



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

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



### [moves]

[Kyo Kusanagi](#) [Iori Yagami](#) [Terry Bogard](#) [Mai Shiranui](#)  
[Ryo Sakazaki](#) [Mr Karate](#) [Kim Kaphwan](#) [Choi Bounge](#)  
[Kasumi Todoh](#) [Shiki](#) [Genjuro Kibagami](#) [Earthquake](#)  
[Ryu](#) [Ken Masters](#) [Chun Li](#) [Guile](#)  
[Dhalsim](#) [Akuma](#) [M. Bison](#) [Sagat](#)  
[Vega](#) [Balrog](#) [Tessa](#) [Hugo](#)

### General Moves

	Weak Punch		Weak Kick
	Strong Punch		Strong Kick
	Backstep	while running //	Big Jump
	Frontstep	then //	
close +/+	Normal Body Toss * consume Power Gauge if miss	when blocking	Guard Cancel Frontstep * consume Power Gauge
when grabbed +/+	Body Toss Evasion * must use same buttons of throw	when blocking +	Guard Cancel Frontstep * consume Power Gauge more than
when knocked down +	Break Fall	when blocking +	Guard Cancel Attack * consume Power Gauge
	Taunt * increase opponent's Power Gauge		

\* **Groove Power Gauge:** you can accumulate up to 3 levels of Power Gauge. At Level 3, the word MAXIMUM appear on it, and it start to drain slowly. During Maximum Mode all the moves that consume Power Gauge, drains the Maximum Power Gauge. When the Maximum Power Gauge is empty, the normal Power Gauge fills back up to Level 2.

\* **Guard Crush Gauge:** it drains when you block attacks, but it refills automatically if you don't block attacks for a while. When it's empty the message "Guard Crush" will appear, and you'll be open to enemy attacks for a moment. After being Guard Crashed, the gauge will go back to 100%.

\* **Cancel Anywhere:** during Maximum mode you can cancel any normal attack in some special move, or cancel from some special moves into other special moves. You can cancel into the special moves marked with **!CA**, but you can cancel only from the special moves marked with **!CF**. You can't cancel from one move to the same move! Using Cancel Anywhere consumes Power Gauge.

\* **Super Cancel:** during Maximum mode you can cancel some special move into a Desperation Move or an Exceed Move. Super Cancel Moves are marked with **!SC**

\* **Desperation Moves (DM):** you can perform them using 1 level of Power Gauge, or during Maximum Mode.

\* **Exceed Moves:** you can perform them only when your Life Bar is red (after the first yellow bar), but only once per battle. Doesn't consume Power Gauge.

## Kyo Kusanagi

close <b>R+B</b>	Hatsu Gane
close <b>C+D</b>	Issetsu Seoi Nage
jump <b>↓C</b>	Ge Shiki Naraku Otoshi
<b>→B</b>	Ge Shiki Gou Fu You <b>!CF</b>
<b>↘D</b>	88 Shiki <b>!CF</b>
<b>↓↘↘R</b>	114 Shiki Ara Kami <b>!CA !CF</b>
114 Shiki Ara Kami <b>↓↘↘R/C</b>	128 Shiki Kono Kizu <b>!CF</b>
114 Shiki Ara Kami <b>→↘↘↓↘↘←R/C</b>	127 Shiki Yano Sabi <b>!CF</b>
128 Shiki Kono Kizu / 127 Shiki Yano Sabi <b>B/D</b>	125 Shiki Nana Se <b>!CF</b>
128 Shiki Kono Kizu / 127 Shiki Yano Sabi <b>R/C</b>	Ge Shiki Migiri Ugachi <b>!CF</b>
127 Shiki Yano Sabi <b>→↘↘↓↘↘←B/D</b>	202 Shiki Koto Tsuki You
<b>↓↘↘C</b>	115 Shiki Doku Kami <b>!CA !CF</b>
115 Shiki Doku Kami <b>→↘↘↓↘↘←R/C</b>	401 Shiki Tumi Yomi <b>!CF</b>
401 Shiki Tumi Yomi <b>→R/C</b>	402 Shiki Batu Yomi
<b>→↓↘R/C</b>	100 Shiki Oni Yaki * also from 402 Shiki Batu Yomi * <b>R</b> version <b>!CF&amp;!SC</b> * <b>C</b> version <b>!CF&amp;!SC</b> on 1st hit
<b>→↘↘↘←B/D</b>	202 Shiki Koto Tsuki You <b>!CF</b> on 1st hit
<b>↓↘↘B B/D D</b>	75 Shiki Kai
<b>←↓↘B/D</b>	707 Shiki KomaHoFuri
<b>Desperation Moves</b>	
<b>↓↘↘↓↘↘R/C</b>	182 Shiki * can hold
<b>↓↘↘↘↘↓↘↘R/C</b>	Ura 108 Shiki OrochiNagi * hold to delay
<b>Exceed Moves</b>	
<b>↓↘↘↓↘↘R+C</b>	Saishuu Kessen Ougi "Mu Shiki"

## Iori Yagami

close <b>R+B</b>	Sakahagi
close <b>C+D</b>	Saka Sakahagi
<b>→R R</b>	Ge Shiki Yumebiki <b>!CF</b> on 1st hit
<b>→B</b>	Ge Shiki Gou Fu In Shinigami <b>!CF</b> on 1st hit
jump <b>←B</b>	Ge Shiki Yuri Ori
<b>↓↘↘R/C</b>	108 Shiki Yami Barai <b>!CA</b>
<b>→↓↘R/C</b>	100 Shiki Oni Yaki <b>!CA</b> * <b>R</b> version <b>!CF&amp;!SC</b> on 1st on a counter * <b>C</b> version <b>!CF&amp;!SC</b> on 1st or 2nd hit
<b>→↓↘B/D</b>	311 Shiki Sou Kushi <b>!CA !CF</b>
<b>↓↘↘R/Cx3</b>	127 Shiki Aoi Hana <b>!CA !CF</b> on 1st and 2nd
<b>→↘↘↘←B/D</b>	212 Shiki Koto Tsuki In <b>!CA !CF</b> on 1st
close <b>→↘↘↓↘↘←R/C</b>	KuzuKaze



↓↑ R/C	↓ R/C Yusura Ume ↓ B/D Ukihane ↓↑ R/C Kuuchuu Musasabi no Mai
Chijou Musasabi no Mai close to opponent ↓ D	Toki Tsubute
←↑↓↑ B/D	Hissatsu Shinobibachi !CA * B version !CF on 1st hit
↓↑ B/D	Sachiyo Dori !CA
→↓↑ R/C	Hakuro no Mai !CA !CF
→↓↑ B/D	Koshuu no Mai !CF
Koshuu no Mai →↓↑ B/D	Tsuika Kougeki !CF
<b>Desperation Moves</b>	
↓↑↓↑ R/C	Mizudori no Mai
↓↑↓↑ R/C	Houou no Mai
<b>Exceed Moves</b>	
↓↑↓↑ B+D	Chou Hissatsu Shinobibachi

## Ryo Sakazaki

close R+B	Tomoe Nage
close C+D	Tani Otoshi
→ R	Hyouchuu Wari !CF
→ B	Joudan Uke !SC
↘ B	Gedan Uke !SC
↓↑ R/C	Ko Ou Ken !CA
→↓↑ R/C	Ko Hou !CA * R version !CF&!SC * C version !CF&!SC on 1st hit
↓↑ R/C	Ko Hou Shippuu Ken !CA !CF !SC
→↑↓↑ B/D	HienShippuKyaku !CA
→↑ R/C	ZanRetsuKen
↓↑ B/D	Mou Ko Rai Jin Setsu !CA
<b>Desperation Moves</b>	
→↑↓↑ R/C	HaohShokohKen
↓↑↓↑ R/C	RyuKo Ranbu
<b>Exceed Moves</b>	
↓↑↓↑ R+C	Tenchi HaohKen

## Mr Karate (Takuma Sakazaki)

close R+B	Oosotogari
close C+D	Ibbon Seoi Nage
→ R	Oniguruma
← R	Hisha Hotoshi !CF
→ B	Kawara Wari !CF !SC
↓↑ R/C	Ko Ou Ken !CA

↔↔↔ R/C	ZanRetsuKen
↔↔↔ R/C	Ko Hou !CA !CF
↔↔↔ R/C	Mou Ko Murai Gan !CA !CF !SC
↔↔↔ B/D	Shou Ran Kyaku !CA
↔↔ B/D	HienShippuKyaku !CA
<b>Desperation Moves</b>	
↔↔↔↔↔↔ R/C	HaohShikohKen * can hold
↔↔↔↔↔↔ B/D	Kyokugen Ko Hou
<b>Exceed Moves</b>	
↔↔↔↔↔↔ R+C	Chou HaohShikohKen * can hold

## Kim Kaphwan

close R+B	Kubi Kiwame Otoshi
close C+D	Sakkyaku Nage
↔ B	Neri Chagi !CF
↔↔↔ R/C x3	San Ren Geki !CA !CF on 1st and 2nd
San Ren Geki 1st motion ↔ B/D	Follow Up 1 !CA
Follow Up 1 ↓ B/D	Follow Up 2 !CA
↔↔ B/D	Haki Kyaku !CF
↔↔↔ B/D	Han Getsu Zan !CA * B version !CF * D version !CF on 3rd hit
jump ↔↔↔ B/D	Hishou Kyaku
↔↔ B/D	Hi En Zan !CA * D version !CF&!SC on 1st hit
Hi En Zan using D ↓ D	Ten Sou Zan
<b>Desperation Moves</b>	
↔↔↔↔↔ B/D	Houou Kyaku * also in air
↔↔↔↔↔ B/D	Houou Hiten Kyaku
<b>Exceed Moves</b>	
↔↔↔↔↔ B+D	Houou Kyaku

## Choi Bounge

close R+B	Zujou Sashi
close C+D	Geketsu Tsuki
jump on wall, opposite direction	Sankaku Tobi
↔/↔ B	Toorima Geri
↔↔ R/C	Tatsumaki Shippuu Zan !CA * !CF&!SC on 1st hit
↔↔ R/C	Senpuu Hien Zashi !CA
↔↔ B/D	Hishou Kuu Retsu Zan !CA





↓↘↘→B/D	Meika !CA !CF
jump ↓↘↘→B/D	Kourin !CA !CF
close →↘↘↓↘↘←B/D	Mumyou
↓↓↓R/B/C/D	Setsuna !CA
<b>Desperation Moves</b>	
↓↘↘←↘↘↓↘↘→R/C	Tenma Hajun
<b>Exceed Moves</b>	
↓↘↘←↘↘↓↘↘→B+D	Shikiju

## Genjuro Kibagami

close R+B	Tsukitobashi
close C+D	Ashige
↘C	Gekikaze
→D	Suso Kosuri
↓↘↘→R/C	SanRenSatsu: Kiba !CA !CF
SanRenSatsu: Kiba ↓↘↘←/↓↘↘→R/C	SanRenSatsu: Tsuno !CF
SanRenSatsu: Tsuno ↓↘↘←/↓↘↘→R/C	SanRenSatsu: Rin !CF
↓↘↘←↘↘→R/C	HyakkiSatsu !CA
↓↘↘←B/D	Gashin Totsu !CA !CF * can hold
↓↘↘←R/C	OukaZan
close →↓↘↘B/D	Gekka Zan !CF on 1st-3rd hit
→↓↘↘R/C	Touha KouyokuJin !CA !CF on 1st hit
<b>Desperation Moves</b>	
↓↘↘→↓↘↘→R/B	GokouZan
<b>Exceed Moves</b>	
R+B+C	Ikari Bakuha
Ikari Bakuha B+C+D	Issen

## Earthquake

close R+B	Go To Heaven
close C+D	Fat Buster
jump on wall, opposite direction	Fat Triangle
jump ↓B/D	Fat Bound
↓↘↘→R/C	Fat Burst !CA
jump ↓↘↘→R/C	Chainsaw Dive
→↓↘↘R/C	Fat Chainsaw !CA
↓↘↘←R/C	Fat Breath !CA * direct with ↓/↘
→↘↘↓↘↘←B	Fat Fake !CA
→↘↘↓↘↘←D	Fat Replica Attack !CA
<b>Desperation Moves</b>	
↓↘↘→↓↘↘→R/C	Earth Got' Em 2003

↓↘↘↓↘↘↓↘↘ B/D	Fat Guilty
<b>Exceed Moves</b>	
↓↘↘↓↘↘↓↘↘← R+C	Fat Carnival

## Ryu

close R+B	Seoi Nage
close C+D	Tomoe Nage
→ R	Sakotsu Wari !CA ICF
← R	Hiji Ate
→ B	Senpoo Kyaku !CA
↘ D	Kurubushi Kick
↓↘↘ R/C	HadouKen !CA
←↘↘↓↘↘ R/C	Shakunetsu HadouKen
→↘↘ R/C	ShouRyuuKen !CA ICF
↓↘↘ B/D	Tatsumaki Senpoo Kyaku !CA
jump ↓↘↘← B/D	Kuuchuu Tatsumaki Senpoo Kyaku
<b>Desperation Moves</b>	
↓↘↘↓↘↘ R/C	Shinkuu HadouKen
↓↘↘←↘↘← B/D	Shinkuu Tatsumaki Senpoo Kyaku
<b>Exceed Moves</b>	
↓↘↘↓↘↘ B+D	Shin ShouRyuuKen

## Ken Masters

close R+B	Seoi Nage
close C+D	Jigoku Guruma
jump close C+D	Jigoku Fuusha
→ B	Inazuma Kakato Wari !CA
↘ D	Kurubushi Kick
↓↘↘ R/C	HadouKen
→↘↘ R/C	ShouRyuuKen !CA * R version !CF&!SC * C version !CF&!SC on 1st-2nd hit
↓↘↘ B/D	Tatsumaki Senpoo Kyaku !CA
jump ↓↘↘← B/D	Kuuchuu Tatsumaki Senpoo Kyaku
←↘↘ B	Kama Barai Geri !CA ICF
←↘↘ D	Nata Otoshi Geri !CA ICF
←↘↘ B+D	Oosoto Mawashi Geri ICF
Kama Barai Geri / Nata Otoshi Geri / Oosoto Mawashi Geri hold B/D	Inazuma Kakato Wari ICF
<b>Desperation Moves</b>	
↓↘↘↓↘↘ R/C	ShouRyuuReppa
↓↘↘←↘↘← B/D	Shippuu Jinrai Kyaku
<b>Exceed Moves</b>	



↓↘↗↓↘↗tap B/D

ShinRyuKen

## Chun Li

close R+B	Kirin Shuu
close C+D	Koshuu Tou
jump close C+D	Ryuusei Raku
jump on wall, opposite direction	Sankaku Tobi
↖/↗ C C	Youshi Ken
jump ↓ B	Yousou Kyaku
→ B	Kakusen Kyaku
→ D	Kakusen Rakushuu !CF
↘ B	Zensou Sentai
↘ D	Kaku Kyaku Raku
←↘↗↘↗ R/C	Kikou Ken !CA * R version !CF&!SC
close →↘↗↓↘↗← R/C	Tenshin Enbu
→↘↗↓↘↗← B/D	SenEn Shuu !CA
tap B/D	HyakuRetsu Kyaku !CA
→↓↘ B/D	Tenshou Kyaku !CA
↓↑ B/D	Spinning Bird Kick
<b>Desperation Moves</b>	
↓↘↗↓↘↗ R/C	Kikou Shou
↓↘↗↓↘↗ B/D	Houyoku Sen
<b>Exceed Moves</b>	
↖↘↗↘ B/D	Hazan Tenshou Kyaku

## Guile

close R+B	Judo Throw
close C+D	Dragon Suplex
jump close R+B/C+D	Flying Mayor
→ C	Spinning Back Knuckle !CA
↘ B	Slide Kick !CA
←/→ B	Knee Bazooka
←/→ D	Rolling Sobat !CF
←→ R/C	Sonic Boom
↓↑ B/D	Somersault Kick
<b>Desperation Moves</b>	
↖↘↗↘ R/C	Somersault Slash
↖↘↗↘ B/D	Somersault Strike
←→←→ B/D	Total Wipeout
<b>Exceed Moves</b>	
←→←→ R+C	Sonic Hurricane

## Dhalsim

close <b>R+B</b>	Yoga Smash
close <b>C+D</b>	Yoga Throw
← <b>R</b>	Shutou Chop <b>!CF</b>
← <b>C</b>	Yoga Headbutt
← <b>B</b>	Low Kick <b>!CF</b> on 2nd hit
← <b>D</b>	Yoga Knee Kick
↘ <b>R/C</b>	Zoom Punch <b>!CF</b>
↘ <b>B/D</b>	Sliding
jump ← <b>R</b>	Jump Side Punch
jump ← <b>C</b>	Jump Punch
jump ← <b>B/D</b>	Jump Mae Geri
jump ↓ <b>C</b>	Drill Zutsuki
jump ↓ <b>D</b>	Drill Kick
dash <b>D</b>	Move Kick
↓↘↗ <b>R/C</b>	Yoga Fire <b>ICA</b>
→↘↓↗↘← <b>R/C</b>	Yoga Flame <b>ICA</b>
→↘↓↗↘← <b>B/D</b>	Yoga Blast <b>ICA</b>
→↓↘↗ <b>R+C/B+D</b>	Yoga Teleport Forward <b>ICA</b> * also in air
←↓↘↗ <b>R+C/B+D</b>	Yoga Teleport Backward <b>ICA</b> * also in air
<b>Desperation Moves</b>	
↓↘↗↓↘↗ <b>R/C</b>	Yoga Inferno
jump ↓↘↗↓↘↗ <b>B</b>	Yoga Drill Zutsuki
jump ↓↘↗↓↘↗ <b>D</b>	Yoga Drill Kick
<b>Exceed Moves</b>	
↓↘↗↓↘↗ <b>B</b>	Yoga Legend - Yoga Headbutt
↓↘↗↓↘↗ <b>D</b>	Yoga Legend - Drill Kick

## Akuma

close <b>R+B</b>	Seoi Nage
close <b>C+D</b>	Tomoe Nage
→ <b>C</b>	Zugai Hasatsu <b>!CF</b>
→ <b>D</b>	Hiza Geri <b>ICA</b>
↗ <b>D</b>	Kurubushi Kick
at top of jump forward ↗/↓/↘ <b>B</b>	Tenma Kuujin Kyaku <b>!CF</b>
↓↘↗ <b>R/C</b>	Gou HadouKen
jump ↓↘↗ <b>R/C</b>	Zankuu HadouKen <b>ICA</b>
→↘↓↗↘← <b>R/C</b>	Shakunetsu HadouKen
→↓↘↗ <b>R/C</b>	Gou ShouRyuuKen <b>!CA !CF&amp;!SC</b> on 1st-2nd hit
↓↘↗ <b>B/D</b>	Tatsumaki Zankuu Kyaku <b>ICA</b>
jump ↓↘↗ <b>B/D</b>	Kuuchuu Tatsumaki Zankuu Kyaku <b>!CF</b>

→↓↘R+C/B+D	Ashura Senkuu - Forward
←↓↙R+C/B+D	Ashura Senkuu - Backward
→↓↘B/D	Hyakki Shuu <b>ICA</b>
Hyakki Shuu <b>N</b>	Hyakki Gou Zan <b>ICF</b>
Hyakki Shuu R/C	Hyakki Gou Shou <b>ICF</b>
Hyakki Shuu B/D	Hyakki Gou Jin <b>ICF</b>
Hyakki Shuu, close R+B/C+D	Hyakki Gou Sai
<b>Desperation Moves</b>	
jump ↓↘↘→↓↘↘→R/C	Tenma Gou Zankuu
↓↘↘→↓↘↘→R/C	Messatsu Gou ShouRyuu
→↘↓↙↘↘→↓↙↘↘←R/C	Messatsu Gou Hadou
<b>Exceed Moves</b>	
R R → B C	Shun Goku Satsu

## M. Bison

close R+B	Deadly Throw
close C+D	Death Tower
←→R/C	Psycho Crusher <b>ICA</b>
←→B/D	Double Knee Press <b>ICA</b>
↓↑B/D	Head Press <b>ICA</b> * can move ←/→
Head Press R/C	Somersault Skull Driver
↓↑R/C then ←/→R/C	Devil Reverse <b>ICA</b>
→↓↘R+C/B+D	Bison Warp - Forward <b>ICA</b>
←↓↙R+C/B+D	Bison Warp - Backward <b>ICA</b>
<b>Desperation Moves</b>	
←→↘↘↘↘R/C	Mega Psycho Crusher
←→↘↘↘↘B/D	Knee Press Nightmare
<b>Exceed Moves</b>	
←→↘↘↘↘R+C	Final Psycho Crusher

## Sagat

close R+B	Tiger Rage
close C+D	Tiger Carry
→R	Tiger Hook <b>ICF</b>
↘D	Tiger Tail
↓↘↘R/C	Tiger Shot <b>ICA</b>
↓↘↘B/D	Ground Tiger Shot <b>ICA</b>
→↓↘R/C	Tiger Uppercut <b>ICA</b> * R version <b>ICF</b> * C version <b>ICF</b> on 1st hit
→↓↘B/D	Tiger Crush <b>ICA</b> <b>ICF</b>
<b>Desperation Moves</b>	

↓↘↗↓↘↗↘↗ R/C	Tiger Cannon
↓↘↗↓↘↗↘↗ R/C	Ground Tiger Cannon
↓↘↗↓↘↗↘↗ B/D	Tiger Raid
<b>Exceed Moves</b>	
↓↘↗↓↘↗↘↗ B+D	Tiger Genocide

## Vega

close R+B	Carmine Flip
close C+D	Rainbow Suplex
jump close R+B/C+D	Stardust Shoot
jump on wall, opposite direction	Sankaku Tobi
→ B	Peace of Mercury
→ D	Cosmic Smart !CF
↘ D	Round Slider !CF
←→ R/C	Rolling Crystal Flash !CA !CF
↘→ B/D	Scarlet Terror !CA !CF
↓↑ R/C	Sky High Claw !CA
↓↑ B/D	Rolling !CA
Rolling ←/→ R/C	Flying Barcelona Attack
Rolling ←/→ when close, any direction R/C	Izuna Drop
R+C	Backslash !CA
B+D	Short Backslash !CA
<b>Desperation Moves</b>	
↘↘↘↘ B/D	Hari Tsuki Rolling !CA
Hari Tsuki Rolling ←/→ R/C	Flying Barcelona Special
Hari Tsuki Rolling ←/→ when close, any direction R/C	Rolling Izuna Drop
←→←→ B/D	Scarlet Mirage
<b>Exceed Moves</b>	
←→←→ C	Red Impact

## Balrog

close R+B	Head Bomber
close C+D	Lever Break
↓↑ R/C	Buffalo Headbutt !CA
↓↑ B/D	Wild Smash !CA !CF
←→ R/C	Dash Upper !CA !CF
←→ B/D	Dash Straight !CA !CF
←↘ R/C	Dash Ground Upper !CA !CF
←↘ B/D	Dash Ground Straight !CA !CF
hold R+C/B+D	Turn Punch !CA !CF
<b>Desperation Moves</b>	

←→←→←→R/C	Crazy Buffalo
Crazy Buffalo, hold B/D	Crazy Upper
←→←→←→B/D	Gigaton Blow
<b>Exceed Moves</b>	
↖↗↘↙B+D	Ultimate Wild Smash

## Tessa

close R+B	Squash Hat
close C+D	Kitten Scratch
jump ↓ D	Inroad Fowl * can hold
→ C	Flask - Tachi !CA * can hold
↘ C	Flask - Shagami !CA * can hold
↘ B	Haul Flapper !CA !CF
↘ D	Restive Kitten !CA !CF
↘↘↘ R/C	Chakra Wave * also in air
↘↘↘ B/D	Winder Fist !CA !CF
Winder Fist ↓↘↘ B/D	She' s On Enemy
→↘↘ R/C	Reverie Sword !CA !CF on 1st hit
→↘↘ B/D	Jamming Ghost
close →↘↘↘↘↘↘ R/C	As Sent Proof
<b>Desperation Moves</b>	
↘↘↘↘↘↘↘ R/C	Tricycle Edge * can hold
→↘↘↘↘↘↘↘↘↘↘↘↘↘↘↘↘↘↘↘ B/D	Death Phenomeno
<b>Exceed Moves</b>	
close →↘↘↘↘↘↘↘↘↘↘↘↘↘↘↘↘↘↘↘ R+C	Meteo Fall

## Hugo

close R+B	Body Slam
close C+D	Neck Hanging Tree
→ R	Slap !CA
→ B	Hip Press !CA
jump ↓ C	Body Press
close C	Elbow
←/→ D	Idou Drop Kick
→ R+C	Joudan Blocking !CF !SC
↘ B+D	Gedan Blocking !CF !SC
↘↘↘ B/D	Monster Lariat !CA !CF
→↘↘ B/D	Shutdown Backbreaker !CA
↘↘↘ R/C	Giant Palm Bomber !CA !CF
	Ultra Throw

close	→↘↓↙←(B)/(D)	
close	↑↗→↘↓↙←↖↑(R)/(C)	Moonsault Press
	↑↗→↘↓↙←↖↑(B)/(D)	Meat Squasher
<b>Desperation Moves</b>		
	↓↘→↓↘→(R)/(C)	Hammer Mountain * can hold
	↓↘→↓↘→(B)/(D)	Megaton Press
<b>Exceed Moves</b>		
	↑↗→↘↓↙←↖↑(R)+(C)	Gigas Breaker