



The Unofficial SNK Neo Geo Games Encyclopedia of Moves & Codes

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[moves]

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General Moves

A	Weak Punch	C	Strong Punch
B	Weak Kick	D	Strong Kick
jump ←	Air Defense	↖ / ↑ / ↗ N	Short Jump
→ →	Dash	← ←	Backdash
dash ↗	Dash Jump	↖ N	Quicksway
guard → A	Defensive Attack	quicksway C	Quicksway Attack
far N C	Taunt		
A + B	Oversway to Foreline	B + C	Oversway to Backline
while on Mainline A + B	Attack to Foreline	while on Mainline B + C	Attack to Backline
A / B / C / D	Attack to Mainline		

* **Fake Moves:** (the start animation of a Deadly Attack) are shown in each character's move section with their normal moves, perform the motions of the moves using the buttons indicated to feint. Certain moves use alternate motions, they are marked as so.

* **Ultra Deadly Attack:** can be performed when strenght drops low

* **Hidden Power Attack:** require activation. At the "GO!" graphic, press **A** + **B** + **C** + **D** + **START** (**A** + **C** + **D** + **START** for home system) your name should turn green. Once it has been activated, it will remain on until your game ends. They are usable once per round when your strenght is low and your name flashes (green/white). Conditions for the flash vary for each character (see character's note)

Terry Bogard

Throws/Holds	
→ C	Buster Throw
Other Moves	
↗ C	Rising Upper
→ D	Backspin Kick
Deadly Attacks	Fake Moves

↓↘↙←R/C	Burn Knuckle	B+D
↓↘↙→R/C	Power Wave	B+D
→↓↘↙B/D	Power Dunk	
↓↘↙←B/D	Crack Shoot	R+C
Ultra Deadly Attack		
↓↘↙↘↙→C+D	Power Geyser	B+C
Hidden Power Attack		
↘C →C ↓↘↙↘↙→C+D	Triple Geyser	
* uppercut, cancel into straight punch, name will blink here, cancel into Geyser		

Andy Bogard

Throws/Holds		
→C	Uchimata	
Other Moves		
→D	AbiseKeri	
Deadly Attacks		Fake Moves
↘↙↘R/C	Zan Ei Ken	B+D
↓↘↙←R/C	Hi Sho Ken	B+D
→↓↘↙R/C	Sho Ryu Dan	B+D
↓↑D	Shiranui KumoKarami	
jump ↓↘↙→D	Genei Shiranui	
Ultra Deadly Attack		
↓↘↙↘↙→C+D	Cho Reppa Dan	R+C * no charge necessary
Hidden Power Attack		
D ↓C ↓↘↙↘↙→C+D	Bokosuka Reppa Dan	
* kick, cancel into rising palm, name will blink here, cancel into Reppa Dan		

Joe Higashi

Throws/Holds		
→C	Joe Special	
→D	Hiza Jigoku	
Other Moves		
←C	Vertical Upper	
←D	Joe Sobat	
↘D	Slide Kick	
Deadly Attacks		Fake Moves
←↘↙↘↙→R/C	Hurricane Upper	B+D
↘↙↘B/D	Slash Kick	R+C
↓↘↙←B/D	Ougon no Kakato	
↓↘↙↘↙↘B/D	Tiger Kick	→↓↘↙R+C
Ultra Deadly Attack		
→↘↙↘↙↘C+D	Screw Upper	
Hidden Power Attack		

←→↘↓↙←+D Slide Screw

* name will blink at far distance, perform then

Mai Shiranui

Throws/Holds

→D	Fuusha Kuzushi Kai
jump close ↓C	Yumezakura

Other Moves

←D	Ryu no Mai
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Deadly Attacks

↓↓R+B+C	Kagero no Mai
↓↘←R/C	RyuEnBu
↓↘→R/C	KaChoSen
←↘↓↘→C	Hissatsu Shinobibachi
jump ↓B+C/C+D	Musasabi no Mai

Fake Moves

B+D

B+D

R+B

Ultra Deadly Attack

→↘↘C+D	Cho Hissatsu Shinobibachi
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Hidden Power Attack

far C →↘↘B+D	Shiranui Hiohgi Hissatsu Shinobibachi
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* the C is to tease. Holding C will cause your name to blink, complete motion then

Franco Bash

Throws/Holds

→C	Side Buster
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Other Moves

→D	Back Tornado
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Deadly Attacks

↓↘←R/C	Double Kong	B+D
←↘↓↘→R/C	Reaping Blow	
↓↘↘B/D	Power Bicycle	R+C

Fake Moves

B+D

R+C

Ultra Deadly Attack

→↘↓↘←C+D	Armageddon Buster
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Hidden Power Attack

D ↓C →↘↓↘←C+D	Genocide Buster
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* two hit kick, cancel into uppercut, name will blink here, cancel into Buster










Bob Wilson

Throws/Holds


















→D	Falcon
Falcon ↘↘D	Hornet Attack
Falcon ↘↘D	Ringsu Fang

Other Moves

→D	Sliding Headbutt
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jump  	J. Under Kick
while recovering  	Bob Somersault
Deadly Attacks	
	Rolling Turtle
	Wild Wolf
	Bison Horn
Ultra Deadly Attack	
	Dangerous Wolf
Hidden Power Attack	
	Dangerous Bob
* dashing causes name to blink, perform remaining motion then	

Sokaku Mochizuki

Throws/Holds	
	MukenJigokuNage
jump close 	ShotenSatsu
	Kimon Jin
	MudohShibariNage
MudohShibariNage 	JigokuMon
Other Moves	
	Shakujoh JoudanUchi
Deadly Attacks	
	Makibishi Masher
	Jashin Kon
	Hametsu no Honou
tap 	JaKon Mai
	Hyo Dan
	YaenKari
	Higi Kaminari Otoshi
Ultra Deadly Attack	
	Ikazuchi
Hidden Power Attack	
	Kishinshokan
* this is a retaliation move, Sokaku must be hit by a hard strike ( /  button hit) for his name to flash. Perform motion then	

Blue Mary

Throws/Holds	
	Back Drop
Back Drop 	Face Rock
	Head Throw
Head Throw 	Axle Hold
Other Moves	

→ D	Step Rolling	
Deadly Attacks		Fake Moves
↘↘↘↘↘ A	Spin Fall	
↘↘↘↘↘ C	M. Spider	
→↘↘↘ B	Vertical Arrow	B + D
→↘↘↘ D	M. Snatcher	B + D
←↘↘ B	Straight Slice	
←↘↘ D	M. Crab Clutch	
Ultra Deadly Attack		
↘↘↘↘↘↘↘ B + D	M. Typhoon	
Hidden Power Attack		
←↘↘↘↘↘↘↘ C	M. Cyclone	
* after being knocked down, while getting up your name will blink		

Hon Fu

Throws/Holds		
← C	Back Flip	
← D	KeirakuRanda	
Other Moves		
→ D	FumiKomiSokukeri	
Deadly Attacks		Fake Moves
→↘↘↘ A / C	Seikuu Rekka Kon	B + D
guard attack → B / D	KyuRyu no Yomi	
↘↘↘ B / D	DenkouSekka no Ten	
↘↘↘↘ B / D	DenkouSekka no Chi	
Ultra Deadly Attack		
↘↘↘↘↘↘ B + D	Gadenza no Arashi	
Hidden Power Attack		
←← →↘↘↘↘↘↘↘↘↘↘ C + D	Gadenza no Taifuu	
* During backdash name will flash, perform remaining motion at any time on an odd-numbered clock tick		

Geese Howard

Throws/Holds		
↘ C	ShinkuuNage	
← C	KosatsuNage	
KosatsuNage C	Zetsumei HitonakaUchi	
↘ C	UraKumoKakushii	
UraKumoKakushii C	Zetsumei HitchuShime	
→ D	KosatsuSho	
Other Moves		
← D	Raiko MawashiGeri	
Deadly Attacks		Fake Moves
↘↘↘↘ A / C	Reppuu Ken/Double Reppuu Ken	B + D

jump ↓ ↘ ↙ ← R / C	Shippuu Ken	
← ↘ ↙ B / D	JaEi Ken	↓ ↘ ↙ ← → B + D
← ↘ ↙ ↘ ↙ ↘ ↙ B / D	High/Mid AtemiNage	
Ultra Deadly Attack		
↘ ↙ ↘ ↙ ↘ ↙ ↘ ↙ C + D	Raging Storm	R + C
Hidden Power Attack		
↓ C C ↓ ↘ ↙ ↘ ↙ C + D	Thunder Break	
* Rising palm, cancel into forward palm, name will flash now, cancel into Raging Storm		