

By Philip 2007a, Games Editor

## [24 NEO-GEO Titles to Launch on Wii's Virtual Console](#)

*2 games per month for just a little over the price of a SNES game*

What did I tell you? **NEO-GEO arcade games** are making a huge comeback. All three next-gen consoles today have at least two old arcade titles available for users to download via their Internet service, but the **Wii** - just like on every other level - beats its rivals at this category too. IGN post an article entitled "The Return of NEO-GEO" (and aren't they right), telling the full story about Nintendo's intentions of making some 24 old NEO-GEO games available for download via Virtual Console. And they're not going to be cheap either. SNK is reporting that upcoming NEO-GEO titles available for download via Virtual Console will be priced a little higher than SNES titles, so expect 9 or 10 bucks per game for sure. There will be 2 new games available each month for a whole year's time and be sure that **Metal Slug**, **Mortal Kombat II** and **Art of Fighting** won't be among the first released, as they're already available for download via Sony's PlayStation Network or on DVD for the PS2 system. Again, I wonder if there is real demand for the **old 16 bit titles**, or whether they're just shoving them down our throats, saying that they're bringing back the old days. Quite frankly, if anyone wanted to play the old games again, I'm sure there is a much cheaper way. But it's true what they say, that classics never die. Let's just hope that when SNK does release the first batch of NEO-GEO classics, the Wii console doesn't die - remember the GH patch for the 360?