



The Unofficial SNK Neo Geo Games Encyclopedia of Moves & Codes

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[moves]

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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 +	Taunt * can be cancelled at any time	/ / N	Hop
/	Holds / Throws	when knocked down 	Line Roll * when at H.POWER
+	Attack Avoider	when knocked down / /	Quick Recover
	Hop Back * also dodge projectiles		Dash * can also dash jump

* 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 **IBS**

* **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

Terry Bogard

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

Andy Bogard

Holds/Throws		Recovery Attack
→ C	Shoulder Throw	* none
Other Moves		Pursue Attack
→ B	Flip Kick * follow with ↖ C	* none
↖ R	Upper Palm	
Deadly Attacks		Fake Moves
↖ ↗ R / C	Zan Ei Ken	→ R + C
Zan Ei Ken using C	Shippuu Uraken	
↖ ↗ C		
→ ↘ ↖ C	Sho Ryu Dan !BS	

jump ↓ ↘ ↙ ← D	Genei Shiranui	
↘ ↙ ↘ ↘ ↘ B	Ku Ha Dan !BS	
↓ ↘ ↙ ← R	Hi Sho Ken !BS	↓ R + C
↓ ↘ ↙ ← C	Geki Hi Sho Ken !BS	
Ultra Deadly Attack (S. POWER)		
↓ ↘ ↙ ↘ ↘ ↘ B + C	Cho Reppa Dan	↓ B + C
Hidden Power Attack (P. POWER)		
↓ ↘ ↙ ↘ ↘ ↘ tap C	Dan Da Dan !BS	

Joe Higashi

Holds/Throws		Recovery Attack	
→ C	Knee-kick Combo	* none	
↘ C	Multiple Knees		
Other Moves		Pursue Attack	
↘ B	Slide Kick	↓ C	Taunt
← B	Roundhouse Kick		
Deadly Attacks		Fake Moves	
↘ ↘ B / C	Slash Kick	→ R + C	
↓ ↘ ↙ ← B	Ougon no Kakato !BS		
→ ↓ ↘ ↘ B	Tiger Kick !BS		
tap R	BakuRetsu Ken !BS		
BakuRetsu Ken ↓ ↘ ↙ → R / C	BajuRetsu Hook		
← ↘ ↙ ↘ ↘ → R	Hurricane Upper !BS	↓ R + C	
← ↘ ↙ ↘ ↘ → C	BakuRetsu Hurricane !BS		
Ultra Deadly Attack (S. POWER)			
→ ↘ ↙ ↘ ↘ ↘ B + C	Screw Upper		
Hidden Power Attack (P. POWER)			
→ ↘ ↙ ↘ ↘ ↘ C / D	Thunder Fire		

Mai Shiranui

Holds/Throws		Recovery Attack	
→ C	Leg Flip	tap C	Double Kick
↓ D	Air Throw		
Other Moves		Pursue Attack	
← R	Ryu no Mai * follow with D / ↓ D	* none	
Deadly Attacks		Fake Moves	
↓ ↘ ↙ → R	KaChoSen !BS	↓ R + C	
↓ ↘ ↙ ← C	Sachiyo Dori !BS		
↓ ↘ ↙ ← R	RyuEnBu !BS		
← ↘ ↙ ↘ ↘ → C	Hissatsu Shinobibachi !BS		
jump ↓ R + B	Musasabi no Mai		
Ultra Deadly Attack (S. POWER)			

Holds/Throws		Recovery Attack
➡	Shoulder Throw	* none
Other Moves		Pursue Attack
➡	Neri Chagi	* none
Deadly Attacks		Fake Moves
⬇️ ⬆️	Hi En Zan IBS	
⬇️ ⬆️	Kuu Sa Jin	
Kuu Sa Jin ⬇️	Kuu Sa Zan	
⬇️ ⬆️ ⬅️ /	Han Getsu Zan IBS	
⬇️ ⬇️	Haki Kyaku IBS	
jump ⬇️	Hishou Kyaku	
Hishou Kyaku ⬆️	Judgement Kick	
Ultra Deadly Attack (S. POWER)		
jump ⬅️ ⬆️ ⬇️ ⬆️ ➡️ +	Houou Tenbu Kyaku	
Hidden Power Attack (P. POWER)		
⬇️ ⬆️ ⬅️ ⬆️ ➡️	Houou Kyaku	⬇️ +

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jump close	Break Spiral BR
Hidden Power Attack (P. POWER)	
	Duck Dance * when flashing you can do either: jump Air Cannonball Cannonball Dance Kick Heaven' s Knee Duck Rave

Blue Mary

Holds/Throws		Recovery Attack	
	Leg Flip	* none	
Leg Flip	Leg Break		
Other Moves		Pursue Attack	
	Heel Follow		Leg Press
	Step Roller * follow with	Double Spider or M. Snatchbreaker 	M. Dynamite Swing
		M. Escalation	M. Double Swing
Deadly Attacks		Fake Moves	
jump	M. Spider		
	M. Crab Clutch		
	M. Snatcher !BS		
	M. Dodge		
M. Dodge, near enemy	Good Night Backbreaker		
	Leg Drop		
Leg Drop	Reverse Kick		
Leg Drop	Dangerous Spider		
Ultra Deadly Attack (S. POWER)			
	M. Typhoon		
Hidden Power Attack (P. POWER)			
	M. Escalation		
M. Escalation	Spin Fall !BS		
Spin Fall	Double Spider		
M. Escalation	Vertical Arrow		
Vertical Arrow	M. Snatchbreaker		
M. Escalation	Straight Slice !BS		
Straight Slicer	Double Crunch		

Franco Bash

Holds/Throws		Recovery Attack	
	Gut Punch	tap	Power Uppercut
Other Moves		Pursue Attack	
	Roundhouse Kick	* none	

	Big Punch	
Deadly Attacks		Fake Moves
	Double Kong !BS	
	Power Stomp !BS	
	Meteo Shock !BS	
	Meteo Tackle !BS	
	Waving Blow	
Ultra Deadly Attack (S. POWER)		
	Megaton Scruncher	
	Final Omega Shot !BS	
Hidden Power Attack (P. POWER)		
	Armageddon Buster	

Ryuji Yamazaki

Holds/Throws		Recovery Attack	
	Reverse Toss	tap	Dust Throw
	Head Butt		
Other Moves		Pursue Attack	
	Overhead Punch, Backhand Combo		Tripple Stomp
	Uppercut		
jump	Short Uppercut		
Deadly Attacks		Fake Moves	
	Hebi Tsukai Gedan !BS * hold to delay		
	Hebi Tsukai Chuudan !BS * hold to delay		
	Hebi Tsukai Uwadan !BS * hold to delay		
hold button on Hebi Tsukai for 4 seconds	Multi-directional Hebi Tsukai		
	Bai Gaeshi * hold to reflect * release to absorb		
	Sabaki no Aikuchi !BS		
	Yakiire		
	SadoMaso * taunts, counter attacks if attacked by opponent		
Ultra Deadly Attack (S. POWER)			
	Guillotine		
Hidden Power Attack (P. POWER)			
close	Yondan Drill * tap for different levels of follow-up attack: level 1 - Short Combo 1-4 taps level 2 - Kicks & Stomps 5-8 taps level 3 - 10 HeadButts 9-12 taps level 4 - 21 Hebi Tsukai 13+ taps level 5 - 8 Bai Gaeshi 13 taps then		

Bob Wilson

Holds/Throws		Recovery Attack	
→ C	Falcon	tap C	Somersault Kick
Other Moves		Pursue Attack	
↘ R	Thrust Kick	↑ C	Leg Drop
jump ↓ B	Double Kick	Falcon ↘ ↘ C	Hornet Attack
Deadly Attacks		Fake Moves	
↓ ↘ ↘ B	Rolling Turtle !BS		
↓ ↘ ↘ C	Sidewinder !BS		
← → → B + C	Frog Hunting		
↓ ↑ C	Bison Horn !BS		
← → B	Wild Wolf !BS		
→ ↓ ↘ B	Monkey Dance !BS		
Ultra Deadly Attack (S. POWER)			
→ ↘ ↘ ↓ ↘ ↘ B + C	Dangerous Wolf	↓ B + C	
Hidden Power Attack (P. POWER)			
→ ↘ ↘ ↓ ↘ ↘ C	Dancing Bison		

Sokaku Mochizuki

Holds/Throws		Recovery Attack	
→ C	Shoulder Toss	* none	
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 !BS	↓ R + C	
↓ ↘ ↘ R	Nozaru Geri !BS		
→ ↘ ↘ C	Hyo Dan !BS		
tap R	JaKon Bu * following with: ↘ C Ten Ha ↘ C Fu Ha → C Toppa ↘ C Kou Ha ↓ D Tou Ha !P		
→ ↘ ↓ ↘ ↘ B	Jashin Kon !BS		
↑ ↓ D	Hametsu no Honou * Sokaku himself will move to the other plane		
Ultra Deadly Attack (S. POWER)			
→ ↘ ↘ ↓ ↘ ↘ B + C	Ikazuchi * hits in both planes		
Hidden Power Attack (P. POWER)			
→ ↘ ↘ ↓ ↘ ↘ C	Raijin no Ibuki	↓ B + C	

Cheng Sinzan

Holds/Throws		Recovery Attack
→	Aiki Nage	* none
↘	Headbutt Hold	
Other Moves		Pursue Attack
←	Energy Ball * follow with	* none
→	Energy Balls	
Deadly Attacks		Fake Moves
↓ ↘ ↘ ↘	Kiten Hinzan !BS	
→ ↓ ↘ ↘	Anti-air Kiten Hinzan !BS	
← → /	Hagan Geki !BS	→ +
↓ ↗	Dai Taikobara Uchi * tap to float	
→ ↘ ↘ ↘ ↘ ↘	Flexible Geezer * hold to power up	
→ ↘ ↘ ↘ ↘ ↘	Fatty Bazooka	
Ultra Deadly Attack (S. POWER)		
↗ ↓ ↘ → +	Bakurai Hoh !BS	
Hidden Power Attack (P. POWER)		
jump ← ↘ ↘ ↘ ↘ → hold	Collapse of Creation	

Hon Fu

Holds/Throws		Recovery Attack
→	Leg Flip	* none
↘	Face Bash	
Other Moves		Pursue Attack
↘	High NC hit	↓ Low NC Hit
→	Spinning Head Kick	
Deadly Attacks		Fake Moves
close ← ↘ ↘ ↘ ↘ →	KyuRyu no Yomi	
↗ →	DenkouSekka no Chi !BS	
↓ ↘ ↘ ↘	DenkouSekka no Ten !BS	
↓ ↘ ↘ ↘	? * counter attack the 3rd time he is hit	
→ ↓ ↘ ↘ /	Seikuu Rekka Kon !BS	← +
↓ ↘ ↘ ↘ then tap	Honou no Taneuma	
Ultra Deadly Attack (S. POWER)		
↓ ↘ ↘ ↘ ↘ → +	Bakuatsu Goro	
Hidden Power Attack (P. POWER)		
↓ ↘ ↘ ↘ ↘ →	Gadenza no Arashi !BS	

Tung Fu Rue

Holds/Throws	Recovery Attack

→	Energy Blast	* none
Other Moves		Pursue Attack
↘	Upper Fist	* none
Deadly Attacks		Fake Moves
↓↘↘	Shou Ha IBS	
↓↘↘	Geki Hou * hold to power up	
→↓↘	Ressen Kyaku IBS	
↓↘↘ /	SenShippo IBS	
+ +	Meditation	
Meditation	Cho Ressen Kyaku	
Meditation	Cho SenShippo	
Ultra Deadly Attack (S. POWER)		
→↘↘↓↘↘ +	Senpu Gou Ken	↓ +
Hidden Power Attack (P. POWER)		
→↘↘↓↘↘	Cho Geki Hou	

Jin ChonShu

Holds/Throws		Recovery Attack
→	Energy Burst	* none
Other Moves		Pursue Attack
→	Overhead Attack	* none
Deadly Attacks		Fake Moves
→→	Teio JinSoku Ken	
↓↘↘ /	Teio Tengan Ken IBS	
→↓↘ /	Teio Tenji Ken IBS	
→↘↓↘↘ / /	Teio ShiGan Ken IBS	
↓↘↘ then →↘↘↓↘↘	Dragon' s Light	
jump ↓↘↘	Teio ShiGan Ken (Air)	
Ultra Deadly Attack (S. POWER)		
→↘↘↓↘↘ +	Teio Rojin Ken IBS	
jump ↓↘↘↘↘ +	Kuuchuu Teio Rojin Ken	
Hidden Power Attack (P. POWER)		
→↘↘↓↘↘	Teio SukyuKyo Ken	↓ +

Jin ChonRei

Holds/Throws		Recovery Attack
→	Energy Burst	* none
Other Moves		Pursue Attack
→	Axe Kick	* none
Deadly Attacks		Fake Moves
→→	Teio JinSoku Ken * press → 3 times for longer version	
↓↘↘ /	Teio Tengan Ken IBS	

→↓↘↘ R / C	Teio Tenji Ken !BS	
↓↘↘↘↘ C	Teio Rojin Ken !BS	
↓↘↘↘ B	Teio Tashin Ken	
↓↘↘↘ B	Ryu TenShin * hold B for range	
Ultra Deadly Attack (S. POWER)		
→↘↘↘↓↘↘ B + C	Teio SyuMyo Ken * press B + C once for normal fireball * at P.Power level tap C for additional fireballs * hold B + C for old-style Teio SyuMyo Ken, release for stopping the ball	↓ B + C
Hidden Power Attack (P. POWER)		
→↘↘↘↓↘↘ C	Teio RyuSei Ken	

Li Xiangfei

Holds/Throws		Recovery Attack
→ C	?	* none
Other Moves		Pursue Attack
→ R	Ri Mon Chou Chu	* none
← B	?	
Deadly Attacks		Fake Moves
↓↘↘↘ R / C	Nanpa !BS	
↓↘↘↘ B	Zen Chu-oh	
Zen Chu-oh ↓↘↘↘ B	Zen Chu-oh Kanku	
Zen Chu-oh ↓↘↘↘ B	Zen Chu-oh Shin Saiha	
→↓↘↘ B	Ten Poh Zan	← R + C
while being attacked R then ↑	High Counter !BS	
while being attacked R then →	Medium Counter !BS	
while being attacked R then ↓	Low Counter !BS	
Ultra Deadly Attack (S. POWER)		
→↘↘↘↓↘↘ B + C	Taitetsujin	↓ B + C
C →↘↘↘ R + B →↘↘↘ R + B	Chou Pairon	
Hidden Power Attack (P. POWER)		
close ↑↘↘↘↓↘↘↘↘↘↘↘↘ C	Majinga	

Rick Strowd

Holds/Throws		Recovery Attack
→ C	?	* none
Other Moves		Pursue Attack
→ R	?	* none
↘ R	?	
Deadly Attacks		Fake Moves
dash→ C	?	

↓↘→R/C	Shooting Star !BS	→R+C
↓↘↙C	Divine Blast !BS	
↓↘↙B	Full Moon Fever * hold to keep swaying	
↓↘↙R	Blazing Sun Burst !BS	
→↓↘R	Helion !BS	
Ultra Deadly Attack (S. POWER)		
→↘↙↓↘↙B+C	Gaia Press	
Gaia Press ↓↘→C	EX Shooting Star	
Hidden Power Attack (P. POWER)		
→↘↙↓↘↙C	Howling Bull	
Howling Bull ↓↘→C	MAX Shooting Star	

Billy Kane

Holds/Throws		Recovery Attack
→C	Pole Throw	* none
↘C	Pole Lift	
Other Moves		Pursue Attack
		↓C Pole Whack
Deadly Attacks		Fake Moves
←→R	SanSetsuKon ChuDan Uchi	
SanSetsuKon ChuDan Uchi ←→C	Kaen SanSetsuKon ChuDan Tsuki	
↓↘↙R	Suzume Otoshi !BS	
tap R	Senpu Kon	
↘↓↘→B	Kyou Shuu Hishou Kon !BS	←R+C
↓↘↙B	KaRyu TsuiGeki Kon !BS	
Ultra Deadly Attack (S. POWER)		
→↘↙↓↘↙B+C	Cho Kaen Senpu Kon	
→↘↙C	Guren Sakkon	
Hidden Power Attack (P. POWER)		
→↘↙↓↘↙C	Salamander Stream	

Laurence Blood

Holds/Throws		Recovery Attack
→C	Saber Stab	* none
↓C	Air Throw	
Other Moves		Pursue Attack
→B	Line Push Kick * follow with D/↓D	* none
R+B	Ole Dodge	
Deadly Attacks		Fake Moves
→↘↙↘↙←R/C	Bloody Spin !BS	
←→C	Bloody Saber	

↓↑C	Bloody Cutter !BS
tap R	Bloody Mixer
Ultra Deadly Attack (S. POWER)	
→←↓↘↙B+C	Bloody Flash
Hidden Power Attack (P. POWER)	
→←↓↘↙C	Bloody Shadow

Wolfgang Krauser

Holds/Throws		Recovery Attack
→C	Knee Thrust	* none
→↘↓↙←B	Lift Up Blow	
Other Moves		Pursue Attack
→R	Overhead Punch	↓C Elbow Drop
jump ↓C	Stomach Splash	
Deadly Attacks		Fake Moves
↓↘←R	High Blitz Ball !BS	↓R+C
↓↘←C	Low Blitz Ball !BS	↓R+C
↓↘→B	Leg Tomahawk !BS	
close →↘↙↘↙→R then →→C	Scum Gale	
←↘↓↘→C	Phoenix Thrust * not an attack, counters high/specials	
→↓↘C	Kaiser Claw	
Ultra Deadly Attack (S. POWER)		
←↘B+C	Kaiser Wave !BS * hold B+C to charge up to 3 different levels	↓B+C
Hidden Power Attack (P. POWER)		
near the opponent ↑↘→↘↓↙←↘↑C	Gigantic Cyclone	
→↘↓↙←→R R B C B C R B C then one of 2 different ending moves: C or ←↓↘R+C	Deadly Rave	

Geese Howard

Holds/Throws		Recovery Attack
→C	Shoulder Toss	* none
Shoulder Toss →↘↓C	Face Bash	
↘C	Face Grab	
close ↑↘→↘↓↙←↘↑R	ShinkuuNage	
Other Moves		Pursue Attack
←B	Spin Kick * follow with D/↓D	↓C Explosion
Deadly Attacks		Fake Moves
↓↘←R	Reppuu Ken !BS	↓R+C
↓↘←C	Double Reppuu Ken !BS	↓R+C

←↘↓↘→(R)	AtemiNage	
←↘↓↘→(B)	Chudan AtemiNage	
←↘↓↘→(C)	Joudan AtemiUchi	
Ultra Deadly Attack (S. POWER)		
→↘↘↓↘→(B+C)	Raging Storm	↓(B+C)
Hidden Power Attack (P. POWER)		
↑↘→↘↓↘←↘↑(C)	Rashoumon	
→↘↓↘←↘→ then (R)(R)(R)(B)(B)(B)(C)(C)(C)↓↘←↘(C)	Deadly Rave IBS * perform when near to opponent to connect with first hit	