# The Peace Keepers Move List

by Goh\_Billy

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                    The Peace Keepers
          FAQ By: Goh Billy (billy kane 32@hotmail.com)
                    Version #: 3.0
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______
          f - Forward A - Attack + - And
 ub u uf
  \ | /
            b - Back
                            J - Jump
                                          / - Or
 b-- --f
            u - Up
                            S - Special
                                        , - Then
  / | \
             d - Down
                            T - Taunt
 db d df
                            BLK - Block
______
2. System
Grapple
                   walk into enemy
Pick Up Object
                   press A when on top
                     of item
Use Weapon
                    press A after picking
                    up weapon
Dash
                    f, f / b, b
Quick Block
                   BLK (aka L or R on
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## the SNES controller)

Rage Mode	activates when your life is low	you will flash red and be invulnerable for a short while; walk into the enemy to grapple and press A to perform your strong throw attack (aka the hcf + A throws)
Special Attack	S	consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left
Super	T, S	only works in Story Mode and can only perform 2 per continue
3. Characters		
Basic Moves		**************************************
Jaw Punch Second Punch	A A	Jaw Punch must hit the enemy for this to come out
Backfist	А	Second Punch must hit the enemy for this to come out
Backfist	J+A	
Double Bladed Hands	b+J/f+J/J, A	
Senton	d + A during jump	hits grounded enemies
Senton Big Boot	d + A during jump Dash, A	hits grounded enemies
Senton Big Boot Flying Bladed Hands	d + A during jump Dash, A Dash, J, A	
Senton Big Boot	d + A during jump Dash, A	hits grounded enemies hits grounded enemies
Senton Big Boot Flying Bladed Hands Flying Senton	<pre>d + A during jump Dash, A Dash, J, A Dash, J, d + A</pre>	

another kick or one of
the other grapple moves

listed below

Tiger Bomb Tiger Bomb Behind Powerbomb Backfist Tornado Fist	f/d + A b + A u + A J+A S	<pre>consumes part of your   lifebar if move connects;   cannot perform if you   only have a sliver of   life left</pre>
Jump Escape Taunt Escape/Irish Whip	J T	Taunt Escape will occur in Story Mode while the Irish Whip will occur in a VS Game
Back Grapple Moves		
Tiger Bomb Tiger Bomb Behind Jumping Tiger Bomb Backfist Tornado Fist	f + A d/b/u + A / A hcf + A J+A S	<pre>consumes part of your   lifebar if move connects;   cannot perform if you   only have a sliver of   life left</pre>
Jump Escape Taunt Escape	J T	
Special Moves		
Bazooka Blast	Hold T for 2 seconds, release	
Tornado Fist	S	consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left
Destructive Tornado	T, S	only works in Story Mode and can only perform 2 per continue
* 3.2 Flynn		**************************************
Basic Moves		
Backfist	A	
Second Backfist	A	Backfist must hit the enemy for this to come out
Stomach Punch	A	Backfist must hit the enemy

Uppercut

A

for this to come out

Backfist must hit the enemy for this to come out

Flying Dump Kick Flying Double Knee Drop Raised Arm Taunt  Front Grapple Moves  Short Elbow  A  A  if the first, second, or third elbow strike deasn't KG the enemy then the grapple will remain "locked" and you can choose to perform another elbow or one of the other grapple moves listed below  Cuick Slam  F + A  Ouick Slam Behind  Ouick Slam Behind  Cerman Suplex  Jumping Quick Slam  Uppercut  Flash Uppercut  S  German Suplex  Jump Escape  J  Taunt Escape/Irish Whip  F T  Taunt Escape will occur in Story Mode while the Irish Whip will occur in Story Mode while the Irish Whip will occur in a VS Game  Hack Grapple Moves  Flash Uppercut  Jump Escape  German Suplex  Jump Escape  J  Taunt Escape will occur in Story Mode while the Irish Whip will occur in a VS Game  Flash Uppercut  Jump Escape  J  J  Jump Escape  J  J  J  J  J  J  J  J  J  J  J  J  J	Uppercut Skyward Boot Jump Kick Double Knee Drop Slide Kick	<pre>J+A J, A b/f + J, A d + A during jump Dash, A Dash, J, A</pre>	hits grounded enemies
Short Elbow  A if the first, second, or third elbow strike doesn't KO the enemy then the grapple will remain "locked" and you can choose to perform another elbow or one of the other grapple moves listed below  Quick Slam Eehind b/d + A German Suplex u + A Jumping Quick Slam hcf + A Uppercut  Jump Escape  Jah  Taunt Escape/Irish Whip  Back Grapple Moves  Jump Escape  Back Grapple Moves  Jump Escape  Jah  Flash Uppercut  Jump Escape  Jah  Flash Uppercut  Jump Escape  Jah  Jump Escape  Jump	Flying Double Knee Drop	Dash, J, d + A	hits grounded enemies
third elbow strike doesn't KO the enemy then the grapple will remain "locked" and you can choose to perform another elbow or one of the other grapple moves listed below  Quick Slam  f + A Quick Slam Behind  b/d + A German Suplex  u + A Jumping Quick Slam  hcf + A Uppercut  Jump Escape  J  Taunt Escape/Irish Whip  T  Back Grapple Moves   German Suplex in Front  f + A German Suplex in Front  f + A German Suplex in Front  J+A Flash Uppercut  J+A  S  S  Consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Taunt Escape will occur in Story Mode while the Irish Whip will occur in a VS Game  Back Grapple Moves   German Suplex in Front  f + A German Suplex in Front  J+A Flash Uppercut  J+A  Flash Uppercut  J-A  S  S  S  S  S  S  S  S  S  S  S  S  S	Front Grapple Moves		
Quick Slam Behind b/d + A German Suplex u + A Jumping Quick Slam hcf + A Uppercut J+A Flash Uppercut S  Consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Jump Escape  J Taunt Escape/Irish Whip  T Taunt Escape will occur in Story Mode while the Irish Whip will occur in a VS Game  Back Grapple Moves	Short Elbow	A	third elbow strike doesn't KO the enemy then the grapple will remain "locked" and you can choose to perform another elbow or one of the other grapple moves listed
German Suplex Jumping Quick Slam Uppercut J+A Uppercut S Consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Jump Escape J Taunt Escape/Irish Whip T Taunt Escape Will occur in Story Mode while the Irish Whip will occur in a VS Game  Back Grapple Moves German Suplex In Front German Suplex Jump Escape J Flash Uppercut J+A Flash Uppercut S S Consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Special Moves Flash Uppercut S Consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Special Moves	Quick Slam	f + A	
Jumping Quick Slam Uppercut J+A Flash Uppercut S Consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Jump Escape J Taunt Escape/Irish Whip T Taunt Escape will occur in Story Mode while the Irish Whip will occur in a VS Game  Back Grapple Moves		b/d + A	
Uppercut Flash Uppercut S Consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Jump Escape J Taunt Escape/Irish Whip T Taunt Escape will occur in Story Mode while the Irish Whip will occur in a VS Game  Back Grapple Moves  German Suplex In Front German Suplex In Front German Suplex J+A Uppercut J+A Flash Uppercut S Consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Special Moves  Taunt Escape T  Special Moves  Consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left			
Flash Uppercut  S  consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Jump Escape  J  Taunt Escape/Irish Whip  T  Taunt Escape will occur in Story Mode while the Irish Whip will occur in a VS Game  Back Grapple Moves  German Suplex In Front German Suplex  Uppercut  J+A  Flash Uppercut  S  consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Special Moves  T  Special Moves  T  Special Moves  T  Flash Uppercut  S  consumes part of your lifebar if move connects; cannot perform if you only have a sliver of lifebar if move connects; cannot perform if you only have a sliver of lifebar if move connects; cannot perform if you only have a sliver of life left			
Back Grapple Moves  German Suplex In Front f + A German Suplex J+A Flash Uppercut J+A  Jump Escape J  Taunt Escape Moves  Septial Moves  Taunt Escape Moves  Consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Special Moves  Taunt Escape J  Taunt Escape will occur in Story Mode while the Irish Whip will occur in a VS Game  Consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Special Moves  To consumes part of your lifebar if move connects; cannot perform if you only have a sliver of lifebar if move connects; cannot perform if you only have a sliver of lifebar if move connects; cannot perform if you only have a sliver of lifebar if move connects; cannot perform if you only have a sliver of life left		-	consumed part of your
Taunt Escape/Irish Whip  Taunt Escape will occur in Story Mode while the Irish Whip will occur in a VS Game  Back Grapple Moves  German Suplex In Front f + A  German Suplex d/b/u + A / A  Uppercut J+A  Flash Uppercut S  consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Jump Escape T  Special Moves		3	<pre>lifebar if move connects; cannot perform if you only have a sliver of</pre>
Back Grapple Moves		J	
German Suplex In Front f + A  German Suplex d/b/u + A / A  Uppercut J+A  Flash Uppercut S  consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Jump Escape J  Taunt Escape T  Special Moves	Taunt Escape/Irish Whip	T	Story Mode while the Irish Whip will occur in
German Suplex In Front f + A  German Suplex d/b/u + A / A  Uppercut J+A  Flash Uppercut S consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Jump Escape J  Taunt Escape T  Special Moves Flash Uppercut S consumes part of your lifebar if move connects; cannot perform if you only have a sliver of lifebar if move connects; cannot perform if you only have a sliver of life left			
German Suplex Uppercut J+A  Flash Uppercut S Consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Jump Escape T  Special Moves Flash Uppercut S Consumes part of your only have a sliver of lifebar if move connects; cannot perform if you only have a sliver of lifebar if move connects; cannot perform if you only have a sliver of life left		f + A	
Uppercut  Flash Uppercut  S  Consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Jump Escape  T  Special Moves  Flash Uppercut  S  Consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left			
Flash Uppercut  S  consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left  Jump Escape  T  Special Moves  Flash Uppercut  S  consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left			
Taunt Escape  T  Special Moves Flash Uppercut  S  consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left	Flash Uppercut	S	<pre>lifebar if move connects; cannot perform if you only have a sliver of</pre>
Taunt Escape  T  Special Moves Flash Uppercut  S  consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left	Jump Escape	J	
Flash Uppercut  S  consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left		T	
Flash Uppercut  S  consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left	<del>-</del>		
		S	<pre>lifebar if move connects; cannot perform if you only have a sliver of</pre>
	Power Transformation	when Flynn's lifebar	

is low and lined up in his name, hold BLK (R or L), then enter qcf + T

mode; can float around relatively to the and punch during mode; bottom of the "Y" the lifebar has to be the lifebar has to be in a specific zone to be able to activate this; at the end of the transformation Flynn will lose any sliver of life

Lightning Storm T, S

left in his lifebar only works in Story Mode and can only perform 2 per continue

**********************	*****
* 3.3 Echo	*
*******************	*****

Ва	si	С	M	OV	е	S
		_			_	_

High Kick Second Kick

High Kick must hit the enemy for this to come 011

Third Kick Α

Strong High Kick A

Second Kick must hit the enemy for this to come

Second Kick must hit the enemy for this to come

Out

Strong High Kick Jumping High Kick

J, A b/f + J, A

J+A

Jumping Knee Knee Drop

Dash, A Dash, J, A

d + A during jump hits grounded enemies

hits grounded enemies

Flying Knee Drop Dash, J, d + AArm Raise Taunt

## Front Grapple Moves -----

Blast Knee

Flying Knee

Knee Strike

Α

if the first, second, or third knee strike doesn't KO the enemy then the grapple will remain "locked" and you can choose to perform another knee strike or one of the other grapple moves

listed below

f + AFrankensteiner Frankensteiner Behind d/b/u + AFrankensteiner Fling hcf + A Strong High Kick J+A Backflip S

consumes part of your lifebar if move connects; cannot perform if you

only have a sliver of life left Jump Escape Taunt Escape/Irish Whip Taunt Escape will occur in Story Mode while the Irish Whip will occur in a VS Game Back Grapple Moves -----Reverse Frankensteiner d/b/u + A / AFrankensteiner Forward f + AStrong High Kick J+A Backflip S consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left Jump Escape J Taunt Escape Т Special Moves -----J, J Double Jump can adjust second jump direction with joystick; works out of a dash Phoenix Dive qcf + A Backflip S consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left Echo Scream T, S only works in Story Mode and can only perform 2 per continue \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* \* 3.4 Prokop \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Basic Moves \_\_\_\_\_ Gut Punch Δ Second Gut Punch Gut Punch must hit the enemy for this to come out Gut Punch must hit the Swipe Away Α enemy for this to come out

Swipe Away Dropkick J, A Jumping Knee b/f + J, A Butt Drop d + A during jump hits grounded enemies Hand Sign Taunt

J+A

Walking Grapple	use joystick to move	
warking Grappic	around	
Choke	A	if the first, second, third, fourth, fifth, or sixth choke doesn't KO the enemy then the grapple will remain "locked" and you can choose to perform anothe choke or one of the othe grapple moves listed below
Choke Slam	f + A	
Choke Slam Behind	d/b/u + A	
Power Choke Slam	hcf + A	
Swipe Away	J+A	
Fire Breath	S	consumes part of your lifebar if move connects cannot perform if you only have a sliver of life left
Jump Escape	J	
Taunt Escape/Irish Whip	T	Taunt Escape will occur in Story Mode while the Irish Whip will occur in a VS Game
Back Grapple Moves		
Walking Grapple	use joystick to move around	
Tombstone Piledriver	f/d/u + A / A	
Tombstone Piledriver Behind	b + A	
Swipe Away	J+A	
Fire Breath	S	consumes part of your lifebar if move connects cannot perform if you only have a sliver of life left
Jump Escape	J	
Taunt Escape	Т	
Special Moves		
Powerful Forearm	qcf + A / f, f + A	
Fire Breath	S S	consumes part of your lifebar if move connects cannot perform if you only have a sliver of life left
Rumbling Earth	T, S	only works in Story Mode and can only perform 2

per continue

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\* \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Basic Moves \_\_\_\_\_ Straight Punch Energy Punch Α Straight Punch must hit the enemy for this to come out Energy Elbow Α Straight Punch must hit the enemy for this to come out Rising Bolt Energy Elbow must hit the enemy for this to come out Rising Bolt J+AStretch Kick b+J/f+J/J, A Elbow Drop d + A during jump hits grounded enemies Charging Energy Elbow Dash, A Flying Stretch Kick Dash, J, A Flying Elbow Drop Dash, J, d + Ahits grounded enemies Sky Point Taunt Front Grapple Moves \_\_\_\_\_ Energy Elbow Α if the first or second elbow doesn't KO the enemy then the grapple will remain "locked" and you can choose to perform another elbow or one of the other grapple moves listed below Winding Punch Right f + AWinding Punch Left d/b/u + ARising Bolt J+A Energy Engulf consumes part of your S lifebar if move connects; cannot perform if you only have a sliver of life left Jump Escape Taunt Escape will occur in Taunt Escape/Irish Whip Story Mode while the Irish Whip will occur in a VS Game Back Grapple Moves \_\_\_\_\_ Double German In Front f + ADouble German d/b/u + A / A

hcf + A

J+A

Suplex Toss Rising Bolt

Energy Engulf	S	consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left
Jump Escape	J	
Taunt Escape	Т	
Special Moves		
Energy Engulf	s	consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left
Activate Rage	T, S	activates Rage mode which makes Norton invulnerable for a short while; walk into the enemy to grapple and press A to perform a Suplex Toss

*******************	*****
* 3.6 Orbot	*
******************	*****

Basic	Moves

_	_	_				_

Long Stab Second Stab Long Stab must hit the enemy for this to come out

Strong Stab Α Long Stab must hit the enemy for this to come out

Strong Stab J+A

b+J/f+J/J, A Air Stab

Downward Stab d + A during jump hits grounded enemies can use as an actual dash Slide Taunt Т

## Front Grapple Moves \_\_\_\_\_

Head Stab Α

if the first, second, or third strike doesn't KO the enemy then the grapple will remain "locked" and you can choose to perform another strike or one of the other grapple moves

listed below

f/b/d/u + AInferno Push J+A Strong Stab

Sliding Stab S consumes part of your lifebar if move connects;

cannot perform if you
only have a sliver of
life left

Jump Escape J

Taunt Escape/Irish Whip T

Taunt Escape will occur in Story Mode while the Irish Whip will occur in

a VS Game

Back Grapple Moves

\_\_\_\_\_

Inferno Push f/b/d/u + A

Strong Stab J+A

Sliding Stab S consumes part of your

lifebar if move connects; cannot perform if you only have a sliver of

life left

Jump Escape J
Taunt Escape T

Special Moves

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Torpedo qcf + A / f, f + A

Air Torpedo J, qcf + A

Bullet Spray Hold T for 2 seconds,

release

Sliding Stab S consumes part of your

lifebar if move connects; cannot perform if you only have a sliver of

life left

\_\_\_\_\_\_

#### 4. Codes

\_\_\_\_\_\_

## 4.1 Unlock Norton and Orbot for Story Mode

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Have 1P Game highlighted under Story Game. Hold R, L, and d on both controllers. Once 2P Game is highlighted press Start on the first controller.

## 4.2 Unlock ability to pick same character in Story Mode

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At the Jaleco logo hold R, L, and S (aka the A button on the SNES controller). Once the "Press Start" screen appears go ahead and release the buttons and press Start.

### 4.3 Color select in VS Mode

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Press R and L to scroll through different colors to select for your character

5. Conclusion
5.1 What's Missing/Needed
-Clean up and corrections
-Any missing moves?
-If you have anything to add, any corrections I need to make, please email me
at billy_kane_32@hotmail.com. Credit will be given for your contribution.
5.2 Credits
-Jaleco
-Gamefaqs

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-And me for writing this FAQ

in VS Mode.