



The Unofficial SNK Neo Geo Games Encyclopedia of Moves & Codes

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



[Hanzou](#) [Fuuma](#) [Kim Dragon](#) [Janne](#) [Julius Carn](#) [Muscle Power](#) [Brocken](#) [Rasputin](#)
[Ryoko](#) [Captain Kidd](#) [J. Maximum](#) [Mudman](#) [Shura](#) [Erik](#) [Jack](#) [Ryofu](#)

General Moves

A	Weak punch	C	Weak kick
B	Normal punch	D	Normal kick
A+B	Strong punch	C+D	Strong kick
B+C	Normal Taunt	↓ B+C	Fake dizzy
→ B+C	Alternate taunt/pose #1	← B+C	Alternate taunt/pose #2
←←	Back Dash	→→	Forward Dash
after blocking an attack → A	Guard Attack * destroy the enemy guard	→→ A/B/C/D	Dashing Attack
in air whilst being attacked ←	Air Defense	←/→ A+B ←/→ C+D	Holds/Throws * some characters can also Air Throw
in air, jump	Double Jump * only some characters	jump against side wall, move in opposite direction	Wall Jump * only some characters

* **Blow Defense Attack**: use this to go on the offensive & thwart the enemy's attack

* **Projectile Weapon Killer**: before a projectile hits, use this move to destroy the projectile or deflect it away if blocking at the latest moment

* **HERO Gauge**: when the bar becomes full you can:

- MAX Move: a boosted Special Move or Ultimate Attack move (only for some moves, marked with **!MAX**)
- increased number of hits
- boosted power of normal attack moves
- decreased effectiveness of opponents moves on your own character (you cannot be knocked out)

* **ABC Special Attacks**: each character has their own individual form of move/attack when pressing the buttons **A+B+C** together (also may be done with a joystick direction)

* **Ultimate Attack Moves**: can be used when character's energy bar is flashing. The effectiveness and appearance of the moves is also altered if the HERO Gauge is full

Hanzou

Double Jump

Wall Jump

YES	NO
Blow Defense	Weapon Killer
standing B	standing R+B
Holds/Throws	
→ R+B	Flying Press
← R+B	Reverse Flying Press
ABC Special Attacks	
R+B+C	Hayate Tricks * cancels all attacks
←/→ R+B+C	Hayate Tricks, quicker version
↓ R+B+C	Hayate Tricks, low version
Special Moves	
jump ↓ B	Izuna Giri
↓ ↘ ↘ PUNCH	RekkoZan
↓ ↘ ↘ ↓ ↘ ↘ PUNCH	Double RekkoZan
→ ↓ ↘ PUNCH	KohRyuHa !MAX
↓ ↘ ← KICK	Ninpoh Koh Rin Ka Zan
↓ ↘ → KICK	Leg Larriot
↓ ↑ any attack button	Ninja Teleport R left C left air B right D right air R+B middle C+D middle air
Ultimate Attack	
→ ← ↘ ↓ ↘ ↘ R+C	Slice The Shimmering Light !MAX

Fuuma

Double Jump	Wall Jump
YES	YES
Blow Defense	Weapon Killer
standing B	standing R+B
Holds/Throws	
→ R+B	Flying Press
← R+B	Reverse Spinning Flying Press
jump ← ↘ ↓ ↘ → PUNCH	Jumping Dragon Throw
ABC Special Attacks	
R+B+C	Tricks to Trick * fake a Special Attack
→ R+B+C	
← R+B+C	
↓ R+B+C	
Special Moves	
jump close R+B	Siranui
↓ ↘ ↘ PUNCH	ReppuZan !MAX
↓ ↘ ↘ ↓ ↘ ↘ PUNCH	Double ReppuZan !MAX
→ ↓ ↘ PUNCH	EnRyuHa * also in air

←↓↘ KICK	Ninpo Fu Rin Ka Zan
Ultimate Attack	
→↘↓↘←↘ R+B	Exploding Atomic Crash !MAX
↓↘←↓↘←↓↘← R+B+C	Fireball Slug Trick !MAX

Kim Dragon

Double Jump	Wall Jump
NO	YES
Blow Defense	Weapon Killer
crouching R+B	none, use HyakuRetsuShuu
Holds/Throws	
→ R+B	Leg Strangle
← R+B	Slam
←/→ R+B	Air Throw
ABC Special Attacks	
R+B+C	Shining Dragon Attack
←/→ R+B+C	* reverse opponents attack
↓ R+B+C	Shining Dragon Attack, low version
Special Moves	
↓↑ KICK	Dragon Kick !MAX
tap PUNCH	HyakuRetsuKen
↓↘↘ KICK	Tobisokutou C one kick D two kicks C+D five kicks
→↘↓↘← KICK	HyakuRetsuShuu
Ultimate Attack	
→←→ B+D	Dragon Super Finish !MAX

Janne

Double Jump	Wall Jump
NO	NO
Blow Defense	Weapon Killer
standing R+B	Slash Whip
Holds/Throws	
→ R+B	Face Slap
← R+B	Reverse Toss
ABC Special Attacks	
R+B+C	Slash Whip * hold R+B+C to whip chain around constantly
← R+B+C	
→ R+B+C	
↓ R+B+C	
Special Moves	
↘ KICK	Sliding Kick

jump ↓ B	Mercury Sword
←→ PUNCH	Aura Bird !MAX
←→ KICK	Flash Sword
↓↑ KICK	Justice Sword
Ultimate Attack	
→↓↘→↗ R+B	Fire Bird !MAX
↓↘←↓↘→ B+C+D	Angel Arrow

Julius Carn

Double Jump	Wall Jump
NO	YES
Blow Defense	Weapon Killer
crouching C+D	standing R+B
Holds/Throws	
→ R+B	Throw' n' gut Stab
← R+B	Toss
ABC Special Attacks	
R+B+C	Shouting Spirit * raises HERO Gauge level
Special Moves	
↖	Secret Walk
↘ KICK	Head Sliding
jump ↓ C+D	Mongolian Press
←→ PUNCH	Mongolian Tiger Mash !MAX
↓↑ PUNCH	Mongolian Dynamite
↓↑ KICK	Mongolian Tackle
Ultimate Attack	
→←↘↓↑ R+C	Fire Blast !MAX

Muscle Power

Double Jump	Wall Jump
NO	NO
Blow Defense	Weapon Killer
crouching R+B	none
Holds/Throws	
→ R+B	Head Butt
← R+B	Back Drop
→ C+D	Knee Drop
← C+D	Strangle Choke Hold
ABC Special Attacks	
close R+B+C	Muscle Grip
←/→ R+B+C	Tosses opponent
↓ R+B+C	Knee Drop
Special Moves	

jump ↓ C+D	Guillotine Drop
←→ KICK	Muscle Bomber
close ↑ ↗ → ↘ ↓ ↙ ← ↖ ↑ PUNCH	Tornado Body Smash !MAX
↓ ↘ → ↗ KICK	Super Drop Kick
Ultimate Attack	
close ↓ ↘ → ↗ ↓ R+B	Super Dangerous Giant Breaker !MAX

Brocken

Double Jump	Wall Jump
NO	NO
Blow Defense	Weapon Killer
standing B	none
Holds/Throws	
→ R+B	High Suplex Drop
← R+B	Back Drop
←/→ C+D	Gas Attack
ABC Special Attacks	
jump R+B+C	Rocket Jump * while flying you can drop a bomb by ←→ KICK
← R+B+C	C small bomb
→ R+B+C	D flames to right of bomb drop C+D flames to left of bomb drop
on the ground ↓ R+B+C	make a pose
Special Moves	
jump ↘ C+D	Rolling Heel Kick
tap PUNCH	Spark Thunder
↓ ↘ → PUNCH	Rocket Punch
↓ ↘ → KICK	German Missile
↓ → ↘ PUNCH	Hurricane Arm !MAX
Ultimate Attack	
B+C R+B+C	German Explosion !MAX

Rasputin

Double Jump	Wall Jump
NO	NO
Blow Defense	Weapon Killer
crouching R+B	none, use Ice Ball
Holds/Throws	
→ R+B	Hand Squash
← R+B	Hand Shake
ABC Special Attacks	
R+B+C ← R+B+C	Love Turtle * squashes opponent flat, opponent cannot do any special moves during this

→ R+B+C	
↓ R+B+C	
Special Moves	
↓↘↘ PUNCH	Fireball
jump → ↓↘↘ PUNCH	Air Fireball
←↘↘↘↘↘ PUNCH	Thunder Ball
↓↘↘ PUNCH	Ice Ball
←↘↘ KICK	Axle Spin !MAX * also in air
↓↘↘ KICK	Kossak Dance
Ultimate Attack	
↓↘↘↘↘ R+C	The Secret Garden !MAX

Ryoko

Double Jump	Wall Jump
NO	YES
Blow Defense	Weapon Killer
standing R+B	none, use ShouteiHa
Holds/Throws	
→ R+B	Strangle Hold
← R+B	Shoulder Toss
←/→ C+D	Leg Throw
←/→ R+B	Air Throw
←↘↘↘↘ PUNCH	NiDan Seoi Nage
ABC Special Attacks	
R+B+C	The Izumoryu Throw * intercepts normal move and throws opponent
← R+B+C	
→ R+B+C	
↓ R+B+C	The Izumoryu Throw, low version
Special Moves	
↘ C+D	ShouteiKyaku
↘ R+B	ShouteiHa
←↘↘ PUNCH	BoSatsuSho !MAX
→↘↘ KICK	lakeri
←↘↘↘↘ KICK	Larriot Drop
Ultimate Attack	
close → ←↘↘↘↘↘ B+C+D	Mugger Throw !MAX

Captain Kidd

Double Jump	Wall Jump
NO	YES
Blow Defense	Weapon Killer
crouching B	none, use Shark Knuckle
Holds/Throws	

→ A+B	Face Slap
← A+B	Toss
ABC Special Attacks	
A+B+C	Quick Step, taunt
→ A+B+C	Quick Step, short hop forward
← A+B+C	Quick Step, short hop backward
↓ A+B+C	Quick Step, short hop forward from crouching position
Special Moves	
jump ↘ C+D	Shark Kick
←→ KICK	Spiral Kick
←→ PUNCH	Shark Knuckle !MAX
↓↑ PUNCH	Shark Upper
↓↘↗ PUNCH	Pirate Ship Blast
→↘↗↘↗↘↗ KICK	Hyper Dash Kick
Ultimate Attack	
close ←↓↘↗ B+C	Pirate Punishment !MAX

J. Maximum

Double Jump	Wall Jump
NO	NO
Blow Defense	Weapon Killer
crouching A+B	standing C+D
Holds/Throws	
→ A+B	Touchdown Tackle
← A+B	Toss
←/→ C+D	Bear Hug
ABC Special Attacks	
A+B+C	Catching * catches opponent' s projectile and throw it bac * hold A+B+C to delay throw
← A+B+C	
→ A+B+C	
↓ A+B+C	Catching, low version
Special Moves	
↘ KICK	Slide Kick
close ←↘↗↘↗ PUNCH	Johnny Special
→↘↗ PUNCH	Lightning Tackle
↓↘↗ KICK	Shoulder Butt Crash
↓↑ PUNCH	Head Crash !MAX
Ultimate Attack	
close ↓↘↗↘↗↘↗ A+C	Heaven Blows !MAX

Mudman

Double Jump	Wall Jump
NO	NO

Double Jump	Wall Jump
NO	NO
Blow Defense	Weapon Killer
crouching B	standing R+B
Holds/Throws	
→ R+B	Face Slam
← R+B	Horn Toss
←/→ C+D	Toss
ABC Special Attacks	
R+B+C	Erik Shield * reflect projectile or hit if close
← R+B+C	
→ R+B+C	
↓ R+B+C	Erik Shield, low version
Special Moves	
jump ↓ C+D	Seal Press
→→↓→← KICK	Aegyr' s Halberd
→→↓→← PUNCH	Thor Hammer
→←→↓→→ PUNCH	Blizzard Breath !MAX
←→ PUNCH	Long Horn
Ultimate Attack	
↓→←→↓→ B+D	Whale Snarfer !MAX

Jack

Double Jump	Wall Jump
NO	YES
Blow Defense	Weapon Killer
→ C+D	C+D
Holds/Throws	
→ R+B	Flip Toss
← R+B	Flip Toss and Face Claw
ABC Special Attacks	
R+B+C	Crazy Escape * quickly teleport into the gorund to escape, then pops back up in same position
↓ R+B+C	
→ R+B+C	Crazy Escape, right
← R+B+C	Crazy Escape, left
Special Moves	
↓ C+D	Spinning Slide
↓→→ PUNCH	Mixer Crush
↓→→ KICK	Iron Crawl
↓→← KICK	Knee Smasher !MAX
Ultimate Attack	
↓↑ B+D	Great Hero of the Three Kingdoms !MAX

Ryofu

Double Jump	Wall Jump
NO	NO
Blow Defense	Weapon Killer
standing R+B	standing C+D
Holds/Throws	
→ R+B	Multiple Stab' n' Slice
← R+B	Stab' n' Spear Twirl
ABC Special Attacks	
R+B+C	<p>Bombarding Spear</p> <p>* on the ground, drinks something and so makes his next attack twice powerful</p> <p>* in air:</p> <p>R+B+C freezes in place pointing spear downward</p> <p>→ R+B+C jump forward and twirl spear</p> <p>← R+B+C jump backward and twirl spear</p> <p>↓ R+B+C Fall downward wielding spear</p>
← R+B+C	
→ R+B+C	
↓ R+B+C	
Special Moves	
→ C+D	Long Low Spear Strike
↓ ↓ ↓ PUNCH	SouRanbu !MAX
↓ ↓ ↓ PUNCH	KaenKen
tap PUNCH	SouGekiHa
jump ← ↓ ↓ ↓ KICK	Psychic Kick
Ultimate Attack	
→ ↓ ↓ ↓ ← ↓ C+D	The Giraffe Bomber !MAX