



The Unofficial SNK Neo Geo Games Encyclopedia of Moves & Codes

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Basic Moves

	Weak Slash		Strong Slash
	Weak Punch		Power Slash
	Weak Kick		Low Sweep Kick
	Power Kick		Overhead Slash
	Repel standing/jumping normal attacks		Repel standing/jumping special attacks
			Repel low special attacks
	Repel low normal attack	close	Throw
		close	
	Dash forward		Long jump
	Hop back		Activate Combo Special * Speed Mode only

Speed 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**

Power Mode

- 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**

* **Pounce Attacks** can be performed while close to knocked opponent

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

* **Chain Combos** are available only in **Speed Mode**. They are normal move combos which are done by a rapid combination of selected button taps and joystick presses. There are several variations at one's disposal, but there is one combo that every character can do:

The chain may begin at any point and each move (except for) 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

	Pounce attacks
jump close	?
/	Ittou Hayate
/	Ittou Kuga * follow with / * in Power Mode only version can be followed
/ x3	Ittou RenjinZan ISC
	Ittou TabaKaze
close	Ittou ArashiUchi
Desperation Move	
+ +	Kakusei * became Awakened Kaede
+	Kasshin FukuRyu * hold to delay
Super Desperation Move	
	Kasshin KouRyu * hold to delay

Kaede (Awakened)

	Pounce attacks
/	Shinmei Hayate
/	Shinmei Kuga * follow version with
/ x3	Shinmei RenjinZan !SC
	Shinmei TabaKaze
jump close	Ittou RaiTei
close	Shinmei ArashiUchi
Desperation Move	
+	Kasshin FukuRyu * hold to delay
+	Kasshin SeiRyu * hold to delay
Super Desperation Move	
	Kasshin KouRyu * hold to delay
	Kasshin SouRyu * hold to delay
* Kaede (Awakened) can perform only SDM with Super Cancel	

Minakata Moriya

	Pounce attacks
	Pounce attacks
	Ittou Oboro Jodan / Chuudan / Gedan * can be canceled with
	Ittou Shingetsu
Ittou Shingetsu	Ittou Sogetsu * only in Speed Mode
	Ittou Shingetsu Ura
	Ittou TsukiKage ISC
	Taitou Hogetsu away from opponent to front of opponent behind opponent
Desperation Move	
	Kassatsu Izayoi Gekka * hold to delay
Super Desperation Move	
	Kassatsu MidareSetsu Gekka

Yuki

	Pounce attacks
	Pounce attacks
	HyouJin
	SouKa
	ShunSetsuZan ISC
	HyouKyou
close	Suizan
Desperation Move	
 then	YukishiMaki
Super Desperation Move	
	Shin YukishiMaki

Amano Hyo

	Pounce attacks
	Pounce attacks
	Keima no Taka
	Suzume Sashi ISC
	Shougi Doushi
tap	Ibisha Anaguma
Ibisha Anaguma	Anaguma no Fudoshi Nugi
	Hisshi * hold to delay
	Takabisha
Desperation Move	

↑ B	
↓ ↘ ↙ A / B	Hage Washi
Hage Washi ↑ B	Tsuibami
→ ↓ ↘ ↙ A / B tap A / B	Kaiten Kimo Eguri
← ↘ ↙ ↘ ↙ → A / B	ZanNiku Kamaitachi
→ ↘ ↙ C	Ji Name Suberi
jump ↓ ↘ ↙ B	ZanNiku Obasami ISC
close → ↘ ↙ ↘ ↙ ↘ C	Mujihi Sashi
Desperation Move	
↓ ↘ ↙ ↘ ↙ ↘ ↙ → A + B	MeiKyoShisui Kyoki
press START	Kosho
then → ↘ ↙ ↘ ↙ ↘ ↙ ← A + B	KeiKyoShisui Kyoki
Super Desperation Move	
↓ ↘ ↙ ↘ ↙ ↘ ↙ → B	MeiKyoShisui Kyoki