The Peace Keepers Move List

by Goh_Billy   Updated to v2.0 on Jul 18, 2017

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                         The Peace Keepers
            FAQ By: Goh_Billy (billy_kane_32@hotmail.com)
                         Version #: 3.0
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===============================================================================
1. Legend
===============================================================================


  ub   u   uf        f - Forward        A - Attack         + - And
    \  |  /          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    you will flash red and be
                            life is low            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
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*******************************************************************************
* 3.1 Al                                                                      *
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Basic Moves
-----------
Jaw Punch                A
  Second Punch           A                      Jaw Punch must hit the
                                                   enemy for this to come
                                                   out
    Backfist             A                      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
Big Boot                 Dash, A
Flying Bladed Hands      Dash, J, A
Flying Senton            Dash, J, d + A         hits grounded enemies
Pointing Taunt           T


Front Grapple Moves
-------------------
Shin Kick                A                      if the first or second kick
                                                   strike doesn't KO the
                                                   enemy then the grapple
                                                   will remain "locked" and
                                                   you can choose to perform
                                                   another kick or one of
                                                   the other grapple moves
                                                   listed below
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Tiger Bomb                  f/d + A
Tiger Bomb Behind           b + A
Powerbomb                   u + A
Backfist                    J+A
Tornado Fist                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
------------------
Tiger Bomb                  f + A
Tiger Bomb Behind           d/b/u + A / A
Jumping Tiger Bomb          hcf + A
Backfist                    J+A
Tornado Fist                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
-------------
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




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* 3.2 Flynn                                                                *
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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
                                                      for this to come out
      Uppercut              A                       Backfist must hit the enemy
                                                      for this to come out
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Uppercut                   J+A
Skyward Boot               J, A
Jump Kick                  b/f + J, A
Double Knee Drop           d + A during jump    hits grounded enemies
Slide Kick                 Dash, A
Flying Jump Kick           Dash, J, A
Flying Double Knee Drop    Dash, J, d + A       hits grounded enemies
Raised Arm Taunt           T


Front Grapple Moves
-------------------
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                 f + A
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
------------------
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
                                                  life left
Power Transformation       when Flynn's lifebar  invulnerable during this
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                              is low and lined up      mode; can float around
                              relatively to the        and punch during mode;
                              bottom of the "Y"         the lifebar has to be in
                              in his name, hold         a specific zone to be
                              BLK (R or L), then        able to activate this; at
                              enter qcf + T             the end of the
                                                        transformation Flynn will
                                                        lose any sliver of life
                                                        left in his lifebar
Lightning Storm               T, S                      only works in Story Mode
                                                        and can only perform 2
                                                        per continue




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


Basic Moves
-----------
High Kick                     A
  Second Kick                 A                         High Kick must hit the
                                                        enemy for this to come
                                                        out
    Third Kick                A                         Second Kick must hit the
                                                        enemy for this to come
                                                        out
      Strong High Kick        A                         Second Kick must hit the
                                                        enemy for this to come
                                                        out
Strong High Kick              J+A
Jumping High Kick             J, A
Jumping Knee                  b/f + J, A
Knee Drop                     d + A during jump         hits grounded enemies
Blast Knee                    Dash, A
Flying Knee                   Dash, J, A
Flying Knee Drop              Dash, J, d + A            hits grounded enemies
Arm Raise Taunt               T



Front Grapple Moves
-------------------
Knee Strike                   A                         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
Frankensteiner                f + A
Frankensteiner Behind         d/b/u + A
Frankensteiner Fling          hcf + A
Strong High Kick              J+A
Backflip                      S                         consumes part of your
                                                        lifebar if move connects;
                                                        cannot perform if you
```

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                                                   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
------------------
Reverse Frankensteiner  d/b/u + A / A
Frankensteiner Forward  f + 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             J
Taunt Escape            T


Special Moves
-------------
Double Jump             J, J                       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




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* 3.4 Prokop                                                               *
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Basic Moves
-----------
Gut Punch               A
  Second Gut Punch      A                          Gut Punch must hit the
                                                   enemy for this to come
                                                   out
    Swipe Away          A                          Gut Punch must hit the
                                                   enemy for this to come
                                                   out
Swipe Away              J+A
Dropkick                J, A
Jumping Knee            b/f + J, A
Butt Drop               d + A during jump   hits grounded enemies
Hand Sign Taunt         T
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Front Grapple Moves
-------------------
Walking Grapple            use joystick to move
                             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 another
                                                    choke or one of the other
                                                    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               T


Special Moves
-------------
Powerful Forearm           qcf + A / f, f + A
Fire Breath                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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* 3.5 Norton                                                              *
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Basic Moves
-----------
Straight Punch             A
  Energy Punch             A                        Straight Punch must hit the
                                                      enemy for this to come
                                                      out

    Energy Elbow           A                        Straight Punch must hit the
                                                      enemy for this to come
                                                      out

      Rising Bolt          A                        Energy Elbow must hit the
                                                      enemy for this to come
                                                      out

Rising Bolt                J+A
Stretch 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 + A       hits grounded enemies
Sky Point Taunt            T


Front Grapple Moves
-------------------
Energy Elbow               A                        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 + A
Winding Punch Left         d/b/u + A
Rising Bolt                J+A
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/Irish Whip    T                        Taunt Escape will occur in
                                                      Story Mode while the
                                                      Irish Whip will occur in
                                                      a VS Game


Back Grapple Moves
------------------
Double German In Front     f + A
Double German              d/b/u + A / A
Suplex Toss                hcf + A
Rising Bolt                J+A
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```
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               T


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




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* 3.6 Orbot                                                                *
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Basic Moves
-----------
Long Stab                  A
  Second Stab              A                       Long Stab must hit the
                                                      enemy for this to come
                                                      out
    Strong Stab            A                       Long Stab must hit the
                                                      enemy for this to come
                                                      out
Strong Stab                J+A
Air Stab                   b+J/f+J/J, A
Downward Stab              d + A during jump        hits grounded enemies
Slide Taunt                T                        can use as an actual dash


Front Grapple Moves
-------------------
Head Stab                  A                        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
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/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
-------------
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




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4. Codes
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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
-------------------------------------------------------
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
---------------------------
Press R and L to scroll through different colors to select for your character
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in VS Mode.




===============================================================================
5. Conclusion
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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
-And me for writing this FAQ
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