high, your kick will enable the ball to travel faster, higher and further.

[PASS]

- This affects your passing ability.
- If this rating is high, the ball in a the ball will travel faster, higher and further.
- Your pass speed will also be increased.

[SPEED] *Player Only

- This affects the running speed and dribbling speed of your player.
- Your player's overall movement will be faster if his speed is raised.

[TECHNIQUE] *Player Only

- This affects how well your player can keep the ball in possession.
- The higher it is, the lower your opponent's chances of stealing the ball from you during a tackle.
- For example, a player with a high TECH rating may jump to avoid opponents who try to steal the ball using a Sliding Tackle.

[HEADING] *Player Only

- This affects how well you can head the ball.
- If this rating is high, the ball will travel a greater range.

[TACKLE] *Player Only

- This affects how far your Sliding Tackle would travel, and your chances of stealing the ball.

[CATCH] **Goalkeeper Only

- This affects how well your Goalkeeper can catch the ball.
- If this rating is low, your Goalkeeper will merely deflect the ball away most of the time, without being able to catch it firmly in his hands.

[JUMP] **Goalkeeper Only

- This affects the diving ability of your Goalkeeper.
- A higher rating would mean that he is able to leap great distances in order to save the ball.

[JUGDEMENT] **Goalkeeper Only

- This determines your Goalkeeper's overall reaction speed, and how well he can prevent your opponents from scoring a goal.
- This is perhaps one of the most important criteria for an ideal Goalkeeper.

=={QUESTION 3}=====

"Every time I want to buy something from the Soccer Shop, I have to memorize my player's stats so that I can pick the best equipment for him. Is there an easier way of doing this?"

{ANSWER}

Well, there is an easier way.

Go to your STATUS SCREEN (either from the main menu, or before the beginning of a match).

Select a player, and look at his stats (this is also the screen where you can equip your items).

Now, press the OPTION BUTTON, and the game will ask you if you would like to visit the Soccer Shop. You can then use this short cut to visit the shop, and purchase equipment for your players.

You can do this as much as you like for each player, and it saves the trouble of making repeated trips to the shop using the normal way. This does not work during Half Time, or when you are in the middle of a match, though.

=={QUESTION 4}=====

"Other than Half Time, is it possible to change my Formation and manage my players in the middle of a match?"

{Answer}

Yes, it is possible.

During the game itself, when a Free Kick, Throw In, Goal Kick, Penalty Kick, Corner Kick, or any other such calls are made, press the OPTION BUTTON.

You have to do this when those huge words (Throw In, Goal Kick, etc) are still on the screen. Otherwise, it will not work.

The game will ask you if you would like to substitute your player. After confirming this, you would be brought to the Status Screen, where you can change your Formation, equip your players, or substitute them.

Take note that you can only do this 3 times, so use it sparingly.

=====[THE END]=====

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