



The Unofficial SNK Neo Geo Games Encyclopedia of Moves & Codes

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RAGNAGARD

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General Moves

H	Light Punch	C	Heavy Punch
B	Light Kick	D	Heavy Kick
→→	Dash	close → C/D	Throw forward
←←	Backstep	close ← C/D	Throw backward
→ B+C	Blow away attack	↑ ↗ → R/B	Cushion Throw
R+B+C	Energy Charge	any direction R+B	Jump Attack (in air)
B+C+D			

* **Super Power Move** can be performed if you have an Energy Item, which can be collected by fully charging the Energy Bar. Note that each character has 2 Natures. There is a total of 4 Natures in this game: Fire, Lightning, Water and Wind. Except the Potential Power Moves, all the moves including the Super Power Moves have a specific Nature. When doing Super Power Moves, you need to have the correct Energy Item. The symbols for the 4 Natures are:

F = Fire (indicated with **!F**)

C = Lightning (indicated with **!C**)

W = Water (indicated with **!W**)

B = Wind (indicated with **!B**)

* **Potential Power Moves** can be performed if you have 3 Energy Items and low life energy

Susano

→ ↓ ↘ R/C	Koku Ryu Sai !F
↓ ↘ → R/C	Ryuu Ga Hou !C
↓ ↘ → ↓ ↘ → R/C	Ryuu Hare Ba !C
← ↓ ↘ B/D	Ryuu Ga Raku Kyaku !C
Super Power Move	
↓ ↘ → ↓ ↘ → R+B	Rai Geki Rin !C
R+B+C → ↘ ↓ ↘ ← R B C D R B C	Nana Garera Orochi Nagi !F
Potential Power Move	
↓ ↘ → ← ↘ ↓ C+D	Sou Mei Fuu Rai Ken

Benten

→ ↓ ↘ R/C	Ryuu Sei Zan !B
jump close ↓ ↘ ← B/D	Sou Rai Raku !C
jump close ↓ ↘ → B/D	Sou Rai Geki !C

Super Power Move	
↓↘↙↘↙↘↙↘↙↘ R+B	Seki Ryuu Sou Ken !C
↓↘↙↘↙↘↙↘↙↘ B+C	Sen Kuu Hou Ou Yoku !B
Potential Power Move	
↔↔↔↔↔↔↔↔↔↔ R+B	Shin Kuu Ren Zan

Chi Chi - Ne Ne	
R+B+C+D	Re Ka E * exchange character
close ↓↘↙↘↙↘↙↘↙↘ C	Kururin Ko
↔↔↔↔↔↔↔↔↔↔ R/G	Rai Jin Ken !C * Chi Chi's move
↓↘↙↘↙↘↙↘↙↘ B/D	Fuu Jin Kyaku !B * Ne Ne's move
↔↔↔↔↔↔↔↔↔↔ R/G	Mane Mane Attack !C !B
↔↔↔↔↔↔↔↔↔↔ R/G	Ton De Ke Punch !C !B
Super Power Move	
↓↘↙↘↙↘↙↘↙↘↙↘ D	Boko Boko Drop !B
↔↔↔↔↔↔↔↔↔↔ R+B	Biri Biri Cannon !C
Potential Power Move	
↔↔↔↔↔↔↔↔↔↔ R+B+C+D	Ten Sei Fuu Rai Jin

Gokuu	
↓↘↙↘↙↘↙↘↙↘ R/G	En Satsu Kon !F
↔↔↔↔↔↔↔↔↔↔ B/D	Sou Shin Ni Ki Kyaku !B
↓↘↙↘↙↘↙↘↙↘ R/G	San Ren Kon !F
Super Power Move	
↔↔↔↔↔↔↔↔↔↔ R+B	Ren Sen Kon !B
↓↘↙↘↙↘↙↘↙↘ B+C	En Jin no Kei !F
Potential Power Move	
↔↔↔↔↔↔↔↔↔↔ R+B+C	En Bou Jutsu

Binten	
↔↔↔↔↔↔↔↔↔↔ R	Juu Baku Kin !W
jump ↓↘↙↘↙↘↙↘↙↘ R/B/C	Sai Nen Dan !B
↓↘↙↘↙↘↙↘↙↘ D	You Sen Nen Ja !W
Super Power Move	
Juu Baku Kin ↓↘↙↘↙↘↙↘↙↘↙↘ G+D	Juu Baku Ten Hyou !W
↔↔↔↔↔↔↔↔↔↔ B+C	Pun Jin Otoshi !B
Potential Power Move	
↔↔↔↔↔↔↔↔↔↔ R+B+C+D	Hachi Mon Nen Ki Jin

Syuten-Dozi	
↓↘↙↘↙↘↙↘↙↘ B/D	Oni Hone Kuda Ki !F

→↑R/C	Kon Gou Haji Ki !F
close ↓↘↙↘↙ R/C	Daku Ryu Nada !W
→↘↙↘↙ R/C	Oni Kobushi !F
Super Power Move	
←↘↙↘↙↘↙ R+B	Gou En Shu !F
close ←↘↙↘↙ C ↓↘↙↘↙ B+C	Ji Goku Naga Shi !W
Potential Power Move	
→↘↙↘↙↘↙ R+B tap C	Rei Shuu Ki Jin Yado Ri

Seena

←↘↙ R/C	Two Launcher !W
←↘↙ B/D	Tail Whip !B
↓↑B/D	Dolphin Roll !B
↓↘↙↘↙↘↙ B	Aqua Bell !W
Super Power Move	
←↘↙↘↙↘↙ R+B	Bubble Spike !B
↓↘↙↘↙ R+B+C	Crystal Splash !W
Potential Power Move	
↓←↘↙ B+C	Two Mind Storm

Igret

←↘↙↘↙ R/C	Soul Slash !C
←↘↙ B/D	Ripper Haaken !F
↓↑B/D	Bramble Ring !F
Super Power Move	
←↘↙↘↙↘↙ R+B	Trap Edge !C
←↘↙↘↙↘↙ B+C	Vigor Remove !F
Potential Power Move	
jump ↑↘↙↘↙↘↙↘↙ R+B	Hell Inhabitant