



The Unofficial SNK Neo Geo Games Encyclopedia of Moves & Codes

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



[codes]

Alternate Color

Hold down **R** as you choose a character to pick their Alternate color. With the alternate color Nakoruru appear as Bust Nakoruru (also her win quotes are different).

Play Alternate Cat Walk

When choosing a song in Cat Walk, press **OPTION** instead of **R** when you choose it. When you start playing, Felicia will be in her alternate color, the arrows will be replaced by mice pointing in the various directions, **R** will be fishes, and **B** will be bells.

Play as Fio in Target 9

After you choose to start and before the game actually starts, press **OPTION** and you'll be Fio instead of Marco.

Handicap Matches

After you choose Tag or Team Battle, pick less than the maximum number allowed (2 for Tag, 3 for Team). After you choose press **OPTION**. The last box or boxes should be filled with an X, and you'll move on. So, you can fight 1 on 2, 1 on 3 or 2 on 3.

Hidden Characters

When you beat the game, there's a little screen that comes up after that credits. It's a picture of the hidden character you might get, and it's covered up by nine squares. Depending on the difficulty and how you did in the game, up to 6 squares will be uncovered. But, it's totally random what squares will be uncovered and sometimes it will try to uncover a square that already was.

True Ending

To get the real ending for your character, you have to beat your rival when they appear. It's easy to tell when that happens because Billy Kane or Vega get whomped by them and then you fight them. Moreover, if you don't beat them, the number of panels that flip at the end are reduced.

Yuri Sakazaki

| | |
|--------------------------------------|------------------|
| close ←/→ R | Oni Harite |
| close ←/→ B | Sairento Nage |
| jump close ←/↓/→ R / B | Tsubame Otoshi |
| → B | En Yoku |
| ↓ ↘ ↗ R | Ko Ou Ken |
| ↓ ↘ ↗ B | Rai Koh Ken |
| ↓ ↘ ↗ R | Sai Ha |
| → ↘ ↓ ↗ ← B | HyakuRetsu Binta |

Orochi Iori Yagami

| | |
|---------------------------------------|----------------------------------|
| close ←/→ R | Sakahagi |
| close ←/→ B | Saka Sakahagi |
| → R R | Ge Shiki Yumebiki |
| → B | Ge Shiki Gou Fu In Shinigami |
| jump ← B | Ge Shiki Yuri Ori |
| ↓ ↓ ↓ ↓ R | 108 Shiki Yami Barai |
| → ↓ ↓ ↓ ↓ R | 100 Shiki Oni Yaki |
| → ↓ ↓ ↓ ↓ B | 311 Shiki Sou Kushi |
| ↓ ↓ ↓ ↓ ← R x3 | 127 Shiki Aoi Hana |
| → ↓ ↓ ↓ ↓ ← B | 212 Shiki Koto Tsuki In |
| close → ↓ ↓ ↓ ↓ ← ← R | KuzuKaze |
| Super Impact Blast | |
| ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ← R | Kin 1201 Shiki Ya Otome |
| ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ → R / B | Ura 108 Shiki Ya Sakazuki |
| ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ B | Ura 311 Shiki Saku Tsumagushi !O |

Akuma

| | |
|-----------------------------------|---|
| close ←/→ R | Seoi Nage |
| close ←/→ B | Tomoe Nage |
| → R | Zugai Hasatsu |
| → B | Senpuu Kyaku |
| at top of jump forward ↓ B | Tenma Kuujin Kyaku |
| ↓ ↓ ↓ ↓ R | Gou HadouKen |
| jump ↓ ↓ ↓ ↓ R | Zankuu HadouKen |
| → ↓ ↓ ↓ ↓ ← R | Shakunetsu Gou HadouKen |
| → ↓ ↓ ↓ ↓ R | Gou ShouRyuuKen |
| ↓ ↓ ↓ ↓ B | Tatsumaki Zankuu Kyaku * also in air |
| ↓ ↓ ↓ ↓ R | Zenpou Tenshin |
| → ↓ ↓ ↓ ↓ R / B | Ashura Senkuu |
| ← ↓ ↓ ↓ ↓ R / B | |
| ↓ ↓ ↓ ↓ ↓ R | Hyakki Shuu |
| Hyakki Shuu N | Hyakki Gou Zan |
| Hyakki Shuu R | Hyakki Gou Shou |
| Hyakki Shuu B | Hyakki Gou Sen |
| Hyakki Shuu, close ←/→ R | Hyakki Gou Sai |
| Hyakki Shuu, close ←/→ B | Hyakki Gou Tsui |
| Super Impact Blast | |
| → ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ← R | Messatsu Gou Hadou |
| ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ R | Messatsu Gou ShouRyuu |
| jump ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ R | Tenma Gou Zankuu |
| | Shun Goku Satsu |



* MAX Impact Blast only



KonGou KokuRetsuZan IO

Baby Bonnie Hood

| | |
|---------------------------|--|
| close ←/→ B | Hold & Cut |
| jump close ←/↓/→ B | Catch & Cut |
| ←/→ R | Stumble & Blade |
| ←/→ B | Surprise & Hop |
| ↘ B | Malice & Mine |
| jump ↘/↙/↘ | Nidan Jump |
| ←↘ R/B | Smile & Missile |
| ↓↘ R | Happy & Missile |
| →↘↘ R | Cheer & Fire |
| close →↘↘↘↘↘↘ R | Sentimental Typhoon |
| ↓↘↘↘ B | Tell Me Why |
| ↓↘↘ R | Shyness & Strike |
| Super Impact Blast | |
| ↓↘↘↘↘↘↘ R | Cool Hunting |
| ↓↘↘↘↘↘↘ B | Beautiful Memory |
| ↓↘↘↘↘↘↘ B | Apple for You |
| ↓↘↘↘↘↘↘ hold R | Doll & Bomb IO * release button to detonate |

M. Bison

| | |
|---------------------------|-------------------------|
| close ←/→ R | Deadly Throw |
| ←↘ R | Psycho Shot |
| ←↘ B | Double Knee Press |
| ↓↘ B | Head Press |
| Head Press ←/→ R | Somersault Skull Driver |
| ↓↘ R then ←/→ R | |
| →↘↘ R/B | Bison Warp |
| ←↘↘ R/B | |
| Super Impact Blast | |
| ←↘↘↘↘↘↘ R | Psycho Crusher |
| ←↘↘↘↘↘↘ B | Knee Press Nightmare |
| ↓↘↘↘↘↘↘ R | Psycho Field IO |

Evil Ryu

| | |
|-------------|---------------------|
| close ←/→ R | Seoi Nage |
| close ←/→ B | Tomoe Nage |
| → R | Seichuu Nidan Tsuki |
| → B | Joudan Sokutou Geri |
| ↓↘↘ R | HadouKen |

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|---------------------------|--|
| ←↖↘↗→(R) | Shakunetsu HadouKen |
| →↘↗(R) | ShouRyuuKen |
| ↘↗←(B) | Tatsumaki Senpoo Kyaku * also in air |
| →↘↗(R/B) | Ashura Senkuu |
| ←↘↗(R/B) | |
| Super Impact Blast | |
| ↘↗→↘↗→(R) | Shinkuu HadouKen |
| ↘↗←↘↗←(B) | Shinkuu Tatsumaki Senpoo Kyaku |
| ↘↗→↘↗→(B) | Messatsu Gou ShouRyuu |
| ←→↘↗→(R) | Shun Goku Satsu * MAX Impact Blast only |
| ↘↗←↘↗←(R) | Ryuu Koku HadouKen !O |