

Capcom vs. SNK EX Vega/M Bison Character FAQ Final

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REVISION HISTORY:

Final Version 01-07-10

- Spelling & grammar revisions.
- Minor biography & background additions.
- Minor move description modifications.

Version 1.0: 01-06-03

- First version completed.

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Capcom Vs SNK: Millenium Fight 2000
EX Vega/M. Bison FAQ
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CONTENTS:

- 1 Introduction
- 2 Biography and background
 - 2.1 Vital Statistics
 - 2.2 Storyline
- 3 Move list
 - 3.1 Command Legend
 - 3.2 Standard move description
 - 3.3 Regular, special & super moves
- 4 Combos and strategies
 - 4.1 Some basic combos
 - 4.2 Tips and strategies
- 5 Miscellaneous
 - 5.1 Extra animations
 - 5.2 Win quotes

===== 1 INTRODUCTION =====

This is a FAQ about the EX version of Vega/M. Bison in the game Capcom vs SNK: Millenium Fight 2000. This faq is treating EX Vega/M. Bison as an entirely separate character from his standard version and will not refer to that version. In addition, the material covered will be quite basic, so the reader can consider this FAQ as a beginner's resource.

In this game, EX Vega/M. Bison is a Ratio 3 character and is essentially his SSF2X/T version. EX Vega/M. Bison regains most of his moves (the exceptions are a few regular

moves) from that game so many strategies from that game apply to this one as well. However, he has lost some priority in some of his moves. To use EX Vega/M. Bison simply direct the selection cursor over his portrait and press and hold the START button. His ratio number should flash EX. Hit any attack button to select him.

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2 BIOGRAPHY AND BACKGROUND

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2.1 VITAL STATISTICS:

Name(s): Vega (Japan) or M. Bison (USA)

Birthdate: Unknown

Height: 6'2"

Weight: 256 Lbs

Allie(s): Cammy, Juli, Juni, M. Bison/Balrog, Balrog/Vega, Sagat

Rival(s): Chun Li, Guile, Nash/Charlie, Rose, Cammy (in SSF2-SSF2X/T), T. Hawk

Blood Type: A

Martial Art: Unknown. He uses "Psycho Power"

Home Land: Thailand

Game appearances: SF2-SSF2X/T (5 games), SFZ/A-SFZ/A3 (3 games), SFEx-SFEx2Plus (3 games), all the "VS" games (4 games).

2.2 STORYLINE:

Vega/M.Bison doesn't have much of a storyline. Whenever one beats the game with him, it is always about his successful conquest of the world. However, he does have interesting histories with various characters in the SF universe and these are outlined below.

Vega/M. Bison is the leader of Shadowlaw, an international crime syndicate involved in drugs, murder, illegal arms, and terrorism with an ultimate goal of world conquest. In the SFZ/A series, Rose a member of a secret society and an apparent former pupil or colleague of Vega/M. Bison seeks to locate and destroy him for his misuse of his "Psycho Power" ability. Also, during this time Guile's best friend, Nash/Charlie, a character to be killed by Vega/M. Bison in the future, is attempting to bring Shadowlaw down and to bring Vega/M. Bison to justice. Chun Li in SFZ/A is also seeking Vega/M. Bison regarding her father's disappearance. The SFZ/A storyline gets quirky in SFZ/A3 as Vega/M. Bison somehow built a "Psycho Drive" which can absorb the powers of other street fighters and either funnel that energy as a laser weapon or to absorb the fighter's abilities into his own. To gather data for his "Psycho Drive", Vega/M. Bison has "Dolls", enhanced fighters that collect data for him. Cammy, Juli and Juni were Dolls in SFZ/A3. Although, it makes absolutely no sense, it is revealed that Cammy was built from Vega/M. Bison's DNA.

There isn't much of a story in the SF2 block of games. Vega/M. Bison simply holds a street fighter tournament where he has both Guile and Chun Li after him for murder; Cammy after him for the truth, and T. Hawk after him for destroying his land (however, the SF2 anime has Vega/M. Bison seeking Ryu). Finally, in Chun Li's dialogue with Urien in SF3: Third Strike, it is suggested that Chun Li brought down the Shadowlaw organisation. However, what Vega/M. Bison's ultimate fate was is unknown.

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3 MOVE LIST

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3.1 COMMAND LEGEND - These abbreviations will be used.

Control positions (when the character is facing left)

U - UP	UF - UP FORWARD	QCF - QUARTER CIRCLE FORWARD
D - DOWN	DF - DOWN FORWARD	QCB - QUARTER CIRCLE BACK
B - BACK	DB - DOWN BACK	HCF - HALF CIRCLE FORWARD

F - FORWARD UB - UP BACK HCB - HALF CIRCLE BACK

Buttons

LP - LIGHT PUNCH P - ANY PUNCH LV(#) - LEVEL OF SUPER*
HP - HARD PUNCH K - ANY KICK
LK - LIGHT KICK KK - BOTH KICKS TOGETHER
HK - HARD KICK PP - BOTH PUNCHES TOGETHER

* For simplicity Lv3 includes "Max" and Lv1 includes "Desperation" and the regular charged bar for SNK Groove.

3.2 STANDARD MOVES - Moves available for all characters

GUARD BREAK - Each character can block only a certain number of times before their guard is broken. If too many hits are blocked, the character's vitality bar will begin to flash red. This signals that the character can block only a few more attacks before their guard breaks. Like in SFZ/A3, when a guard break occurs, the character is momentarily open for an attack by the opponent.

RUN - Tap F, F, but hold forward (not available in arcade version).

BLOCK - When attacked high, hold B. When attacked low, hold DB.

CHARGE POWER GAUGE (SNK groove only) - Press and hold HP and HK.

DELAY RECOVERY - When knocked down, hold LP & HP together.

DASH - Tap F, F to dash forward. Tap B, B to dash backwards.

THROW - When close to opponent hold F or B and press HP or HK.

THROW COUNTER - Hold F or B and press HP or HK when opponent attempts a throw.

ROLL - Press LP and LK simultaneously.

TAUNT - Press start button (for DC press LK and start).

HIGH JUMP - D, U quickly.

3.3 REGULAR, SPECIAL, AND SUPER MOVES

I. SPECIAL MOVES:

PSYCHO CRUSHER - Hold B (2 Seconds), F + P.

DESCRIPTION: EX Vega/M. Bison envelops himself with purple energy and spirals towards the opponent.

FUNCTIONS: Combo finisher, block damage, guard breaks, limited anti-air.

DOUBLE KNEE PRESS - Hold B (2 Seconds), F + K.

DESCRIPTION: EX Vega/M. Bison dashes towards the opponent directing kicks to the upper and lower body of the opponent.

FUNCTION: Block damage, pressuring, combo finisher.

HEAD PRESS - Hold D (2 seconds), U + K

DESCRIPTION: EX Vega/M. Bison takes to the air and plants his two feet on the opponent's head.

FUNCTIONS: Projectile counter, overhead attack.

DEVIL'S REVERSE - Hold D (2 seconds), U + P. You can direct where EX Vega/M. Bison attacks. (If P is not pressed EX Vega/M. Bison will simply land).
DESCRIPTION: EX Vega/M. Bison takes to the air and attacks diving with one extended arm covered with purple energy.
FUNCTIONS: Projectile counter, variable attack, confusion.

SOMERSAULT SKULL DIVER - After a Head Press, press P. You can direct where EX Vega/M. Bison attacks or lands (If P is not pressed EX Vega/M. Bison will simply land).
DESCRIPTION: After a Head Press, EX Vega/M. Bison somersaults and attacks the opponent with his two arms extended.
FUNCTIONS: Head press extension attack, variable attack, confusion, pressuring.

II. SUPER MOVE:

KNEE PRESS NIGHTMARE - Hold B (2 seconds), F, B, F + K
DESCRIPTIONS:
Lv1 - Performs two Double Knee Presses.
Lv2 - Performs a Double Knee Press followed by his sliding sweep.
Lv3 - Performs Double Knee Presses then takes to the air and with his body horizontal, kicks the opponent and flips away.
FUNCTIONS: Combo finisher, counter attack move.

III. REGULAR MOVES:

i) Command regulars:

None.

ii) Standing close:

LP - A standing quick jab. Disrupts some supers.

HP - Turning his body directs punch slightly in front of his head at about 45 degrees. Some anti-air protection but difficult to time. The throw: Vega/M. Bison clutches the opponent, spins and tosses him/her.

LK - A quick standing knee directed to the ribs of the opponent. Useful as a combo initiator.

HK - A standing side kick with good range and power. Recovery time is not terrific though. The Throw: Vega/M. Bison lifts the opponent with his leg supporting him/her with his foot lifts the opponent vertically and kicks away, flinging the opponent.

iii) Standing far:

LP - Same as close version.

HP - Same as close version.

LK - Same as close version.

HK - Same as close version. Use it to tag landing opponents.

iv) Crouching close:

LP - A quick high priority punch to the mid section. Useful for combos and buffering a Double Knee Press.

HP - With a larger wind up than LP, he delivers a heavy low punch. This move is a bit slow. Can be linked with his super.

LK - A quick striking kick to the ankle. Use with LP for combos.

HK - Vega/M. Bison's sliding sweep. This move covers a lot of ground but if blocked you are completely open. Also has a slightly slower start up than other sweeps. Not recommended as an in close attack.

v) Crouching far:

LP - Same as close version.

HP - Same as close version.

LK - Same as close version.

HK - Same as close version.

vi) Jumping towards/back:

LP - Jumps with both arms extended in front of him. Priority over some super moves.

HP - Takes to the air, punching downwards and quickly retracting the punch. This move has good priority air to air and can juggle for an extra hit (i.e., hit HP again).

LK - Jumps in with a knee attack. Has priority over some low Lv supers.

HK - A high priority jump kick. Good power and speed. Excellent air-to-air move. Use this move for cross overs as well.

vii) Jumping straight up:

LP - In the air, Vega/M. Bison punches lightly downward at about 45 degrees.

HP - In the air, Vega/M. Bison punches downward heavily at about 45 degrees. Combo initiator and air intercept function.

LK - In the air, performs a front kick.

HK -In the air, kicks his leg horizontally. Air intercept function.

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4 COMBOS AND STRATEGIES
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4.1 Some Combos:

BASIC

Jump in HK + Standing close LP + HP Psycho Crusher.

Jump in HK + Standing close LK + Double Knee Press.

Jump in HK + Low LP + Low LK + Double Knee Press.

Crouching HP + Psycho Crusher.

INTERMEDIATE

Jump in HK (Cross over) + 3X Standing close LK + Double Knee Press.

Roll in + Crouching HP + Knee Press Nightmare (any Lv).

ADVANCED

Jump in HK (Cross over) + 3X Standing close LK + Knee Press Nightmare (any Lv)

After Head Press with the opponent in the corner, do a Somersault Skull Diver + Crouching HP + Lv1 Knee Press Nightmare + Juggle with Lv2 Knee Press Nightmare.

4.2 Tips and strategies:

GENERAL APPROACH: Pressure. Pressure. Pressure. That is what EX Vega/M. Bison is all about. His Double Knee Press recovery time is not as good as in SSF2X/T but still has fairly high priority. After a LK Double Knee Press try to throw a low LP and LK to offset the poor recovery time (note: experienced players can overcome the light attacks with a well timed high priority move). While maintaining your charge perform another Double Knee Press or any of his charge moves to confuse and deal block and guard break damage. Continue this pattern as long as possible trying to achieve a guard break. Use your super to crush the guard and repeat the pattern. Mix up this pattern with an odd throw or two after your crouching LP (i.e., walk up and throw them) and standing HK. Tag any missed moves by your opponent with a Psycho Crusher or super. Your opponent will naturally try to escape this pressure by either performing a higher priority move (most dangerous for you as there isn't much you can do), jumping, attempt a throw or by rolling. Try to anticipate a roll escape and throw them in mid roll. Counter jumps ins and engage air-to-air battles with the jump towards and vertical HK.

-EX Vega/M. Bison is unexpectedly quick so if you catch your opponent turtling walk up and throw, you'll be surprised how much this works.

-If an opponent misses a sweep or like move they are open. Use a high level Knee Press Nightmare to punish them. Psycho Crusher and Double Knee Press are alternatives. Also a Lv3 Knee Press Nightmare has a frame of invulnerability.

-When rolling behind the opponent you can maintain your charge as if you were in front of your opponent. Use this to surprise your opponents with an unexpected Psycho Crusher or Knee Press Nightmare.

-avoid using HK Double Knee Press when you're just pressuring as the recover time is even more poor than the LK version.

-Try to fool the opponent with the Somersault Skull Diver/ Devil's Reverse. Attack occasionally; retreat occasionally. The opponent may try to counter attack when you didn't attack and leave themselves open for a counter attack of your own.

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5 MISCELLANEOUS
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5.1 Extra animations:

There are some extra animations when Vega/M. Bison fights the following characters.

- Vs Geese: Geese attacks Vega/M. Bison with Double Reppuken which burns off Vega/M. Bison's cape. Vega/M. Bison with his arms crossed is unharmed and laughs.

-Vs Iori: Iori speaks to Vega/M. Bison and then throws his projectile at him. Vega/M. Bison jumps over the projectile and prepares to fight.

-Vs Rugal: Rugal with his panther by his side speaks to Vega/M. Bison.

5.2 Win quotes:

"This is not a fight to decide a winner and loser, but to decide life and death!"

"Do you want to come work for me? You will have to do better than that!"

"Huh, how did you think a mere human like yourself could beat me!?"

"Relax! You can't stop me, so why even try?"

"You should thank me for keeping you alive!"

"Today is the last day in your life..."

"Psycho power will never lose..."

"The weak always make me sick!"