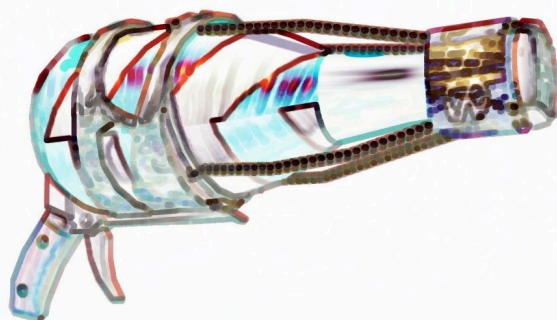


This is a certified



Foil Squeezer moment



The Squeezer guide

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Introduction

Welcome to the squeezer guide. We'll discuss various topics in order of complexity. As such, the first few topics will be easier to digest and put into practice while later ones are expected to take time to perfect. For newcomers to the weapon, you may want to check out the [Splatoon Wiki](#). If you're unsure of how an ability affects the weapon or why a certain range matchup exists, the data's there.

Gear

In this section, we look at how a majority of the game's abilities affect Squeezer. My builds are [here](#).

Object Shredder + Special Power Up (Bubble Blower)

Object Shredder (OS) allows you to throw a bomb at a bubble and then shoot it once to instantly pop it. Object Shredder is necessary on every squeezer build that uses the bubble combo. Otherwise, a bubble isn't in a position to be instantly popped after a bomb. Object Shredder alone allows you to confidently soft-counter many commonly seen specials like armor, booyah bomb, and other bubbles. In tandem with OS, special power up boosts your bubbles' efficacy by increasing their lethal and paint explosion radius. Keep in mind that Special Power Up affects nothing else, and it's not required to perform an instant-pop. I recommend using at least 9AP of special power to boost your bubbles to an effective size.

Swim speed up

This is common on most squeezer builds. Swim nicely remedies Squeezer's middleweight speed, allowing it to properly space faster-paced, light weapons. You'll also want swim speed so you can quickly position yourself in crucial spots and pursue

opponents as needed. Depending on the map/mode, adjust the amount of swim speed you use to fit your positioning needs. At least 10AP is advisable.

Last Ditch Effort (LDE)

LDE patches up squeezer's painting weaknesses by allowing more splat bombs, more shots, and less downtime. I advise using LDE in virtually every map/mode, due to its considerable lasting effects. Although it does nothing for your opponent's first fifty points, the investment returns twofold afterwards.

Value subs

Like on most weapons, using a sub each of Bomb Defense, Quick Super Jump, and Ink Resistance allow for some nice quality-of-upgrades to your interactions. I'd also like to highlight that one sub of Special Saver grants you an extra 17p upon death with a full special gauge.

Ink Saver Sub (Splat Bomb)

Sub saver is mostly appropriate if you're starting to learn the weapon. It grants more shots after throwing a bomb, which can change an interaction if you mismanage your ink tank. However, it does at least help to pop any given bubble sooner/leave you with more ink to spare, which also could change an interaction's outcome. Since Squeezer doesn't have many abilities to spare, I would almost always consider Last Ditch Effort over this ability.

Special Charge Up

200p bubbles on a weapon with Squeezer's mediocre painting means that Special Charge is a decent option. You should typically average 4-6 bubbles per match, which special charge helps with. It's most applicable in Splat Zones and Clam Blitz—where you want your special as soon as possible to better enable a push.

Main power up (Damage up)

Main power up (MPU) increases the damage of both your tap and spray shots and can be useful in several ways:

1. Increasing max damage—and by extension, falloff damage—allows you to contest certain weapons at a longer range (e.g. shooting across the river on snapper canal or fighting a jet squelcher outside of effective range).
2. 1 sub of MPU allows you to combo 1 tap shot into 2 spray shots to secure a kill
[$39.1 + 2(30.58) = 100.26$]

MPU is far from necessary, and should be treated like a value sub and used if falloff matters to you for whatever reason.

Comeback

Comeback's benefits seem promising on paper: a boost to ink efficiency (main saver plus ink recovery), movement (swim speed), and pressure options (sub saver). However, once those twenty seconds elapse you're effectively playing without a main ability. Such short-lived benefits are less impactful in comparison to a weapon like Last Ditch Effort. It *might* be advisable if you're dying often, but that sort of playstyle is less consistent than the alternatives, and isn't something I recommend.

Anything else

Any ability not listed here I haven't used much or don't consider to be meta. You could get away with using much of the excluded abilities, but the above are a good place to start from.

Main Weapon

The cornerstone of this kit is the main weapon. Getting good at timing the tap shots is crucial to closing kills, proper crossfiring, and makes the difference between you and/or your teammates surviving. Of course being able to bubble trick is important

too, but the majority of your picks will be from your tap shots and being able to properly position yourself. Squeezer's time to kill for its range is very good from neutral, being shorter range than a jet squelcher but longer than a pro whilst also killing in 3 shots. Because of this, the weapon is very strong at securing quick kills from safety and is arguably one of the best crossfiring weapons in the game, able to support frontliners in a skirmish very well.

Mashing and Aim

The maximum firing rate is 450 BPM, or 7.5 times per second, but realistically you won't be able to reach that consistently, nor would you spend the entire game tapshotting. In fact, you should have a fairly even split between using tapshots to fight and using autofire to cover turf. Your turfing speed with a squeezer is faster than KPro's but slower than Splattershot's. We'll talk about turfing speed more in-depth later, but for now just know that it turfs fast enough to contest the splatzone in a pinch, but it's neither the most reliable nor should it be the main painter on the team. For tap shots, one unfair truth is that not everybody can physically mash fast enough to get consistently fast kill times. If you ever play this weapon and your hand, wrist, or arm hurts after, then you're either going too rough on the trigger and need to take a break or you have a bad time mashing, which then you might want to reconsider maining the weapon. That sounds like a let down, but the reality of the weapon is that you're going to be mashing *a lot*. If it's ever detrimental to your health, don't force yourself to play it.

With that aside though, a critical point to learning how to mash is to be patient. It might take 600k to 1m paint to get consistently fast mash/kill times, and while you can spend a long time in the training room, the best aim practice is solo queue against a variety of weapons and players. While the training dummies are good starting out, fighting moving targets will ultimately help you improve with the main the most. A difficulty to be aware of is leading your shots: you have to press the trigger at least three times whilst moving your controller to kill a moving target. However, you might move the controller while pushing ZR, and your mashing speed could change from

moving your wrists. Because of this, I encourage you to find a good sensitivity to use if you don't have steady hands. Overall, improving with the weapon comes with experience and getting comfortable with the main.

Damage

One part of this is 38 dmg. The crossfiring support pairs well with most other frontliners, notably sshot, kpro, mpu splash, .96 gal, CDS, bamboo, and naut, reducing the kill times of each. As an initiator, squeezer can potentially chip or even just put down turf beneath an opponent's feet, allowing a 99.9 wep to get an easy pick. Additionally, 2 tap shots and 1 spray shot will combine into a kill. This can be useful when you're forced to move your reticle in a near-opposite direction because trying to aim to get an extra tap shot is both more difficult and time consuming, thus I sometimes opt for a spray shot to finish a damaged opponent. This functionality is improved by 1 sub mpu to combo 1 tap shot into 2 spray shots, but of course this is only for close-quarters where your spray shot will certainly hit. An overreliance on auto-fire would be a bad idea considering it's poor range and time to kill. Overall, squeezer's time-to-kill (ttk) is faster via tapshotting than any number of spray shots.

Range and Accuracy

Squeezer's range puts it in a very good spot for this meta. Having higher range than KPro, Nautilus, H3, and CDS, Squeezer has favorable long distance matchups. Conversely, it has unfavorable close range ones, getting beat out by its 99.9 counterparts or faster slaying frontliners. Despite squeezer having longer range, meta frontliners can close the gap a little (especially CDS) to even the odds and outdamage and/or outpaint you. This is why it's crucial to have paint around you should you have to reposition to outplay a similarly ranged shooter.

Due to its tap shots having 100% accuracy (air or ground), you potentially have faster times to kill (ttks) against weapons that have more shot RNG. An example of this is the squeezer vs. .96 gal matchup: Gal typically wins the close range matchup (and

the long range one if you don't space properly) due to it being 2 shot, but if you're in the air or on the affirmative (meaning you're the one shooting first) you're likely to kill sooner. In that sense it's similar to blaster/dynamo in that the longer you're left alive the more likely you'll confirm a kill (except super long range), but not really because aiming with it is hard. On another note, having perfect accuracy in the air means that you're the best suited weapon to kill someone whilst you jump off a platform or ink rail. This is also why I consider squeezer to be a good backline-killer: its range rivals that of heavy and can poke at key positions backliners take/punish them for not respecting your range. In that sense it's similar to bamboo, but it also has a bomb and can kill in the air. This allows squeezer to jump off of platforms and pick off a sniper reliably. An example of this is on inkblot zones where you can jump off of the block on your plat to reach an enemy backline on top mid. Just be aware of the situations that taking these jumps puts you in.

Sub

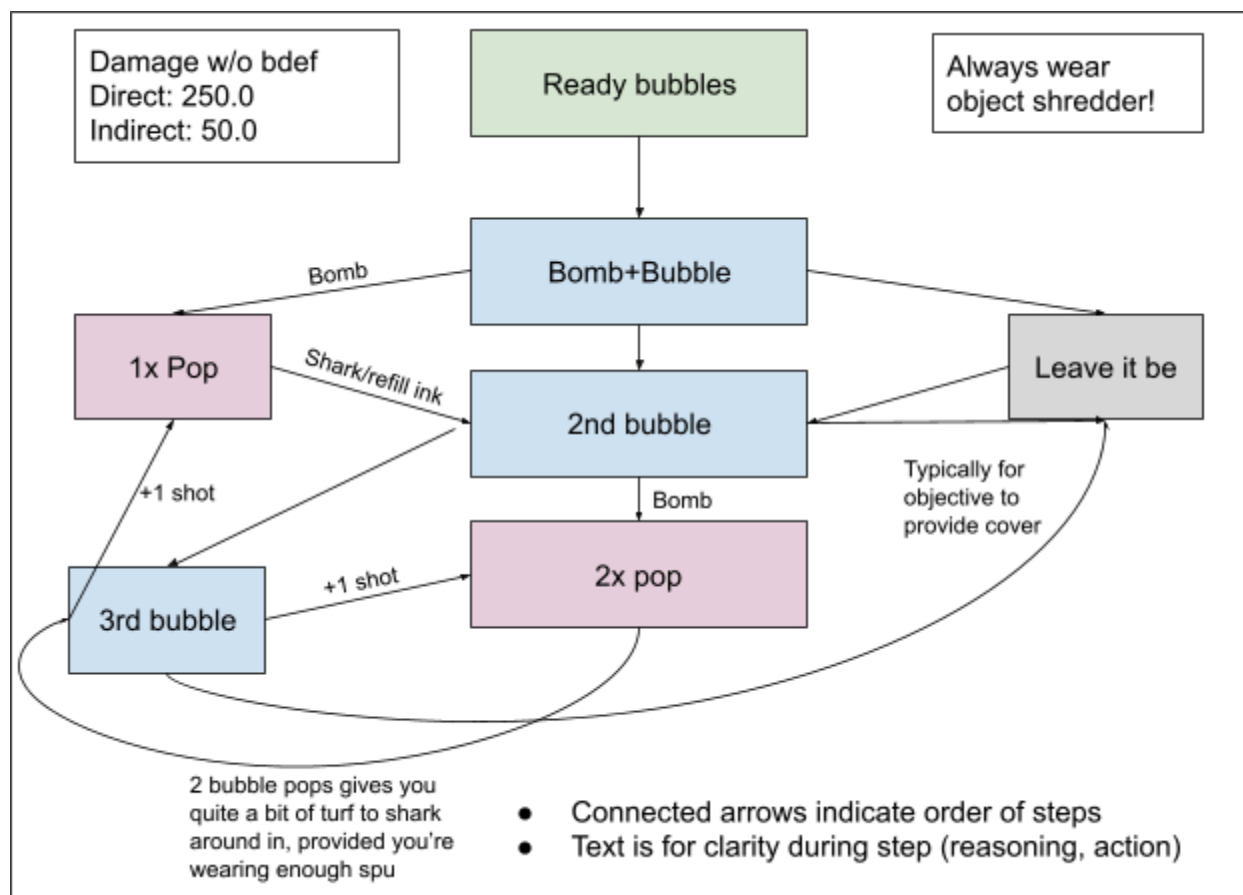
Splat bomb is a fine sub, but for squeezer it's important to not overuse it due to it costing 70% of your tank. Squeezer isn't the most ink efficient weapon and is more costly than pro (about 5 tap shots less than pro) This doesn't leave you with many of leftover shots after throwing a bomb--roughly 13 from a full tank--and it's a good idea to run some form of sub efficiency (iss, lde, cbk, iru) to compensate.

The iss curve on splat bomb ends up saving more ink on modes like rm where you'll be using the most amount of bombs as a means of chip (not for bubbles) you'd best watch your ink tank on defense lest you get caught without any ink under your feet. Splat bomb also combos with the weapon, turning a 3 shot into a 2 shot even with 1 sub bdef. This helps both squeezer's short and long range matchups and are helpful in all 1v1s. However, be sure not to spam bombs too much; squeezer's main already takes a lot of ink, so throwing out a sub means you don't have many shots to finish off.

Bubbles

Squeezer is one of the best users of bubble blower, being able to start pushes, sustain them, or be used to push the objective reliably and regularly due to its low cost. Bubbles themselves are one of the most versatile specials in the game, but when applying squeezer's quick pop potential they become ever more potent. In this section we'll go over basic bubble usage, the flow of the quick pop, and then branch off into more advanced options.

The most basic way to use bubbles is to shield yourself and others as you try and push into an area, whether it be to sustain a push in clams, protect the tower from crossfire, or even shield the rainmaker for just a few extra points, you can use bubbles to protect the objective. A simple but effective way to sustain a clams push is to use your bubbles on a wall near you to bounce them off the wall into yourself to give you instant protection. An example of this is in walleye clams when main is easily locked down, using a bubble on the wall as you push in will give you protection from opponents. Another basic way to use bubbles is to insta-cap the zone, which can usually be done with the investment of 3 bubbles for a single zone or 1 bubble per mini zone. Just note that depending on latency issues, you might not cap the zone via instapop or if your bubble placements are off you won't paint enough to cap.



Quick Pops

Squeezer's bread and butter is the quick pop combo. To do it, one must equip object shredder, toss a bomb at their feet, press the special button, and bubble the bomb. This puts the bubble close to its maximum health, meaning one more shot from your main weapon will pop it. From here you have a few options: you can throw another bomb to instantly pop the bubble (due to free ink tank refill you get from activating special), throw out a second bubble, or leave the bubble as a mixup. Despite how quickly and consistently you can pop that first bubble, it might not always be the best choice against more experienced players who'll be expecting it. To illustrate, here's a diagram showing how to go about using bubbles. It's quite a bit to take in, but the best way to understand is to follow the steps in the training room and try each different combo until you get comfortable. Then take it into battle and apply it against different weapons/objectives. If you're having trouble getting it down, feel free to DM

me on Discord or Twitter. Of course, the flowchart is merely a guideline to newcomers on how to apply bubbles in neutral and it's more complicated than what's here.

Other applications

_____ There are other more advanced ways to use bubbles that are much more situational than in the flowchart.

One is countering baller: you can either activate bubbles (baller lasts for 6 seconds while the bubble wand lasts 8) or have your third bubble ready to be quick popped to do this. Wait until right before the baller explodes, then bubble the explosion, containing it within the bubble, and finally bomb the bubble with the player inside and explode it with them inside to secure a kill. This isn't exactly consistent, but having a teammate help you pop it as the baller's i-frames disappear better the chances of it working.

Another is booyah bomb. There's 2 main ways to counter booyah bomb with bubbles: you can catch the booyah user off-guard and get them inside the bubble, making them accidentally booyah the bubble(s) instead. Another way is to block something, typically an objective like the tower, rainmaker, or splazone, with bubbles by throwing them into the trajectory of the booyah bomb. This can potentially save games in overtime and it makes bubbles something you'll always want to have in overtime, regardless of point lead.

One more tech is the patience tech: if you bubble an opponent up close and wait for them to hold forward through your bubbles, you can punish them with a splat bomb to instantly explode on them. This works more consistently on opponents that are quickly trying to rush somewhere and don't have the time to react to change their direction.

Bubble matchups

One important thing to discuss is bubble matchups against certain weapons. Bubbles do well on weapons that are able to pop it quickly and/or reliably, such as

squeezer, forge, and kjr. That's bonus points if the weapon in question has a bomb to instapop it. However, that alone doesn't make the bubbles worth using: Custom Range Blaster and KRoller can both instapop, but only with the sub as both mains are rather slow and take windup/ending lag to commit to a bubble pop. This matters because it affects your matchup against certain weapons whilst you're in or around a bubble and contesting its pop: a kjr will be able to stay in a bubble longer than a roller because even with multiple people shooting at the bubble its overall dps is very high given that **every shot** is going towards popping the bubble. This is relevant to squeezer because its DPS makes it so it's able to contest a bubble with two typical shooters shooting at it. With more than two shooters there and you're unlikely to keep the bubble from being shredded, but notice how I said "typical." Your dps (which is more optimal if you use tap shots instead of auto fire) can outshred shooters of similar or higher dps given your same-team bonus damage to bubbles in tandem with object shredder, but only to a certain degree. For example, it's never a good idea to rush in with bubbles knowing that the opponents are 4 up, in position, and/or have high dps weapons waiting.

There are some main weapons that can easily shred your bubbles if you don't expect them, including but not limited to: Hydra, Heavy, Sploosh, close range ballpoint, dapples.

Another thing to be careful of is bombs: because bombs instantly explode on contact with bubbles, it's easy for you to get killed by a stray lethal bomb because you were barely outside of your bubble and exposed a bit of your hitbox. If you're about staying in your bubbles and stay aware of bomb-users, this shouldn't be a problem. However, there are some scenarios where you must pay extra care: you're forced to expose yourself if you're going down sloped areas. An example is on skipper zones: if you're pushing in through top mid, because it's sloped, it's easy for someone to roll a splat bomb beneath your bubbles to explode on your feet, killing you. Another example is on snapper clams when you're trying to do a clam push outside of a wipe: the area near the basket is sloped, meaning that if you bubble the slope the bubbles will bounce off the floor and will go slightly upwards, exposing you. In addition, because it's sloped

if you move down the slope whilst in a bubble, it could be enough for another person to slide a bomb. Bottom line, bubbles do well in cramped, flat spaces that provide few opportunities for people to react in time to counter instapop.

Against specials

_____ Here we'll go over the different matchups that bubbles have against certain weapons in the game. As I mentioned earlier, bubbles can neutralize some specials and invalidate others, but have varying matchups depending on the special it's facing. For clarity, I'll highlight good matchups in **green**, neutral/unimportant/shaky ones in **yellow**, and bad ones in **red**.

Missiles - Bubbles can act as a shield for missiles, but are mostly inconsequential and almost useless due to how difficult missiles are to react to. You shouldn't bother using bubbles to defend against missiles.

Sting Ray - Ray goes through bubbles and shreds them if targeted for long enough. If a ray knows you're in a bubble, it might put you in more danger that you would have otherwise been in. However, a very niche use for bubbles against ray is to act as bait for the rainmaker: the sound a stingray makes when piercing a bubble is no different than that of hitting an enemy player. So if a ray catches a stray hit on a bubble, it may opt to try and shred the bubble thinking it's a player and waste its special on that bubble. This works best when the ray doesn't have the sightlines to tell the difference between slayer and rainmaker, but it's still useful even then as a simple distraction that will disorient the ray.

Inkjet - Bubbles interact weirdly with inkjet: given that the inkjet is elevated, you likely won't be able to instapop your first bubble on one unless you're at similar heights (ex. Goby arena where there's an inkjet in your close and you're on left plat). However, the third bubble is a different story due to it being able to be casted upwards and reach an

inkjet. Despite this, the inkjet could simply shoot the bubble a couple times to quickly shred it while leaving you with little ink in your attempt to instapop it. Thus, it may be better to use your bubbles as a decoy of sorts to distract the inkjet and make its movement predictable for an easy pick. One upside to bubbling is that they're unlikely to revert to squid form due to that closing the gap and putting them in danger of bubbles.

Splashdown - Splashdown doesn't care about bubbles at all unless used as a panic button. If it lands, it ignores bubbles, pops them, and damages you like normal. This interaction isn't possible to react to and the only hope you have of surviving is to pop the bubble and hope it kills. Otherwise you'll either die or be put in a bad position due to being weakened. If you *are* weakened, you could try and opt to use a bubble to shield yourself if you have any leftover, but that's it.

Ink Armor - Depending on the bubble tech you're trying to pull off, bubbles affect armor in different ways: regular bubbles take off armor like any other bomb, but a near explosion (180 damage) leaves the armored player one shot and easy to pick off. Additionally, a quick pop can result in you taking the armor off with a bomb and then finishing off the player with a bubble, regardless of if the bomb was a direct hit or not.

Bomb Launcher - The bomb in particular affects how well the bubbles will contest a bomb rush. Any lethal bomb rush will quickly shred your bubbles (splat, suction, curling, auto) if focused on and it's usually a poor idea to use bubbles when a bomb rush is out.

Ink Storm - Basically no relevant interaction

Baller - As mentioned above, Bubbles have a very good matchup against baller: they can absorb a baller explosion and potentially punish an unaware baller user that

doesn't try to pop the bubbles. It also leaves them unable to see their surroundings for a few frames while they (and their camera) are inside the bubble. However, an explosion-absorbed bubble is still weakened and can't be instapopped by a bubble+1 shot. Thus, if you want to instantly punish a baller user inside the bubble before they can escape you must coordinate with a teammate to either throw a bomb or directly shred your bubble.

Bubble Blower - This one is a bit wonky because there's no reliable way to consistently counter bubbles with your own besides using yours to shield yourself. If you're in a situation where your bubbles go up against an opponents, you'll not want to pop your own unless you're sure that the opponent isn't protected by theirs. Your bubble explosion damage isn't enough to expose the enemy and instead leaves you a sitting duck.

Booyah Bomb - While in theory you can counter booyah using the method I described earlier, you can do it a number of other ways:

1. Bubble (two bubbles would work) the booyah user's feet before they throw it. This creates a 50/50 scenario of sorts by forcing them to either booyah what they wanted initially or booyah their feet to stay alive, wasting their special or putting themselves in a bad position.
2. Use all three bubbles on the booyah in an attempt to take it out. Bubbles 1x damage multiplier on booyah armor means that it takes two direct bubble hits to destroy its 500HP armor, but in practice it's difficult to land both directly in quick succession unless you're quick about setting up all three bubbles for optimal damage, not to mention other enemy players shredding your bubbles. As same with armor, you'll want to coordinate with your teammates to shred the booyah (particularly bomb users) faster than it would've died from individual fire (or if you have short ranged weapons that can't agress the booyah as fast).

Ultra Stamp/Hammer - Hammer quickly shreds bubbles and there's not much you can do about it besides **run**. Trying to quick pop a hammer before it kills you is too risky and your best bet is to just never use bubbles if a hammer is out.

Weapon matchups in the meta

Here's a chart that compartmentalizes foil's matchup against noteworthy meta weapons. These are just the matchups that I feel are most relevant to cover here so if you wanna discuss a more obscure one, feel free to DM me on Twitter/Discord. The table will name the weapon that squeezer faces, it's general matchup rating on a scale of 1 (terrible) to 5 (amazing), range matchup (and how relevant the weapon's range is to the matchup), special matchup, and anything else worthy of noting that might affect the interaction.

Weapon	1-5 scale	Range	Special	Extra
Dualie Squelchers	2.5	Outranges, but can be outmaneuvered to close the gap	Fine	A good DS will try and close the gap and/or paint your feet to put you in a bad position, be very careful around mpu squelchers
Pro	4	Outranges AND can out maneuver due to no rng when jumping	Fine, though forge's bubbles you should still be careful around	If you have the chance to outrange the pro, do it. If you're in its range, jumping helps keep you alive longer. And obviously don't be impatient and step in enemy ink

Bamboo	2	Gets outranged and falloff range doesn't make up for lower dps	Fine	If a bamboo sees you, even if you have the height advantage, don't go for it if you're at the edge of its range. You're better off opting to play patient and close the gap between you and the bamboo, and remember to jump unless you want to get 99.9'd.
Charger	3	Outranged, but easier matchup when on the affirmative	Don't fight the bomb rush.	Remember that you can easily close the gap between you and a charger if you maneuver yourself around good sightlines.
H-3	3	Outranges, but less than pro due to H-3 jumping and harder to outmaneuver.	Fine	H-3 is typically more dangerous than pro due to it having much better paint maneuverability and 1-tapping you if you don't keep your distance.

Rapid	1.5	Almost exact same range, but has a harder time hitting shots than the rapid at max range	Fine, again don't bubble the bomb rush	Squeezer struggles against rapid at range, especially against torp spam. To fight a rapid, you want to close the gap past their AOE range or wear mobility subs to outmaneuver its shots.
Brella	3	Outranges the brella, but does poorly in ccq.	Bomb. Rush.	This matchup is similar to a lot of other close range shooters' in that you obviously have range to spare, but once you get closed in on things become more difficult. The same applies to brella but more difficult to win in practice.
Nautilus	3.5	<i>Barely</i> outranges the naut avoiding getting bursted down. There is a clip here that showcases this very subtle but significant	Does very well against both kits	To fight a naut, you really want to watch your distance. Any height advantage you gain is absolutely crucial in

		range difference.		outsacing their shredding abilities. You can also use bombs to stagger them and force them to either take the fight and get punished or run away.
Tetras	3	Outranges, but has a poor matchup in cqc	Terrible	Be very patient: wait out splashdown, all four dodge roles, and most of all don't let them close the gap.
Machine	3	Outranges, but barely (when they're jumping)	Terrible	Same as tetras, but they can hit you easier if you don't watch your distance. Watch for splashdown as well and use that opportunity to punish. Be sure not to get your feet painted by fizzy either.
Jet Squelcher	3.5	Barely out ranged, but can close gap by jumping	Good	Jet may outrange you, but the range difference is small enough to the point

				where if you can close the gap you can secure a kill.
.96 gal	2.5	Barely outranges, but is very vulnerable to when in range	Fine	Gal has a faster ttk than you and can take advantage of wall or armor. Try and use bombs to either chip (armor or no armor) and stay out of its range. If you get into its range, try to keep moving and force them to move.

If there's a meta matchup that's not listed here that you think would be helpful, please tell me. This guide is subject to change based on reader feedback and as always you can DM me on Twitter or Discord.

Conclusion

For now, I hope this guide was of some use to you. Whether you're a newcomer to the weapon or have been playing it a while, I hope you learned something from it. I honestly think that when played optimally the squeezer is a force to be reckoned with, but due to the time needed to get used to the mashing and positioning, not many know exactly how to go about it. Because of this, people may drop the weapon before experiencing all of its benefits simply because of the way it plays. That being said, I'm still trying to improve at the weapon and I don't deny that there's things about it I haven't fully grasped yet. Still, if more people play this weapon and push it in the west, then we'll begin to understand it faster collectively. Before I plugin a few squeezer players whose gameplay is worth taking a look at, I just wanna say thanks for reading this far and please don't forget to leave me feedback if you feel there's any way to improve the guide!

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My Discord: Riki#5371

Here's a small table of squeezer players that I know. Hitzel's JP player spreadsheet probably has more, but these are the ones I've personally watched.

Player	Discord	Twitter	YouTube	Twitch	Openrec
Ant (NA)	ant#5565 Prone to changing @, probably use twitter instead	@ant1870tbh		Ant TW	
Soldier (NA)	Soldier#9127	@EvuLSoldier		Soldier TW	
Homura (JP)		@homu_lly			Homura OR
Chocopero (JP)		@rrchocopero	ちょこぺろ		Chocopero OR
Roo (JP)		@PikYiu4			Roo OR
Fuuna(JP)		@AsAlIFN			Fuuna OR