



The Unofficial SNK Neo Geo Games Encyclopedia of Moves & Codes

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[moves]

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Basic Moves

	Weak Punch		Weak Kick
	Strong Punch		Strong Kick
	Low Dodge Attack		High Dodge Attack
during T.O.P. mode 	T.O.P. Attack	tap quickly	Small Jump
	Back Dash		Dash
close	Throw	when grabbed 	Throw Escape
while knocked down	Small Forward Down Evade	while knocked down	Small Back Down Evade
while knocked down	Big Forward Down Evade	while knocked down	Big Back Down Evade
near to knocked opponent	Pounce Attack		Taunt

* **Power Meter:** can charge up twice, once for the S.Power and twice for the P.Power.

* **Guard Crush:** if you guard too often, your body will turn red, indicating that your Guard Crush meter is almost to its critical point. Another heavy hit, and you will be wide open for a big combo. To prevent this, use the Just Defended system explained below.

* **Feint Moves:** each character has two feint moves. The feints are shown in each character's move section with their normal moves. You can use this moves to combo.

* **T.O.P. System** (Tactical Offensive Position): you can choose when activate the T.O.P. meter in 3 places on the life meter (beginning, middle, end). When your life meter reaches the T.O.P. gauge, your character flashes, and you get several advantages: 1) Offensive Power Up; 2) Life recovery; 3) Ability to use T.O.P. Attack. When your life meter falls out a T.O.P. range, you return to normal.

* **Just Defended:** if you defend a move at the last second, your character will flash blue, and you will gain health. You can also do this in the air. Just Defended have these special advantages: 1) Life Recovery; 2) Guard Stamina does not decrease; 3) Ability to use Guard Cancel. You can Just Defend anything, including S. and P.Powers and anti-airs. Plus you can Just Defend multiple times, where otherwise you would get hit.

* **Breaking:** you can stop certain special moves in the middle of it by pressing . Each character has at least one Breake-able move signed with **!BR**. Breaking will allow you to recover quicker than if you didn't Break.

Rock Howard

Throws and Holds

close ←/→ C	Kokuu Sen	
Deadly Attacks		Feint Moves
↓↘↘ R	Reppuu Ken	↓ R + C
↓↘↘ C	Double Reppuu Ken	
↓↘↘ B	Joudan AtemiNage	
↓↘↘ D	Gedan AtemiNage	
↓↑ R / C	Rising Tackle	
↓↘↘ R / C	Hard Edge	
↓↘↘ B / D	Rage Run	
←↘↘↘↘↘ C	ShinkuuNage IBR	
jump, land close ←↘↘↘ C		
after breaking ShinkuuNage hold R + B and let go	Rasetsu	
S.Powers		
↓↘↘↘↘↘ R	Raging Storm	
↓↘↘↘↘↘ B	Shine Knuckle	→ R + C
P.Powers		
↓↘↘↘↘↘ C	Raging Storm * hold to delay	
↓↘↘↘↘↘ D	Shine Knuckle	→ R + C
→↘↘↘↘↘↘↘↘↘↘↘ R R R B B C C D D ↓↘↘ C	Neo Deadly Rave	
T.O.P. Attack		
Overhead Kick		

Terry Bogard		
Throws and Holds		
close ←/→ C	Buster Throw	
Deadly Attacks		Feint Moves
↓↘↘ R / C	Power Wave	
↓↘↘ R / C	Burn Knuckle	→ / ↓ R + C
→↘↘ B / D	Power Dunk IBR	
↓↘↘ B / D	Crack Shoot	
→↘↘ R / C x3	Power Charge	
S.Powers		
↓↘↘↘↘↘ R	Power Geyser	
↓↘↘↘↘↘ B	Buster Wolf	
P.Powers		
↓↘↘↘↘↘ C	Power Geyser	
↓↘↘↘↘↘ D	Buster Wolf	
T.O.P. Attack		
Max Dunk		

Kim Dong Hwan		
Throws and Holds		

close	Tai-otoshi	
jump close	Tai-hineri	
Command Moves		
then quickly jump	Super Jump	
jump on wall, opposite direction	Sankaku-tobi	
jump	Ushiro-geri	
Deadly Attacks		Feint Moves
	Raimei Zan	
	Kuu Sa Jin !BR	
jump	Hishou Kyaku	
	Shiden Kyaku	
	Ashi Binta	
S.Powers		
jump	Super Dong Hwan Kyaku	
	Raimei Dan	
P.Powers		
jump	Super Dong Hwan Kyaku	
	Raimei Dan	
	Ore-sama Houou Kyaku	
T.O.P. Attack		
Kaiten Dong Hwan		

Kim Jae Hoon		
Throws and Holds		
close	Tai-otoshi	
Command Moves		
backstep	Shou-Kyaku Hou	
Deadly Attacks		Feint Moves
	Hi En Zan !BR	
Hi En Zan using	Ten Sou Zan	
	Han Getsu Zan	
jump	Hishou Kyaku	
Hishou Kyaku	Hassei Waza	
Hishou Kyaku	* must use same button of Hishou Kyaku	
	Ryuusei Raku	
	Shakka Shuu	
S.Powers		
	Houyoku Ten-Shou Kyaku	
	Houou Kyaku	
P.Powers		
	Houyoku Ten-Shou Kyaku * hold to delay	
	Houou Kyaku	

T.O.P. Attack

High-Angle Neri Chagi

Hotaru Futaba

Throws and Holds

close ← / → **C** Ten Raku-toujump close ← / ↓ / → **C** Hanten-tou

Command Moves

jump **C** + **D** Kuuchuu Furi-Mukijump ↓ **B** Kou-shuu Da

Deadly Attacks

↓ ↘ ↗ **R** / **C** Hakki Shoujump ↓ ↘ ↗ **B** / **D** Ren-geki Shuu→ ↓ ↘ ↗ **B** / **D** Ten-shin Shou↓ ↘ ↗ **R** / **C** Sou-Shou Shinclose ← ↘ ↗ ↓ ↘ ↗ **D** Sha-jou Tai↓ ↘ ↗ **B** / **D** Ko-bi Kyaku **!BR**

Feint Moves

→ **R** + **C**↓ **R** + **C**

S.Powers

↓ ↘ ↗ ↓ ↘ ↗ **R** Sou-Shou Ten-Ren-Ge↓ ↘ ↗ ↓ ↘ ↗ **B** Ten-Shou Ran-Ki

P.Powers

↓ ↘ ↗ ↓ ↘ ↗ **C** Sou-Shou Ten-Ren-Ge↓ ↘ ↗ ↓ ↘ ↗ **D** Ten-Shou Ran-Ki

T.O.P. Attack

Sen-Kai En

Gato

Throws and Holds

close ← / → **C** Dai-en Shinclose ← / → **D** Dan-Zetsu Tai

Command Moves

→ **R** Sai-Gaku→ **B** Mu-ran-Gerijump **C** + **D** Kuuchuu Furi-Muki

Deadly Attacks

↓ ↘ ↗ **R** / **C** Shin-GaShin-Ga → → **R** / **C** Tsuika Kougeki
* must use same button of Shin-Ga→ ↓ ↘ ↗ **B** / **D** Rai-Ga **!BR**↓ ↘ ↗ **B** / **D** Fuu-GaFuu-Ga **R** Kou-GaFuu-Ga **B** Sen-GaFuu-Ga **C** Kyuu-GaFuu-Ga **D** Katsu-Ga

Feint Moves

→ **R** + **C**↓ **R** + **C**

↓↑C	Hou-zan Sai Heki-Ga
S.Powers	
↓↓↓↓↓R	Zero Kiba
↓↓↓↓↓B	Tatsu Kiba
P.Powers	
↓↓↓↓↓C	Zero Kiba
↓↓↓↓↓D	Tatsu Kiba
→↓↓↓R+Bx3	Ten-Ryuu Retsu-Kiba
T.O.P. Attack	
Mou-Ko Kou Hazan	

Marco Rodriguez

Throws and Holds		
close ←/→C	Kyokugen Zu-Tsuki	
Command Moves		
→R	Kyokugen Hiji	
Deadly Attacks		Feint Moves
↓↓↓↓R/C	Ko Ou Ken	
↓↓↓↓B/D	HienShippuKyaku	
hold C	Ryuu-Sen Ken * 4 levels power up	
hold D	Ko-Sen Kyaku * 4 levels power up	
↓↓↓↓R	Joudan Harai	
↓↓↓↓B	Gedan Harai	
→↓↓↓R/C	Ko Hou IBR	
S.Powers		
↓↓↓↓↓R	HaohShokohKen	→R+C
↓↓↓↓↓B	Kyokugen Ko Hou	↓R+C
P.Powers		
↓↓↓↓↓C	HaohShokohKen	→R+C
↓↓↓↓↓D	Kyokugen Ko Hou	↓R+C
↓↓↓↓↓tap C	RyuKo Ranbu * 0-2 times for Level 1 3-6 times for Level 2 7-9 times for Level 3 10 or more times for Level 4	
T.O.P. Attack		
ZanRetsuKen		

Bonne Jenet

Throws and Holds	
close ←/→C	Bye-Bye Boo
jump close ←/↓/→C	Falling Crush
Command Moves	
↓ then quickly jump	Super Jump

Deadly Attacks		Feint Moves
↓↘↙← A / C	Crazy Ivan	
↓↘↙← B / D	Gulf Tomahawk	
↓↘↙→ B / D	The Hind !BR	
↓↘↙→ A / C	Buffrass	
jump ↓↘↙ B / D then B B B B B / D D D D D	Harrier Bee	
S.Powers		
↓↘↙→↓↘↙→ A	Many Many Torpedo	→ A + C
↓↘↙→↓↘↙→ B	Aurora	↓ A + C
P.Powers		
↓↘↙→↓↘↙→ C	Many Many Torpedo	→ A + C
↓↘↙→↓↘↙→ D	Aurora	↓ A + C
Just Defend A B C	An Oi Mademoiselle	
T.O.P. Attack		
Rolling Thunder		

Hokutomaru

Throws and Holds		
close ←/→ C	Hikkaki	
jump close ←/↓/→ C	Non-men Tsukuri	
Command Moves		
↘ B	Sliding	
↘ D	Kuuten Keri	
in air, jump again	Ni-dan Jump	
Deadly Attacks		Feint Moves
↓↘↙← A / C	Karakusa-Giri	
↓↘↙← B	Rakka-Zan Kyou	
↓↘↙← D	Rakka-Zan Jitsu	
↓↘↙→ B / D	Ku Ha Dan !BR	
↓↘↙→ A / C	Shuriken	
jump ↓↘↙→ A / C	Kuuchuu Shuriken	
S.Powers		
↓↘↙→↓↘↙→ A	Cho Hissatsu Shuriken * A + B to finish	→ A + C
↓↘↙→↓↘↙→ B	Ougi Cho Hissatsu Tatsumaki	↓ A + C
P.Powers		
↓↘↙→↓↘↙→ C	Cho Baku-en Kunai * A + B to finish	
↓↘↙→↓↘↙→ D	Kyuukyoku Ougi Cho Baku-en Tatsumaki	
T.O.P. Attack		
Nin-pou Bakuen Jump		

Griffon

↓↘↘↘↓↘↘↘↓↘↘↘↓↘↘↘	Gattling Freezer
T.O.P. Attack	
Blast Charge	

Freeman	
Throws and Holds	
close ← / → C	Gore Fest
Deadly Attacks	
↓↘↘↘ H / C	Nightmare
↓↘↘↘ B / D	Crow
→↓↘↘ H / C	Phobia
↓↘↘↘ H / C x3	V.O.D.
←↘↘↘↘ B / D	Morbid Angel IBR
S.Powers	
↓↘↘↘↓↘↘↘ hold H	Full Blast
↓↘↘↘↓↘↘↘ B	Creeping Death
P.Powers	
↓↘↘↘↓↘↘↘ hold C	Full Blast
↓↘↘↘↓↘↘↘ D	Creeping Death
T.O.P. Attack	
Overkill	

Feint Moves

→ **H** + **C**

↓ **H** + **C**