

The Unofficial SNK Neo Geo Games Encyclopedia of

Moves & Codes

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<u>Kaede Kaede (Awakened)</u> <u>Minakata Moriya</u> <u>Yuki Amano Hyo</u> <u>Kanzaki Juzo</u> <u>Ichijo Akari</u> <u>Genbu no Okina Naoe Shigen</u> <u>Lee Rekka</u> <u>Zantetsu</u> <u>Washizuka Keiichiro</u> <u>Shikyoh</u>

| • | Weak Slash | B | Strong Slash |
|--|---------------------------------------|---|--|
| + () | Weak Punch | →B | Power Slash |
| C | Weak Kick | 40 | Low Sweep Kick |
| ► ① | Power Kick | B+C | Overhead Slash |
| | Repel standing/jumping normal attacks | ▶① | Repel standing/jumping special attacks |
| ⊦ ① | | 40 | Repel low special attacks |
| 0 | Denal law parmal attack | close ∢ B | Throw |
| (| Repel low normal attack | close →B | Throw |
| >+ / | Dash forward | >> *********************************** | Long jump |
| H | Hop back | ♦ ♦ ® +® | Activate Combo Special * Speed Mode only |
| peed | Mode | Power Mode | |
| less damage per hit no tick damage with normal moves can use chain combos can do Combo Special when lifemeter is flashing and POW Gauge is full cannot use Super Desperation Moves | | more damage per hit tick damage when normal moves are blocked cannot use chain combos can interrupt certain special moves into Desperation Move can do Super Desperation Moves when lifemeter is flashing and POW Gauge is full cannot use Combo Special | |

- * Desperation Moves can be performed if POW Gauge is full or your lifemeter is flashing red

The chain may begin at any point and each move (except for **\rightarrow**) can be interrupted with a special move, Combo Special or DM.

* **Combo Specials**: available only in **Speed Mode**. To do them you must have a full POW Gauge and a flashing red lifebar. When you activate it, the background switches to a starfield and your character begins to flash blue while the

POW Gauge slowly decrease. During this time you may do any normal or any special move repeatedly but **Desperation**Moves cannot be used. All moves become faster, interruptible, and chainable

* Super Cancels: available only in Power Mode. To use them you must do the specific move and then the Desperation Move during it. Each character has one special move which can be Super Cancelled, indicated with !SC

| Kaede | | |
|-----------------------------|---|--|
| (B) | Pounce attacks | |
| jump close ◆/ ♦/◆ | 8 ? | |
| ♦ ¾ → ® /® | Ittou Hayate | |
| →★*® / ® | Ittou Kuga * follow with → ▼ ★ ● / B * in Power Mode only B version can be followed | |
| ★★(B) (B)x3 | Ittou RenjinZan !SC | |
| **40 | Ittou TabaKaze | |
| close ←≯ ★★★● | Ittou ArashiUchi | |
| Desperation Move | | |
| B+C+0 | Kakusei * became Awakened Kaede | |
| ♦ # 4 # + B + B | Kasshin FukuRyu * hold to delay | |
| Super Desperation I | Move | |
| + x + x + B | Kasshin KouRyu * hold to delay | |

| Kaede (Awakened) | | |
|---|---|--|
| () | Pounce attacks | |
| ♦ ¾ → ⊕ /® | Shinmei Hayate | |
| →†40 /8 | Shinmei Kuga * follow B version with → ▼ ¾ B | |
| ♦ ▶ ← ⊕ / ® x3 | Shinmei RenjinZan !SC | |
| ↑ ⊁ ← © | Shinmei TabaKaze | |
| jump close ∢/ ♦ / → B | Ittou RaiTei | |
| close ← ⊭ ♦ 籼 → ① | Shinmei ArashiUchi | |
| Desperation Move | | |
| ♦ # # # B + B | Kasshin FukuRyu * hold to delay | |
| + 4 → + 4 → ® +® | Kasshin SeiRyu * hold to delay | |
| Super Desperation Move | | |
| ♦ # ♦ # ® | Kasshin KouRyu * hold to delay | |
| +4++4+B | Kasshin SouRyu * hold to delay | |
| * Kaede (Awakened) can perform only SDM with Super Cancel | | |

Minakata Moriya

| () | Pounce attacks | |
|---|--|--|
| + # 4 0 B 0 | Ittou Oboro Jodan / Chuudan / Gedan * can be canceled with 10 | |
| → 4 0 | Ittou Shingetsu | |
| Ittou Shingetsu→ ▼ ¾ (| Ittou Sogetsu * only in Speed Mode | |
| → † 4 B | Ittou Shingetsu Ura | |
| ♦ ♦ ♦ / ® x3 | Ittou TsukiKage !SC | |
| ←⊭ ♦⊕ ® © | Taitou Hogetsu Paway from opponent to front of opponent behind opponent | |
| Desperation Move | | |
| →##*+® | Kassatsu Izayoi Gekka * hold to delay | |
| Super Desperation Mov | /e | |
| → | Kassatsu MidareSetsu Gekka | |

| Yuki | |
|--------------------------------|-------------------------|
| 0 | Davinas attacka |
| 4 B | Pounce attacks |
| ♦ ¾ → 10 /18 | HyouJin |
| → ↓ 4 (B) (B) | SouKa |
| ♥ # 4 0 / 8 | ShunSetsuZan !SC |
| 4×+4+0 | HyouKyou |
| close →¾ ★ ⊁ ◆① | Suizan |
| Desperation Move | |
| ★ # * * * * * * * * * * | YukishiMaki |
| Super Desperation | Move |
| ♦ * * * * * * B | Shin YukishiMaki |
| | |

| © ¾ B | Pounce attacks | |
|--------------------------|---------------------------|--|
| ++40 S | Keima no Taka | |
| → ⊭ → • B | Suzume Sashi !SC | |
| 440 & | Shougi Doushi | |
| tap () | Ibisha Anaguma | |
| Ibisha Anaguma 🕈 🔌 🕒 🌑 | Anaguma no Fudoshi Nugi | |
| +×+×+B | Hisshi * hold to delay | |
| +×+×+0 | Takabisha | |



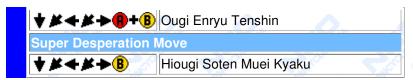
| ♦ B | | | |
|---|---|--|--|
| hold (B) (B) | Pounce attacks | | |
| ++ | | | |
| → ↓ ↓ (B) | | | |
| → ↓ ↓ ⊕ /® | Geki Shin | | |
| hold for 1/3 seconds (B/B/C) | GouDanShou | | |
| close →¾ ▼ ★ ◆® | Fugaku | | |
| Fugaku † ¾ → ® | ? #1 | | |
| ? #1 ★ ★ → B | ? #2 | | |
| ♦ ¾ → 10 /18 | Kongou JuTsui !SC | | |
| Desperation Move | | | |
| ↓ # ★ # • • • • • • • • • • | KatsuMoku DaiGekido * follow with † ¼ → ® | | |
| Super Desperation Move | | | |
| close+* + * + + * + * + * + * + * + * + * + | KatsuMoku ChoGekido | | |

| A hard | alter alter alter |
|--------------------------------------|---|
| Ichijo Akari | |
| C A. A. | .00. |
| ♦0 /8 | Pounce attacks |
| ₩ ® | |
| ♦ 4 → 10 /18 | ShikiGami Tenku |
| ♦ • • • • • • • | Tenmon Hoshi no Meguri !SC |
| →▼4® / ® / © | Gaiki DorotaBou In in front Behind above |
| Gaiki DorotaBou ≭/ † / ¾ (0) | MeiRyu Mari Otoshi |
| Gaiki DorotaBou 🔭 🗘 🛊 🕡 | MeiRyu Mari Houri |
| Gaiki DorotaBou, hold 🕕 🖊 🕒 | MeiRyu Mari Koroge |
| → ¥ ≠ # 4 0 | Gaiki KiyoHime |
| +×+×+B | Mamori HitoGata |
| +×+×+0° | Henka HitoGata |
| Desperation Move | |
| ▼ # # # B # | ShikiGami Rikugou |
| Super Desperation Move | |
| →≒ | ShikiGami HyakkiYakou |

| Genbu no Okina | | |
|--|-------------------------|--|
| © ¾B †¾→0 /B →¾ ≠ 40 /B | Pounce attacks | |
| ▼4→0 / 0 / 0 / 0 | Ki Paku | |
| →≒ + ≠ + ⊕ /® | Kame Mai Chi !SC | |
| → ¥ ≠ ≠ © • | Make Mai Ten | |
| → ★★● / (8) | Chouka Tairyou | |
| ♦ ♦ © | Muku Yu | |
| Desperation Move | | |
| →≠≠≠4→0 + 0 | Genbu no Hoko | |
| Super Desperation Mo | ve | |
| >4×4×8 | Genbu no Ikari | |

| Naoe Shigen | |
|---|----------------------|
| 0 | Pounce attacks |
| ▼ ⊭ ← ⊕ / B | Byakko So !SC |
| → ♦ ¾ (B) tap (B) | Retsu Hoko |
| → ♦ ¾ (B) tap (B) | Zetsu Hoko |
| close ←≠ ▼ ¾→© | Hisui Sai |
| close →¾ ▼ | Kongo Sai |
| Desperation Move | |
| close - * * * * - * * * * * - * + * - * * * * | Inga Ohou |
| Super Desperation Move | |
| close > * * * * * * * * * * * * * * * * * * | Fugu Taiten |

| © ♠© | Pounce attacks |
|---------------------------------|---|
| ▼ # (0 x3 | Ryu Tsui Sen |
| → † ¾ ® | En Sen Shou * follow with \$\psi\$ (B) |
| + B | Kasumi |
| Kasumi () /(B /(| Hokage |
| Kasumi 🕈 🖊 🗲 🧯 | Homura |
| Kasumi ≭/ ★/ ¾ | © Senpuu |
| +×+×+0/ | B Enryu Haibi !SC * follow B version with ◆ ★ ♦ ★ |
| jump 🛡 🕕 | Muei Kyaku |
| hold(START) | Ibuki |





| Washizuka Keiichiro | | |
|--|---------------------------------|--|
| () | Pounce attacks | |
| ←→⊕ /® | Shikku Satsu | |
| ♦ ⊕ / ® | Koku Satsu | |
| ←→© | RouGa !SC | |
| Rouga ▼ ⊭ ← ① | Rouga Shashiki | |
| Rouga ♦ 🌂 → 🕒 | Rouga Onshiki | |
| ▼ → → → → → → → → → → | Shun Satsu | |
| Desperation Move | | |
| ♦ ४ ♦ ४ २ • • • • | Shin RouGa | |
| Super Desperation Move | | |
| ♦ ₩ ♦ ₩ + ® | Saishu RouGa * hold to delay | |

| Shikyoh | | |
|---------|----------------|--|
| 0 | Pounce attacks | |

| ♦ ® | A | |
|---|---|--|
| ▼ ⊭ 4 8 / 8 | Hage Washi | |
| Hage Washi 春 B | Tsuibami | |
| → ▼ ▼ ●/B tap ●/B | Kaiten Kimo Eguri | |
| ← | ZanNiku Kamaitachi | |
| →◆© | Ji Name Suberi | |
| jump ↓ ⊭∢ ® | ZanNiku Obasami !SC | |
| close →¾ ▼ ★ ←® | Mujihi Sashi | |
| Desperation Move | | |
| † ¼ → † ¼ → ® + ® press START then → ¾ † ≠ ← ® + ® | MeiKyoShisui Kyoki Kosho KeiKyoShisui Kyoki | |
| Super Desperation Move | | |
| ♦4+♦4+B | MeiKyoShisui Kyoki | |