



## The Unofficial SNK Neo Geo Games Encyclopedia of Moves & Codes

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



### [codes]

#### Random select

On the Character Select screen, hold Start while choosing your character.

#### Fight the Mid-Bosses

You can meet different bosses on Stage 4. To fight a particular boss you must fulfill some requirements:

You will fight Mars People or Zero if:

- you don't lose any rounds for the first 3 stages
- you don't win any rounds by "Time Out"
- you win 3 rounds using an Exceed Move

You will fight Geese Howard or Demitri Maximoff if:

- you don't lose any rounds for the first 3 stages
- you don't win any rounds by "Time Out"
- you win 1 round using an Exceed Move

Otherwise you will fight Goenitz or Dan Hibiki.

If your opponent on Stage 6 is a Capcom character, on Stage 7 and 8 you will fight Orochi Iori and Serious Mr Karate.

If your opponent on Stage 6 is an SNK character, on Stage 7 and 8 you will fight Violent Ken and Shin Akuma.

#### Fight Athena and Red Arremer

If you fulfill the following requirements you can meet Athena or Red Arremer after beating Serious Mr Karate or Shin Akuma, in the Secret Stage 9.

You will fight Athena if:

- you don't lose any rounds for the first 7 stages
- you don't win any rounds by block damage

You will fight Red Arremer if:

- you don't lose any rounds for the first 7 stages
- you win at least 5 rounds by block damage

You win by block damage when as your last move you use a special move or a Desperation Move and your opponent block it but he is killed by the "block damage", and he falls to the floor slowly.

You must beat Athena or Red Arremer in order to see the real ending of your character. If you lose to them you cannot continue.

#### Play as the Mid-Bosses

On the Character Select screen, hold **START** and then press

- ↓ ↓ ↓ → ↓ ← ← ← ← for Goenitz
- ← ← ← ↓ ← ↑ → ↑ for Geese Howard
- ↑ ↓ → → → ↑ ↓ ← ← ↓ for Mars People
- ↑ ↑ ↑ ↓ ← → ↓ ↓ for Orochi Iori
- ↓ ← ← ← ← ← ← ← ← for Dan Hibiki
- → → ← ↑ → ↓ ↑ for Demitri Maximoff
- ↑ → → → ← ↓ ↑ ↑ → for Zero
- ↑ ↑ ↓ ← ← → ← ↑ for Violent Ken

then press any button while still holding **START**. While pressing the directions you can release **START** and then hold it again and re-enter the code if you want to select another character.

## Goenitz

close <b>R+B</b>	Meifu no Mon
close <b>C+D</b>	SoukatsuSatsu
←↘↓↙→ <b>R/B/C/D</b>	Yonokaze <b>!CA</b>
↓↘← <b>R/C</b> x3	Shin Aoi Hana - Seiran <b>!CA !CF</b>
↓↘← <b>B/D</b>	Hyouga <b>!CA</b>
→↓↘ <b>R</b>	Wanpyou Tokobuse <b>!CA !CF</b>
→↓↘ <b>C</b>	Wanpyou Mametsu <b>!CA !CF</b>
<b>Desperation Moves</b>	
close →↘↓↙←→↘↓↙← <b>R/C</b>	Yamidoukoku
↓↘→↓↘→ <b>R+C</b>	Fuujin Ibuki
<b>Exceed Moves</b>	
↓↘←↘↓↘→ <b>R</b>	Shin Yaotome - Mizuchi
↓↘←↘↓↘→ <b>C</b>	Shin Yaotome - Jissoukoku

## Geese Howard

close <b>R+B</b>	KatateNage
close <b>C+D</b>	ShinkuuNage
→ <b>C</b>	Fudou Sakkatsu Uraken
→ <b>D</b>	Raiko Mawashi Geri <b>!CA</b>
close to downed opponent ↘/↓/↙ <b>C</b>	Raimei Gouha Nage
↓↘→ <b>R</b>	Reppuu Ken <b>!CA</b>
↓↘→ <b>C</b>	Double Reppuu Ken
jump ↓↘← <b>R/C</b>	Shippuu Ken <b>!CA</b>
→↓↘ <b>R/C</b>	Hishou Nichirin Zan <b>!CA !CF</b>
←↘↓↙→ <b>B/D</b>	JaEiKen <b>!CA !CF</b>
→↘↓↙← <b>R</b>	Gedan AtemiNage
→↘↓↙← <b>B</b>	Joudan AtemiNage
→↘↓↙← <b>D</b>	Chudan AtemiUchi
<b>Desperation Moves</b>	
↘→↘↓↙←↘ <b>R/C</b>	Raging Storm
close →↘↓↙←→↘↓↙← <b>C</b>	Rashoumon
<b>Exceed Moves</b>	
→↘↓↙←→ <b>B+C+D</b>	Deadly Rave
Deadly Rave <b>R R B B C C D D</b> ↓↘← <b>C+D</b>	Deadly Rave Finish

## Mars People

close <b>R+B</b>	Mars Back
close <b>C+D</b>	Million Leg Lariat
← <b>C</b>	Slide Head <b>!CF</b>

←D	Hopping Knee
↘D	Mars Slider !CF
↓↘↗R/C	Mars Shot !CA
↓↘↗B/D	Area 801 !CA
→↓↘B/D	Plasma Spin !CA
→↘↓↗←B/D	Roswell Vanish !CA !CF
close →↘↓↗←R/C	Plasma Abduction
<b>Desperation Moves</b>	
←↘↓↗→↘↓↗←↘↓↗→R/C	Not Independence
→↘↓↗←↘↓↗→↘↓↗←↘↓↗←B/D	MP12
<b>Exceed Moves</b>	
↓↘↗R+B/R+C/R+D	Tungus Incident - Behind
↓↘↗B+C/C+D	Tungus Incident - Front

## Orochi Iori Yagami

close R+B	Sakahagi
close C+D	Hikiri Kine
→R R	Ge Shiki Yumebiki
→B	Ge Shiki Gou Fu In Shinigami !CF on 1st hit
jump ←B	Ge Shiki Yuri Ori
↓↘↗R/C	108 Shiki Yami Barai !CA
↓↘↗R/Cx3	127 Shiki Aoi Hana !CA !CF on 1st and 2nd
→↓↘R/C	100 Shiki Oni Yaki !CA * R version !CF on 1st hit or 1st-2nd on a counter * C version !CF on 1st-2nd hit
→↘↓↗←B/D	212 Shiki Koto Tsuki In !CA !CF on 1st hit
close →↘↓↗←R/C	KuzuKaze
<b>Desperation Moves</b>	
↓↘↗↘↓↗←R/C	Kin 1201 Shiki Ya Otome
↓↘↗←↘↓↗→R/C	Ura 108 Shiki Ya Sakazuki * can hold
<b>Exceed Moves</b>	
close ↓↘↗↘↓↗←B+D	???!

## Dan Hibiki

close R+B	Otoko Zuki
close R+B	Seoi Nage
(START)	Tachi Chohatsu
crouching R+C	Shagami Chohatsu
jump R+C	Kuuchuu Chohatsu
↓↘↗R/C	GadouKen !CA
→↘↓↗←R/C	GadouShokohKen !CA
→↓↘R/C	KouRyuuKen !CA !CF

▼↘↙↙B/D	Dankuu Kyaku !CA
jump ▼↘↙↙B/D	Kuuchuu Dankuu Kyaku
▼↘↙↙↘↙↙↘↙↙R+C	Kyuukyoku Tenchi GadouZuki !CA !CF
▼↘↙↙R+C	Zenten Chohatsu !CA
▼↘↙↙R+C	Kouten Chohatsu
<b>Desperation Moves</b>	
▼↘↙↙↘↙↙↘↙↙B/D	KouRyuu Rekka
▼↘↙↙↘↙↙↘↙↙B/D	Hisshou Burai Ken
▼↘↙↙↘↙↙↘↙↙R+C	Chohatsu Densetsu
<b>Exceed Moves</b>	
Ⓒ Ⓓ ↙↙↙↙	Otoko Michi

## Demetri Maximoff

close Ⓐ+Ⓑ	Bat Dive
close Ⓐ+Ⓑ	Light Pleasure
when opponent is down ▲ Ⓑ/Ⓓ	Hell Ride
→ Ⓐ/← Ⓐ/→ Ⓒ	Standing Light/Medium/Heavy Punch !CF
→ Ⓑ/← Ⓑ/Ⓓ	Standing Light/Medium/Heavy Kick !CF
↘ Ⓐ/↙ Ⓐ/↘ Ⓒ	Crouching Light/Medium/Heavy Punch !CF
↘ Ⓑ/↙ Ⓑ/▼ Ⓓ	Crouching Light/Medium/Heavy Kick !CF
<p>* Hunter Chain: can chain normal attack together. You must use directions with the button only for the first hit. You can switch between standing and crouching attack. Chain must flow from LP &gt; LK &gt; MP &gt; MK &gt; HP &gt; HK. You can omit some attack in the middle for shorter chain</p>	
▼↘↙↙ Ⓐ/Ⓒ	Chos Flare !CA !CF * also in air
▼↘↙↙ Ⓐ+Ⓒ	ES Chos Flare !CF * also in air
→▼↘↙ Ⓐ/Ⓒ	Demon Cradle !CA * Ⓐversion !CF * Ⓒversion !CF&!SC on 1st-2nd hit
▼↘↙↙ Ⓑ/Ⓓ	Bat Spin !CA * also in air
▼↘↙↙ Ⓑ+Ⓓ	ES Bat Spin * also in air
hold Ⓑ+Ⓒ then ↔	Tokushu Idou - Forward !CA
hold Ⓑ+Ⓒ then →←	Tokushu Idou - Backward !CA
Tokushu Idou →▼↘↙ Ⓐ/Ⓒ	Dash Demon Cradle !CF&!SC on 1st-2nd hit
<b>Desperation Moves</b>	
▼↘↙↙ Ⓐ+Ⓒ	Midnight Bliss
Ⓐ Ⓐ → Ⓑ Ⓓ	Midnight Pleasure
<b>Exceed Moves</b>	
▼↘↙↙↘↙↙↘↙↙ Ⓐ+Ⓑ+Ⓒ+Ⓓ	Demon Flare !CF

## Zero

close <b>R+B</b>	Upper
close <b>C+D</b>	Tensou Buster Shot
jump <b>↓B</b>	Jump Kahou Zuki
<b>←B</b>	Jouhou Zuki <b>!CF</b>
<b>→B B B</b>	3-Dan Zuki
<b>↘B</b>	Naname Shitazuki <b>!CF</b>
<b>↘D</b>	Sliding <b>!CA !CF</b>
jump on wall, opposite direction	Sankaku Tobi
<b>↓↘↘↘R</b>	Buster Shot <b>!CA</b> * also in air
<b>↓↘↘↘C</b>	Charge Shot * also in air * can hold
<b>←↘↘↘↘↘B</b>	Zed Saber <b>!CA !CF !SC</b> * also in air
<b>←↘↘↘↘↘D</b>	Charge Zed Saber <b>!CF !SC</b> * also in air * can hold
<b>↓↘↘↘R/Cx3</b>	Triple Saber <b>!CA !CF</b>
<b>↓↘↘↘B/D</b>	Shield Boomerang
<b>→↘↘↘B</b>	Triple Rod <b>!CA</b> * also in air
<b>→↘↘↘D</b>	Charge Triple Rod
<b>→↘↘↘↘↘↘↘R/C</b>	Irregular Hunt
<b>←↘↘↘↘↘↘↘R/B/C/D</b>	Cyber Elf - Support
<b>↓↘↘↘↘↘↘↘R/B/C/D</b>	Cyber Elf - Bakudan Setchi
<b>Desperation Moves</b>	
<b>↓↘↘↘↘↘↘↘↘↘↘↘↘↘R/C</b>	Spiral Shot * can hold
<b>↓↘↘↘↘↘↘↘↘↘↘↘↘↘B</b>	Ultimate Saber - Dash
<b>↓↘↘↘↘↘↘↘↘↘↘↘↘↘D</b>	Ultimate Saber - Sliding
<b>Exceed Moves</b>	
<b>R R ↓B D</b>	Cyber Elf Force

## Violent Ken Masters

close <b>R+B</b>	Tsukami Hiza Geri
close <b>C+D</b>	Jigoku Guruma
jump close <b>C+D</b>	Jigoku Fuusha
<b>→B</b>	Inazuma Kakato Wari
<b>↘D</b>	Kurubushi Kick
<b>↓↘↘↘R/C</b>	HadouKen
<b>→↘↘↘R/C</b>	ShouRyuuKen <b>!CA</b> * <b>R</b> version <b>!CF&amp;!SC</b> * <b>C</b> version <b>!CF&amp;!SC</b> on 1st-2nd hit
<b>→↘↘↘B/D</b>	Rasetsu Kyaku <b>!CA</b>
<b>↓↘↘↘B/D</b>	Tatsumaki Senpoo Kyaku <b>!CA</b>

jump $\downarrow \uparrow \leftarrow B / D$	Kuuchuu Tatsumaki Senpoo Kyaku
$\leftarrow \uparrow \downarrow \uparrow \leftarrow B$	Kama Barai Geri !CA !CF
$\leftarrow \uparrow \downarrow \uparrow \leftarrow D$	Nata Otoshi Geri !CA !CF
$\leftarrow \uparrow \downarrow \uparrow \leftarrow B + D$	Oosoto Mawashi Geri !CF
Kama Barai Geri / Nata Otoshi Geri / Oosoto Mawashi Geri hold $B / D$	Inazuma Kakato Wari !CF
<b>Desperation Moves</b>	
$\downarrow \uparrow \leftarrow \downarrow \uparrow \leftarrow B / D$	ShinRyuuKen
$\downarrow \uparrow \leftarrow \downarrow \uparrow \leftarrow B / D$	KuzuRyuu Reppa
<b>Exceed Moves</b>	
$\downarrow \uparrow \leftarrow \downarrow \uparrow \leftarrow A + C$	Shinbu Messatsu

## Play as Serious Mr Karate and Shin Akuma (Home version only)

On the Character Select screen, hold **(START)** and then press

$\leftarrow \uparrow \downarrow \leftarrow \downarrow \leftarrow \uparrow \downarrow \leftarrow \uparrow \downarrow \leftarrow \uparrow \downarrow$  for Serious Mr Karate  
 $\leftarrow \uparrow \downarrow \leftarrow \uparrow \downarrow \leftarrow \uparrow \downarrow \leftarrow \uparrow \downarrow$  for Shin Akuma

then press any button while still holding **(START)** before the timer reaches 10 seconds left.

<b>Serious Mr Karate</b>	
close $A + B$	Oosotogari
close $C + D$	Ibbon Seoi Nage
jump on wall, opposite direction	Sankaku Tobi
$\leftarrow A$	Yoke Migi Seiken Zuki !CF
$\leftarrow B$	Ducking Shite Mawashi Geri !CF
$\uparrow C$	Jigoku Zuki !CF
$\uparrow D$	Soku Gatana !CF
hold $A + B + C$	Kiryoku Tame
$\downarrow \uparrow \leftarrow A / C$	Ko Ou Ken ' 02CA
$\rightarrow \leftarrow \uparrow A / C$	ZanRetsuKen
$\rightarrow \downarrow \uparrow A / C$	Built Upper !CA * $A$ version !CF * $C$ version !CF on 1st-2nd hit
$\uparrow \rightarrow B / D$	HienShippuKyaku !CA
$\downarrow \uparrow \leftarrow \downarrow \uparrow \leftarrow B / D$	Kyokugen Ko Hou !CA !CF on 1st-2nd hit
close $\downarrow \uparrow \leftarrow \downarrow \uparrow \leftarrow A / C$	Kishin Geki !CF
$\rightarrow \leftarrow \uparrow \downarrow \uparrow \leftarrow A / C$	HaohShikohKen !CA * can hold
$\rightarrow \leftarrow \uparrow \downarrow \uparrow \leftarrow A + C$	Chou HaohShikohKen * can hold
<b>Desperation Moves</b>	
* Serious Mr Karate has not Desperation Moves	
<b>Exceed Moves</b>	
$\downarrow \uparrow \leftarrow \downarrow \uparrow \leftarrow A + C$	Chou RyuKo Ranbu

## Shin Akuma



close <b>R+B</b>	Seoi Nage
close <b>C+D</b>	Tomoe Nage
→ <b>C</b>	Zugai Hasatsu <b>!CF</b>
→ <b>D</b>	Hiza Geri <b>!CA</b>
↖ <b>D</b>	Kurubushi Kick
at top of jump forward ↘/↓/↙ <b>B</b>	Tenma Kuujin Kyaku
↓↘↘ <b>R/C</b>	Gou HadouKen
jump ↓↘↘ <b>R/C</b>	Zankuu HadouKen
→↘↘↘↘↘ <b>R/C</b>	Shakunetsu HadouKen
→↓↘↘ <b>R/C</b>	Gou ShouRyuuKen <b>!CA !CF</b> on 1st-2nd hit
↓↘↘↘ <b>B/D</b>	Tatsumaki Zankuu Kyaku <b>!CA</b>
jump ↓↘↘ <b>B/D</b>	Kuuchuu Tatsumaki Zankuu Kyaku <b>!CA</b>
→↓↘↘ <b>R+C/B+D</b>	Ashura Senkuu - Forward
←↓↘↘ <b>R+C/B+D</b>	Ashura Senkuu - Backward
jump ↓↘↘↘↘↘↘ <b>R/C</b>	Tenma Gou Zankuu
↓↘↘↘↘↘↘ <b>R/C</b>	Messatsu Gou ShouRyuu <b>!CF</b> on 1st-6th hit
→↘↘↘↘↘↘↘↘↘ <b>R/C</b>	Messatsu Gou Hadou
<b>Desperation Moves</b>	
<b>R R</b> → <b>B C</b>	Shun Goku Satsu
<b>Exceed Moves</b>	
→↘↘↘↘↘↘↘↘↘ <b>B+D</b>	Misogi