



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

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### [moves]

[Terry Bogard](#)   [Andy Bogard](#)   [Joe Higashi](#)   [Mai Shiranui](#)   [Duck King](#)  
[Tung Fu Rue](#)   [Bob Wilson](#)   [Sokaku Mochizuki](#)   [Jin ChonRei](#)   [Jin ChonShu](#)  
[Hon Fu](#)   [Ryuji Yamazaki](#)   [Blue Mary](#)   [Franco Bash](#)   [Kim Kaphwan](#)  
[Cheng Sinzan](#)   [Billy Kane](#)   [Laurence Blood](#)   [Wolfgang Krauser](#)

### General Moves

	Punch		
	Kick		move to other fighting plane
	Powerful Attack		
jump ←	Air Defense	jump, hold	turn your character around to face the other way * can also press an attack button whilst holding the  button
far <b>N</b>	Taunt * can be cancelled at any time	↖ / ↑ / ↗ <b>N</b>	Short Jump
← / →	Holds / Throws	← ↘ ↓	Roll Recovery * when Power Gauge at H.POWER or above
← ←	Hop Back * also dodge projectiles	→ →	Dash * can also dash jump
↙	Crawl forward	↘	Offensive Crouch

\* If you are in another plane to your opponent you can  
 press to hit them high and bring them back to your plane  
 press ↓ to hit them low and bring them back to your plane  
 press to move yourself to the opponent's plane and punch them  
 press to move yourself to the opponent's plane and kick them

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

\* **Break Shot:** (Guard Cancel) during an attack, characters can use powerful "Guard Cancel" techniques to break the enemy guard whilst they are being attacked. The Break Shot move can only be done when the Power Gauge is Powed up to the H.POWER level of higher. Break Shot moves are signed with **!BS**

\* **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 Break Shot 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 combo' d or knocked down form a special move). 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 (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

\* **!IP** means that move knocks opponent into the other fighting plane

## Terry Bogard

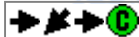
Holds/Throws		Recovery Attack
→ <b>C</b>	Buster Throw	* none
Other Moves		Pursue Attack
↖ <b>R</b>	Rising Upper	* none
→ <b>B</b>	Spinning Kick <b>!P</b>	
dash → <b>C</b>	Charging Kick	
Deadly Attacks		Fake Moves
↓ ↘ ↙ <b>R/C</b>	Burn Knuckle	→ <b>R+B</b>
↓ ↘ ↘ <b>R</b>	Power Wave	
↓ ↘ ↘ <b>C</b>	Round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

## Andy Bogard

Holds/Throws		Recovery Attack
→ <b>C</b>	Shoulder Throw	* none
Other Moves		Pursue Attack
↖ <b>R</b>	Upper Palm	* none
→ <b>B</b>	Rolling Kick	
Deadly Attacks		Fake Moves
↘ ↘ <b>R/C</b>	Zan Ei Ken	→ <b>R+B</b>
ZanEi Ken ↘ ↘ <b>C</b>	Shippuu Uraken	
→ ↘ ↘ <b>C</b>	Sho Ryu Dan	
→ ↘ ↘ ↘ ↘ <b>C</b>	Grab Explosion	
↘ ↘ ↘ ↘ <b>B</b>	Ku Ha Dan <b>!BS</b>	



Hidden Power Attack (P. POWER)



Leotard Shinobibachi

## Duck King

Holds/Throws		Recovery Attack
→ C	Slam Dunk	* none
↓ C	Air Throw	
Other Moves		Pursue Attack
← R	Double Hit	↓ C Ground Spin
↘ B	Slide Kick	
Deadly Attacks		Fake Moves
↓ ↘ → R / C	Head Spin Attack	
↓ ↘ ← B	Dancing Dive <b>IBS</b>	
↓ ↘ ← D	Cross Head Spin * Duck himself will move to the other plane	
→ ↓ ↘ 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	
Ultra Deadly Attack (S. POWER)		
close ← ↘ ↓ ↘ → ↘ ↓ B + C	Break Spiral	
Hidden Power Attack (P. POWER)		
↓ ↓ 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

## Tung Fu Rue

Holds/Throws		Recovery Attack
→ C	Energy Blast	* none
Other Moves		Pursue Attack
↘ R	Upper Fist	* none
Deadly Attacks		Fake Moves
↓ ↘ → R	Spit Fireball	↓ R + B
→ ↓ ↘ B	Ressen Kyaku <b>IBS</b>	
↘ → C	Shou Ha	
↓ ↘ ← R / C	SenShippo	
taunt, tap C	Super Taunt * not an attack	
Ultra Deadly Attack (S. POWER)		

→↘↓↑B+C	Senpu Gou Ken	↓B+C
Hidden Power Attack (P. POWER)		
→←↘↓↘→C	Geki Hou * hold to power up	

## Bob Wilson

Holds/Throws		Recovery Attack	
→C	Falcon	tapC	Somersault Kick
Other Moves		Pursue Attack	
↘R	Thrust Kick	↑C	Leg Drop
jump ↓B	Double Kick	↘↘C	Hornet Attack
Deadly Attacks		Fake Moves	
↓↘↘B	Rolling Turtle * can move←/→		
↓↘↘C	Sidewinder		
→→R	Shoulder Charge		
↓↑C	Bison Horn		
←→B	Wild Wolf		
→↓↘B	Monkey Dance <b>!BS</b>		
Ultra Deadly Attack (S. POWER)			
→←↘↓↘→B+C	Dangerous Wolf	↓B+C	
Hidden Power Attack (P. POWER)			
↓↘↘↘↘↘C	Mad Spin Wolf		
Mad Spin Wolf, tapC	Wolf Fang		

## Sokaku Mochizuki

Holds/Throws		Recovery Attack	
→C	Reverse Slam	* none	
←C	Shoulder Toss		
Shoulder Toss ←↘↓C	Face Bash		
↑↘→↘↓↘←↘↑C	Kimon Jin		
↓C	Air Throw		
Other Moves		Pursue Attack	
↘R	Staff Thrust	↓C	Lightning
Deadly Attacks		Fake Moves	
↓↘↘R	Makibishi Masher	↓R+B	
↓↘↘R	Nozaru Geri <b>!BS</b>		
→←→C	Hyoj Dan		
→↓↘B	Higi Kaminari Otoshi		
tapR	JaKon Bu * follow with: ↘C Ten Ha ↘C Fu Ha →C Toppa ↘C Kou Ha		

	<b>D</b> Tou Ha !P	
→↘↓↘↙← <b>B</b>	Jashin Kon * also stops most projectiles	
↓↘↙← <b>D</b>	Hametsu no Honou * Sokaku himself will move to the other plane	
<b>Ultra Deadly Attack (S. POWER)</b>		
→↘↓↘↙↘↙↘↙ <b>B+C</b>	Ikazuchi * hits in both planes	↓ <b>B+C</b>
<b>Hidden Power Attack (P. POWER)</b>		
→↘↓↘↙↘↙ <b>C</b>	Raijin no Ibuki	↓ <b>B+C</b>

## Jin ChonRei

<b>Holds/Throws</b>		<b>Recovery Attack</b>
→ <b>C</b>	Energy Burst	* none
<b>Other Moves</b>		<b>Pursue Attack</b>
→ <b>B</b>	Axe Kick	* none
jump <b>C</b>	Energy Ball	
<b>Deadly Attacks</b>		<b>Fake Moves</b>
→↘↙ <b>R</b>	Teio JinSoku Ken * perform from a dash for longer version	
↓↘↙↘ <b>C</b>	Teio Tengan Ken * hold for 5 levels of power	
→↘↙ <b>R/C</b>	Teio Tenji Ken * use <b>C</b> version for <b>IBS</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	↓ <b>B+C</b>
<b>Hidden Power Attack (P. POWER)</b>		
→↘↙↘↙ <b>C</b>	Teio RyuSei Ken	↓ <b>B+C</b>

## Jin ChonShu

<b>Holds/Throws</b>		<b>Recovery Attack</b>
→ <b>C</b>	Energy Burst	* none
<b>Other Moves</b>		<b>Pursue Attack</b>
← <b>R</b>	Spinning Backhand	* none
↘ <b>C</b>	Ground Roll Attack	
<b>Deadly Attacks</b>		<b>Fake Moves</b>
→↘↙ <b>R</b>	Teio JinSoku Ken * includes throw	
↓↘↙↘ <b>R/C</b>	Teio Tengan Ken	
→↘↙↘ <b>R/C</b>	Teio Tenji Ken	
	Teio ShiGan Ken * teleport positions: <b>R</b> infront	



↘↘↓↘↘← <b>R</b> / <b>B</b> / <b>C</b>	<b>B</b> above <b>C</b> behind * use <b>C</b> for !BS
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Teio ShiGan Ken <b>R</b> / <b>B</b> / <b>C</b>	Teio ShiGan KouRaku
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jump→↘↘↓ <b>B</b>	Teio ShiGan Ken (Air)
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#### Ultra Deadly Attack (S. POWER)

↓↘↘↘↘ <b>B</b> + <b>C</b>	Teio Rojin Ken * also in air	↓ <b>B</b> + <b>C</b>
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#### Hidden Power Attack (P. POWER)

↓↘↘↘↘ <b>C</b>	Teio SyukuKyo Ken
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## Hon Fu

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

## Ryuji Yamazaki

Holds/Throws		Recovery Attack
→ <b>C</b>	Reverse Toss	tap <b>C</b> Dust Throw
→←↓↑ <b>C</b>	Head Butt	
Other Moves		Pursue Attack
→ <b>R</b>	Double Punch	↓ <b>C</b> Palm Smash
↘ <b>R</b>	Uppercut	
Deadly Attacks		Fake Moves
↓↘↘↘ <b>R</b>	Hebi Tsukai Gedan * hold to delay	
↓↘↘↘ <b>B</b>	Hebi Tsukai Chuudan * hold to delay	

↓↘↙←C	Hebi Tsukai Uwadan * hold to delay
↓↘↘→C	Bai Gaeshi * not an attack, returns most projectiles * hold to delay
→↘↘→H	Sabaki no Aikuchi <b>!BS</b>
←↘↘↘↘→B	SadoMasu * taunts, counter attacks if attacked by opponent
<b>Ultra Deadly Attack (S. POWER)</b>	
→↘↘↓↘↘→B+C	Guillotine
<b>Hidden Power Attack (P. POWER)</b>	
close ↑↘↘↘↘↓↘↘←↘↘↑C	Yondan Drill * tap C for different levels of follow-up attack: level 1 - combo #1 level 2 - combo #2 level 3 - headbutt death level 4 - headbutts and snake arms killer

Blue Mary		
<b>Holds/Throws</b>		<b>Recovery Attack</b>
→C	Knee-in-the-back	* none
Knee-in-the-back ←→C	Elbow Bash	
↘↘H+B	Back Drop	
<b>Other Moves</b>		<b>Pursue Attack</b>
←B	Spin Kick, Low Kick	↑C Leg Drop
<b>Deadly Attacks</b>		<b>Fake Moves</b>
↓↘↘→H	Spin Fall	
←↘→B	Straight Slice	
Straight Slice ←→B	Stun Slice	
→↓↘↘B	Vertical Arrow <b>!BS</b>	
Vertical Arrow →↓↘↘B	M. Snatcher	
↓↘↘←B	M. Head Buster * counter attack (ground) * can follow up with Vertical Arrow then M. Snatcher	
↓↘↘←C	Stun Gun Smasher * counter attack (air)	
<b>Ultra Deadly Attack (S. POWER)</b>		
→↘↘↘↘↘→B+C	M. Splash Rose	
<b>Hidden Power Attack (P. POWER)</b>		
close →↘↘↘↘↘→C	M. Typhoon * unblockable	

Franco Bash		
<b>Holds/Throws</b>		<b>Recovery Attack</b>
→C	Gut Punch	tap C Power Uppercut
<b>Other Moves</b>		<b>Pursue Attack</b>
→B	Roundhouse Kick <b>!P</b>	* none
H+B	Big Punch	





↓↘↘→R	Kiten Hinzan	↓R+B
→↓↘↘R	Anti-air Kiten Hinzan	↓R+B
←→R/C	Hagan Geki * use C for <b>IBS</b>	→R+B
↓↑R	Dai Taikobara Uchi	
→↘↘↓↘↘←B	Flexible Geezer * not an attack, counters opponents attack	
<b>Ultra Deadly Attack (S. POWER)</b>		
↘↓↘↘B+C	Bakurai Hoh	
<b>Hidden Power Attack (P. POWER)</b>		
→↘↘↓↘↘←C	Collapse of Creation	

## Billy Kane

Holds/Throws		Recovery Attack
→C	Pole Throw	* none
→B	Pole Spin	
Other Moves		Pursue Attack
		↓C Pole Whack
Deadly Attacks		Fake Moves
←→R	SanSetsuKon ChuDan Uchi	
SanSetsuKon ChuDan Uchi	Kaen SanSetsuKon ChuDan Tsuki	
↘↘↘←R	Suzume Otoshi	
tap R	Senpu Kon * stops most projectiles	
↘↘↘→B	Kyou Shuu Hishou Kon * can move ←/→	←R+B
↘↘↘←B	KaRyu TsuiGeki Kon <b>IBS</b>	
<b>Ultra Deadly Attack (S. POWER)</b>		
↘↘↘→↘↘↘←B+C	Cho Kaen Senpu Kon	
<b>Hidden Power Attack (P. POWER)</b>		
↘↘↘→↘↘↘←C	Guren Sakkon	

## Laurence Blood

Holds/Throws		Recovery Attack
→C	Saber Stab	* none
↓C	Air Throw	
Other Moves		Pursue Attack
→B	Spin Kick <b>!P</b>	* none
jump ↓R	Saber Poke	
R+B	Ole Dodge	
Deadly Attacks		Fake Moves
↘↘↘→R x3	Bloody Saber	
←→R/C	Bloody Spin * use C for <b>IBS</b>	

