



The Unofficial SNK Neo Geo Games Encyclopedia of Moves & Codes

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OTHER NEO GEO GAMES [codes]



Extra Color

In addition to the standard **A** / **B** colors, while choosing a ship in the select screen you can press **C** + **D** for an extra color ship.



Hidden Characters

At the character select screen, put the marker on The Fool and tap **↓**, on the Magician and tap **↓**, continue this with the High Priestess, Chariot, Justice, Stars, and World (the Roman numerals above each small picture gives the order). As soon as you tap on World, three characters will appear: Devil, Strength, and Empress.



Hidden Characters

In Challenge Mode move the cursor to any character for which you know the Tarot number, when the countdown timer reaches the Tarot number of the character press **C** 3 times. If you miss, you can try again with another character. Best choice is Stars at 17 seconds. Now you will be able to select Moon, Hanged Man, Hermit, Temperance, Tower and Fortune. The Tarot numbers of the characters are as follows:

0 Fool	4 Emperor	8 Strength	17 Star
1 Magician	5 Hierophant	11 Justice	19 Sun
2 High Priestess	6 Lovers	13 Death	20 Judgment

3 Empress

7 Chariot

15 Devil

21 World

Otherwise to play as Strength from Magical Drop 2, put the cursor on Strength, hold **C** and then press **R/B**

Fight Hanged Man

In Challenge Mode you must spend more than 300 seconds in the first 5 battle, before Hermit. You will fight Hanged Man in the Secret Stage after Hermit.

Fight Moon

In Challenge Mode you must spend less than 90 seconds in the first 5 battle, before Hermit, always getting the Time Bonus. You will fight Moon in the Secret Stage after Hermit.

Fight Black Pierrot

In Challenge Mode you must win at least 3 matches in a row and have 150000 points or more after clearing stage 10 (so you cannot use continue in stage 9 and 10). You will fight Black Pierrot in a Secret Stage after the first 10 battles.



View the Name List

On the title screen, hold **R+B+C** and press **(START)** button.



Special Serve and Special Smash

For Special Serve perform the movements and press **B** then press again **B** when the ball is red.

Special Smash can be performed after set up the ball when appears "command" at the bottom of the screen, then again press **B** when the ball is red.

This is not a complete list of all moves, there is almost a movement that I haven't yet discovered.

Lethal Machines	Metal Breakers	Power Spikers	Turbo Force
Special Serve	Special Serve	Special Serve	Special Serve
→→ B	→→ B	→→ B	→→ B
↓↘→ B		↓↘→ B	↓↘→ B
Special Smash	Special Smash	Special Smash	Special Smash
→→ B	→→ B	→→ B	→→ B
↓↘→ B		→↓↘ B	↓↘→ B
Neo Crashers	Steel Strikers	Iron Fangs	Grooscaps
Special Serve	Special Serve	Special Serve	Special Serve
→→ B	→→ B	→→ B	→→ B
		→↓↘ B	↓↘→ B
Special Smash	Special Smash	Special Smash	Special Smash
→→ B	→→ B	→→ B	→→ B
→↓↘ B	↓↘→ B		



Full Power

This code will let you restore your power whenever you are blinking (when the game starts or you've detonated your probe).





To do it, press 

Stage Select

On the "Stage Start" screen, select the stage with  This will give you access to stages 5-8. For example, highlight stage 1, then push all 4 buttons to select stage 5. Stage 2=6, 3=7, 4=8


Demos

At the title screen hit  Now pressing  on either controller will show the corresponding cinema.

				
PAD 1	Demo 1	Demo 2	Demo 3	Demo 4
PAD 2	Demo 5	Demo 6	Demo 7	Demo 8











Play as Ascender

At the selection screen, put the cursor on the "?" symbol and press 



Movelist

Roddy / Cathy

	Ko Ou Ken / Venom Strike
tap 	ZanRetsuKen / Genei Kyaku
	Ko Hou / RyuGa
	Burn Knuckle
	Power Wave
jump 	Diving Punch
	Slide Kick
	?
Super Death Blow	
?	RyuKo Ranbu * conditions unknown



Play the bosses

On the character select screen highlight Load-Ran, press **▲** 4 times and press a button to select Sprites, or press **▼** 4 times and press a button to select Memory. Also instead, you may highlight Griffon (the group with 3 people) and follow the same procedure to select Mevious (**▲**) or Dark-Ran (**▼**).