

The Competitive Sports in Super Smash Bros. Ultimate



Aziz Schmitt

The Crossover Fighting Game Series, Super Smash Bros. is well known for it's diverse cast of iconic characters from Nintendo, as well as a unique gameplay among those in the fighting game genre. With a whole cult-following, the series had gain a competitive scence, where players fight off agaisnt each other in a macth to see who is better at playing. This is despite the fact that Smash Bros. was not designed for this level of play. With all sorts of meeting places where people whether it is online at SmashBoards, or in Real Life at Schools, people play for fun and to show how great they are. Here I am interviewing a good friend of mine who plays in the competitive scene, being very good at it. So I talked to him on Discord, asking what he had known about the comunity. I will be referring to him by his Username, Marucha.



Palutena, a playable character in Smash Bros. Ultimate that originated from Kid Icarus

Aziz: Hi Marucha, so should we start this interview?

I have at least 8 questions I would like for you to answer about the competitive scene of Smash Brothers Ultimate.

Marucha: You can ask.

Aziz: Ok, first question, How would you explain the mechanics of the game to a newcomer?

Marucha: Do you mean like what kind of stuff I'd show them?

Aziz: Kinda like the FPS or how do you use the character or just simply how the whole game works.

Marucha: Well the game has "fundamentals" which transfer over to every character but every character is played differently and has their own gameplan and mechanics.

Aziz: Would you explain to people about the concept of "mains" and how would take time to have skill over that character?

Marucha: Generally you want to main one character, because you get better at the game that way and get to spend more time knowing everything about that specific character.



Part of a Boxart for the thrid game in the series, Super Smash Bros Brawl.

How fast you learn really depends on the person but you can always get better.

Aziz: What made you decide to chose Palutena as your personal main?

Marucha: She's easy to use and one of my favorite players uses her.

Aziz: What is your favorite players, as in role models?

Marucha: I think my favorite players are Samsora, Nairo and MKleo.

Aziz: What exactly got you into this game; picking it over other competitive games like Overwacth and Melee?

Marucha: Mostly that's it's more popular than games like Melee, and I can go to in real life tournaments at my university. I have friends that play the game too

Aziz: How long did it take for you to master all the skills?

Marucha: I still don't think I have, but to be decent at the game a couple of months.

Aziz: Okay, I just thought you were better, after you did beat me, anyways out of all the characters, who do you personally think is low-tier or high-tier, not whether you dislike the character in question?

Marucha: I think tiers don't matter, unless you're a professional player. To be honest, for someone like me picking a character based on tiers isn't that important, but theres a good amount of tier lists out there that you can look at.

I do think Pikachu is the best character in the game though.

Aziz: Do you think that they should actually ban any characters? If so, then who should get the chop?

Marucha: Nah, I don't think any character should be banned, even if they're annoying.

Aziz: How do these tournaments function now that the current situation is impacting it?

Marucha: People are holding Wifi tournaments, but they don't count towards the ranking of a player.

Usually, you get ranked in your region but Wifi tournaments don't count because of the lag and gimmicks people do online.

Aziz: Have you ever won any tournament?

Marucha: The highest I've gotten offline is 9th/65people and 2nd online.

Aziz: Whoa, this is impressive, well, Thank you for your time, and let's hope we can talk some time.



A Fanmade artwork of the Smash Symbol made on Reddit