Bomb 2-Frame

Images by Swevester.

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Bomb Data

Bomb Data:
- Pulling a Bomb takes 39 frames.
- A Bomb is spawned on frame 17.
- Bombs have a fuse timer of 3.6 seconds (219 frames).
- Bombs have no shield stun until it explodes.
- **Bomb's hits are active on frames 1, 3, 5, 7. The first three hits deal minimal knockback, and the final hit launches opponents.**
- If a Bomb hits the opponent directly, Young Link will take no damage, hitstun, or knockback from the Bomb.
- Z-dropping a Bomb from shorthop height or throwing the Bomb with the C-stick while stationary will leave the Bomb on the floor.
- Bombs can take 6% from enemy attacks before exploding. The singles multiplier does not apply here, and Young Link cannot damage the Bomb itself unless it is thrown by the opponent or reflected.
- Bombs will instantly explode if they come in contact with fire.
- **For more information about Bomb:** ZDrop Mechanics, Applications and Theorycrafting by @hivesteel#5894

Overview

Example Clips:
- [1] [Bomb Spikebox](#)
- [2] [Bomb 2-Frame > Fair](#)
- [3] [Bomb 2-Frame > Fair on Fox](#)
- [4] **[(Guide) Double Bomb 2-Frame Guide by @Supahsemmie](#)**

Bomb is a strong tool for Young Link to 2-frame with when compared to his other options. Given its active frames of 1/3/5/7, it "effectively" has 8 frames of coverage at ledge. This is significantly longer than his other options: DTilt (2 frames of coverage), DSmash (2 frames of coverage), and FTilt (1 frame of coverage).

If the Bomb connects, one of two situations will occur. The first is on hits 1, 2, and 4 of the Bomb (the hits active on frames 1, 3, and 7 respectively). The Bomb will send the opponent slightly out, which combos into FAir. The second situation is the spike hitbox on hit 3 of the Bomb (frame 5). This sends the opponent straight down, and it may gimp opponents at high percentages.

The flaw with this setup is that if the hitbox whiffs the opponent during their ledge grab animation (usually from below) the opponent will complete the 2-frame animation and have intangibility the frame the next hitbox comes out. **However, 2-framing with one Bomb is still reliable vs characters with bad ledge grabs** such as Mr.Game and Watch, spacies (Fox, Falco, Wolf), and Joker with Arsene.

Using 2 Bombs circumvents the flaws of using only one Bomb. As outlined in Supahsemmie's *Double Bomb 2-Frame Guide*, exploding the first Bomb with

the second causes the explosions of each Bomb to cover the offtime of the other Bomb. This makes Bomb 2-framing consistent vs characters that don't have bad ledge grabs, **at the downside of needing two Bombs, which takes 78 frames in addition to the frames needed to set up the 2-Frame.**

How to perform a Bomb 2-frame:

Stand directly on top of the ledge. React accordingly to the opponent grabbing ledge by shorthopping and throwing the Bomb directly down. If you successfully hit the 2-frame with hits 1,2, or 4 of the Bomb, drift out after the Bomb toss to combo.

To perform a double Bomb 2-frame, z-drop the first Bomb as close to the ledge as possible, at the point of impact where the Bomb is usually thrown for a single Bomb 2-frame. React accordingly to the opponent grabbing ledge by throwing the second Bomb down onto the first Bomb at shorthop height. If successful, drift out after the Bomb toss to combo.
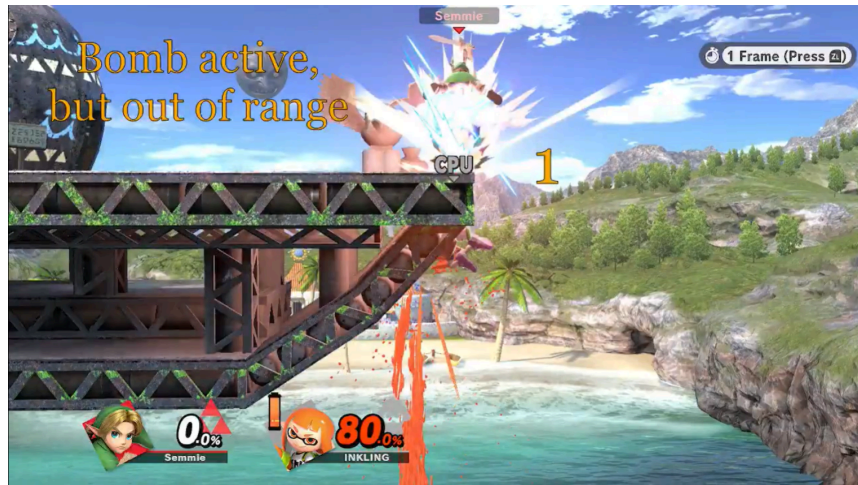
Reference Images

Optimal position for starting Bomb 2-frame.

How it should look when performed correctly.

Flaws of Single Bomb 2-Frame Made by SupahSemmie (@Supahsemmie):

Miscellaneous Bomb Interactions

Example Clips:
- [1] Example Clip of Ken's Shoryuken being caught by Z-Dropped Bomb

A separate document for character specific Bomb interactions (with certain up specials and z-dropped Bomb) can be found here: Miscellaneous Bomb Interactions

One interaction worth mentioning is that Ken is instantly 2-framed while trying to Shoryuken to the ledge when a Bomb is z-dropped at the ledge. This is due to Shoryuken's hitbox extending above the ledge and into the Bomb, as well as the fire element on the move, which sets off the Bomb.