

# Marvel vs Capcom 2: MBison Guide

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Updated to v1.0 on Nov 3, 2000

MARVEL VS CAPCOM 2: NEW AGE OF HEROES

CHARACTER GUIDE: M. BISON

10/31/00

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Version History:

Ver. 1.0: First Edition

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- 1) COPYRIGHT ♪

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- 2) M. BISON EXPLAINED

M. Bison is a very good, slightly unbalanced character with great  
offense. A downside to Bison is his lack of attacking moves, he only  
has 3 main attacks, and one of the first things to do is to learn his  
moves, which are very easy to perform. Another downside is his  
predictability, which is again contributed to his lack of attacks. Some  
good sides are his very good, quick, and powerful Hyper Combos, two of  
which can be comboed into very well.

### 3) MOVE LIST

Launcher: c. HP

S.: Standing

J.: Jumping

C.: Crouching

D.: Dash in

SJ: Superjump

QCF: Down, Down-Forward, Forward

QCB: Down, Down-Back, Back

HCF: Back, Down-Back, Down, Down-Forward, Forward

HCB: Forward, Down-Forward, Down, Down-Back, Back

DP: Forward, Down, Down-Forward

LP: Low Punch

HP: High Punch

LK: Low Kick

HK: High Kick

XX: Cancel

P: Punch

2P: 2 Punches

K: Kick

2K: 2 Kicks

A1: Assist 1

A2: Assist 2

THROWS:

SPECIAL ATTACKS:

Launcher: c. HP

This move is used to start an air combo or aerial rave.

Psycho Shot: HCF + P      Ground

This is a basic fireball for Bison. He pulls his hand back and then puts it forward, a small, purple fireball will appear and depending on the punch strength used, Jab goes from down to up and Strong goes up to down. Jab is used for anti air and Strong is for anti dashing.

Psycho Field: HCB + P      Ground

This is a GREAT move. Bison conjures a small, slow moving purple sphere that moves across the screen that great for anti dashing. When it connects, three giant orbs just encircle the opponent causing damage. I really love this move, but it's not that great for anti air attacks, and it's not very good for combos.

Double Knee Press: HCF + K      Ground and Air

This is probably Bison's best on the ground move, IMO. It basically is a bicycle kick across the screen. The attack's distance will vary on the strength of the kick, Short will go a small way, which is great for ending combos, and the Forward will go almost all the way across the screen. In the air, it's great for leading into Psycho Crusher.

Bison Warp: DP + K or P                      Ground

This is Bison's teleportation move, depending on which button used, be it Jab or Forward, that is which corner of the screen he will end up. This move is only good for a turtler when you want to surprise them.

Head Press: Charge D + P                      Ground

This one of Bison's old moves, from the ground, he jumps and lands on the opponent with his fists out. This is an okay move because of the surprise factor and the damage it does. I like it but I don't use it too much.

Somersault Skull Diver: Charge D + K                      Ground

This is exactly like the Head Press, but Bison uses his feet instead.

HYPER COMBOS:

Psycho Crusher: QCF + 2P                      Ground or Air

This is Bison's patented move. It starts out with Bison pulling his right hand back and charging it with Psycho Energy and he just charges forward, doused in Psycho Energy. This move is really, really flexible, it's great in either ending combos or just finishing someone off. This move is best utilized when you end a combo with it.

Psycho Explosion: QCB + 2P

This move is basically a giant version of Psycho Field. As Psycho Field is performed, Bison produces a small purple sphere and it slowly moves across the screen, if it hits the opponent, it explodes and the damage is greater than Psycho Field, it also lasts longer than the field. It's great for dash-ins and for block damage.

Knee Press Nightmare: QCF + 2K

Like Psycho Explosion, Knee Press Nightmare is an elongated version of the Double Knee Press, except there's a twist; THREE Bison's appear and perform one Double Knee Press each causing massive damage! This is probably my favorite Hyper Combo, just because of the coolness.

#### 4) ASSISTS

Bison's assists are probably top tier, IMO, even though nobody else will probably agree with me. Let's begin:

ALPHA: Psycho Shot/Psycho Crusher

This move will perform a strong Psycho Shot, which is basically an anti-dashing move.

BETA: Psycho Field/Psycho Crusher

This is probably Bison's best assist; it's great for the dash-ins and good for a shield for YOU to dash in. It performs the strong version of

the Psycho Field.

GAMMA: Double Knee Press/Knee Press Nightmare

This move performs the strong version the Double Knee Press, good for a defend-and-recover tactic. It performs the strong version of the Double Knee Press.

## 5) STRATEGIES

M. Bison is sort of a challenge to play with, but when properly used, he is VERY lethal. First of all, you have to note that he's very fast for his size, use that to your advantage. Also, try to air combo right off the bat; he's very powerful in the air combo business as well. Using him as an assister is not top notch (unlike Dr. Doom or Iceman), but his assists are very good when properly executed. Also remember that his Hyper Combos are best deployed when ending a combo.

VS. ABYSS:

1st form: M. Bison is okay for the first form of Abyss; just do a simple combo of s. LK, s. LK, Double Knee Press, and block, repeat. Remember not to do this too much, because you will get hit on the lag after the knee press.

2nd form: Get as far away from him as possible, and do Fierce Psycho Shots, when the bubbles come out, Superjump, and Jab.

3rd form: As soon as he comes out, pull a Triple Hyper Combo, depending on what team you use and which assist you use, he'll either die right away or be close to it.

## 6) COMBOS

1. Psycho Field, dash in, LK, LK, Double Knee Press.

2. Psycho Field, dash in, c. LP, c. HP, SJ, LP, LK, LP, LK, Double Knee Press, Psycho Crusher.

3. Psycho Field, dash in, c. LP, c. HP, SJ, LP, LK, LP, LK, Double Knee Press.

4. Jump in with a HK, LP, LK, Psycho Shot.

5. Psycho Field, Psycho Explosion.

6. LP, LK, Psycho Crusher.

If you have any of your own, e-mail me at: [trung\\_bui\\_2000@hotmail.com](mailto:trung_bui_2000@hotmail.com)

7) THANKS

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