



## NeoSD NeoGeo MVS Flash Cartridge

### Quick user manual

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#### USAGE PRECAUTIONS

- ⚠ NeoSD is an electronic circuit and must be handled with care. Avoid touching the exposed contacts. Handle the circuit touching only the sides. Discharge any static electricity by touching a grounded metal part (computer case for example) before handling NeoSD.
- ⚠ Only plug and unplug NeoSD with your NeoGeo board powered off, otherwise you can damage your NeoSD or NeoGeo board.
- ⚠ Only insert or remove the microSD card with your NeoGeo board powered off. Inserting it while powered on may damage your microSD card.
- ⚠ Observe the insertion position of NeoSD. NeoGeo boards contain an arrow that must be matched with the one printed in NeoSD. Inserting NeoSD in the wrong orientation may cause damage to your NeoSD or NeoGeo board.

#### GETTING STARTED

In order to load games into NeoSD, you'll need to load them into a microSD card.

NeoSD supports SD and SDHC cards up to 32GB. They must be formatted in FAT32.

NeoSD can't read .zip files directly so they must be first converted to a suitable format (.neo) by a tool provided in the download area.

For quickly converting emulator compatible romsets, we recommend using the NeoBuilderUI tool, as it contains a graphical interface. Just open the tool, select a folder containing the .zip files, and press Start. The tool will process all the known zip files and report any errors found.

Once all files are converted, it will produce the romsets in .neo format in the same folder. Copy them to the root of your microSD card, safely remove the card from your computer and insert it into NeoSD microSD card slot (with your NeoGeo console turned off).

Turn your NeoGeo console on. If it's the first time you use NeoSD, it will boot directly to the NeoSD menu. Otherwise, hold the player 1 Start button while booting to force entering the menu.

Once in the menu, choose the game you want to load and press the player 1 A button. The game will be flashed to the NeoSD internal memories and your NeoGeo will reboot and launch the game. Flashing time will depend on the size of the game.

#### GETTING STARTED (cont.)

Once a game is loaded in NeoSD, it will instantly boot every time your NeoGeo board is turned on. You can enter NeoGeo test mode via dipswitches or test menu and configure the game options as if an actual cartridge of that game was inserted.

If you want to switch to a different game you can hold the in-game trigger (defaults to player 1 A + D + Start) several seconds while playing, or you can hold player 1 Start button while turning on your NeoGeo board, and the NeoSD menu will be launched.

#### GAME LIST

When booting to the menu, after the initial splash and once all the games in the microSD have been read, you'll be presented with the game list:



##### **Movement:**

Use player 1 Up and Down arrows to move the selection. You can hold them to keep scrolling.

User player 1 Left and Right to move a page at a time.

##### **Buttons:**

Button A: Loads the currently selected game.

Button B: Show the options screen

Button C: Cycle filter options. It will cycle between All games, Filter by genre and Favorites. The current filter will appear at the bottom right corner of the game list.

Button D: Depending on the filter options it has 2 meanings:

In all games, it will toggle the Favorite flag on and off for the game.

In filter by genre, it will cycle the different genres available.

#### OPTIONS

The options screen allows to adjust the way NeoSD works. Exit this screen by pressing B button.

- Boot Mode: You can choose to boot directly to the currently loaded game or to NeoSD menu when powering your NeoGeo On.

- In-Game trigger: You can change the button combination to enter the NeoSD menu while playing a game, or to disable it completely.

- System mode: You can choose to force a specific system mode (MVS or AES) or use the bios setting (Default). This option will be disabled when Unibios is detected. You must use Unibios menu to set it.

- Region: Force a specific region, or use the bios setting (default).

- Arcade Mode: When this option is enabled and no microSD is present in the cart slot, the NeoSD menu will be completely disabled (and also region and system mode changes), so NeoSD behaves completely as a standard cart.

- Save/Restore back ram: When enabled, the MVS backup ram of the current game will be automatically saved to the microSD card when switching to a different game, and restored back when it's loaded again.

- UI Sounds: Enables or disables the NeoSD menu sounds.