



“The chance was just 1 in 85”

| September 6, 2014, was a landmark day in speedrunning history.

I like Summoning Salt’s videos about speedrunners because they manage to add a great dose of storytelling to what otherwise would be boring, mundane events, and [this one about Punch-Out is no exception](#). It’s Rocky meets Moneyball, in a way.

This pairs well with the previous review of the “Pilgrim in the microworld” book because speedrunning feels very connected to mastery and to quality – whether it’s because of the old-fashioned grind to be better, or by exploiting all sorts of glitches in the game to shave off sometimes milliseconds. The video above is in the former category, or what speedrunners would call “glitchless.” It’s also just really fun to watch. (The book wasn’t fun to read.)

If you’re new to learning about speedrunning/glitchless, this [video about “rolling” in Tetris](#) (which itself is kind of mindblowing), and then [this one about new Tetris developments](#) from aGameScout are a great entry point.

[Newer](#)

[Older](#)

22nd December 2025

Buoyant, Dreamer, Reflected

20th December 2025

Book review: Pilgrim in the micr...

Marcin Wichary © 2022-2025

[Archive](#) [RSS feed](#) [Mastodon](#) [Email](#) [QR Code](#)

Made with [Montaigne](#) and by [anton](#) 