

# *The Spike Spiegel Handbook: Raymer*

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## Notable Players

- North American
  - Pipeman
  - NormallySilent
  - Jorane
  - Archit3ct
- European
  - G3
- Oceania
  - L0m
  - Yneos
- South American

- Mo7i7a

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## Introduction

Raymer is a versatile space control character that uses various projectiles to dictate the pace of the match. Using all of them in conjunction with his close-range normals leads to a character with options for every situation. You may find him unintuitive to use at first, but once all tied together, he can be the most oppressive character to fight in the right hands.

## Overview:

- Jump Squat: 5 Frames
- Rush Start-up: 5 Frames
  - Air Actionable: Frame 11
  - Ground Actionable: Frame 10
    - Neutral Actionable: Frame 4
    - Max Distance: 3.4m
    - Regular Distance 2.1m
- Run Speed: .16 m/f
- Air Speed: .22 m/f
- Weight: 105

## Strengths:

## Weaknesses:

## Movelist

### Grounded Normals:

- **Jab**

A Quick three hit combo.

- Raymer's fastest grounded option at frame 4.
- It can be used as a quick anti-air.
- Can be delayed for mix-ups and different pro

- **Ftilt**

- **Dtilt**

- **Utilt**

### Aerials:

- **Nair**

- **Fair**

- **Bair**
- **Dair**
- **Uair**

## Specials:

- **Nsp**

**Neutral Special** is a move that fires a bullet projectile in any one of 32+ angles, and will travel until it hits the stage, an opponent, or goes off screen.

If the projectile hits the stage (including platforms), it will ricochet off, creating a **Ricocheted Bullet**, this form of a bullet will deal damage as well as extra knockback.

If the bullet is ricocheted more than once, then the bullet becomes a **Golden Bullet**, a **Golden Bullet** is functionally the same as a **Ricocheted Bullet** except for the fact that it has increased hitstun.

However if the bullet does not ricochet and instead hits the opponent un-bounced, it will deal a small amount of damage and grant you **Spark**.

This interaction granting **Spark** allows for raymer to close the distance very quickly through the use of **Super Jumps** and allows this move to be used as much for combo starting/extending as it can be used for pokes with its ricocheted form.

- **Dsp**

**Down Special** is a move that throws out a small grenade projectile in a controllable arc, this grenade (often referred to as “nade” for short) can be thrown both forward and backwards, at varying heights. While in the air this projectile can be interacted with in two ways, the first is hitting it to redirect it, with each move used on the grenade providing different angles of knockback. The second interaction allows you to freeze the grenade in stasis, creating a **Stasis Grenade**, this is achieved by inputting another **Dsp** while the grenade is active. This stasis grenade can either be remotely detonated with another **Dsp** or reactivated into a regular grenade when you hit it with an attack.

- **Usp**

- **Ssp**

- **Ssp 0**

Side Special 0 refers to the **Side Special Roll** used before all other variants of Ssp, although it has no actual hitbox, this variant of Ssp offers a great deal of movement possibilities.

- **Ssp 1**

One of **Raymer’s** many long reaching moves but what makes this one excel at long distance approaches is the massive [disjointed](#) hitbox **Side Special 1** is one of his strongest

moves being one of his safest moves being both a punish tool and an approach option that is also a reliable combo starter. In order to use this move you must have at least 1 bullet available for use.

- **Ssp 2**

Commonly referred to by the community as **Orb** is a slow moving projectile that can be redirected by hitting it with hitboxes. Each one of **Raymer's** moves can change its angle and speed, this allows for some great Orb mixes, pressure setups and combo setups. This move is performed by doing a **Side Special** roll and pressing the **Special** button again. In order to use this move you must have at least 2 bullets available for use.

- **Ssp 3**

Commonly referred to by the community as the **BS blaster**, it is a high startup, high reward attack. This move is performed by doing a **Side Special** roll and holding the **Special** button. In order to use this move you must have all 3 bullets available for use.

## Throws:

- **Fthrow**
- **Bthrow**
- **Dthrow**
- **Uthrow**

# Neutral

## Using Projectiles

- Bullets (**Nsp**)
- Nades (**Dsp**)
- Orb (**Ssp 2**)

# Offense

## Main Neutral Options

## Mixups

Edge Guarding

Defense

Out of Shield Options

Combos

Combo Notes

Basic Combos

Specific Starters/Situational

Advanced Combos



## Misc. Info

## Weird Interactions

### **Grenade -> Orb:**

If you hit your grenade with a Ssp1 it will transform into an orb with a straight horizontal trajectory from the point of contact.

## Player Tips

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