



The Unofficial SNK Neo Geo Games Encyclopedia  
of  
Moves & Codes

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[moves]

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General Moves

<b>R</b>	Light Punch	<b>B</b>	Light Kick
<b>C</b>	Heavy Punch	<b>D</b>	Heavy Kick
close <b>C</b>	Throw	close <b>D</b>	Character specific
<b>R+B</b>	Jump between levels	<b>C+D</b>	Strong attack
guard opponent attack → <b>R</b>	Defensive attack	←←	Quick escape
far <b>N C</b>	Taunt		
While on different levels (background/foreground)			
↓/↑	Roll between levels	<b>R/B/C/D</b>	Attack between levels
* <b>Ultra Deadly Attacks</b> may only be done when strength bar is flashing red			

Terry Bogard

Throws/Holds	
→ <b>C</b>	Buster Throw
Deadly Attacks	
↓ ↘ ← <b>R/C</b>	Burn Knuckle
↓ ↑ <b>R/C</b>	Rising Tackle
↓ ↘ ← ↘ <b>B/D</b>	Crack Shoot
↓ ↘ → <b>R/C</b>	Power Wave
Ultra Deadly Attack	
↓ ↘ ← ↘ → <b>B+C</b>	Power Geyser

Andy Bogard

Throws/Holds	
→ <b>C</b>	Holding Throw

Deadly Attacks	
↘↘↘ <b>R/C</b>	Zan Ei Ken
↓↘↘↘ <b>R/C</b>	Sho Ryu Dan
↖↖↖ <b>B/D</b>	Ku Ha Dan
↓↘↘↘ <b>R/C</b>	Hi Sho Ken
Ultra Deadly Attack	
↓↘↘↘ <b>B+D</b>	Cho Reppa Dan

## Joe Higashi

Throws/Holds	
→ <b>C</b>	Thai Kick Throw
→ <b>D</b>	Knee Inferno
Deadly Attacks	
↖↖ <b>B/D</b>	Slash Kick
tap <b>R/C</b>	BakuRetsu Ken
↓↘↘↘ <b>B/D</b>	Tiger Kick
←↖↘↘↘ <b>R/C</b>	Hurricane Upper
Ultra Deadly Attack	
→←↖↘↘ <b>B+C</b>	Screw Upper

## Big Bear

Throws/Holds			
→ <b>C</b>	Power Bomb	→ <b>D</b>	Neck Hang
← <b>C</b>	Back Drop	← <b>D</b>	Head Bat
↘ <b>C</b>	Lariat Drop	↓ <b>D</b>	Bear Hug
		↘ <b>D</b>	Lift Up Throw
Deadly Attacks			
↖↘ <b>R/C</b>	Giant Bomb		
hold <b>D</b> for 8 seconds	Super Drop Kick	* other moves may be done while charging this one	
Ultra Deadly Attack			
→↘↘↘ <b>B+C</b>	Fire Breath		

## Jubei Yamada

Throws/Holds			
→ <b>C</b>	Ippon Seoi	→ <b>D</b>	Benkei Nakashi
↖ <b>C</b>	Kumo Koroshi	← <b>D</b>	Tomoe Nage
↘ <b>C</b>	Tawara Nage	jump close ↓ <b>D</b>	Jumping Izuna Otoshi
Deadly Attacks			
←↖ <b>B/D</b>	Nihon-Seoi Dash		
close ↓↖ <b>R/C</b>	Ooizuna-Otoshi		
←↖ <b>R/C</b>	Senbei-Shuriken		
Ultra Deadly Attack			
	Dynamite Izuna Otoshi		



## Cheng Sinzan

Throws/Holds	
→ <b>C</b>	Aiki Nage
→ <b>D</b>	Zutsuki Satsu
Deadly Attacks	
↓ ↘ → <b>R/C</b>	Kirai Ho
↓ ↗ ↘ <b>R/C</b>	Dai Taikobara Uchi
← → <b>B/D</b>	Hagan Geki
Ultra Deadly Attack	
↖ ↓ ↘ → <b>B+C</b>	Bakurai Hoh

## Kim Kaphwan

Throws/Holds	
→ <b>C</b>	Sakkyaku Nage
Deadly Attacks	
↓ ↗ ↘ <b>B/D</b>	Hi En Zan
↓ ↘ ← <b>B/D</b>	Han Getsu Zan
jump ↓ <b>B/D</b>	Hishou Kyaku
Ultra Deadly Attack	
↓ ↘ ← ↗ → <b>B+D</b>	Houou Kyaku

## Mai Shiranui

Throws/Holds	
→ <b>C</b>	Leg Throw
jump close ↓ <b>D</b>	Yumezakura
Deadly Attacks	
↓ ↘ ← <b>R/C</b>	RyuEnBu
← ↘ ↓ ↗ → <b>B/D</b>	Hissatsu Shinobibachi
↓ ↘ → <b>R/C</b>	KaChoSen
↓ ↗ ↘ <b>C</b>	Musasabi no Mai * may only be done on her screen
Ultra Deadly Attack	
→ ↘ → <b>B+C</b>	Cho Hissatsu Shinobibachi