



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

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



### [moves]

[Terry Bogard](#) [Andy Bogard](#) [Joe Higashi](#) [Franco Bash](#) [Mai Shiranui](#) [Bob Wilson](#)  
[Billy Kane](#) [Hon Fu](#) [Ryuji Yamazaki](#) [Sokaku Mochizuki](#) [Blue Mary](#) [Kim Kaphwan](#)  
[Jin ChonRei](#) [Jin ChonShu](#) [Duck King](#) [Geese Howard](#)

### General Moves

<b>R</b>	Punch		
<b>B</b>	Kick	<b>D</b>	Oversway to background/foreground if crouching * hit opponent who is overswaying * roll to background/foreground when getting up
<b>C</b>	Powerful Attack		
jump ←	Air Defense	jump, hold <b>D</b>	turn your character around to face the other way * can also press an attack button whilst holding the <b>D</b> button
far <b>N</b> <b>C</b>	Taunt * can be cancelled at any time	↖/↗/↘/↙	Short Jump
←←	Hop Back * also dodge projectiles	→→	Dash * can also dash jump
↘	Crawl forward	↘	Offensive Crouch

\* If you are in the middle plane and your opponent is in the background or foreground, you can:  
press **D** to hit them high & bring them back to the middle plane  
press ↓ **D** to hit them low & bring them back to the middle plane

\* If you are in another plane and your opponent is in the middle plane, you can  
press **R**/**B** to hit them and return yourself to the middle plane  
press **C** to hit them into the opposite plane whilst you return to the middle plane (Joe Higashi and Hon Fu will knock the opponent down without knocking them into the opposite plane)

\* **IBG** means that move knocks opponent into Background plane  
\* **IFG** means that move knocks opponent into Foreground plane

\* **Fake Moves:** (the start animation of a Deadly Attack) require only a direction and button press of **R**+**B** for a Deadly Attack, or **B**+**C** for a Ultra or Hidden Power Attack. The fakes are shown in each character's move section with their normal moves

\* **Dodge Attack:** when blocking an opponent's attack, press → **R**

\* **Guard Cancel:** during an attack, all characters can use powerful Guard Cancel techniques to break the enemy guard

(indicated with **IGC**). The Guard Cancel move can only be done when the Power Gauge is flashing.

\* **Blocking**: once you have started blocking an opponents attack (combo or special moves), you do not have to keep holding the joystick in the block position. Your character will successfully block the remainder of the attacks if you blocked the first hit. This makes Guard Cancel Attacks a little easier to perform

\* **Recovery Attacks**: some characters can perform a special kind of attack whilst they are getting up off the ground (after being thrown/combo' d etc). When executing the move, before standing, your character will perform their attack on an unsuspecting hovering opponent!

\* **Pursue Attacks**: some characters can perform follow-up attacks on an opponent who has been knocked down by a combo, throw or Special Move.

\* **Ultra Deadly Attack (S.POWER)**: only possible when your character' s energy bar is flashing **or** the Power Gauge is full or flashing (can also be done if both are flashing instead of the P.POWER move)

\* **Hidden Power Attack (P.POWER)**: only possible when your character' s energy bar is flashing **and** the Power gauge is full or flashing

## Terry Bogard

Holds/Throws		Recovery Attack
→ <b>C</b>	Buster Throw	* none
Other Moves		Pursue Attack
↖ <b>R</b>	Rising Upper	* none
→ <b>B</b>	Spinning Kick <b>!BG</b>	
dash → <b>C</b>	Charging Kick	
Deadly Attacks		Fake Moves
↓ ↖ ↙ <b>R/C</b>	Burn Knuckle	→ <b>R+B</b>
↓ ↘ ↗ <b>R</b>	Power Wave	↓ <b>R+B</b>
↓ ↘ ↗ <b>C</b>	Round Wave * hits in all 3 planes	↓ <b>R+B</b>
→ ↓ ↘ <b>B</b>	Power Dunk <b>!GC</b>	
↓ ↖ ↙ <b>B</b>	Crack Shoot	
↓ ↖ <b>R</b>	Rising Tackle	
↓ ↘ ↗ <b>D</b>	Passing Sway * Terry himself will move to the background	
Ultra Deadly Attack (S. POWER)		
↓ ↖ ↙ ↘ ↗ <b>B+C</b>	Power Geyser * hits in all 3 planes	↓ <b>B+C</b>
Hidden Power Attack (P. POWER)		
↓ ↖ ↙ ↘ ↗ <b>C</b>	Triple Geyser * hits in all 3 planes	↓ <b>B+C</b>

## Andy Bogard

Holds/Throws		Recovery Attack
→ <b>C</b>	Shoulder Throw	* none
in air above opponent ↓ ↓ <b>C</b>	Shiranui KumoKarami	
Other Moves		Pursue Attack
↖ <b>R</b>	Upper Palm	↓ <b>C</b> Dart Throw
→ <b>B</b>	Rolling Kick	
Deadly Attacks		Fake Moves
↖ ↗ <b>R/C</b>	Zan Ei Ken	→ <b>R+B</b>
Zan Ei Ken ↖ ↗ <b>C</b>	Shippuu Uraken	

↘↘↘↘ <b>B</b>	Yami AbiseGeri	
↘↘↘↘ <b>C</b>	Sho Ryu Dan <b>IGC</b>	
jump ↘↘↘↘ <b>D</b>	Genei Shiranui <b>IFG</b>	
↘↘↘↘ <b>B</b>	Ku Ha Dan	
↘↘↘↘ <b>R</b>	Hi Sho Ken	↓ <b>R+B</b>
↘↘↘↘ <b>C</b>	Geki Hi Sho Ken * hits in all 3 planes	↓ <b>R+B</b>
↘↘↘↘ <b>D</b>	Shippuu Tatsumaki Geri * Andy himself will move to the background	
<b>Ultra Deadly Attack (S. POWER)</b>		
↓↘↘↘ <b>B+C</b>	Cho Reppa Dan	↓ <b>B+C</b>
<b>Hidden Power Attack (P. POWER)</b>		
↘↘↘↘ <b>C</b>	Zan Ei Reppa	

## Joe Higashi

Holds/Throws		Recovery Attack
↘ <b>C</b>	Knee-kick Combo	* none
↘ <b>C</b>	Knee Bash	
Other Moves		Pursue Attack
↘ <b>R</b>	High Elbow	* none
↘ <b>B</b>	Slide Kick	
← <b>R</b>	Uppercut	
← <b>B</b>	Roundhouse Kick <b>IFG</b>	
Deadly Attacks		Fake Moves
↘↘ <b>B/C</b>	Slash Kick	↘ <b>R+B</b>
↓↘↘ <b>B</b>	Ougon no Kakato	
↘↘↘ <b>B</b>	Tiger Kick <b>IGC</b>	← <b>R+B</b>
↓↘↘ <b>D</b>	Pressure Knee * Joe himself will move to the foreground	
tap <b>R</b>	BakuRetsu Ken	
BakuRetsu Ken ↓↘↘ <b>R</b>	BajuRetsu Hook	
←↘↘↘↘ <b>R/C</b>	BakuRetsu Hurricane * <b>C</b> hits in all 3 planes	↓ <b>R+B</b>
<b>Ultra Deadly Attack (S. POWER)</b>		
↘↘↘↘ <b>B+C</b>	Screw Upper	↓ <b>B+C</b>
<b>Hidden Power Attack (P. POWER)</b>		
↘↘↘↘ <b>C</b>	Slide Screw	↓ <b>B+C</b>

## Franco Bash

Holds/Throws		Recovery Attack
↘ <b>C</b>	Elbow Bash	tap <b>C</b> Power Uppercut
Other Moves		Pursue Attack
↘ <b>B</b>	Roundhouse Kick <b>IFG</b> * follow with <b>D</b> to air-juggle opponent	* none
dash <b>C</b>	Step Axe	

Deadly Attacks		Fake Moves
↓↘↙←R/C	Double Kong * use C version for !GC	
↓↘↘B	Power Bicycle !FG * also hits in background plane * follow with D to air-juggle opponent	
↓↘↘R	Meteo Shot	↓R+B
↘↘C	Meteo Tackle	
Meteo Tackle ↘↘C	Meteo Back Blow	
←↘↘↘D	Waving Blow * hits in all 3 planes	
Waving Blow ←↘↘↘D	Double Waving Blow	
←↘B	Waving Step * not an attack * goes through any projectile/opponent	
Waving Step ←↘B	Quick Step	
Waving Step →↘B		
Ultra Deadly Attack (S. POWER)		
↓↘↘↘↘B+C	Final Omega Shot	
Hidden Power Attack (P. POWER)		
close →↘↘↘↘C	Armageddon Buster * follow with any of the following moves (up to 3 times): ↓↘↘R Hook ↓↘↘B High Kick ↓↘↘R Straight then the following (once only): ↓↘↘B Back Finish ↓↘↘C Tackle →↘↘R/B/C Upperhigh Kick/Reverse High Kick/Bicycle then the following is the Final Omega Buster move: ↓↘↘C Omega Shot	

## Mai Shiranui

Holds/Throws		Recovery Attack
→C	Leg Flip	tap C Double Kick
↓C	Air Throw	
Other Moves		Pursue Attack
←R	Ryu no Mai !BG	* none
→B	Thrust Kick	
Deadly Attacks		Fake Moves
↓↘↘R	KaChoSen	↓R+B
↓↘↘C	Midare KaChoSen * hits in all 3 planes	
↓↘↘R	RyuEnBu !GC	←R+B
↓↘C	Kagero no Mai	
←↘↘↘C	Hissatsu Shinobibachi	
jump ↓R+B	Musasabi no Mai	
jump ↓↘↘D	Genei Shiranui !FG	

<b>Ultra Deadly Attack (S. POWER)</b>	
→→→ <b>B+C</b>	Cho Hissatsu Shinobibachi
<b>Hidden Power Attack (P. POWER)</b>	
→→→ <b>C</b>	Leotard Shinobibachi

Bob Wilson	
Holds/Throws	Recovery Attack
→ <b>C</b>	Falcon
tap <sup>2</sup> <b>C</b>	Somersault Kick
Other Moves	Pursue Attack
↖ <b>R</b>	Thrust Kick
→ <b>R</b>	Shoulder Charge
jump ↓ <b>B</b>	Double Kick
↗ <b>C</b>	Leg Drop
↖↖ <b>C</b>	Hornet Attack
Deadly Attacks	Fake Moves
↓↖↖ <b>B/C</b>	Rolling Turtle * can move ←/→ during <b>C</b> version
↓↖↖ <b>B/C</b>	Bison Horn
↖↖ <b>B</b>	Wild Wolf
→↖↖ <b>B</b>	Monkey Dance <b>!GC</b>
Ultra Deadly Attack (S. POWER)	
→↖↖↖↖↖↖↖ <b>B+C</b>	Dangerous Wolf
↓ <b>B+C</b>	
Hidden Power Attack (P. POWER)	
↓↖↖↖↖↖↖ <b>C</b>	Mad Spin Wolf
Mad Spin Wolf, tap <sup>2</sup> <b>C</b>	Wolf Fang

Billy Kane	
Holds/Throws	Recovery Attack
→ <b>C</b>	Pole Throw
→ <b>B</b>	Pole Spin
* none	
Other Moves	Pursue Attack
→ <b>R</b>	Pole Stab
↓ <b>C</b>	Pole Whack
Deadly Attacks	Fake Moves
↖↖ <b>R</b>	SanSetsuKon ChuDan Uchi
SanSetsuKon Chudan Uchi	Kaen SanSetsuKon ChuDan Tsuki
↖↖ <b>C</b>	
↓↖↖ <b>R</b>	Suzume Otoshi
tap <sup>2</sup> <b>R</b>	Senpu Kon * stops most projectiles
↖↖↖↖↖ <b>B</b>	Kyuu Shuu Hishou Kon * can move ←/→
↖↖↖↖ <b>B</b>	KaRyu TsuiGeki Kon <b>!GC</b> * not an attack, ground counter attack
↖↖↖↖ <b>C</b>	SuiRyu TsuiGeki Kon * not an attack, air counter attack
↖↖↖↖↖↖↖↖↖↖↖↖↖ <b>B+C</b>	Cho Kaen Senpu Kon
↖↖ <b>R+B</b>	
Ultra Deadly Attack (S. POWER)	

## Hidden Power Attack (P. POWER)



Guren Sakkon !GC

## Hon Fu

Holds/Throws		Recovery Attack
→ C	Leg Flip	* none
↘ C	Face Bash	
Other Moves		Pursue Attack
↖ R	High NC hit	↓ C Low NC hit
→ B	Spinning Head Kick	
Deadly Attacks		Fake Moves
close ←↖↘↘→ C	KyuRyu no Yomi * counter move * can also be used as anti-air (KokuRyu)	
↖↘ B	DenkouSekka no Chi	
Denkousekka no Chi B	Denkou Pachiki	
↓↖↘ B	DenkouSekka no Ten	→ R + B
↓↖↘ C	Hissho Kyakushu Kyaku	
→↘↖ R	Seikuu Rekka Kon !GC	← R + B
tap R	Honou no Taneuma	
Ultra Deadly Attack (S. POWER)		
↓↖↘↖↘→ B + C	Bakuhatsu Goro	
Hidden Power Attack (P. POWER)		
↓↖↘↖↘→ C	Gadenza no Arashi	

## Ryuji Yamazaki

Holds/Throws		Recovery Attack
→ C	Reverse Toss	tap C Dust Throw
↘ C	Head Butt	
Other Moves		Pursue Attack
→ R	Double Punch	↓ C Palm Smash
↖ R	Uppercut	
Deadly Attacks		Fake Moves
↓↖↘ C	Hebi Tsukai Zenpou * hold to delay * press R to abort attack	
Hebi Tsukai Zenpou ↖	Hebi Tsukai Taikuu	
↓↖↘ C	Bai Gaeshi * not an attack, returns some projectiles	
→↖↘ R / C	Sabaki no Aikuchi * use C version for !GC	
←↖↘↖↘→ B	SadoMaso * taunts, counter attacks if attacked by opponent	
Ultra Deadly Attack (S. POWER)		
→↖↘↖↘→ B + C	Guillotine	
Hidden Power Attack (P. POWER)		



close

Yondan Drill  
 \* tap **C** for different levels of follow-up attack:  
 Level 2 - tap 8 times  
 Level 3 - tap 10 times  
 Level 4 - tap 16 times

## Sokaku Mochizuki

Holds/Throws		Recovery Attack
<b>C</b>	Reverse Slam	* none
<b>C</b>	Shoulder Toss	
shoulder toss <b>C</b>	Face Bash	
<b>C</b>	Kimon Jin	
<b>C</b>	Air Throw	
Other Moves		Pursue Attack
<b>R</b>	Staff Thrust	<b>C</b> Lightning
Deadly Attacks		Fake Moves
<b>R</b>	Makibishi Masher	<b>R+B</b>
<b>R</b>	Nozaru Geri	
<b>C</b>	Hyoj Dan	
<b>B</b>	Higi Kaminari Otoshi	
<b>R</b>	GenMu Jin	
tap <b>R</b>	JaKon Bu * follow with: <b>C</b> Ten Ha <b>C</b> Fu Ha <b>C</b> Toppa <b>C</b> Kou Ha <b>D</b> Tou Ha !BG or !FG	
<b>B</b>	Jashin Kon * not an attack, reflects projectiles	
<b>B</b>	Hametsu no Honou !GC	
Ultra Deadly Attack (S. POWER)		
<b>B+C</b>	Ikazuchi	<b>B+C</b>
Hidden Power Attack (P. POWER)		
<b>C</b>	Raijin no Ibuki	<b>B+C</b>

## Blue Mary

Holds/Throws		Recovery Attack
<b>C</b>	Leg Flip	<b>C</b> Fire Kick
Leg Flip <b>C</b>	Leg Lock	
Other Moves		Pursue Attack
<b>R</b>	Crouching Punch	<b>C</b> Leg Drop
<b>B</b>	Spin Kick / Leg Kick	<b>C</b> Foot Stomp
Deadly Attacks		Fake Moves
<b>R</b>	Spin Fall	
<b>C</b>	M. Spider	

←→B	Straight Slice <b>!GC</b>
Straight Slice ←→B	Stun Slice
←→C	M. Crab Clutch
→↓↘B	Vertical Arrow
Vertical Arrow →↓↘B	M. Snatcher
↓↘←B	M. Head Buster * counter attack * can follow up with Vertical Arrow then M. Snatcher
↓↘←C	Stun Gun Smasher * counter attack (air) * Dodge projectiles and set up for throw
↓↘←R	Quick-sway * not an attack
Quick-sway ←R	Back Drop
Quick-sway ←B	Face Rock
<b>Ultra Deadly Attack (S. POWER)</b>	
→←↘↓↘→B+C	M. Driving Smasher * unblockable
<b>Hidden Power Attack (P. POWER)</b>	
close →←↘↓↘→C	M. Typhoon

Kim Kaphwan	
<b>Holds/Throws</b>	
→C	Shoulder Throw
<b>Recovery Attack</b>	
	* none
<b>Other Moves</b>	
<b>Pursue Attack</b>	
→B	Neri Chagi
R+B	Foot Stomp
<b>Deadly Attacks</b>	
<b>Fake Moves</b>	
↓↘B	Hi En Zan
Hi En Zan ↓B	Ten Sou Zan
↓↘←B/C	Han Getsu Zan
→R+B	
jump ↓B	Hishou Kyaku
→↓↘R	Kuu Sa Jin <b>!GC</b> * hits in all 3 planes
<b>Ultra Deadly Attack (S. POWER)</b>	
jump ←↘↓↘→B+C	Houou Tenbu Kyaku
<b>Hidden Power Attack (P. POWER)</b>	
↓↘←↘→C	Houou Kyaku
↓B+C	

Jin ChonRei	
<b>Holds/Throws</b>	
→C	Energy Burst
<b>Recovery Attack</b>	
	* none
<b>Other Moves</b>	
<b>Pursue Attack</b>	
→B	Axe Kick
<b>Deadly Attacks</b>	
<b>Fake Moves</b>	
→→R	Teio JinSoku Ken



	* press <b>→</b> 3 times for longer version	
↓↘↗↘↗ <b>R/C</b>	Teio Tengan Ken	↓ <b>R+B</b>
→↓↘↗ <b>R/C</b>	Teio Tenji Ken * use <b>R</b> version for <b>!GC</b>	
↓↘↗↘↗ <b>C</b>	Teio Rojin Ken	
↓↘↗ <b>B</b>	Teio Tashin Ken * not an attack, reflects projectiles	
↓↘↗ <b>B</b>	Ryu TenShin * not an attack, ground roll	
<b>Ultra Deadly Attack (S. POWER)</b>		
→↘↗↘↗↘↗ <b>B+C</b>	Teio SyuMyo Ken * hits in all 3 planes	↓ <b>B+C</b>
<b>Hidden Power Attack (P. POWER)</b>		
→↘↗↘↗ <b>C</b>	Teio RyuSei Ken	↓ <b>B+C</b>

### Jin ChonShu

Holds/Throws		Recovery Attack
→ <b>C</b>	Energy Burst	* none
Other Moves		Pursue Attack
→ <b>R</b>	Spinning Backhand	* none
↘ <b>C</b>	Ground Roll	
Deadly Attacks		Fake Moves
→↘↗ <b>R</b>	Teio JinSoku Ken * includes throw	
↓↘↗↘↗ <b>R/C</b>	Teio Tengan Ken	↓ <b>R+B</b>
→↓↘↗ <b>R/C</b>	Teio Tenji Ken * use <b>C</b> version for <b>!GC</b>	
→↘↗↘↗↘↗ <b>R/B/C</b>	Teio ShiGan Ken * teleport positions <b>R</b> in front <b>B</b> above <b>C</b> behind	
Teio ShiGan Ken <b>R/B/C</b>	Teio ShiGan KouRaku	
<b>Ultra Deadly Attack (S. POWER)</b>		
↓↘↗↘↗↘↗ <b>B+C</b>	Teio Rojin Ken	↓ <b>B+C</b>
<b>Hidden Power Attack (P. POWER)</b>		
↓↘↗↘↗ <b>C</b>	Teio SyukuKyo Ken	


### Duck King

Holds/Throws		Recovery Attack
→ <b>C</b>	Slam Dunk	* none
↓ <b>C</b>	Air Throw	
Other Moves		Pursue Attack
← <b>R</b>	Overhead Hit	↓ <b>C</b> Ground Spin
↘ <b>B</b>	Slide Kick	
Deadly Attacks		Fake Moves
↓↘↗↘↗ <b>R/C</b>	Head Spin Attack	

↓↘↙(B)	Dancing Dive <b>!GC</b>	
→↓↘(B)	Neo Break Storm	
jump ↓↘↙(R)	Flying Spin Attack	
jump ↓↓	Duck Fake Air * not an attack * can move ←/→	
dash ↘(C)	Duck Fake Ground * not an attack	
<b>Ultra Deadly Attack (S. POWER)</b>		
close ←↘↙↘↙↘↙↓(B+C)	Break Spiral	
<b>Hidden Power Attack (P. POWER)</b>		
↓↘↙(R+B+C)	Duck Dance * not an attack * when flashing you can do either: Break Spiral (enhanced) ↓↘↙↘↙↘↙↓(B+C) Break Hurricane ↓↘↙↘↙↘↙←(B+C) Dancing Calibre ←↘↙↘↙↘↙↓(B+C) Rolling Banisher jump →↘↙↓(B+C) Diving Banisher	↓(B+C)

## Geese Howard

Holds/Throws		Recovery Attack
→(C)	ShinkuuNage	* none
↘(C)	Face Grab	
←(C)	Reverse Slam	
Reverse Slam →(C)	Face Bash	
↘(C)	Reverse Throw	
Reverse Throw ↘(C)	Body Rock	
Other Moves		Pursue Attack
↘(R)	Upper Palm	↓(C) Re-Throw
←(B)	Spin Kick <b>!BG</b>	→↘↙↘↙↘↙←(C) Explosion
Deadly Attacks		Fake Moves
←↘↙(B/C)	JaEi Ken * use (C) version for <b>!GC</b>	→(R+B)
↓↘↙(R)	Reppuu Ken	↓(R+B)
↓↘↙(C)	Double Reppuu Ken	↓(R+B)
jump ↓↘↙(R)	Shippuu Ken * can move ←/→	
jump ↓↘↙(C)	Double Shippuu Ken	
←↘↙↘↙(B)	Joudan AteMiNage * high/air counter attack	
←↘↙↘↙(C)	Chudan AteMiUchi <b>!GC</b> * mid counter attack	
<b>Ultra Deadly Attack (S. POWER)</b>		
↘↙↘↙↘↙↘↙↓(B+C)	Raging Storm * hits in all 3 planes	↓(B+C)
<b>Hidden Power Attack (P. POWER)</b>		
→↘↙(C)	Thunder Break	

	* hits in all 3 planes
	Deadly Rave * perform when near to opponent to connect with first hit