

# *A Short Overview of YL DAir*

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Shield-Poke Data Spreadsheet Here:

 Young Link Down Air Shield Poke Chart

[^^ Visual Reference Image Link](#)

## Neutral-Related Info:

What makes DAir a neutral tool:

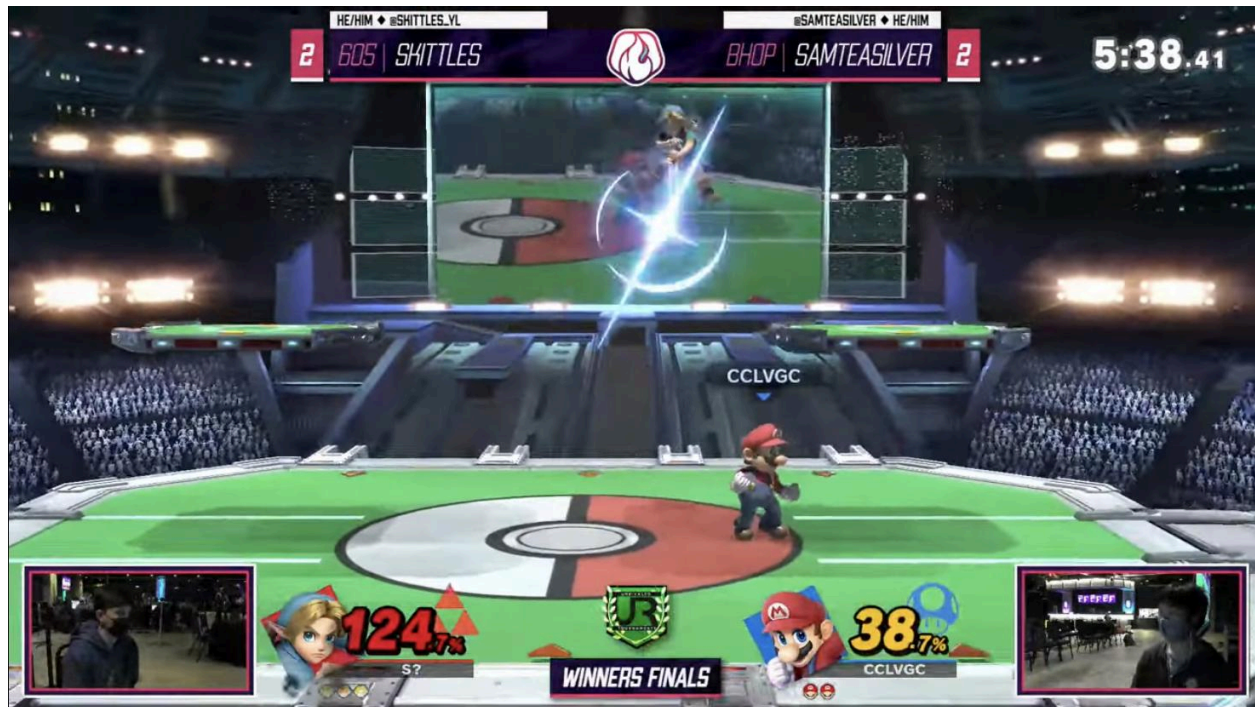
You might be thinking: how could this scrub move ever be a neutral tool? Isn't it bad to just commit to this option at all? After all, landing with it is decent, but the opponent seems to have so long to punish it... Yet skittles seems to get away with it. What makes it work? How is skittles able to utilize such a "bad" option to great effect?

- What makes landing DAir so good (outside of being a strong landing option) is that it's a lingering hitbox that **covers the diagonal blindspot**. It can catch opponents jumping around and over projectiles with good leniency, as you're covering vertical space for a significant amount of time. Dashing forwards and doing a fullhop into a landing DAir is a serious mixup.
- In such a short time (near-unreactable from the apex of the jump), it can be hard for characters to contest. Fast-falling a slightly disjointed hitbox with high reward. Even disjointed characters can be caught by a trade, or just get caught on startup with their slight hurtbox extensions.
- Sometimes DAir can outright beat shielding where **it will shield poke**.
- DAir can be a bit riskier than YL's other options. You're starting it from a fullhop most often, and landing with a move that can be unsafe on shield. However, because of the crossup potential and low-ish endlag, the move is hard to punish in practice. YL has enough time to shield/spotdodge.
- In general while other options can fulfill what DAir does in neutral w/ less risk, **DAir is able to cover many more options that these safer alternatives can't**, with higher reward, albeit slightly higher risk.

What exactly is Young Link's diagonal blindspot? How does DAir cover it?:

- Young Link's kit can struggle to cover airspace in specific areas. While he has fire arrows/grounded moves for grounded coverage and excellence shorthop coverage with aeriels and tilts, he can struggle to cover some spaces at a fullhop height.
- This is partially due to his airspeed and lack of range in the air. NAir/BAir/FAir can all cover specific horizontal areas in the air to anti-air approaches around projectiles. UAir covers above YL decently but not in a wide space. It lingers too so YL can't commit to another aerial after an UAir in a single fullhop.
- The other part of his blindspot is his boomerang. Due to limited angling, there's spots above and below the boomerang's various arcs that it commonly fails to reach. There is some overlap between this and some of YL's aeriels, which tends to make this angle of approach common from most opponents.
- Down Air can cover opponents above boomerang's angles, but most importantly it can cover the angles below boomerang and above shorthop aeriels. **The drift that you have access to from that height allows YL to cover different spaces with DAir depending on how you drift.** This makes it extremely flexible and gives it a lot of use cases, similar to his projectiles.

Image Example:



*After covering shorthop airspace, skittles commits to a double jump dair, which covers fullhop airspace/the diagonal blindspot preemptively. SamteaSilver ends up jumping into the DAir.*

- Even from a double jump, DAir is really strong at covering diagonal space. A FF DAir from that high can cover a lot of space quickly in relevant time.
- DAir is still tricky to punish even in a situation like this. Skittles could go to a platform. Would YL fall slowly or fastfall, and when? Where would he drift to? What option does YL do after the DAir?

## Disadvantage-Related Info:

DAir as a Disadvantage Tool:

- DAir is already a decent tool in disadvantage. It lacks a lot of range, but it can trade/beat out stubby aerals and send opponents above YL.
- This is good for landing, since it'll place opponents back above and behind YL, entirely reversing the game state. It can kill opponents reaching at you high up in the air.

- It can trade with disjointed aerals (specific ones) by trading with the opposing character raising their hand during the animation (Cloud, Chroy, Marcina, Sephiroth are examples). Some aerals (Link/Toon Link) are hard to challenge/unlikely to beat out.
- **DAir can be used to intercept/cover attacks from below/from the sides of the platform.** DAir can hit opponents shorthopping/jumping through the platform hard. It can also trade with stubby aerals.
- Buffered rising DAir & Falling DAir can catch attacks at different timings. Shorthop DAir off the platform into center stage is strong as well and can catch opponents moving to center. As you're landing, you can hit someone shielding on a platform and land with DAir on the ground to make it rather safe.
- YL can also fullhop off the platform and then land with dair to punish a juggling commitment. It's more committal the higher you go up.
- DAir can be easy to spam, since high reward commitment out of disadvantage. But getting down safely (fastfall airdodge for example) and then killing them after is just as good! It's not as instant, but you don't end up losing your stock, and that's more important.

## Advantage-Related Info:

On hit DAir can:

- Outright kill.
- Combo at low%s (Dashback Pivot Grab/BAir/NAir/UAir followups).
- String at mid-high%s into reads (Boomerang reads/arrow reads/aerial reads).
- Creates a strong juggling state (puts the opponent behind and above you, corner pressure AND juggling).

Shield Poking with DAir:


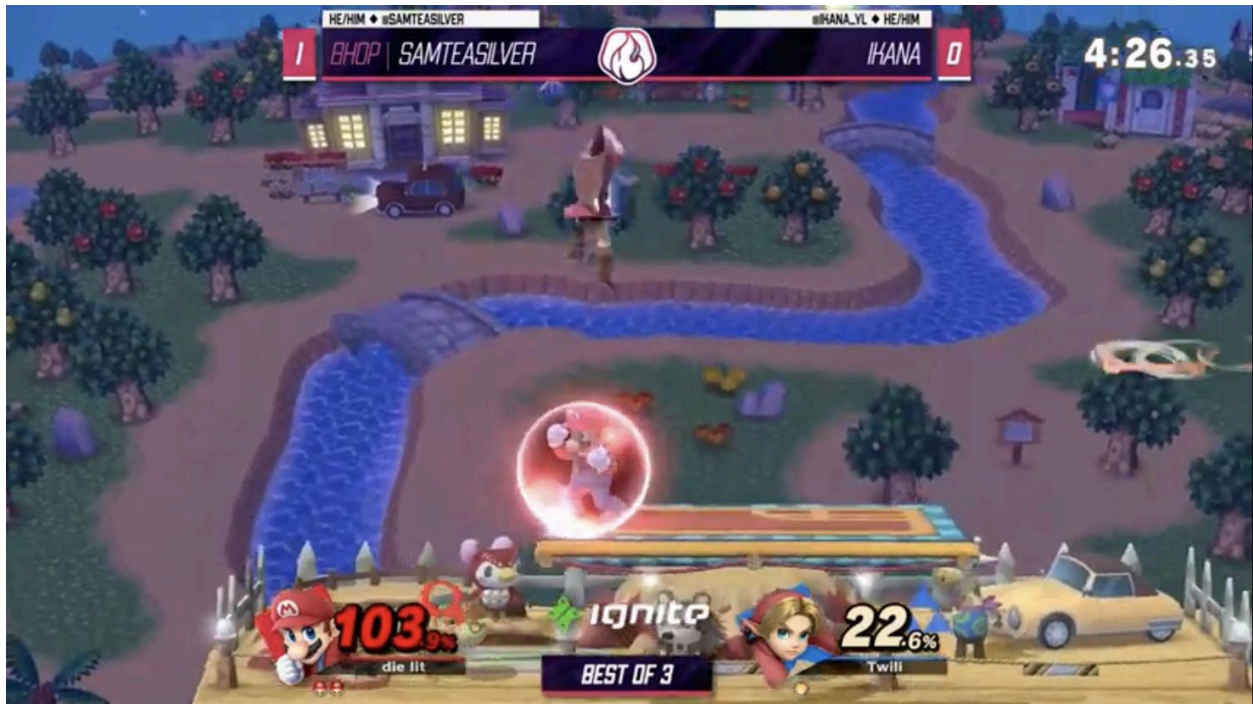
-  [Young Link Down Air Shield Poke Chart](#)
- Above is a spreadsheet for how each character gets shieldpoked by DAir, with how much shield damage (and if it's possible to shield poke with a shorthop DAir).
- Fullhop DAir is the standard for shield poking generally.

Image Example:



*Shieldpoke example. I hit the left side of Mario's head here.*

There are some general guidelines to help with Shieldpoking:

- Know/see where hurtboxes poke OOS earliest.
- Get a feel for situations where shields are damaged & how much shield damage moves do.
- Generally shieldpoking is best when you've conditioned the opponent to hold shield.
- It can be used as a hard punish for people holding shield on landing fullhop aerals, since a previous hit + the time it takes will drain enough shield health to shield poke.
- Generally if the opponent shields a BAir (while on a plat, hitting from below), ZAir, FAir1, Strong NAir, or Boomerang, shieldpokes are possible.
- DTilt can more easily set up for shieldpokes. The gap between a DTilt and DAir shieldpoke on shield is a bit larger though.
- Shieldpoking w/DAir likely won't kill in some circumstances, but the on-hit reward is still strong enough. Committing to a grab can be risky at times, and the benefit of DAir is that you can start it mid-air (simultaneously

threatening landing aerals on shield). It does feel like a third (conditional) kill throw.

- Some characters aren't worth attempting shieldpokes on solely off their on-hit reward/anti-air potential. Such examples include Charizard (strong anti-air OOS game) and Kazuya (**Kazuya Mishima**).

#### Common Cases:

- Characters who are usually shieldpoked by SH DAir reliably should be done so, as landing with FH DAir shield poke will take more time. Crossing up DI is sometimes impossible because you need to aim for a specific area.
- Taller characters that have their head poke OOS first can be crossed up more reliably, since you can aim for either side of their character model. A lot of sword characters/standing human characters fall into this category.
- Some characters require no fastfall to consistently aim for the area to poke on their shield. This can be applied to any character for shieldpoking to make it easier at the cost of extra time.
- Some characters throw their hand/arm up in their shield animation. This generally extends the area in which the character can be shieldpoked.
- For more information, refer to the summary reference image and the data spreadsheet.

#### Quick Note About DAir Platform Tech-Chases:

- Rising FH DAir can be used to tech chase on platforms from below. This option has high killpower that can close stocks comfortably (& crossup DI!).
- The strong hit can only cover one spot on the platform at the time, but the drifting late hit may catch other options.
- Generally though you will need to calibrate to catch options (assuming you have information about tech chase habits to anticipate with).
- Some common platform tech chase starters include Fire Arrow, ZAir, Boomerang, DThrow (low%s). Fire Arrow is the most common of these.
- Running up to platform tech chase with DAir, but then waiting briefly before initiating can bait out the opponents tech option. This can be punished when anticipated (using previous information about the opponent's tech habits).



(Image Link)

