

## The Unofficial SNK Neo Geo Games Encyclopedia of

**Moves & Codes** 

http://sindoni.altervista.org/neoencyclopedia/



Terry Bogard Andy Bogard Joe Higashi Mai Shiranui Franco Bash Bob Wilson Sokaku Mochizuki Blue Mary Hon Fu Geese Howard

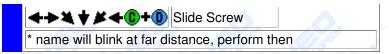
<b>0</b>	Weak Punch	0	Strong Punch
<b>B</b> (//8)	Weak Kick		Strong Kick
jump◀	Air Defense	▼/4/#N	Short Jump
<b>**</b>	Dash	44	Backdash
dash	Dash Jump	*N»	Quicksway
guard • (B)	Defensive Attack	quicksway	Quicksway Attack
far <b>N</b> 🛈	Taunt		
<b>9</b> +B	Oversway to Foreline	B+C	Oversway to Backline
while on Mainline (+B)	Attack to Foreline	while on Mainline <b>B+ (</b>	Attack to Backline
<b>@</b> / <b>B</b> / <b>©</b> / <b>0</b>	Attack to Mainline		
		e shown in each character's monst indicated to feint. Certain mon	
* Ultra Deadly Attack: can b	e performed when strenght o	drops low	
<b>START</b> ) for home system) yo	ur name should turn green. G per round when your strengh	graphic, press	I remain on until your game

Terry Bo	ogard			
Throws/Hold	s			
<b>→</b> 0			Buster Throw	
Other Moves				
<b>⊭</b> ©	_		Rising Upper	
<b>▶</b> 0	A Q 35		Backspin Kick	
Deadly Attac	ks			Fake Moves
120	1.40	1.20	1.40	

<b>♥</b> # <b>40</b> / <b>0</b>	Burn Knuckle	<b>B+0</b>
<b>♦4+®</b> /®	Power Wave	<b>B+D</b>
<b>→ ↓ ⑤</b> / <b>⑥</b>	Power Dunk	
<b>♥</b> ₩◆®/®	Crack Shoot	<b>0</b> +0
Ultra Deadly Attack		
<b>♦ ४ <b>♦ ४ <b>♦ 0 + 0</b></b></b>	Power Geyser	B+C
Hidden Power Attack		and the second
**************************************	Triple Geyser	
* uppercut, cancel into straight punch,	name will blink here,	cancel into Geyser

Andy Bogard		
Throws/Holds		
<b>→©</b> ///	Uchimata	
Other Moves		
<b>→</b> ①	AbiseKeri	
Deadly Attacks		Fake Moves
<b>≠+0</b> /0	Zan Ei Ken	<b>B+0</b>
<b>▼ ⊭ + 0</b>   <b>0</b>	Hi Sho Ken	<b>B+0</b>
<b>→ ↓ 4 (9</b> /(0)	Sho Ryu Dan	<b>B</b> + <b>0</b>
<b>▼ ♦ (</b> ()	Shiranui KumoKarami	
jump <b>▼ ¾ → ①</b>	Genei Shiranui	
Ultra Deadly Attack		100
<b>+ 4 + 0</b> + 0	Cho Reppa Dan	* no charge necessary
Hidden Power Attack		
	D Bokosuka Reppa Dan	
* kick, cancel into rising pal	m, name will blink here, c	ancel into Reppa Dan





Throws/Holds		
<b>→0</b>	Fuusha Kuzushi Kai	
jump close 🛡 🕓	Yumezakura	
Other Moves		ı v
<b>←①</b>	Ryu no Mai	
Deadly Attacks		Fake Move
<b>♦ ♦ ® + ©</b>	Kagero no Mai	A. S. C.
<b>★</b> ¥ <b>49</b> / <b>0</b>	RyuEnBu	<b>B+0</b>
<b>▼4→9</b> / <b>0</b>	KaChoSen	<b>B+0</b>
4×+4+0	Hissatsu Shinobibachi	- Color
jump <b>* B + C / C + D</b>	Musasabi no Mai	<b>@</b> +B
Ultra Deadly Attack		
<b>→ ≠ + 0</b> + <b>0</b>	Cho Hissatsu Shinobibachi	(1,5°
Hidden Power Attack		A STORY
far (C) → × → (B) + (D)	Shiranui Hiohgi Hissatsu Shinobibachi	1

Throws/Holds		.0.
<b>→0</b> /8 //8 //	Side Buster	388
Other Moves	100	500
<b>▶①</b>	Back Tornado	Ĭ
Deadly Attacks		Fake Move
<b>▼</b> ⊭ <b>← ⊕</b> / <b>©</b>	Double Kong	<b>B+0</b>
<b>←≠≠</b> ₩ <b>→®</b> /®	Reaping Blow	
<b>♥≒</b> ®/®	Power Bicycle	<b>+</b> 0
Ultra Deadly Attack		
<b>→≒</b> ★★ <b>©</b> + <b>0</b>	Armageddon Buster	Store .
Hidden Power Attack		
<b>0 +0 →× + ≠ ←0+0</b>	Genocide Buster	

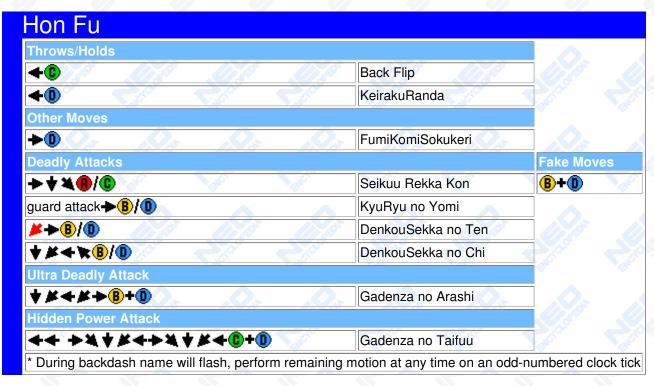
Bob Wilso	n	
Throws/Holds		
<b>→①</b>	Falcon	
Falcon 🛪 🛪 🕕	Hornet Attack	
Falcon 🗮 🔌 🕕	Ringsu Fang	
Other Moves		
<b>→</b> 0	Sliding Headbutt	
	E. J.	See Section 1

jump <b>¾ ①</b>	J. Under Kick	
while recovering 春 🕡	Bob Somersault	
Deadly Attacks		Fake Moves
<b>B+C/B+D</b>	Rolling Turtle	
<b>←→B</b> / <b>0</b>	Wild Wolf	Ost A
<b>♦ B</b> / <b>D</b>	Bison Horn	
Ultra Deadly Attack		
<b>♦ ♦ ♦ ®+©+©</b>	Dangerous Wolf	
Hidden Power Attack		
<b>→→                                   </b>	Dangerous Bob	
* dashing causes name to	o blink, perform rema	ining motion then

<b>←0</b> /8 //8	MukenJigokuNage	
jump close 🛡 🗓	ShotenSatsu	
4 <i>x</i> +×+ <i>k</i> + <i>k</i> +0	Kimon Jin	
<b>←①</b>	MudohShibariNage	<u> </u>
MudohShibariNage <b>(1)</b>	JigokuMon	
Other Moves		A STATE OF THE STA
<b>*</b> 0	Shakujoh JoudanUchi	<b>2</b> ). 0
Deadly Attacks		Fake Moves
<b>♦</b> 4 <b>&gt;®</b>	Makibishi Masher	S. Story
4×+40	Jashin Kon	
<b>♦</b> ◆ <b>⊭</b> ®	Hametsu no Honou	
tap①	JaKon Mai	
<b>→→•</b>	Hyoi Dan	The state of the s
<b>♦ ¥ 4 0</b>	YaenKari	<b>A</b>
<b>→ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓</b>	Higi Kaminari Otoshi	
Ultra Deadly Attack		- Crata
<b>→</b> ≒ + + + + + + + + + + + + + + + + + + +	Ikazuchi	
Hidden Power Attack		
<b>→ ¼ ♦ ⋭ ← ①</b> +① ●	Kishinshokan	7.8°

Throws/Holds	<u> </u>	
** <del>*</del> ****	Back Drop	
Back Drop C	Face Rock	
<b>4</b> 0	Head Throw	
Head Throw(1)	Axle Hold	
Other Moves		

<b>→①</b> △	Step Rolling	
Deadly Attacks	Fa	ike Moves
<b>♦</b> ¥ <b>&gt;</b> # <b>®</b>	Spin Fall	
<b>♦</b> ¥ <b>&gt;</b> #®	M. Spider	
<b>→ ↓ ↓ B</b>	Vertical Arrow	) <b>+</b> ( <b>0</b> )
<b>→ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓</b>	M. Snatcher	) <b>+</b> ( <b>0</b> )
<b>←→</b> B	Straight Slice	A STATE OF THE PARTY OF THE PAR
<b>←→①</b>	M. Crab Clutch	
Ultra Deadly Attack	(A)	
<b>▶</b> ♦ ¾ → <b>#</b> ® + 0	M. Typhoon	
Hidden Power Attack		
<b>++4+40</b>	M. Cyclone	
* after being knocked dowr	n, while getting up your na	me will blink



Geese Howard		
Throws/Holds		0
<b>40</b> /20	ShinkuuNage	
<b>←</b> ©	KosatsuNage	<b>1</b>
KosatsuNage	Zetsumei HitonakaUchi	<b>*</b>
#0 Car	UraKumoKakushii	, Q <sub>3</sub> ,
UraKumoKakushii 🕕	Zetsumei HitchuShime	200
<b>→</b> 0	KosatsuSho	A Page
Other Moves		
<b>◆①</b> ///	Raiko MawashiGeri	
Deadly Attacks		Fake Moves
<b>♦</b> 4 <b>→</b> 8/0	Reppuu Ken/Double Reppuu Ken	<b>B+0</b>
.00.	.000	

Shippuu Ken	
JaEi Ken	<b>▼ ★ ◆ B + D</b>
High/Mid AtemiNage	
Raging Storm	<b>8</b> + <b>C</b>
Thunder Break	
* Rising palm, cancel into forward palm, name will flash now, cancel into Raging Storm	
	JaEi Ken High/Mid AtemiNage  Raging Storm  Thunder Break