



The Unofficial SNK Neo Geo Games Encyclopedia of Moves & Codes

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Basic Moves

A/B/A+B	SLASH
C/D/C+D	KICK
B+C	Strong Strike
jump B+C	Weapon Throw * characters lose weapon after it, except for Yagumo and Kinu
jump ←	Air Guard
→→	Dash
←←	Backdash
dash ↘	Roll
dash ↗	Dash Jump

Sengoku Manjimaru

→→ SLASH	Matsumushi Kiri
jump ↑↑ SLASH	Air Matsumushi Kiri
↓↘→ SLASH	Manji Kiri
bare handed →↘↓↗← SLASH	Manji Shotei
close → B	Manjimaru Rush
↓ B+C	KaitenKadanKiri
Jutsu	
↓↓↓ A	Raikoh
↓↓↓ B	Junrai
↓↓↓ C	Tenrai

Gokuraku Taro

→↓↘ SLASH	Gokuraku DaiSenpuuKon
close ←↘↓↘↘→ B+C	Gokuraku Home-run
hold A+B then release	Gokuraku Taiatari
↓↘ B+C	Gokuraku JiRetsuSho
→→ B+C	Gokuraku Head Sliding
Jutsu	
↓↘↓ A	Gokuraku High Fire
↓↘↓ B	Gokuraku Middle Fire
↓↘↓ C	Gokuraku Low Fire

Tsunade

↓↘↘ SLASH	Kaiten Koma
↓↘↘ C+D	Bakujin Namekuji Keri
↓↘↘ SLASH	Namekuji KamiKakushi * location determined by slash
→ C+D	KaitenKeri
KaitenKeri ↓↘↘→ C+D	KeriAge
↓↘ B+C	Usonaki
Jutsu	
↓↘↓ A	RikiOh
↓↘↓ B	KinGoh

Orochimaru

←→ SLASH	Kanzashi Nage
tap SLASH	TatsuyariRengeki
Jutsu	
unarmed ↓↘↓ A	Eiryu
↓↘↓ A	Saryu
↓↘↓ C	Kohryu

Yagumo

↓↘↘ SLASH	OhRouZan
→↓↘ SLASH	RougaTenrin
jump ↓↘ C+D	RyuSeiKyaku
→↓↘ C+D	HyakkaRyohran
↓↘ B+C	YouenTembu
Jutsu	
↓↘↓ A	Shirako
↓↘↓ B	Narukami
↓↘↓ C	Fudoh

Ziria

↓↘↘ KICK	Emmaku
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	* location determined by kick
↓↘↗ SLASH	Kamaltachi
↓↘↗ A	Momi
↓ B + C	Suihei Kunai Nage
follow Throw with strike	Oiuchi
Jutsu	
↓↘↗ A	BakuEn
↓↘↗ B	KoTen
↓↘↗ C	KamiHono

Kabuki Danjuro

→↓↘ SLASH	Kabuki RaSaitoh
←↘↗→ SLASH	Kabuki SenpuuDan
→↓↘ C + D	Kabuki Rekkuuha
↓ B + C	Dadan Nitoh Kiri
close → C + D	Kenka Ranbu
Jutsu	
↓↘↗ A	KazeBana
↓↘↗ B	HanaArashi

Kinu

←→ C + D	Kamitsuki
↓↘↗ A	Toriyose * longer charge for greater effect
→↘↗ A	Yuuki
→↘↗ B + C	Kumo Hakare
jump C / D	Shiro Drop
Jutsu	
↓↘↗ A	HahaWasure
↓↘↗ B	Tsukineri
↓↘↗ C	NazumiMushi
↓↘↗ C + D	Rolling Attack