Something that I found astonishing about the development of competitive gaming is how closely it parallels the rise of competitive smash. There is even a similarly produced documentary, commonly referred to as “The Smash Brothers Documentary.” The growth from local to national rivalries, the development of a meta game, and even an attempted pro circuit are just some of the commonalities. The difference is that Smash lasted, and actually has pro players now, granted they aren’t as huge as some other professional eSports players, they still play for a living.

Some of the people that were attracted to the competitive arcade scene were different to what I expected. Some of them were completely normal people, slightly nerdy, the kind you would expect to be playing these games all the time. Some others took me completely off-guard. Billy Mitchell (the guy with the mullet) is a complete reversal from most stereotypes about gamers. He thinks of himself as super cool and probably has a slight superiority complex. On the other hand, smash has a player just like him, William “Leffen” Hjelte. They both think they are the best and want to spice up the scene by playing the villain role. The other person who caught me off-guard, but in a different way, was Mr. Awesome. I can’t believe that someone like him was actually an active part of the competitive scene. It blows my mind that he still actually believes some of the things that he said in the documentary.