



## “This glitch didn’t want to be forgotten”

I [mentioned speedrunning before](#) in the context of mastery, but there is the other side of speedrunning that’s equally interesting: that utilizing bugs (or, glitches) to get the fastest possible time.

[This 17-minute video by Msushi](#) covers “one of the most loved and broken glitches in Portal 2” and the strange relationship the community has in following a bug to its conclusion – which, in this case, is *not* fixing it, but creatively using it to shave of speedrunning time. (There *is* an element of mastery there too, with spawning and despawning, but I don’t want to spoil the surprise.)

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