



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 whopped 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

Akari Ichijo	
close   	Warding Incantation
jump close    	Miko Toss
 	Priestess Bop
 	Electric Ward
   	ShikiGami Tenku
  	Tenmon Hoshi no Meguri
Tenmon Hoshi no Meguri   	Tenmon Kakageshi Tenshin
Tenmon Hoshi no Meguri   	Tenmon Tenzuru Hokuto
    	Gaiki DorotaBou
Gaiki DorotaBou   	MeiRyu Mari Koroge
Gaiki DorotaBou  	MeiRyu Mari Otoshi
Gaiki DorotaBou  	MeiRyu Mari Houri
Gaiki DorotaBou  	MeiRyu Houri
Gaiki DorotaBou  	MeiRyu Mari Otoshi
     	Gaiki Kiyohime
     	Kawari HitoGata
Super Impact Blast	
      	ShikiGami Rikugou
      	ShikiGami HyakkiYakou
       	Amata no Hoshizuku !O

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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

←→←→←→ R	* MAX Impact Blast only
↘↘↘↘↘↘↘↘ R	KonGou KokuRetsuZan !O

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 !O * 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 !O

Evil Ryu

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

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