



The Unofficial SNK Neo Geo Games Encyclopedia of Moves & Codes

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General Moves

A	Weak Slash	→ D	Hopping
B	Medium Slash	← D	Lower Evade
A+B	Fierce Slash	↘ D	Forward Roll
C	Kick	↖ D	Backward Roll
while standing, hold D	Meditate	↓ D	Lay Down
↓ ↘ ↙ ↗ D	with weapon: block stuns opponent without weapon: catches weapon and throw		
close → C	Guard Destroyer - Pushing Away	close ← C	Guard Destroyer - Pulling Towards
Guard Destroyer SLASH	Destroyer Slash	B+C	Surprise Attack
close lying opponent ↘ B+C	Pounce Attack	within defining range ↑ B+C	Pounce Attack
→ →	Forward dash	← ←	Hop Back
while getting up ← / →	Roll away	while getting up ↘ / ↑ / ↗	Quick recovery
START x3	Weapon Discarding Taunt	close to weapon A / A+B	Weapon Pick-Up

* The **!W** symbol means that the move requires a weapon

* **POW Meter**: located at the bottom of the screen, it fills up when you are damaged. When it's full you can perform your Power Special move. It will empty automatically after a short period of time.

* **Power Specials**: can be done when POW Meter is fully charged or during Rage Explosion.

* **Sword Spirit Gauge**: located below the Life Gauge, affects how much damage your moves do. The gauge decrease when you make attacks, slash attacks decrease gauge also if miss, while unarmed attacks and kicks decrease it only if they hit and Special moves when hit or blocked. The gauge will refill automatically while doing nothing. The Sword Spirit Gauge increase in length when your POW Meter is full, or while using Rage Explosion.

* **Meditation**: can be used when your POW Meter isn't empty, but not while it's full or after Rage Explosion. Using Meditation your POW Meter will be quickly drained and the white marker above the Life Gauge will move towards

the begin of the gauge allowing you to use the Circumstance of Nothing with more life left.

* **Circumstance of Nothing:** press $\downarrow \leftarrow \rightarrow \text{C} + \text{D}$ to perform this move. Can be used only after losing one round when your Life Bar is lower than the white marker, and has turned blue. Using this move, POW Meter is replaced by a Nothing Gauge that starts to drain. During this time your opponent will move slower, allowing you to easily combo attacks together. The amount of energy in the Nothing Gauge is influenced by how much you meditated. When the Nothing Gauge is empty, all returns to normal but your POW Meter will disappear like for Rage Explosion.

* **Deadly Single Stroke:** during Circumstance of Nothing, pressing $\text{B} + \text{C} + \text{D}$ together you will perform a superpowerful slash, which will drain your opponent' s lifebar dramatically. The amount of damage is also influenced by the Sword Spirit Gauge.

* **Rage Explosion:** by pressing $\text{A} + \text{B} + \text{C}$ your POW Meter is replaced by a **Rage Meter** that starts to drain. It will empty completely if you use a Power Special move. When the Rage Gauge is empty, it disappear and you will have no POW Meter in the following rounds.

* **Honourable Death:** you can automatically kill yourself, forfeiting the match to your opponent. Press $\leftarrow \rightarrow \downarrow$ (**START**). The upside of this is that the next round, assuming there is a next round, some energy will be added to your POW Meter.

Basara Kubikiri

jump $\downarrow \text{C}$	SashiAshi
jump $\leftarrow \rightarrow \text{C}$	ToukotsuWari
$\downarrow \leftarrow \rightarrow$ SLASH	ChiSashi !W
jump $\downarrow \leftarrow \rightarrow$ SLASH	SoraSashi !W
$\rightarrow \downarrow \leftarrow$ SLASH	Kagelde !W
$\downarrow \leftarrow \rightarrow \text{C}$	NueDama !W
close $\rightarrow \downarrow \leftarrow \text{C}$	Tomobiki !W
$\downarrow \leftarrow \rightarrow \text{C}$	KageSui * can hold
KageSui $\leftarrow \rightarrow$	Zengo Idou
$\leftarrow \downarrow \leftarrow \text{A}$	KageDamashi: Zenpou Jump
$\leftarrow \downarrow \leftarrow \text{B}$	KageDamashi: Suichoku Jump
$\leftarrow \downarrow \leftarrow \text{C}$	KageDamashi: Kouhou Jump
$\leftarrow \downarrow \leftarrow \text{A} + \text{B}$	KageDamashi: Zenshin
$\leftarrow \downarrow \leftarrow \text{A} + \text{C}$	KageDamashi: Zenten
$\leftarrow \downarrow \leftarrow \text{B} + \text{D}$	KageDamashi: Kouten
$\leftarrow \downarrow \leftarrow \text{B} + \text{C}$	KageDamashi: Tobikomi
jump on wall, opposite direction	Sankaku Tobi
Power Special	
$\downarrow \leftarrow \rightarrow \text{C} + \text{D}$	Kagemai YumeBiki !W

Charlotte

$\downarrow \leftarrow \rightarrow$ SLASH	Tri-Slash !W * can hold
$\rightarrow \downarrow \leftarrow$ SLASH	Power Gradation !W
$\downarrow \leftarrow \rightarrow$ SLASH	Violent Lunge !W
\rightarrow tap SLASH	Splash Fount !W
$\downarrow \leftarrow \rightarrow \text{C}$	Rien Lancer
Power Special	
$\downarrow \leftarrow \rightarrow \text{C} + \text{D}$	Crystal Rose !W

Enja

$\downarrow \leftarrow \rightarrow \text{A}$	RokudoRekka - JigokuDou !W
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RokudoRekka - JigokuDou ↓↘↙→B	RokudoRekka - GakiDou !W
RokudoRekka - GakiDou ↓↘↙→C	RokudoRekka - TenDou !W
←↘↙A/B/C	EnMetsu !W
→↘↙SLASH	GurenKyaku
GurenKyaku←/→tapA/B/C/D	Tsuika Nyuuryoku
jump on wall, opposite direction	Sankaku Tobi
Power Special	
↓↘↙→C+D	Enja Bakunetsu !W * interrupt with: A+B+C+D Kakusei Chuushi

Gaira Caffeine

jump ↑A+B	Hyakkan Otoshi
↓↘↙SLASH	Katsu
↓↘↙A/B/C	JishinGan !W
←↘↙A	Tsukamuzo KumiTenjo
←↘↙B	Tsukamuzo IshiAtama
←↘↙C	Tsukamuzo ShiriMekuri
close ←↘↙↑↗→A+B	EnshinSatsu !W
Power Special	
↓↘↙→C+D	NiohBakuUnSatsu !W

Galford

jump close ←/↓/→C	Stardust Drop
↓↘↙SLASH	Plasma Blade
↓↘↙A	Rush Dog
↓↘↙B	Machine Gun Dog
↓↘↙A+B	Replica Dog
close →↘↙SLASH	Strike Heads
↓↘↙C	Overhead Crash
→↘↙↘↙←A+C/B+C	Replica Attack A+C front B+C rear
→↘↙↘↙→A/B	Shadow Copy A left B right
when hit ←↘↙↘↙↘↙↓A+B/B+C	Imitate Replica A+B front B+C rear
jump on wall, opposite direction	Sankaku Tobi
Power Special	
↓↘↙→B+C/C+D	Double Mega Strike Heads !W B+C head C+D rear

Genjuro Kibagami

↓↘↙SLASH	SanRenSatsu: Kiba !W
SanRenSatsu: Kiba ↓↘↙←/↓↘↙→SLASHx3	SanRenSatsu: Tsuno !W
	SanRenSatsu: Rin !W

SanRenSatsu: Tsuno ↓↘↙/↓↘↙ SLASH x3	
↘↙↘ SLASH	TouHa KouyokuJin !W
↓↘↙ SLASH	UraOuka: Ayame !W * can hold
↙↘↙ SLASH	HyakkiSatsu !W
close ↘↙↘ C	ShizukuJin !W
Power Special	
↓↘↙ C + D	GokouZan !W

Hanzo Hattori

jump close ↙/↘/↘ C	Kuuten Geki
↓↘↙ SLASH	Ninpo BakuenRyu
jump ↓↘↙ SLASH	ReppuShuriken
close ↘↙↘ SLASH	MozuOtoshi
run ↘↙↘ SLASH	MozuOtoshi Hayate
↓↘ SLASH	Ninpo Shizune
↘↙↘↙ A + C	Ninpo Utsusemi Tenbu
↘↙↘↙ B + C	Ninpo Utsusemi Chizan
↘↙↘↙↘ A / B	Ninpo KageBunshin A left B right
↙↘↙ A / B / C / D	Ninpo Enbu A far left air B far left C far right air D far right
when hit ↙↘↙↙↘↙↘↙ A + B / B + C	Ninpo Miwagari no Jutsu A + C Hotoke/Tenbu B + D Oni/Chizan
jump on wall, opposite direction	Sankaku Tobi
Power Special	
↓↘↙ C + D	Shin MozuOtoshi

Haohmaru

↓↘↙ SLASH	Ougi SenpuRetsuZan !W * C to fake
↘↙↘ SLASH	Ougi KogetsuZan !W
dash ↘↙↘ SLASH	Ougi Shippuu KogetsuZan !W
↙↘↙ SLASH	Ougi ResshinZan !W
↘↙↘↙↘ A + B	Zankou Sen !W
↓↘↙ C	Sake Kougeki
Power Special	
↓↘↙ C + D	Hiugi TenhaFujinZan !W

Jubei Yagyu

↓↘↙ A / B	Kattou SuigetsuTou !W
↓↘↙ A + B	Kattou SuigetsuTou - Retsu !W
↘↙↘ SLASH	NikkakuRatou !W

→tap SLASH	HassouHappa !W
↓↘↙ A	Yagyū ShinganTou - Suigetsu !W
↓↘↙ B	Yagyū ShinganTou - Souha !W
↓↘↙ C	Yagyū ShinganTou Tenra !W
Power Special	
↓↘↙ C + D	Zetsu - SuigetsuTou !W

Kazuki Kazama

↓↘↙ A	ShakunetsuKon - Saien Nashi !W
↓↘↙ B	ShakunetsuKon - Saien Hitotsu !W
↓↘↙ C	ShakunetsuKon - Saien Futatsu !W
↓↘↙ A + B	ShakunetsuKon - Saien Mittsu !W
→↓↘ A	DaiBakuSatsu - Saien Nashi !W
→↓↘ B	DaiBakuSatsu - Saien Hitotsu !W
→↓↘ C	DaiBakuSatsu - Saien Futatsu !W
→↓↘ A + B	DaiBakuSatsu - Saien Mittsu !W
←↓↘ A / B / C	EnMetsu !W
↓↘↙ C	SaiEn !W * up to 3 times * power up special moves
while being hit A + C	HomuraGaeshi
jump on wall, opposite direction	Sankaku Tobi
Power Special	
↓↘↙ C + D	BakuBou KaenGeki

Kusaregedo Youkai

↓↘↙ SLASH	Akuryou Yobi
↓↘↙ A / B	Ieki Haki !W
←↓↘ C	Niku Mochiage !W
close →←↓↑ C	Gedo no Rakuin Oshi !W
↘←↘↓↘→←↓↘ B + C	Doro Nage !W
Power Special	
↓↘↙ C + D	Tobi Zutsuki
close →↘↑↘←↘↓↑ C + D	Gedo no Emono Gari !W

Mina Majikina

jump ↓ C	Kajifuchi
←→ SLASH	Jikyuu Shin !W
←→ C	Tenkyuu Shin !W
→↓↘ SLASH	Shinimabui no Nageki !W
←↓↘ A	Sungan no Sasoi !W * up to 3 times
Sungan no Sasoi ←↓↘ B	Sungan no Mukae !W
↓↘↙ B	Chanpuru, kocchioide !W
↓↘↙ C	Chanpuru, oyasuminasai !W
jump on wall, opposite direction	Sankaku Tobi
Power Special	

↓↘→ C+D

Umichimun no Ikari !W

Nakoruru

jump close ←/↓/→ C	Rera Kishima Teku
jump ↘/↓/↙ C	Kamui Fumu Kesupu
↓↘→ SLASH	LeLa Mutsube !W
←↘↓ SLASH	Annu Mutsube !W
←↓↘ SLASH	Kamui Rimuse
Kamui Rimuse SLASH	Ura Kamui Rimuse
↓↘← SLASH	Amube Yatoro
↓↘← C	Mamahaha Flight
Mamahaha Flight ↘/↓/↙ C	Get off Bird
Mamahaha Flight SLASH	Mamahaha Attack
Mamahaha Flight B+C	Kamui Mutsube
unarmed ↘↓↙←→↓↘ B+C	Apefuchi Kamui Rimuse
jump on wall, opposite direction	Sankaku Tobi
Power Special	
↓↘→ C+D	Ererushi Kamui Rimuse

Rasetsumaru

↓↘→ SLASH	Ougi SenpuRetsuZan Sen !W
→↓↘ SLASH	NagiYaiba !W
↓↘→ C	SenpuHa !W
→↓↘ C	GouHa
↓↘← C	Shitataru !W * decrease life bar, charge Rage Gauge
Power Special	
↓↘→ C+D	Hiougi TenhaDankuRetsuZan !W

Rera

jump close ←/↓/→ C	Rera Kishima Teku
jump ↘/↓/↙ C	Kamui Fumu Kesupu
↓↘← C	Wolf Pounce
Wolf Pounce, any direction C	Get off Wolf
Wolf Pounce SLASH	Riding Wolf Attack
Wolf Pounce ←↘↓ SLASH	Meru Shikite
Wolf Pounce →↓↘ SLASH	Kanto Shikite
Wolf Pounce, jump ↓↘→ SLASH	Imeru Shikite
Meru/Kanto/Imeru Shikite ←/→ C	Separate Attack
jump on wall, opposite direction	Sankaku Tobi
Power Special	
↓↘→ C+D	Nubeki Kamui Shikite !W

Rimururu

↓↘→ A/B	Rupushi Kuare Nishi
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↓↘→ A+B	Rupushi Kuare Toitoi
→↓↘ SLASH	Konru Nonno
←↓↘ SLASH	Kamui Shitsuki
↓↘← SLASH	Konru Memu
→tap SLASH	Upun Opu
jump ↓ SLASH	Konru Shiraru
Konru Shiraru ↘/↙/↗	Nidan Jump
unarmed →→ A+C	Rupushi Kamui Weisan Pekoru Atama
unarmed, Rage Gauge at MAX →→ A+C	Rupushi Kamui Weisan Pekoru Ruyanpe Atama
unarmed →→ B+C	Rupushi Kamui Weisan Pekoru Ashi
unarmed, Rage Gauge at MAX →→ B+C	Rupushi Kamui Weisan Pekoru Ruyanpe Ashi
jump on wall, opposite direction	Sankaku Tobi
Power Special	
↓↘→ C+D	Rupushi Kamui Emushi ToiToi

Kyoshiro Senryo

jump ↓ SLASH	ChikemuriKuruwa !W
↓↘→ SLASH	Ootsunami
→↓↘ SLASH	KaitenKyokubu !W
←↓↘ SLASH	KaenKyokubu
↓↘← A/B	ChobiJishi !W
↓↘← A+B	ChobiJishi Ranshin !W
↓↘← C	GamaJigoku
Power Special	
↓↘→ C+D	Aragotshi Kyoshiro KetsuNiku no Honoh !W

Shizumaru Hisame

↓↘→ SLASH	HitoRyu KirisameJin !W
→↓↘ SLASH	Hitoryu BaiuEnsatsuJin !W
↓↘← SLASH	HitoRyu SamidareGiri !W
jump ↓ SLASH	HitoRyu Shigure !W * can move ←/→
jump ↑ SLASH	HitoRyu Kosame !W * can move ←/→ * D for Chakuchi
HitoRyu Kosame A+B	HitoRyu Raiu !W
↓↘→ C	HitoRyu HisameGaeshi !W
hold D for 1.5 sec	Ichidan - KyorakuZan !W
hold D for 3.5 sec	Nidan - Amanagare KyorakuZan !W
hold D for 6.5 sec	Sandan - Amanagare KyorakuZan !W
hold D for 20.5 sec	Yondan - Amanagare KyorakuZan !W
jump on wall, opposite direction	Sankaku Tobi
Power Special	
↓↘→ C+D	HitoRyuKinjite BouuKyoufuzan !W

Sogetsu Kazama

↓↘→ SLASH	Fugetsu IW
Fugetsu, hold SLASH any direction	Fugetsu Sousui IW
→↓↘ SLASH	Gekko IW
↓↘← SLASH	TsukiGakure IW
jump on wall, opposite direction	Sankaku Tobi
Power Special	
↓↘→ C+D	Shoha FugetsuZan IW

Suija

jump ↓↘← SLASH	ShiZuki
jump ↘↓↘→ SLASH	ShouGetsu IW
jump ←↓↘ SLASH	GetsurinHa Ku IW
jump →↓↘ SLASH	EnGetsu IW
jump on wall, opposite direction	Sankaku Tobi
Power Special	
↓↘→ C+D	Tenshou Suichuu Ha IW

Tam Tam

↓↘→ A/Bx3	Mura Mura A high B low
→↓↘ SLASH	Ahau Gaburu
←↓↘ SLASH	Paguna Dios
→tap SLASH	Paguna Paguna IW
↓↘→ C	Gaburu Gaburu
Power Special	
↓↘→ C+D	Magunas Dios Zarl IW

Ukyo Tachibana

jump ↘↓↘→ SLASH	Hiken TsubameGaeshi IW
↓↘← SLASH	Hiken SasameYuki IW * use C to fake
↓↘→ SLASH	Hiken OboroGatana IW
Power Special	
↓↘→ C+D	TsubameRokuRen IW

































Yoshitora Tokugawa

↓↘→ SLASH	Ichi no Tachi - Nadesiko IW
→↓↘ SLASH	Ni no Tachi - Shirayuri IW
jump ↓↘→ SLASH	San no Tachi - Botan IW
←↓↘ SLASH	Yon no Tachi - Tsubaki IW
↓↘← SLASH	Go no Tachi - Asagao IW
→↓↘ C	Roku no Tachi - Yuugao IW
→↘↓↘←↘→ B+C	Nana no Tachi - Yuchouka IW * works only after hitting the opponent with all of the six Tachi moves * can be used only in the round in which you finish using all the six moves
Power Special	



Aoi !W

Yunfei Liu

jump close  	Tensui Choukan
 	Ten' i Daihou !W
close  	Tenkoku Houra !W * no damage, drain opponent' s Rage Gauge
anytime after Tenkoku Houra   	Tensatsu Daisai !W
 	Tenki Shichiyou Tsuki
 	Tenki Shichiyou Hi
jump  	Tenki Shichiyou Mizu
jump  	Tenki Shichiyou Ki
jump  	Tenki Shichiyou Kin
jump  	Tenki Shichiyou Do
jump  	Tenki Shichiyou Nichi
jump   	Tenmou Konji - Zempou !W
jump   	Tenmou Konji - Kouhou !W
jump on wall, opposite direction	Sankaku Tobi
Power Special	
  	Tenkai Unri !W