



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

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



[codes]

### Choose a winning pose

Hold **R**/**B**/**C** to select your pose.

### See your team mate's attitude

While choosing a character at the order selection screen, hold **C**. A face will appear that represents the character's attitude. A smiling face means "always aid" and will add 1 bar to the second character in advanced mode. A neutral face means "random aid". A frowning face means "never aid" and will remove all bars.

### Play as KoF '94 Style Kyo Kusanagi

Put the cursor on Kyo Kusanagi at the character select and hold **START**, then press **R**/**D**

KoF '94 Style Kyo Kusanagi	
close ←/→ <b>C</b>	Hatsu Gane
close ←/→ <b>D</b>	Issetsu Seoi Nage
jump ↓ <b>C</b>	Ge Shiki Naraku Otoshi
→ <b>B</b>	Ge Shiki Gou Fu You
↖ <b>D</b>	88 Shiki
↓↘↗ <b>R</b> / <b>C</b>	108 Shiki Yami Barai
→↘↗ <b>R</b> / <b>C</b>	100 Shiki Oni Yaki
←↘↗ <b>B</b> / <b>D</b>	101 Shiki OboroGuruma
Desperation Moves	
↓↘↗↘↗↘↗ <b>R</b> / <b>C</b>	Ura 108 Shiki OrochiNagi

### Play as Orochi Iori

At the character select, put the cursor on Iori, then hold **START** and press

←←←←←←←←←← **R**+**C**

Same moves as normal Iori, but he moves faster and can combo moves that normally cannot be so.

### Play as Orochi Leona

At the character select, put the cursor on Leona, then hold **START** and press

↑↓↑↓↑↓ **B**+**D**

Same moves as normal Leona, but she moves faster and can combo moves that normally cannot be so.

## Play as the Orochi Team

Must either have Orochi Iori or Orochi Leona code done first.

At the character select, hold **(START)** and then press



## OROCHI TEAM

### Orochi Yashiro Nanakase

close ←/→ C	Baku
close ←/→ D	Beki
→ R	Saku
→ B	Bu
close ←↖↗→ R/C	Odorū Daichi
close →↖↗↘↙←→ R/C	Niragu Daichi
←↖↗↘→ B/D	Musebu Daichi
↘↙← R/C	Kujiku Daichi
<b>Desperation Moves</b>	
close →↘↙↘↙←↘↙↘↙←↘↙↘↙← R/C	Ankoku Jigoku Gokuraku Otoshi
close ←↘↙↘↙→↘↙↘↙→↘↙↘↙→ R/C	Araburu Daichi
close ↘↙→↘↙→ R/C	Hoeru Daichi * hold to power up

### Orochi Shermie

close ←/→ C	Bakurai
close ←/→ D	Enrai
→ B	Kourai
←↖↗↘→ R/B/C/D	Mugetsu no Raiun
↘↙← R/C	Yatanagi no Muchi
↘↙← B/D	Shajitsu no Odori
jump ↘↙→ B/D	Raijin no Tsue
<b>Desperation Moves</b>	
↘↙→↘↙→ R/C	Ankoku RaikoKen
↘↙←↘↙→ B/D	Shukumei, Genei, Shinshi

### Orochi Chris

close ←/→ C	Chi no Batsu
close ←/→ D	Ten no Tsumi
→ R	Muyou no Ono
→ B	Jukei no Oni
↘↙→ R/C	Taiyou o Iru Honoo
↘↙← R/C	Kagami o Hofuru Honoo
close ←↖↗↘→ R/C	Shishi o Kamu Honoo
→↘↙ R/C	Tsuki o Tsumu Honoo
<b>Desperation Moves</b>	
↘↙←↘↙→ R/C	Ankoku OrochiNagi



## Special Endings

In addition to the predefined team, if you finish the game using certain character combination you will get a special ending:

- Kyo, Shingo, anyone except Iori and Benimaru
- Kyo, Iori, Kagura
- Kyo, Mai, Billy (only in Japanese arcade version)
- Yuri, King, Mai
- Clark, Ralf, anyone except Leona (no special ending, before the fight with Orochi Leona, they say different things)
- Kyo, Terry, Ryo
- Benimaru, Andy, Robert
- Goro, Joe, Yuri