



The Unofficial SNK Neo Geo Games Encyclopedia of Moves & Codes

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Basic Moves

A	Weak Punch	B	Weak Kick
C	Strong Punch	D	Strong Kick
→→	Dash	←←	Backstep
C+D	Heavy Attack	close ←/→C/D	Throw
↖/↗/↘N	Small Jump	when running ↖	Big Jump
hold ↖/↗/↘	Middle Jump	standing ↖/↗/↘	
when landing A+B	Safe Landing	B+C	Striker Call
when blocking A+B or ←/→A+B	Guard Cancel Emergency Evade * needs 1 Stock	when blocking C+D	Guard Cancel Blow Off * needs 1 Stock
A+B/←A+B	Slide Dodge	Slide Dodge A/B/C/D	Slide Dodge Attack
A+B+C	Counter Mode Activate * needs 3 Stocks	B+C+D	Armor Mode Activate * needs 3 Stocks
(START)	Taunt		

* **Striker System**: strikers can be called at anytime, but you will lose a Strike Bomb every time you call a striker. Once you're out of Strike Bombs, you can't call your striker anymore. You are invincible for the second that you call out the striker.

* **Power Gauge**: when you do a special move or block attacks, your bar fills up. Once it is full, it empties and an icon appears next to indicate a stock. You can build up to three. Stocks do not transfer to the next player.

* **Desperation Moves/Super Desperation Moves (DM/SDM)**: you need 1 Stock to execute a DM. When your energy bar is flashing all DM will be SDM.

Counter Mode

- your attacks do more damage

Armor Mode

- your attacks do more damage
- no block damage from special moves, DM and SDM

- can use DM/SDM as often as you want (depending on red energy bar)
 - can use the Guard Cancel Emergency Evade and Blow Off as often as you want
 You need 3 Stocks for this.

- when you get hit you don' t get the animation and recovery time that you would normally, but you still lose energy
 - you can use the Guard Cancel Emergency Evade and Blow Off as often as you want
 You need 3 Stocks for this.

* Note: both Counter and Armor Modes lasts for quite a while, but once it wears off, your Power Gauge doesn' t reactivate for a while, preventing you from charging stocks

HEROES TEAM

K'

close ←/→ C	Spot Pile
close ←/→ D	Knee Strike
→ R	One Inch
→ B	Knee Assault
↓ ↘ → R / C	Eine Trigger * follow with either: → B Second Shoot → D Second Shell
→ ↓ ↘ R / C	Crow Bite
Crow Bite using C → B / D	Tsuika Kougeki
↓ ↘ ← B / D	Minute Spike * also in air
↓ ↘ → B / D	Blackout
Desperation Moves	
↓ ↘ → ↘ ↓ ↘ ← R / C	Chain Driver
↓ ↘ → ↓ ↘ → R / C	Heat Drive * hold to delay
Striker Move	
Narrow Spike	

Maxima

close ←/→ C	Dynamite Drop
close ←/→ D	Choking Vise
→ R	Mongolian
↘ C	M9 Kata Maxima Missile
↓ ↘ ← R / C	M4 Kata Vapor Cannon
↓ ↘ → R	System 1: Maxima Scramble
System 1 ↓ ↘ → R	Double Bomber
Double Bomber ↓ ↘ → R	Bulldog Press
↓ ↘ → C	System 2: Maxima Scramble
System 2 ↓ ↘ → C	Skull Crush
Skull Crush → B / D	Centoun Press
close ← ↘ ↓ ↘ → B / D	M11 Kata Dangerous Arch
Desperation Moves	
↓ ↘ → ↘ ↓ ↘ ← R / C	Bunker Buster

↖ C	Rising Upper
↓ ↘ ↙ R/C	Burn Knuckle
↓ ↘ ↙ R	Power Wave
↓ ↘ ↙ C	Round Wave
↖ ↗ R/C	Rising Tackle
↓ ↘ ↙ B/D	Crack Shoot
← ↘ ↙ ↘ ↙ B/D	Power Charge
Power Charge → ↓ ↘ ↙ B/D	Power Dunk
→ ↓ ↘ ↙ R/C	Power Drive
→ ↓ ↘ ↙ B/D	Power Shoot
Desperation Moves	
↓ ↘ ↙ ↘ ↙ ↘ ↙ R/C	Power Geyser
↓ ↘ ↙ ↘ ↙ ↘ ↙ B/D	High Angle Geyser
Striker Move	
	Dunk Geyser

Andy Bogard

close ← / → C	Gou Rin Kai
close ← / → D	Kakaekomi Nage
→ B	Jou Agito
↘ R	Age Omote
↓ ↘ ↙ R	Hi Sho Ken
↓ ↘ ↙ C	Geki Hi Sho Ken
→ ↓ ↘ ↙ R/C	Sho Ryu Dan
↖ → R/C	Zan Ei Ken
Zan Ei Ken ↓ ↘ ↙ ↘ ↙ R/C	Shippuu Ou Ken
close ← ↘ ↙ ↘ ↙ ↘ ↙ R/C	Geki Heki Hai Sui Shou
← ↘ ↙ ↘ ↙ B/D	Ku Ha Dan
jump ↓ ↘ ↙ B/D	Genei Shiranui
Genei Shiranui R/C	Genei Shiranui Shimo Agito
Genei Shiranui B/D	Genei Shiranui Uwa Agito
Desperation Moves	
↓ ↘ ↙ ↘ ↙ ↘ ↙ B/D	Cho Reppa Dan
↓ ↘ ↙ ↘ ↙ ↘ ↙ R/C	Hisho Ryusei Ken
Striker Move	
	Shippuu Zan Ei Ken

Joe Higashi

close ← / → C	Hiza Jigoku
close ← / → D	Leg Throw
→ B	Low Kick
↘ B	Slide Kick
← ↘ ↙ ↘ ↙ R/C	Hurricane Upper

→↓↘(B/D)	Tiger Kick
←↘↓↘→(B/D)	Slash Kick
↓↘←(B/D)	Ougon no Kakato
tap (R/C)	BakuRetsu Ken * follow with: ↓↘→(R/C) ↓↘→(B/D)
Desperation Moves	
↓↘→↓↘→(R/C)	Screw Upper
↓↘→↘↓↘←(R/C)	Bakuretsu Hurricane Tiger Kakato
↓↘→↓↘→(B/D)	Shijou Saikyou no Low Kick
Striker Move	
Ora Ora BakuRetsu Ken	

Mai Shiranui

close ←/→ (C)	Shiranui Gou Rin
close ←/→ (D)	Fuusha Kuzushi
jump close ←/↓/→ (C/D)	Yume Zakura
↘ (B)	Benitsuru no Mai
→ (B)	Kuro Tsubame no Mai
jump ↓ (R)	Daiwa Fuusha Otoshi
jump ↓ (B)	Ukihane
jump ↓ (D)	Yusura Ume
↓↘→ (R/C)	KaChoSen
↓↘← (R/C)	RyuEnBu
jump ↓↘← (R/C)	Kuuchuu Musasabi no Mai
↓↑ (R/C)	Chijou Musasabi no Mai * hold (R/C) to attack or follow with: ↓ (R/C) Yusura Ume ↓ (B/D) Ukihane ↓↘← (R/C) Kuuchuu Musasabi no Mai
Chijou Musasabi no Mai close to jumping opponent ↓↘← (B/D)	Toki Tsubute
←↘↓↘→ (B/D)	Hissatsu Shinobibachi
↓↘← (B/D)	Sachiyo Dori
Desperation Moves	
↓↘←↘↓↘→ (B/D)	Chou Hissatsu Shinobibachi
↓↘←↓↘← (R/C)	Houou no Mai
↓↘→↓↘→ (R/C)	Sui Chou no Mai
Striker Move	
Sakura Fubuki	

ART OF FIGHTING TEAM

Ryo Sakazaki

close ←/→ (C)	Tani Otoshi
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close ←/→ D	Tomoe Nage
→ A	Hyouchuu Wari
→ B	Joudan Uke
↘ B	Gedan Uke
↓ ↘ → A / C	Ko Ou Ken
→ ↓ ↘ A / C	Ko Hou
→ ↘ ↓ ↘ ← B / D	HienShippuKyaku
→ ← → A / C	ZanRetsuKen
↓ ↘ ← A / C	Ko Hou Shippuu Ken
↓ ↘ → B / D	Mou Ko Rai Jin Setsu
Desperation Moves	
→ ← ↘ ↓ ↘ → A / C	HaohShokohKen
↓ ↘ → ↘ ↓ ↘ ← A / C	RyuKo Ranbu
↓ ↘ → ↓ ↘ → A / C	Tenchi HaohKen
Striker Move	
	Kuuchuu Ko Ou Ken

Robert Garcia

close ←/→ C	Ryuuchou Kyaku
close ←/→ D	Kubukiri Nage
↘ B	Nidan Sokutou Geri
←/→ B	Ryuu Han Shuu
←/→ A	Kou Ryuu Go Kya Geri
← → A / C	Ryuu Geki Ken
↓ ↑ A / C	Su Jin Ranbu Kyaku
← → B / D	HienShippuKyaku
jump ↘ B / D	Hien Ryuu Jin Kyaku
↓ ↑ B / D	RyuuZan Shou
Desperation Moves	
→ ← ↘ ↓ ↘ → A / C	HaohShokohKen
↓ ↘ → ↘ ↓ ↘ ← A / C	RyuKo Ranbu
↓ ↘ ← ↘ ↓ ↘ → B / D	Muei Shippuu JuudanKyaku
Striker Move	
	RyuKo Ranbu

Yuri Sakazaki

close ←/→ C	Oni Harite
close ←/→ D	Sairento Nage
jump close ←/↓/→ C / D	Tsubame Otoshi
→ B B	Senkai Kyaku
→ A	En Yoku
↓ ↘ → A / C	Ko Ou Ken * hold and it will become HaohShokohKen

↓↘→(B)/(D)	Rai Koh Ken
→↘↓↘↙↘↙(B)/(D)	HyakuRetsu Binta
↓↘↙(B)/(D)	HienSenpuuKyaku
→↓↘(R)/(G)	Kuu Ga
Kuu Ga using (C) →↓↘(R)/(G)	Ura Kuu Ga
↓↘↙(R)/(G)	HienSenpuuKen * hold to power up
Desperation Moves	
↓↘→↘↓↘↙(B)/(D)	Hien Houou Kyaku
↓↘→↓↘↙(R)/(G)	Mekki Zan Kuu Ga
↓↘→↓↘↙(B)/(D)	Hi En Upper
Striker Move	
	HienRekkou

Takuma Sakazaki

close ←/→(C)	Ibbon Seoi Nage
close ←/→(D)	Oosotogari
→(R)	Oniguruma
←(R)	Hisha Otoshi
→(B)	Kawara Wari
↘(B)	Keima Uchi
↓↘(R)/(G)	Sanchin no Kata * hold to increase power gauge
↓↘→(R)/(G)	Ko Ou Ken
↘→(B)/(D)	HienShippuKyaku
→↔→(R)/(G)	ZanRetsuKen
↓↘↙(R)/(G)	Mou Ko Murai Gan
→↘↓↘↙(B)/(D)	Shou Ran Kyaku
Desperation Moves	
→↔↘↓↘↙(R)/(G)	HaohShikohKen
↓↘→↘↓↘↙(R)/(G)	RyuKo Ranbu
close ↓↘→↓↘↙(R)/(G)	Shin Kishin Geki
Striker Move	
	HaohShikohKen

IKARI TEAM

Leona

close ←/→(C)	Leona Crush
close ←/→(D)	Ordeal Buckler
jump close ←/↓↘↙(C)/(D)	Heidern Inferno
←/→(B)	Strike Arc
↓↘↙(R)/(G)	Moon Slasher
←→(B)/(D)	Ground Saber

Ground Saber using D → D	Gliding Buster
jump ↓ ↘ ↙ ← R/C	X Caliber
← → R/C	Baltic Launcher
↓ ↘ ↙ B/D	Earring Bakudan
← ↓ ↘ B/D	Heart Attack
Heart Attack ← ↓ ↘ B/D	Explosion
Desperation Moves	
jump ↓ ↘ ↙ ↘ ↙ ↘ ↙ ← R/C	V-Slasher
↓ ↘ ↙ ↘ ↙ ↘ → B/D	Rebel Spark
↓ ↘ ↙ ↘ ↙ ↘ → R/C	Grateful Dead
Striker Move	
Killer Touch	

Ralf Jones

close ← / → C	Dynamite Head Butt
close ← / → D	Northern Light Bomb
← → R/C	Gatling Attack
close ← ↘ ↓ ↘ → B/D	Super Argentine Back Breaker
tap R/C	Vulcan Punch * can move ← / →
hold B/D for 5 seconds	Ralf Kick
→ ↘ ↓ ↘ ← B/D	Ralf Tackle
↓ ↘ ↙ R/C	Kyukoka Bakudan Punch
jump ↓ ↘ ↙ R/C	Kuuchuu Kyukoka Bakudan Punch
Desperation Moves	
↓ ↘ ↙ ↘ ↙ ↘ ← R/C	BariBari Vulcan Punch
↓ ↘ ↙ ↘ ↙ ↘ → B/D	Umanori Vulcan Punch
↓ ↘ ↙ ↘ ↙ ↘ → R/C	Galactica Phantom
Striker Move	
Galactica Phantom	

Clark Steel

close ← / → C	Nageppanashi German
close ← / → D	Fisherman Buster
jump close ← / ↓ / → C/D	Death Lake Drive
→ B	Stomping
← → R/C	Gatling Attack
→ ↓ ↘ R/C	Napalm Stretch
→ ↓ ↘ B/D	Frankensteiner
← ↘ ↓ ↘ → B/D	Super Argentine Back Breaker
← ↘ ↓ ↘ → R/C	Mount Tackle * follow with: ↓ ↓ B/D Rolling Cradler

	↓↓↓ R Clark Lift ↓↓↓ C Super Lift
Napalm Stretch / Frankensteiner / Super Argentine Back Breaker / Super Lift ↓↘↙/↓↘↙ R/C	Flashing Elbow
Desperation Moves	
close→↘↙↓↘↙↘↙↓↘↙↘↙↓↘↙ R/C	Ultra Argentine Back Breaker
←↘↙↓↘↙↘↙↓↘↙↘↙↓↘↙ B/D	Running Three
	Striker Move
	Flashing Launcher

Whip

close←/→ C/D	Zed
→ R x5	Whip Shot
←↘↙↓↘↙↘↙↓↘↙↘↙↓↘↙ R/C	Boomerang Shoot "Code: SC"
→↘↙↓↘↙↘↙↓↘↙↘↙↓↘↙ R/B/C/D	Assassin Strike "Code: BB"
→↘↙↓↘↙↘↙↓↘↙ R	Strings Shot Type A "Code: Yuuetsu" * hold to delay
→↘↙↓↘↙↘↙↓↘↙ B	Strings Shot Type B "Code: Chikara" * hold to delay
→↘↙↓↘↙↘↙↓↘↙ C	Strings Shot Type C "Code: Shouri" * hold to delay
while delaying Strings Shot D	Strings Shot Type D "Code: Ame"
jump↓↘↙← R/C	Hook Shot "Code: Kaze"
←↘↙tap R/C	Desert Eagle Shot
Desperation Moves	
↓↘↙↘↙↓↘↙↘↙↓↘↙↘↙↓↘↙ R/C	Sonic Slaughter "Code: KW"
	Striker Move
	Valkyrie Shot

PSYCHO SOLDIERS TEAM

Athena Asamiya

close←/→ C	Bit Throw
close←/→ D	Psychic Throw
jump close←/↓↘↙↘↙↓↘↙↘↙↓↘↙ C/D	Psychic Shoot
→ B	Renkan Tai
jump↓↘↙ B	Phoenix Bomb
→↘↙↓↘↙↘↙↓↘↙↘↙↓↘↙ R/C	Psycho Sword * also in air
↓↘↙← R/C	Psycho Ball Attack
jump↓↘↙← B/D	Phoenix Arrow
↓↘↙← B/D	Psycho Reflector
←↘↙↓↘↙↘↙↓↘↙↘↙↓↘↙ R/C	Psycho Shoot
↓↘↙→ B/D	Psycho Teleport
Desperation Moves	
jump↓↘↙↘↙↓↘↙↘↙↓↘↙↘↙↓↘↙ B/D	Phoenix Fang Arrow

	Shining Crystal Bit * also in air * R+B+C+D to cancels
Shining Crystal Bit	Crystal Shoot * hold to delay
Striker Move	
Shining Crystal Bit	

Kensou Sie

close	Hakkei
close	Tomoe Nage
	Ko Bokute
	Gosen Tai
	SenShippo
	Sen Kyuu Tai
	RyuuRenGa Chi Ryuu
	RyuuRenGa Ten Ryuu
	Ryuu Gaku Sai
jump	Ryuu Sou Geki
	Ryuu Renda
Desperation Moves	
	Shin Ryuu Seiou Rekkyaku
	Shin Ryuu Tenbu Kyaku
	Sen Ki Hakkei
Striker Move	
Niku Man O Kuu	

Chin Gentsai

close	Gou Inshu
close	Gyaku Ashi Nage
	Sui Ho Hyoutan Shuu
	Hyoutan Geki
	Ryuu Rin Hou Rai
	Kaiten Teki Kuu Totsu Ken
	Suikan Kan Ou * R+B+C+D to cancel
Suikan Kan Ou	Chou Shuu Riku Gyo
Suikan Kan Ou	Kaiten Teki Kuu Totsu Ken
	Bougetsu Sui * R+B+C+D to cancel
Bougetsu Sui	Ryuu Ja Hanhou
Bougetsu Sui	Chou Shuu Riku Gyo
Bougetsu Sui	Kaiten Teki Kuu Totsu Ken
	Suihai Kou

Suihai Kou ↓↘→(R)/(C)	Funen Kou
Suihai Kou →↓↘(R)/(C)	Gouen Shourai Kai
Desperation Moves	
↓↘→↓↘→(R)/(C)	Gou Ran Enpou
↓↘→↘↓↘←(R)/(C)	Gou En Shourai
Striker Move	
Hou Rai Rakuen	

Bao

close ←/→(C)	Genei Tougi
close ←/→(D)	Critical Throw
jump ↓(R)	Soushou
jump ↓(B)	Hikida
→(R)	Kakugi
→(B)	Senheki Shuu
↘(B)	Senshou Shuu
↘(D)	Rikotsu Shuu
↓↘↘(R)	Psycho Ball Attack - Front
↓↘→(R)	Psycho Ball Attack - Raise
↓↘↘(B)	Psycho Ball Attack - Reflect
↓↘→(B)	Psycho Ball Attack - Bound
jump ↓↘↘(R)	Psycho Ball Attack - Air Front
jump ↓↘→(B)	Psycho Ball Attack - Air Bound
↓↘↘(C)	Psycho Ball Crash - Front
↓↘→(C)	Psycho Ball Crash - Raise
↓↘↘(D)	Psycho Ball Crash - Reflect
↓↘→(D)	Psycho Ball Crash - Bound
jump ↓↘↘(C)	Psycho Ball Crash - Air Front
jump ↓↘→(D)	Psycho Ball Crash - Air Bound
Desperation Moves	
↓↘↘↓↘↘(R)/(C)	Psycho Ball Attack - Max
←↘↓↘→↘↘↓↘↘(B)/(D)	Psycho Ball Attack - DX
↓↘↘↓↘↘(B)/(D)	Psycho Ball Attack - SP
Striker Move	
Psycho Ball Attack - Max	

WOMEN' S FIGHTING TEAM

King

close ←/→(C)	Hold Rush
close ←/→(D)	Hook Buster
↘(D)	Slide Kick
→(B)	Trap Kick

↓↘→B	Venom Strike
↓↘→D	Double Strike
→↓↘R/C	Surprise Rose
→↓↘B/D	Trap Shot
close←↘↓↘→R/C	Mirage Dance
→↘↓↘←B/D	Tornado Kick
→↘↓↘←R/C	Mirage Kick
Desperation Moves	
↓↘←↘↘←B/D	Silent Flash
↓↘→↘↓↘←B/D	Illusion Dance
Striker Move	
Trap Rush	

Blue Mary

close←/→C	Victory Nage
close←/→D	Head Throw
←/→R	Hammer Arc
←/→B	Double Rolling
↘B	Climbing Arrow
↓↘→R/C	Spin Fall
Spin Fall ↓↘→R/C	M. Spider
←→B/D	Straight Slice
Straight Slice ↓↘→B/D	M. Crab Clutch
↓↘←R/C	Real Counter * follow with: ←↘↓↘→R/C Backdrop Real ←↘↓↘→B/D Head Crush
→↓↘B/D	Vertical Arrow
Vertical Arrow →↓↘B/D	M. Snatcher
↓↘←B	M. Reverse Facelock
↓↘←D	M. Headbuster
Desperation Moves	
↓↘→↘↓↘←R/C	M. Splash Rose
↓↘→↓↘→B/D	M. Dynamite Swing
close→↘↓↘←→↘↓↘←B/D	M. Typhoon
Striker Move	
Rapid Spider	

Kasumi Todoh

close←/→C	Maki Age
close←/→D	Aiki Nage
→R	Hiji Ate
↓↘→R/C	Kasane Ate
←↘↓↘→B	Messhin Mutoh

←↓↘↙→D	Sassho Inshuu
↓↘↙B/D	HakuZanToh
close→↘↓↙↘↙R/C	TatsumakiSouda
↓↘↙R/Cx3	Senkou Sagashi
Desperation Moves	
↓↘→↓↘→R/C	Cho Kasane Ate
↓↘→↘↓↙↘↙R/C	AtemiNage
Striker Move	
	Katsu

Li Xiangfei

close←/→C	Kadoma
close←/→D	Ryokuchi Kouen
→R	Sou Shouda
→B	Kyuupo: Gosentai
↘D	Fukupu: Gosentai
→↓↘B/D	Ten Poh Zan
↓↘→R/C	Nanpa
↓↘→B	Zen Chu-oh
Zen Chu-oh ↓↘↘→B	Zen Chu-oh Kanku
↓↘→D	Zen Chu-oh Shin Saiha
↓↘↙R/C	Counter
→↘↓↙↘↙R/C	Throw
Desperation Moves	
↓↘→↘↓↙↘↙B/D	Taitetsujin
close→↘↓↙↘↙↘↙↓↙↘↙R/C	Majinga
↓↘→↓↘→R/C	Chou Pairon
Striker Move	
	Dai Kokuchou

KOREA TEAM

Kim Kaphwan

close←/→C	Kubi Kiwame Otoshi
close←/→D	Sakkyaku Nage
→R	Kuuren Geki
→B	Neri Chagi
↓↘B/D	Haki Kyaku
←→B/D	Ryuusei Raku
↓↘B/D	Hi En Zan
Hi En Zan using D	Ten Sou Zan
↓D	Ten Sou Zan
↓↘↙B/D	Han Getsu Zan
jump ↓↘→B/D	Hishou Kyaku

Desperation Moves	
↓ ↘ ↙ ↘ ↙ B / D	Houou Kyaku * also in air
↓ ↘ ↙ ↘ ↙ B / D	Houou Hiten Kyaku
Striker Move	
Hishou Kyaku	

Chang Koehan

close ← / → C	Hagan Geki
close ← / → D	Kusari Jime
↘ A	Hiki Nige
tap R / C	Tekkyu Dai Kaiten
← → R / C	Tekkyu Funsai Geki
← ↘ ↙ ↘ ↙ B / D	Tekkyu Taiko Uchi
close → ↘ ↙ ↘ ↙ ↘ ↙ R / C	Dai Hakai Nage
Desperation Moves	
↓ ↘ ↙ ↘ ↙ ↘ ↙ R / C	Tekkyu Dai Bousou
↓ ↘ ↙ ↘ ↙ ↘ ↙ B / D	Tekkyu Dai Assatsu
↓ ↘ ↙ ↘ ↙ ↘ ↙ R / C	Tekkyu Dai Bousatsu
Striker Move	
Tekkyu Dai Kourin	

Choi Bounge

close ← / → C	Zujou Sashi
close ← / → D	Geketsu Tsuki
← / → B	Toorima Geri
← / → A	Mukuro Tsuki
↑ ↘ R / C	Tatsumaki Shippuu Zan
← → R / C	Shissou Hishou Zan
↓ ↘ ↙ R / C	Kaiten Hi En Zan
Shissou Hishou Zan any direction R / B / C / D	Houkou Ten Kan * can be done twice
↓ ↘ B / D	Hishou Kuu Retsu Zan
jump ↓ ↘ ↙ B / D	Hishou Kyaku
Desperation Moves	
↓ ↘ ↙ ↘ ↙ ↘ ↙ B / D	Houou Kyaku
↓ ↘ ↙ ↘ ↙ ↘ ↙ ↘ ↙ R / C	Shin! Chouzetsu Tatsumaki Shinkuu Zan * can move ← / →
jump ↓ ↘ ↙ ↘ ↙ ↘ ↙ R / C	Shin! Chouzetsu RinKaiten Toppa
Striker Move	
Chouhatsu Zanmai	

Jhun Hoon

close ← / → C	Handou Geki
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close ←/→ D	Kaisen Kaze
jump ↓ B	Ryuurou Shuu
→ B	Ryouko Geki * hold for Ryouko Jin
↓ ↘ ↙ R / C	Haiki Jin * hold for Soshuu Jin
↓ ↘ ↙ B / D	Han Getsu Zan * hold B for Ryouko Jin
↓ ↗ ↘ R / C	Kuu Sa Jin * hold for Soshuu Jin
↓ ↓ hold R	Soshuu Jin * follow with: ↑ C Juzuma Kyaku: Joudan ↓ C Juzuma Kyaku: Chuudan ← D Taikyoku Ha → B Kirikae Dousa: Omote - Ura ←/→ hold B Kirikae Kougeki * hold B change to Ryouko Jin
↓ ↓ hold B	Ryouko Jin * follow with: ↑ C Hiko Geki: Ue ↓ C Shuuko Geki: Shimo ← C Mouko Geki: Naka ← D Taikyoku Hi → R Kirikae Dousa: Ura - Omote ←/→ hold R Kirikae Kougeki * hold R change to Soshuu Jin
Desperation Moves	
jump ↓ ↘ ↙ → ↓ ↘ ↙ → B / D	Houou Tenbu Kyaku
↓ ↘ ↙ → ↓ ↘ ↙ → B / D	Houou Ressou Kyaku
Striker Move	
Fukuko Shuugeki	

TEAM EDIT CHARACTERS

Kyo - 1

close ←/→ C	Hatsu Gane
close ←/→ D	Issetsu Seoi Nage
→ R	Kurogami
→ B	Arashin
when opponent is on floor ↘ C	Ge Shiki Migiri Ugachi
↓ ↘ ↙ → R / C	108 Shiki Yami Barai
→ ↓ ↘ B / D	101 Shiki OboroGuruma
↓ ↘ ↙ → B B / D D	75 Shiki Kai
↓ ↘ ↙ → R / C	910 Shiki Nue Tumi
Desperation Moves	
↓ ↘ ↙ → ↓ ↘ ↙ → R / C	Ura 108 Shiki OrochiNagi * hold to delay
Striker Move	

75 Shiki Kai

Kyo - 2

close ← / → C	Hatsu Gane
close ← / → D	Issetsu Seoi Nage
jump ↓ C	Ge Shiki Naraku Otoshi
→ B	Ge Shiki Gou Fu You
↓ ↘ → R	114 Shiki Ara Kami
114 Shiki Ara Kami ↓ ↘ → R / C	128 Shiki Kono Kizu
114 Shiki Ara Kami → ↘ ↓ ↙ ← R / C	127 Shiki Yano Sabi
128 Shiki Kono Kizu / 127 Shiki Yano Sabi R / C	Ge Shiki Migiri Ugachi
128 Shiki Kono Kizu / 127 Shiki Yano Sabi B / D	125 Shiki Nana Se
↓ ↘ → C	115 Shiki Doku Kami
115 Shiki Doku Kami → ↘ ↓ ↙ ← R / C	401 Shiki Tumi Yomi
401 Shiki Tumi Yomi → R / C	402 Shiki Batu Yomi
← ↓ ↘ B / D	707 KomaHoFuri
→ ↓ ↘ R / C	100 Shiki Oni Yaki
→ ↘ ↓ ↙ ← B / D	202 Shiki Koto Tsuki You
Desperation Moves	
↓ ↘ → ↓ ↘ → R / C	Saishuu Kessen Ougi "Mu Shiki"
Striker Move	
75 Shiki Kai	