

offline net 8

Another bonus to the printed offline Internet. Made by drummyfish in December 2024.

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YouTube Transcript: Karl Jobst – Doom

doom is known for its fast-paced action and incredibly smooth movement the design in the original doom showcased this perfectly and was a masterclass in how to construct levels when Doom 2 came around the developers were getting much more ambitious and innovative in the way they formulated stages oftentimes this led to some amazing levels that are regarded as some of the franchise's best but sometimes it resulted in experiences that were downright frustrating and seems to go totally against the spirit of the game Doom 2 hosts one particular level that was almost universally hated by players and that level is the chasm it provides some of the slowest and most annoying sections to him guy has ever had to deal with we are forced to crawl across tiny platforms barely a few pixels wide inching our way slowly and painfully along beams where a fall will result in certain death for casual players this was hell but for speedrunners it produced an exciting challenge that has resulted in some of the most respected speed runs into him history in this video we will go back and watch speedrunners slowly but surely master this perilous terrain over the course of many years we will also learn a couple of advanced doom speedrunning techniques along the way techniques that I didn't cover in my previous doom video so sit back and relax as we take a look at some of the most precise speedruns in doom history as with most doom speedruns we will focus on the ultraviolence speed category this is played on the ultraviolence difficulty setting and our only objective is to finish the level as fast as possible in order to familiarize ourselves with the level we are going to go all the way back to the beginning the oldest known official record on chasm was set on the 28th of February 1996 a time of 1 minute and 58 seconds the player went by the name demon lord and demon lord was instrumental in advancing strategies on this level in the first phase of this speedrun Demon Lord collects the rocket launcher and shotgun as well as some ammo it's important to point out that in these individual level speedruns we always start out with the pistol only we aren't allowed to carry weapons over from previous maps it's actually possible to avoid taking this path through the new huge pool but that requires getting a blue key card which is much slower in order to mitigate some of this damage Demon Lord grabs the radiation shielding suit now we get to the first balance beam section these beams are extremely small and obnoxiously difficult to traverse quickly you can see just how careful Demon Lord was being when moving along he actually takes a slight detour here to grab more ammo taking time to collect munitions does slow him down but makes 1, YouTube Transcript: Karl Jobst – Doom

the rest of the level much easier this is the second balance beam section that leads to the end of the level but in order to open the door on the other side we first need to collect the red keycard and nearby teleportal takes us to the blue room where the keycard lies in this room we need to press a series of buttons that lower platforms eventually granting access to the key the room is full of demons and every time a button is pressed to lower platform more demons are released upon our return there are a ton of lost souls lying in wait this is where the guns and ammo that were collected earlier come into play when we originally teleported here for the first time these monsters started to spawn into the level so once we are finished with the blue room they've all arrived and are ready for our return because it takes so long to get through this section Demon Lord made sure all enemies were dead before even attempting to make it across once to the other side there are only a few more doors to get through before we reach the exit all in all this run played it very safe and took no risks it wouldn't take long for optimizations to be found three weeks later Demon Lord took the record down to 147 the first improvement was skipping the shotgun at the beginning the second was bypassing the ammo cache in the first balance beam section this did end up making the end a lot trickier though and he eventually had to resort to using the weak pistol to dispatch the floating skulls near the end two weeks later the speed runner Cayuga lowered the record substantially to 1 minute and 30 seconds you can see that he seemed a bit more comfortable during the first balance beam section and crossed it much faster than Demon Lord had before he also used a different strategy near the end of the level instead of heading to the blue room to get the red keycard he would first get to the other side of the toxic pool reaching the other side triggers a platform to raise up allowing free movement across the entire area now this did require you to wait around for a few seconds while the platform rose but it also allowed you to completely ignore the lost souls as you crossed the pool early before they could become too much of a problem a very common theme in doom is that the faster you go the easier the levels become going slowly means more time for monsters to deal damage and as speedrunners learn to get through stages quicker it actually lessens the need for straight-up combat with the platform raised Kovac would simply run straight to the exit once returning from the blue room upon learning of the new ending strategy Demon Lord got to work on pushing the record lower it only took three days to get the record down to 117

now that you could ignore the lost souls at the end of the stage it meant that you only really needed to do with the demons in the blue room in response to this realization Demon Lord started collecting much less ammo in the first phase of the run four days later kuruvi hit back with a new record of his own he realized that runners were finishing the level with plenty of health so it didn't really make sense to get the radiation shielding suit while crossing the new huge pool skipping this suit only cost fifteen to twenty percent health so it didn't even seem like a big risk to avoid grabbing it you can also see in the final toxic pools some glimpses of mastery over the narrow pathways one of the beautiful traditions of doom speedrunning is the attachment of text files to each demo containing information about the run and also any player comments it's awesome to have such a rich history preserved in these files and given that 1/10 was the final record that KY held on this stage I thought we should take a look at some of his comments he wrote had some luck with the lost souls they need to look at the wall instead of attacking you this effect was better shown in my 130 I was not able to make it with less than 10 Rockets killing the first four pigs with three Rockets is not that bad so four Rockets for the three left pigs two for the two pigs on the other side and perhaps one for the exit teleport pig but there always seems to be a gap and just so you're not confused pigs are a different name for the demons we see in the blue room they can also be called pinkies you can see in his comments that he mentions a gap in the demons near the exit teleportal in the Blue Room that will allow the runner through without the use of rockets cry specifically mentions though that he felt he needed at least 10 Rockets to deal with the demons this shows that some thought was definitely going into the possibility of collecting less ammo which would ultimately be faster highs record of 110 would only last for days on the 18th of April Demon Lord took the record down to 108 over a two-month period in early 1996 Demon Lord and Chi had taken the record down from 156 to 108 but then in June the speedrunner anthe would revolutionize the way the level was played it all stems from another category doing speedrunners like to compete in called pacifist this is also played on the ultra violence difficulty setting but there is one major restriction you may not shoot or directly damage enemies in any way sometimes not shooting demons doesn't really change the overall strategy will make a significant difference to how fast a level can be completed but other

times simply finishing the level at all can be a massive challenge for example only a single person has ever completed map 2 under hauls under pacifist rules it took until 2017 to be done and the run took over 20 minutes in the case of chasm it actually turns out that trying to get through the level without killing monsters is significantly faster while the demons in the Blue Room do pose some problems it is indeed possible to navigate them without firing a single shot you just need to know where to run and to be very fast ignoring monsters meant that runners could skip getting the rocket launcher at the beginning of the stage saving a lot of time on the 1st of June 1996 anthe took the record below 1 minute for the first time with a run of 58 seconds without any weapons he needed to spend a slight amount of time avoiding demons in the blue room but overall it was actually much faster than trying to kill them two weeks later Demon Lord would achieve a run of 56 seconds throughout this entire progression we've seen some pretty major strategy developments but still those tiny walkways were a huge sticking point runners were still very uncomfortable and timid when traversing those dangerous sections in the attached text file for his run of 56 seconds Demon Lord simply stated this almost drove me mad I hate those bloody ledges the record of 56 seconds would hold strong for the better part of a year in May of 1997 anthe would again optimized the strategy and take the record lower achieving a time of 48 seconds previously we had seen runners cross the final toxic pool before heading to the Blue Room in order to raise the platform now anthe headed to the Blue Room first and simply hopes that the floating skulls wouldn't be too much of a problem when he came back after a year of practice doing players were starting to get much more adept at navigating the tight ledges which ultimately made avoiding the enemies a lot easier still some luck was needed to get through smoothly anthe was pretty happy with this record and in his notes he pondered will Daniel would be able to beat this again I'm not sure about that 1 or 2 seconds faster is possible I think the last part I ran with some wet feet it seems as though Anthes slightly underestimated Demon Lord here as in June of 1997 just shy of two months later Demon Lord did beat the record but not by just one or two seconds but by 3 seconds taking the record down to 45 and just so you can become a bit more familiar with how the strategy is progressing we will take a look at this run in full it's here that we started to see moments that would somewhat resemble more modern doom speedrunning techniques such as backing up to build momentum through

doors were being implemented and for the first time we actually see some legitimate strafe running being used on some of the thicker ledges where previously runners would only face directly forwards to make it easier to balance run strafing is of course much faster but also much harder on these wolf ways demon Lords 45 would be the last time he held the record on chasm but it seems like he had finally made afterwards said Lowood state god I was done back then talking about 38 being optimal I was too chicken to try strafe running on those first ledges this time I practiced a lot said lows 37 was amazing but again it wasn't perfect he even stated in his attached comments I was a little shaky on those exit room ledges but I was pretty nervous after I saw how good I got through the Blue Room somehow I managed to stay on it and finish damn my heart almost stopped when I got stuck on that exit door but seeing 37 was a relief I think 36 is impossible but maybe I'm being stupid again who knows go for it if you think you can get it set low referred to slightly slow Ledger's near the exit and a stuck on the final door while 37 was good it seemed as though it may be possible to get 36 he claimed he thought law wasn't possible but as history ended up showing he seemed to change his mind pretty quickly over the next year said Lowe would continue to play for the perfect run he could see it in his mind but he would require the greatest doom speedrun of all time sadly fate dictated that said load would not be the first to achieve the fabled 36 not because he wasn't the best chasm runner as he most certainly was but rather because as is always the possibility in speedrunning a new strategy was found the new discovery takes advantage of a technique called wall running in my previous video I mentioned that walls and doors will destroy momentum and this is usually true but it actually turns out that in specific circumstances as long as you are going fast enough and running at the correct angle it's possible to gain speed by running along a wall the reason this happens is pretty technical and to be honest I've read the explanation several times and it still goes over my head but the important thing is that works by looking at this example you'd think that wall running would be used a lot but there are a couple of key reasons why it's very rarely used in Dhoom speedrunning the first is that it can only be used in the directions north or east the second is that you actually lose momentum while initially entering

the wall run doom levels are usually extremely complex so there is a lack of long hallways and passages that would make wall running a viable option chasm is an exception though where wall running may actually be of use for a very specific reason in December of 2000 doom runners Adam H and Adam W were discussing the possibility of jumping the gap between the teleportal x' and the platform near the end of the stage this would completely bypass the final ledge section the jump was already known to be possible by using the rocket jump technique something that we will definitely cover in a future video but as runners no longer collected the rocket launcher this obviously wasn't an option the gap is just barely too wide to jump across but it turns out that when wall running is used you can build up just enough speed to make it to the other side on the 21st of December 2000 Adam H successfully implemented the strategy and was the first person to complete chasm in 36 seconds the run was decent but given that the jump saved at least two seconds it wasn't quite up to the level of the previous 37 said Lowe had already spent a lot of time trying to get 36 before this new strategy was found and he was committed to his goal even though the new technique was quicker he had a vision and he stuck to it he would continue to play chasm without the new jump on the 25th of June 2002 satellite was successful in his mission he achieved what many believed to be the greatest doom speedrun of all time in his comments said lo stated so once again I was wrong once I decided to play to him I focused only on this map to finish something I started a long time ago when Adam H and W discovered the new trick that didn't affect my way of thinking even with the new trick I stayed on my path and that was to achieve 36 first how hard this was I don't need to explain all that the numbers speak for themselves the final number of thirty-sevens I made was 430 my lowest 37 was of course thirty seven point zero zero which I got two days before the 36 but I had lots of thirty seven point zero twos the first one I got more than a year ago so you see just how much I had to work to break just a few frames in the end I got 36 point eight five something that shocks me completely I didn't imagine in my wildest dreams that I could get something like that the run went perfectly exactly like I always imagined 36 should look three days later on the 28th of June said Lowe used the new strategy to lower the record down to 34 this is where the record remained until

2004 most of the run seemed pretty optimal so it looked like the only way the time could be improved would be to find a strategy optimization in January of 2004 Sedlar found a much faster way to perform the world jump previously runners had stepped pretty far back in order to build enough speed to make it across the jump is a pretty precise thing to navigate as the teleportal czar right in the way making it hard to perform the wall run easily but sadly realized that the jump could be made with a much smaller run-up if sr 50 was used if you haven't watched my previous doing video and are unsure about what sr 50 is it's basically a slightly faster but much more difficult way of strafing in order to get a full understanding of how sr 50 works and why it's difficult definitely go and watch my video on the twenty-year-old doom record that was recently beaten and you'll get a much better appreciation once doom guy has returned from the Blue Room there is just enough space to back up ever so slightly on the teleportal before it gets activated if the angle is perfect and SR 50 is used the jump can be made but it is much more difficult to execute successfully if done correctly the jump would now save three seconds versus using the ledges on the 23rd of January 2004 said low used the new jump to take the record down to 33 and this is where the record stood for a long time the run was already seemingly impeccable there were no obvious flaws so how could you take the record lower well I just mentioned the technique that would do so and that is SR 50 chasm is a long and precise speed run meaning that no player had yet implemented the technique in two runs you already had to worry about navigating the ledges successfully not getting blocked by demons in the Blue Room and making the ridiculously precise wall jump adding in further complications was too much for most there was one speedrunner that was up to the task however and that was looper I talked about looper and his race with four shockblast to be the first to get eight seconds on hanger in my last doom video that was relatively recent taking place from 2017 to 2019 but looper has been around for many years in 2011 looper decided to take aim at chasm on the 8th of July he was able to achieve a 30 2.94 in the no monsters category most of the run would be identical to the UV speed category but much better lines would be possible in the Blue Room with no monsters to block looper he could use SR 50 all through the Blue Room which just simply isn't possible normally looper did realize though that if he

scraped the bottom of the barrel and used every known technique to save time 32 it would be barely doable on Ultra Violet in the Blue Room he would incorporate two new optimizations the first takes advantage of a mechanic called elastic collision the way collisions work into him is really complex and outside of the scope of this video to explain but to put it very simply looper would intentionally run into the first switch as he activated it doing this there was a small chance that he would bounce back off the wall and preserve 50% of his momentum in the opposite direction the second optimization was taking advantage of a mechanism that enables dim Guide to preserve momentum when strafe running between an enemy's sprite and a diagonal wall previously runners would simply wait for the platform housing the red keycard to be lowered so they could collect it but looper would actually use a nearby demon and launch himself between it and the platform doing this he could continue to strafe run towards the red keycard and start moving as soon as the platform would allow it while still keeping his speed he would use SR 50 wherever possible even on the very first ledges we had gone from seeing runners inching their way along to now moving across at the maximum speed possible after 2 months of grinding on the 20th of August 2011 which coincidentally was his birthday lupa would achieve this run for all intents and purposes this run is as good as it's going to get with currently known strategies eight years later this is still where the record remains and it doesn't seem like this will be challenged anytime soon in December of 2017 looper came back and confirmed his mastery of the level by achieving a run of 34 seconds in the no monsters category without using the final jump a crazy feat that looper suggests maybe his greatest run of all time and while we are on the subject of looper he has begun streaming recently so please go and follow him on Twitch and say hello looper was instrumental in making this video happen so please go and show your support I have also created a second channel this channel will be for smaller videos speedrunning news and commentaries so go and subscribe the link will be in the description a massive thank you to the following absolute legends for supporting me on patreon your donations are helping to keep this channel alive and I really appreciate you I hope you guys are having a fantastic day and I will see you in the next video

YouTube transcript: Everything Wrong With LotR

hey we need to tell the projectionists their sound but no picture oh wow so wait the one ring is supposed to control everyone who wore the other rings right we're told later that the race of men were turned into the nos cool but it didn't affect the elves and dwarves at all apparently Sauron put on his ring and tried to control the dwarves and elves by yelling go ring man only got was sparks flying out of his fingers what the is Sauron reaching for just kill the guy you have this huge mace for killing reading and I don't expect us return in fact I mean not to after Bilbo's unnerving Proclamation Gandalf apparently said dude you need to smoke some weed Bilbo then said kids I'll tell part two of this story next year and I'll finally

2, YouTube transcript: Everything Wrong With LotR

finish it the year after that because even short stories are best when told in trilogies [Music] when you see Gandalf magically transport like this don't you wonder why he doesn't use magic more often in crucial spots during the trilogy Gandalf should probably know that that's not true because Bilbo had no time to put it in an envelope but he goes over to the mantelpiece expecting to find it anyway Plus Frodo doing for the last 20 minutes after Bilbo disappeared looking for Bilbo and places other than Bilbo's house Gandalf sees the freaking Eye of Sauron when he stupidly tries to touch the ring but yet he still needs to do research to figure out what the ring is it doesn't

he have more than enough information at this point to give Frodo a head start before the ring wraiths show up this is the only time in the movie where that non-school just straight-up murderer dude all he said was who goes there and he gets snuffed out this could have been the guy who knew all things Baggins and they just destroyed their best lead I guess farmer maggot gave up or at the very least his side did get off the road convenient hiding trees convenient also this one of the nine is terrible at his job isn't the ring supposedly calling to Sauron I mean why is he even sniffing if his nose worked he clearly would smell the hobbits or the ring if the nazgûl can't detect the ring two feet in front of their faces why didn't Gandalf just find a container for the ring that he

could magically seal at least lock and throw away the key so no one could get into it Frodo wouldn't be tempted to wear it and no one could possibly detect it and the road to Mordor becomes that much easier then he falls for the old tossed something to distract the bad guy trick from every other movie ever it went from day to night pretty fast here but maybe that much time has really passed in this case so if that's true as the ring wraiths been chasing the hobbits for several hours without making one bit of headway and only now our merry and pipkin asking what the hell is going on bad guy doesn't like water cliché Peter Jackson tries to one-up em Knight and Hitchcock by gnawing on a carrot during his directors cameo if the ring can will itself to land perfectly

on Frodo's finger than one of can it just will itself to fly off into the air and roll its happy way back to Mordor how did Sam merry and pippin know Frodo was up here they didn't call out to Frodo when he reappeared downstairs so were they just running around crashing into every closed door until they finally ran into Frodo at all times they feel the presence of the ring drawn to the power of until it's convenient for them not to be drawn to it if you look really hard you can see Tom Bombadil in the shop either you don't care if Gandalf dies in which case just kill him or you want to keep him alive for some reason in which case don't put him in a prison that basically anyone would die in at the first thunderstorm I know the hobbits are here for comic relief for the most part at least early on but damn nobody is anywhere near that stupid to light a fire on a tower at night when you're hiding from Supernatural hunting machines nobody also Strider says he's just going to have a look around when he leaves the hobbits where did he go and how far away he didn't see the fire immediately and start running back to

slap all the hobbits for starting one and he didn't notice the nazgûl anywhere while he was looking around after we've seen them straight-up murder people for asking who goes there the nos ghouls will finally find the hobbits and decide to go into a slow attack formation so that Strider can show up in time to save the day all these bad guys are afraid of water and fire Wow so earth is like the only major element they're not afraid of isn't stabbed by a Morgul blade you know the kind of dissolve dramatically after you identify it King sweet weed is the answer to everything I see elf horses have turbo mode well we're only an hour in but it's already clear that good ol' h2o is the real hero of middle-earth Arwen has the ability to summon a tsunami of water horses I want a strangely specific ability Aquila ex machina is there really nothing that Sörmán can do about the eagle isn't he a powerful wizard doesn't he cause an avalanche from hundreds of miles away later in the movie he spins Gandalf around and closes doors with his mind but an Engel is just too tall of an order so Elrond knows this is a ring of supreme evil all the evil in the world can be ended by throwing the ring in the fire but he lets us hold or go without a

fight he could throw him into the fire and then ran out screaming oh no missile door fell into the fire whatever will we do oh the humanity my ox you mean the axe you just shattered while trying to destroy the ring you should be the Fellowship of the Ring roll credits oh wait where did they get sausages did they make them themselves out here in the wild or are they carrying raw meat casings for 40 days without refrigeration and then eating them these birds have no clue that that's where Gandalf decided to go they flew past them they may have seen them go run and hide but they weren't around to hear Gandalf say where they were gonna go next how does Gimli not know about this or Gandalf this obviously happened a long time ago I'm sure there's no internet or phones but work should have traveled faster than this these hobbits over here on the left give no indication whatsoever that a cave troll is about to peek around the corner why isn't throw to his blade glowing right now or all the works dead or right now right now there's definitely some orcs close enough to cause that blade to glow blue right Gandalf said it was a four-day trip through the mines but it takes the fellowship like a couple of

hours if that to get to the other side [Music] dude this movie is three hours couldn't you just ask where Gandalf is right off the bat why would the mirror show his friends making trouble glances what can be learned from that that I could have told you that he will try to take the ring you know of whom I speak I'd love to tell you which person by name but I'm afraid he'll hear this telepathic communication that only you can hear [Music] terrible is the dawn is that supposed to mean oh now it's glowing again and long before the orcs are even in view the uruk-hai throws a shield at Aragorn's neck that has a neck sized hole at the end of it Frodo screams and stares at a drowning Sam for several seconds before helping him jeez how deep can a hobbit reach into the water from a boat welcome to Rivendell mr. Andersen Qi boy I think there's more to this helmet it reads here may be found the last words of Joseph of Arimathea he who is balanced and pure of spirit may find the Holy Grail in the castle of

YouTube transcript: Pokemon Speedrun Progression

pokemon for the past 20 years it's been fascinating both kids and adults who have spent hours and hours trying to catch them all in North America the series started in 1998 on the original Gameboy with pokemon red and blue and since then a subset of gamers have been obsessed with trying to beat that game as fast as humanly possible hundreds have tried but only a few have risen to the top as the fastest people to ever speedrun pokemon let's see how we got there this is the world record progression of pokemon red and blue the true origin of Pokemon Red and Blue speedruns can be traced back to the mid 2000s there's a guy named Jacob Macmillan who seemed to have full control of any percent glitchless runs the game back in 2008 he did a run in 2 hours and 39 minutes before eventually lowering it to two and a half hours flat however we're not going to be looking deeply at these runs today since they weren't nearly as optimized as the run I'm about to show you let's move a few years later this particular run of Pokemon glitchless was done by a fairly well known runner his name is werster and on November 14 2011 he completed the first really optimized speed run of Pokemon blue one hour and 58 minutes let's see how he did it so werster had the choice of picking from Bulbasaur Charmander and squirtle as a starter Pokemon he ended up going with squirtle he's the only water type of the three and the first of the eight Gym Leaders that works too would encounter Brock was a rock type since water type Pokemon are super effective against rock-type this money could easily breeze through the start of the game to level squirtle up for later foresters general strategy throughout this run was to just make it through the game while doing the minimum that was required rather than waste time trying to capture other Pokemon and trying to level him up to use their moves for the most part he simply rode squirtle throughout the entire game going to each of the eight gyms than fighting the Elite Four in addition he played on pokemon blue instead of pokemon red because pokemon blue gives you a higher

3, YouTube transcript: Pokemon Speedrun Progression

chance of getting sandshrew after mountain moon Santro has the ability cut which lets you cut down a tree blocking the way to surge is gym allowing you to continue progressing through the game werster is also careful to name all Pokemon players and rivals just one character this way whenever the name scrolled on screen it would take less time to type it out while this may not seem like much of a time save it adds up over the course of a run and finally he was also looking for the diversification values or DVS assigned the squirrel you see once the game begins it randomly assigns values to four statistics for your starter Pokemon attack defense speed and special on a scale from zero to fifteen ideally you would want these values to be as close to fifteen as possible as the higher the value is the higher the possible value you can reach for that stat if werster got bad DVS he would just reset the game and try again for better ones it was worth restarting a run right away than attempting to play it out with bad stats all of this careful planning awarded werster a time far ahead of any other pokémon red and blue speedrunner McMillan's run looked so much slower in comparison and it was clear to everyone that werster was the dominant pokemon blue speedrunner and as it usually goes with speedrunners the dominant runner tends to hold on to their record for a very long time like I mentioned before werster's God is 158 which was the time that the game gave you at the end after completing the game in November 2011 well all 2012 came and went and neither he nor anybody else could beat it but by early 2013 werster was back to doing attempts again this time on his twitch page twitch TV / werster so that people could watch him do his attempts live and he had a new trick up his sleeve red bar see you whenever your health gets low during a battle under about 20% your pokémon's health bar turns red and the game plays this constant beeping noise throughout the battle it was basically the game's way of grabbing your attention and saying you better be careful you don't have much health left and you can die easily it

turns out this beeping noise has a convenient side effect for speedrunners there's normally long sound effects and animations that play whenever you gain moves and level up the red bar beeping noise overlaps these sound effects and makes them not play speeding every fight up so ideally werster would get squirtle down to low health at that health for as long as he could do and get as many benefits as possible from red bar the problem was he was often one attack away from dying when under the effects of red bar so there was no real consistent way to set it up repeatedly throughout the run and ultimately he was hardly able to use red bar at all in this run only in a couple of places but partially thanks to a really strong early game it was still enough to push down the record one more minute to one hour and 57 seconds this time streamed live for the world to see by the way the splits you see on the side were for real time to give everyone watching an idea if he was on a good or a bad pace the time that runners were actually paying attention to in the end was the in-game time at the end of the game boid 57 did you get it congratulations man and I got trips on my money so by this point werster had had the record for close to a year and a half without anybody being able to challenge him his method of taking squirtle and running with him just wasn't working for anybody else well if people couldn't outplay him just yet maybe somebody could outstrategize him this is extra tricky yeah extra tricky decided to start with squirtle just like werster because he could quickly get through the first gym with him however instead of ignoring all other Pokemon it he captured one Nadeau ran he then proceeded to use him and level him up until he evolved into Nidoking Nidoking was really overpowered he has strong stats he's moves like thrash and horn girl to quickly take down enemies and was effective against most other types of Pokemon most importantly though he was a lot more effective than squirtle 1:59 yes I got 159 this meant a couple of things for extra Turkey the first being that he had to

play on pokemon red instead of pokemon blue pokemon red gives you a 30% chance of encountering a male that iran which is needed to evolve into Nidoking vs pokemon blues 5% chance 158 alright but 157 definitely going to come definitely will come the second thing it meant was that the run was faster now right well not exactly yes Nidoking was an extremely powerful Pokemon but it's a time to capture him in the first place and low home up to where he needed to be it wasn't clear back then if werster's blue squirrel route for the new red and noodle king route was faster nonetheless extra trick he began doing runs of pokemon red with the new route he did his runs on emulator which I'm sure won't cause any controversy later or anything and as you've seen from these clips he was slowly closing in on Worst his record of 157 yes I got it yes one five seconds well there we go 157 somebody had finally caught up to werster if nothing else it proved that this Nidoking route could compete with the squirrel route and that even though he had brained the game for so long it wasn't impossible to compete against werster so then we go into June 2013 and honestly this was one of the greatest months of speedrunning for a game that I have ever heard of it all started on June 16th extra tricky was on a run with the Nidoking route that as you can see from his splits was a minute ahead of the record that meant that if you finished this run it would probably be a minute ahead of the 157 and he would get a 156 everything had gone smoothly but then no it didn't [_] press left [_] what does this guy have I press left what the hell what does he have what does he have he was trying to avoid this encounter with a trainer in general you want to avoid all encounters that are unnecessary since you gain nothing valuable from them and they waste time extra tricky was attempting to sidestep around him and stay out of his sight but he accidentally messed up his movements and forced an encounter with him in all it wasted about a minute essentially erasing his lead and leaving him with yet another tied world record of 157 so that was June 16th and this is

what happened the next day June 17th this is B's he may not have heard of him before I haven't mentioned him before this point but you can see from his twitch.tv highlights page that he started streaming his runs sometime in early 2013 finishing runs a little bit over two hours long and after playing more over the following months boom he got the record he used the same red Nidoking route that extra tricky had used played really well and it paid off for him he was a full minute ahead of anybody else two days later June 19th extra Turkey did more attempts to get the record back he had this room that was looking really good to start in fact it was good enough to probably be the best pace he had ever been on then he entered into Mount moon I mentioned before that you wanted to minimize unnecessary encounters since you gained nothing from them you're at a large risk of getting some random encounters in Mount Moon and you're usually going to end up with a handful of them in an average run but on this particular run extra turkey got 18 random encounters about moon entrances I approach me as good as my best ever [____] and also do the life aha this encounter rate is complete garbage and I have I have the goods this is stupid well he lost three minutes putting him at two and a half minutes behind overall remarkably though he didn't give up he kept going and started to bring the run back on the Misty split he got three critical hits saving him a turn for each one since he defeated them quicker this meant he didn't have to go into the menu to heal before Misty all of this save their on 35 seconds in his old personal best on the Polka fluke split he hid himself in confusion so he had the heal while he kept getting thrashed this run he was able to avoid that and he picked up 40 more seconds there luckily he also got incredibly good DBS on his Nidoking this run she was able to defeat opponents a little bit quicker and picked up seconds and many of the splits late in the game but the icing on the cake was the fact that the splits he was up against were the ones I mentioned before with the accidental encounter in the final split he was able to successfully side step around the trainer this time and with that he closed out one of the all-time greatest comebacks in speedrunning history bam bam yes one five six BAM this run proved how much potential the categories still had extra trick he had gotten 156 but still lost multiple minutes early in the game he mentioned in the description of that video that a 155 or maybe even a 154 might be possible so who was gonna be the one to take it that low now that extra tricky and B's were tied for the record and had been going back and forth with it for a couple of months it might have seemed like the Pokemon read her out with Nidoking was the definitely better option if one was to go for a time that low but werster proved all who may have thought that wrong just 10 days after extra trick he's 156 werster is doing attempts of the game with squirtle on pokemon blue and he got on our really good run 155 yep awesome awesome once again the record had fallen back into werster's hands he was the only top-level runner still playing on pokemon blue but that wasn't an issue for him at all he didn't care that he was the only person not getting Nidoking he was still able to beat the others

4, YouTube transcript: Pokemon Speedrun Progression

anyway well except for the fact that the day after werster got this run extra tricky got a 155 on pokemon red a month later B's got himself a 155 on pokemon red as well and what happened from August 2013 through December 2013 was pretty great for separate runners were able to get a 154 already established runner extra tricky was the first to get it once again using the pokemon red Nidoking route over the following months runners mounts Bank and J pain trained or able to achieve a 154 on pokemon red as well and yes werster's who was able to get a 154 on pokemon blue with squirtle i'm not going to go into great detail for any of these four runs they were essentially just better versions of the 155 that had come immediately prior better TVs fewer random encounters utilizing red bar more that sort of stuff I'm gonna go off on a really quick tangent here in late 2013 it was around the same time that people began running a new category of Pokemon Red and Blue known as a glitched single segments everyone I've talked about up to this point and everyone I will be talking about after this point is from a category known as any percent glitchless meaning that you can beat the game as fast as you can without using any glitches glitched a single segment on the other hand allow you to use glitches walking through walls skipping Gym Leaders things like that this category originally let you beat the game in about an hour and has since been pushed down to under 20 minutes but that's a progression for another day now we had these four runners each with a 154 who would be the first to break the tie would it be extra tricky with this experience with the Nidoking route would it be one of the two newcomers or would it be werster with this PO on blue squirrel route well it was indeed one of the newcomers mounts pink he got a 153 in December 2013 but sadly for us it seems the video for this run doesn't exist anymore all that's really known about it is he played on pokemon red with the Nano king route and finished with the 153 as the in-game time at the end a few months later though in March 2014 worse more or less but the world of pokemon red/blue speedrunning on its head Wow so how in the world was a 151 possible the key was a route that mountebank had discovered a few months prior you play on pokemon red start with squirtle and then get Nidoking just like the old runs unlike the old runs however when you fight Koga wheezing there's a self-destruct attack this causes both Nidoking and Kota to die but Nidoking gets revived with low health because you use rare candies and you know what it means when you have low health you get red bar once you had red bar you could hang on to it while you one-hit ko would most Pokemon until Bruno this consistent method of getting red bar and hanging on to it for an extended period of time there's enough to save somewhere between one and a half and two minutes nobody ended up getting a run with the Koga red bar strategy until werster did so once he finally pulled off the run it was record by two full minutes the 151 stood unchallenged for a few months but on July 9th 2014 a video popped up on YouTube pokemon red any percent glitchless in 150 by somebody named egg sorry on nobody had heard of xre on before werster extra tricky mountebank none of them had any idea who he was he didn't have any videos on YouTube before this one the run was clearly done on an

emulator which is allowed but historically whenever a speedrun pops up out of nowhere like this it's usually fake so when this run was posted many dismissed it in the same way but there was also no proof that the run wasn't legitimate either the top-level runners agreed that everything appeared to be in order and they figured that it probably was a real run X Ariane himself seemed to be very knowledgeable about the game as well going as far as posing his own commentary over the run I mean unless you're in like a really high rent bar or heel and give the Bellsprout a turn and the dough sprout has wrapped and it was just so difficult to tell for sure if the run was cheated or not since when he played Pokemon on an emulator there's no way to tell if it was tool assisted or not tool assisted speedruns are when you enter an emulator and manually tell the game what inputs will be pushed on each frame all the way through the game to create a perfect or near-perfect speedrun this can help you both manipulate random lists and execute everything perfectly the run was reluctantly put up on the official pokémon red and blue leaderboards after a while but it was quite a controversial decision nowadays we know for a fact that this run was 100% legitimate and as you'll soon see Eggs argon went on to be a very respected runner but back in 2014 this run was so debated that it led to a severe rule change for the leaderboards that December any run of Pokemon red and blue that would be considered an official world record had to be run on a console instead of an emulator so no tool-assisted runs could be passed off as legitimate this rule put the leaderboards in an incredibly strange positioned top runners of the game had been doing their world-record runs on emulator for over a year at that point that meant that the new official world record defaulted to a 154 that werster had decided to do on console just for the heck of it in April 2014 so all of a sudden the world record once again had an incredible time safe potential we knew from XR eons run that a 150 was possible so we're Stern x/r/e on each took their turn stating the world record back to where it needed to be September 2014 it have been a been around in this I'm like really happy with that though like that's just because like second full run-on cut gonna save me 151 151 yes very nice very nice it's what I need it oh man to push the run to 149 however would take the help of some more work from its Ariane he made this incredibly extensive Google document that detailed different ways to play out the end of the game depending on what dvz earn it Oh King had depending on your attack speed and special values it would tell you the optimal order to go through the last gems the order to use certain items among a bunch of other things so more runs have made it deep late into the game now half attention will be a world record this turned out to be the key the decks Aria needed for a new world record in January 2015 he became the first person to complete a sub 150 run of pokemon red like this is surreal more than my original it's not just that I got the 149 I played so solidly thank you and he did play so solidly his work making the spreadsheet paid off and he finished off a run that wouldn't be challenged for a long time in fact 10 months passed without anybody being able to even tie XR yonce 149 but in November 2015 a Pokemon speed runner by the name of swap was in the middle of an 80%

glitchless attempt of pokemon red his personal best was around the two-hour mark definitely not a world record contender but a respected runner nonetheless on this particular run he entered into the bike shop and opened the bike shop menu prepared to use a bike voucher he realized that he didn't have a bike voucher to use however and continued playing through the game lamenting over his mistake Wow yeah I did just do them but something strange that happened every time after that point where text appeared on the screen for fights he didn't have to type out like it normally did instead it just appeared instantly Swap had no idea what was going on I am so confused his chat had no idea what was going on and nobody in the community had any idea what was going on it was quickly figured out though when you enter the bike shop menu the game sets a flag for text to appear instantly if you don't have a bike voucher and eggs it out of the menu the game never gets rid of that flag all text done appears instantly just like it would in the bike shop menu and throughout the whole run this saves about one to one and a half minutes a runner named the gunner maniac used his trick to his advantage to get a one forty eight run in February 2016 148 but hang on a minute remember what this category was called an 8% glitchless was this instant text trick glitch think about it you were more or less making the game do something that it was not intended to do but then again all that was happening was the game not bothering to reset the flag the player wasn't doing anything strange it was the game doing something strange the community debated this for a while before gunner maniacs run ultimately deciding that it wasn't a glitch but after gunner maniacs run the topic was brought up again and it was decided that the trick wasn't allowed for any person glitchless so this 148 got reclassified into a new category called no major glitches and any percent glitchless record was still x/r/e onto 149 from 13 months prior ultimately though gunner maniac would end up tying the 149 world record a few months later 149 and baby let's [____] go that's a world record time however thanks to a run with a huge time-saving Mount moon due to very few random encounters sorry I'm fired right back in August 2016 with an incredible 148 we'll keep going here a couple of weeks after XR eons run a significant change was made to all Pokemon speedruns historically every game in the franchise had their runs timed with the in-game timer at the end of the game on August 18th however the community decided that all future runs of Pokemon would be timed with a traditional real-time timer from start to finish there were a few reasons for this decision the first one was that the only reason Pokemon was ever tons the in-game timer to begin with was because of old rules from the website speed demos archive were runners used to submit most of their speedruns for everyone to see them the rule said that if a game had an in-game timer then all runs had to be submitted with that in-game time speed demos archive reasoning at the time was that an in-game timer would be more accurate than any external timing method but this didn't always end up being true so most games communities such as Super Metroid for instance eventually abandoned this practice also with the in-game timer it was possible that our run could be nearly a minute faster than another run and still be tied with it

the 149 that X Ariane and Gunnar maniac both got for instance it's possible that XR Aeons 149 could have been a 148 31 in reality while Gunnar maniacs could have been a 149 29 both these times would have been rounded to a 149 so even though XR eons are almost 58 seconds faster the world record would have been tied XR eons 148 world record was actually a 150 31 in real time since the in game timer tended to report times as being a couple minutes faster than the game actually took due to load times so now the new time to beat was 150 31 instead of 148 and the key to beating that time lied within a trick that had been theoretically possible for a long time but was about to have its door blown wide open this trick was RNG manipulation for anybody who may not know what RMG is it stands for random number generator and it's essentially just a fancy way of saying look so it's a way of manipulating the luck in the game to get exactly the stats or items that you need the quickest and easiest way of explaining the RNG manipulation is that the way the game determines what RNG it will give you is from the instant you start up the game boy the game tracks your inputs and based on which buttons you're pressing when it will change the RNG that you get over the course of an entire run your inputs will vary drastically so controlling the RNG this way seemed impossible but if you saved and quit the game right before a point where you wanted something be it stats or an item you could turn the game boy off to get rid of the inputs our already tracked then turn it on and do the exact few inputs you need to load into the game based on what these few inputs were

you could then control what RNG you get immediately upon returning to the game these inputs were usually fairly simple stuff like holding a while the game powers on but the difficulty that prevented people from utilizing it for so many years was that you needed a frame perfect' a press to clear the save info box the frame after pressing continue you have a one sixtieth of a second timing window to do this so doing it repeatedly whenever you want to manipulate RNG wasn't going to be too viable but then that same August people notice the video called pokemon blue in 69 a presses where somebody beat the game while only pressing the a buttons 69 times and funnily enough this person was able to just hold the a button down all the way through clearing the save info box this oversight meant that there was no need to do a frame perfect' a press since you could just hold down the a button instead initially players found three places where the RNG manipulation could definitely be helpful while more places have been discovered since then these three remain crucially important before Nitto bush you could save and quit to get a Nitto ran with a good level and good DV in mounts moon you could save and quit the skip all random encounters until rocket and finally outside of surges Jim you could save and quit to manipulate which trashcan as the two switches were under student have to waste time guessing with these three new tricks so much RNG and randomness was now taken out of the run using the RNG manipulation to his advantage Diggs Ariane was able to get a run of 149 48 in September 2016 then in early

2017 gun remaini act once again VTX Ariane with a 149 41 interestingly the indie game totter was a 147 in this friend compared to a 146 in ex re ons run but the in-game time didn't matter anymore the record was still gunner maniacs this brings us to the most recent world record 14850 by poke guy 84 in June 2017 the large time save over the previous record mainly came from a different late game route that involves fighting Giovanni first and getting earthquake later so you skip having to fight an optional trainer but lately poke guy has been trying to push the record even farther by using a trick known as extended manipulation extended manipulation is essentially an extended version of RNG manipulation normally you'd want to manipulate a Pidgey outside of mount moon so you can capture him by saving and quitting and performing the correct inputs to get back into the game to make him appear but you also want to manipulate a Paris into a puree right after you get into mountain moon so you can capture him as well this would mean you would have to do to save and quits nearly back-to-back to perform two separate RNG manipulations turns out it's possible to play through the game from the Pidgey encounter until one you need to do the Paris encounter with close enough inputs to still get the Paris to appear without needing to do that second save and quit but the amount of precise inputs you have to chain together is really difficult in addition to the extent of manipulation a new early game route has been routed as well where he skipped the route 3 Center and fight the route

through last and pick up mega punch and mount moon these strategies were all much more risky though since you have less HP when fighting less nobody has been able to complete a run with either extend a minute or thus new early routes so as of today Pope guy 84 is 14850 is where the world record stands Pokemon Red and Blue has certainly had one of the craziest speedrun journeys of any game out there the anypercent glitchless category may not have had the most ridiculous game breaking bugs of the game like super mario 64 did or the insane optimization of a category like Super Mario Bros but instead a combination of rule changes controversy and the frequent discovery of new routes and strategies and this is just the beginning of this games world record progression the new extended manipulation and early game route I talked about before will be used in the future to drop the games time even more there's also been talk of reeling the instant text glitch and merging the Japanese and American leaderboards so be sure to keep an eye out for any of the runners listed in this video or possibly even a new runner to continue writing this games record history in the future thanks for watching so this is the part of the video where I normally just have a black screen with links to other videos but since I can't link it here I also just wanted to mention that I sometimes do speedruns on my twitch page twitch.tv slash summoning salt so feel free to follow me there if you want to watch me play or just talk about speedruns or give me feedback or whatever you want to do thanks

YouTube transcript: Game Theory – Pokemon People

Wheel of gaming, spin around, give a franchise that is profound.
Hah, uh, sorry, no. We've done more than enough Pokemon episodes, thank you very much.
Let's try this again.
Wheel of gaming, spin, span, spun, land on a series that's super fun.
Very funny, wheel of gaming!
Wheel of gaming, I'm getting weary, give me a game to do a theory.
GROAN OF FRUSTRATION
THEME MUSIC
MatPat Wheel of gaming, please come on, give me something other than Pokemon!
Oh-- Done! Episode over! I quit! *AWAY FROM MIC* Outta here!
**TECHNICAL DIFFICULTIES* PROLONGED BEEP*
SILENCE
PEPPY, CAREFREE MUSIC THROUGHOUT
SKYPE OUTGOING-CALL NOISE
CALL CONNECTS
MatPat I just can't do it, Josh!
I mean, I've done theories upon theories on Pokemon. Like, at least SIX.
There are so many other games that I wanna talk about! But, for some reason, Pokemon, Pokemon, it just keep *ANGRIER* pulling me back in!
JWittz Six?
MatPat I know...
JWittz SIX!?!
SHOUTING Try three hundred and seventy five!
Video after video, week after week--
Creepy Pokemon, cool Pokemon, sexy Pokemon, weak Pokemon,
Pokemon games, Pokemon manga, Pokemon cards, Blue, Red, White, Black, X and Y--
SHOUTING Purple!?!
I can't talk without saying Pokemon puns anymore!
DEFEATED I can't do it!
MatPat Phew... Okay, so...
Repressed rage, great...
But what do we DO about it?
JWittz We do one... together.

5, YouTube transcript: Game Theory – Pokemon People

MatPat That doesn't seem to solve the problem we're talking about here.
JWittz Ah-ah...! A Pokemon theory... so mind-blowing... that they never ask us for another Pokemon theory or video again!
MatPat Hey.. if--if you even mention the words 'lavender' and 'town' anywhere close to eachother--
JWittz --Humans are Pokemon.
SILENCE
MatPat Now you're speaking my language...
LAUGHS Title-card UP!
THEME MUSIC AGAIN
MatPat Hello Internet, welcome to Game Theory the show that requires a minute-long skit just to justify doing another video on Pokemon.
Today, we're joined by fellow gamer and Poke-expert, Juh-Wits!
JWittz It's actually pronounced THE jay-wits.
MatPat Sorry, THE juh-wits.
Now, I don't think it's a surprise to anyone to hear that there are some extreme Pokemon theories out there.
The Great Pokemon War, Lavender Town Syndrome, the whole business with your rivals Raticate.
And in general, these theories paint the Pokemon world to be a bleak, depressing place.
But the problem with these theories is that there's either not much evidence for them or there's not much else to say about them.
This show may sometimes be accused of reading like bad fanfiction but at least it's well-substantiated bad fanfiction.
JWittz Regardless, there's one facet of Pokemon lore that has gone largely ignored by the fan community.
MatPat Probably because it's buried in text that no-one bothers to read.
JWittz Well... except for us...
MatPat And that's the bizarre connection between humans and Pokemon...
If you thought the Pokemon franchise was strange before you ain't seen nothin' yet.
JWittz It all starts in Canalave Library.

Among the shelves of the library, you'll find many myths of the Pokemon world but there are a few that stand out.
In particular, a piece of Sinnoh folklore that reads as follows: *MatPat* What this seems to suggest is that Pokemon and humans were once one in the same.
But it doesn't stop there...
The next myth actually spells it out: *JWittz* And if we wanna get really technical with it the original, literal translation of this passage reads: What they're saying is that at one point in the history of the Pokemon world, human-animal marriages were acceptable.
MatPat *CHUCKLES* Oh, man...
And here I was all these years feeling awkward for having a crush on Hitmonchan.
Phew! That's a relief! I feel like a weight has been lifted! She was my first holographic card after all...
JWittz I hope you're joking...
MatPat You're right. Caught me.
Blastoise was my first holographic card.
But, JWittz--
Sorry, THE JWittz--
These are just myths, right?
Can we really believe them?
JWittz Well, first; it's important to point out that while, yes, this is all in-game folklore, many other stories present throughout the library are true.
For instance, it's in here that we learn the Pokemon world's creation story.
In which Arceus-- basically the game's version of God-- creates multiple lesser gods meant to control things like time and space.
Which we find out later IS CANON.
MatPat But there's more to connect humans and Pokemon than just convoluted origin stories.
It's from more text that'll make you scratch your head and go-- really?
The PokeDex is full of great little tid-bits Game Freak never thought anyone would bother to read.
Take, for instance, Yamask's entry.

This generation-five darling goes a little something like this, quote:
Now that's pretty weird.
But remember, this is coming from THE definitive source of information from the Pokemon world.
The 'Dex ain't no Wikipedia, my friends.
JWittz And Yamask isn't the only one.
Clearly, there is some link between the human and soul of Pokemon creatures through-out the series.
Here's the entry for generation-six's Phantump:
So, take one dead child, add one tree stump, and you get a Pokemon!
Rated E for Everyone has never been this dark.
MatPat But it goes all the way back to generation-one Pokemon
BEFORE the game developers started to get desperate for ideas.
Just look at FireRed's Kadabra:
Who WROTE this thing, Franz Koff-ka?
I love how matter-of-fact this is.
MOCKING TONE
NORMAL VOICE Like, 'it ain't no big thing'.
DISBELIEVING What!?!
JOKING Your son is evolving!
Congratulations! You son evolved into a creepy yellow monster
with six fingers, six toes, and a SPOON!
JWittz Time and time again we see humans--
--both alive and dead-- becoming Pokemon.
When you really stop to think about it, it's almost like human death
is just another event that prompts Poke-evolution, transforming us human-shaped Pokemon, into a Ghost-type.
MatPat So there's lore that points to humans being Pokemon,
a very clear human-Pokemon connection in various 'Dex entries,
and then there's also a biological connection.
Last time I talked about Pokemon with The Dex crew we examined the role Darwinian evolution plays in the Pokemon worlds.
relate to real-life
Specifically looking at how bird Pokemon designs relate to their respective regions.
But if humans did indeed evolve from Pokemon the same way humans evolved from apes in the real world, clearly there must be a biological progression.
Descent with modification.
That chart that you see all the time on the walls of science classrooms,
and hipster t-shirts.
And believe it or not... there is.
Just like single-celled organisms adapted to live in the harsh, primordial ooze, there's Solosis.
The cell Pokemon.
Surrounded by a cytoplasmic liquid that protects it from most environments.
From there, over time, you see Pokemon body-types becoming more and more complex until you get to the bipedal, tail-less Pokemon.
The ones that would be our evolutionary predecessors.
The JWittz, what would YOU say are the smarted Pokemon?
JWittz Clearly, it's the Psychic-type.
Alakazam has an IQ of five thousand!
MatPat So is it any coincidence, then, that the bipedal, tail-less Pokemon have the most Psychic-Types of ANY of the possible body-shapes?
Is is any coincidence that so many of these are in the "human-like" egg-group?
That there even IS a "human-like" egg-group?
JWittz Which makes Pokemon like:
what we would know in real life as the "missing link", connecting apes to humans in the evolutionary line.
Or, in this case, Pokemon to humans!
And we just talked about how a human just SUDDENLY turned into a Kadabra,

thereby proving, from Pokemon mythology, Pokedex entries, and even Pokemon biology, that humans ARE Pokemon.
MatPat 'So animals are to humans on Earth what Pokemon are to humans in the games' I hear you typing in the comments.
And if you are, I say, 'excellent use of analogy! You'll do well on the SAT!'
But then you continue:
Why don't humans in the Pokemon world have special abilities?
But there's one thing we've overlooked until now;
IN UNISON
JWittz Think back to the anime.
Gym leader Sabrina had Psychic abilities.
Able to move telekinetically, teleport Ash and his friends, and even shrink them down to the size of dolls.
Then, in the Diamond and Pearl series, we're introduced to the aura-guardians;
humans able to sense and control aura, or spiritual energy, the same energy that grants Pokemon like Riolu and Lucario their power.
It's revealed that a boy named Riley, and even Ash Ketchum--
everyone's favourite husky-voiced ten-year-old-- both have aura powers.
How does Team Rocket possibly survive getting electrocuted by Pikachu time after time after time?
WITH FEELING They're Pokemon!
All it's doing is knocking their health down a little bit.
MatPat But as loyal theorists know, we try to stay away from non-game sources.
The thing is, there's plenty of evidence in the games.
Think about it:
Every generation has had some version of Psychic trainers,
And every time, their sprites show balls telekinetically floating around them.
That right there ladies and gentlemen, is a special ability.
And what about aura-powered Riley?
Well, he makes an appearance in the games, too.
And his sprite animation in Platinum seems to indicate that he has those same aura powers he demonstrated in the anime.
As his hand flashes with a mysterious blue energy.
Really stops to make you think, doesn't it?
All those black-belt trainers? Not just martial-artists, but Fighting-types.
Everyone else? Normal-type.
JWittz But why would humans evolve and survive in the first place?
In a world with creatures that can melt your face off, injure you with bubbles, and drain away your life energy, humans seem pretty delicate.
Sure, there's some psychic humans.
But the general populous isn't launching fire-blasts at eachother. (i am)
DRAMATIC TONE MatPat used Desk Job!
It was soul-crushing...:(
Definitely not something that's gonna save you from a good vine-whipping.
AWAY FROM MIC, TIMID ...a good vine-whipping sounds pretty good...
GEORGE TAKEI "OH MY" AUDIO CLIP
If you're...into that...
NORMAL VOICE In a world dominated by survival of the fittest, how WOULD humans survive?
MatPat Our MINDS. That's the power that sets humans apart.
No, we may not have giant water canons strapped to our backs, or the ability to surround our enemies in a tornado of fire (i do), but we're able to lead, stratagize, and build.

That lightning affect had no affect on the ground Pokemon? Well, let me thing about this, and use a Water-type instead.
Or I suppose if you're Ash you just tell Pikachu to do it ONCE AGAIN with MORE FEELING!!
Humans were able to build hospitals to instantly re-vitalize a team
and discs that instantly teach them new skills!
If we really are looking at this from the evolutionary perspective, what Pokemon WOULDN'T want to team up with us?
The better the trainer the more likely the Pokemon is going to be able to win,
FLOURISH,
reproduce!! (🐣🐣)
In the end, Darwinian evolution fuels EVERYTHING in the Pokemon universe!
And it proves that we are the KING of Pokemon!
Quite literally God-like in our powers!
JWittz You're right!
Remember Arceus? The aforementioned Pokemon who created the universe?
Human mental power has grown so much that the talented trainer can go so far as to capture him!
Wrap your head around that;
you are able to capture the creature that gave you life!
In the end, Pokemon proves that our greatest asset, is our MIND.
MatPat So you, young trainer, are a Pokemon.
So is every bug-catcher, hoopster, and aroma lady (??) you run in to.
And that, truly gives, new meaning to the phrase, Gotta Catch 'Em All.
But hey, that's JUST a theory...
A *IN UNISON* GAME THEORY!
CREEPY UNISON STILL Thanks for watching!
MatPat So, there you have it, humans are Pokemon.
If you like the theory, make sure you click HERE to subscribe to The Theorists
for more more weekly, mind-blowing video game edju-tainment content.(nice impression Josh)
JWittz And also, if you enjoyed this video, you can click HERE
to see the video on my channel, where we worked together to discover that the Pokemon world...
might be our very own. (duh duh duhhhh)
MatPat TWO Pokemon theories, ONE day,
one AWESOME, like, 20 minutes cycle of watching stuff that we're doing, so... (you never finished that sentence, matpat)
So, to play us out, Mr Wittz here, is going to lay down a...a SICK BEAT as it were.
Mr Wittz I am?
MatPat Yes. Yes you are.
OK-- *STARTS BREATBOXING*
SOMETHING ABOUT "GAME THEORY"
MORE BEATBOXING
SOMETHING ABOUT "SMART IT UP"
FADES HIMSELF OUT ~smartest show in gaming~
BOTH MAKE NERDY A CAPELLA SICK BEAT SOUNDS
JWittz With our powers combined we are--
MatPat *QUIETLY* PokePals...
JWittz *UNSURE NOISES*
MatPat That's lame-- *JUMPCUT BEEP*
MatPat *STRAINED* When our powers combine we are... video-game-theorist-guys....
*JWittz*That doesn't make-- *JUMPCUT BEEP*
MatPat *WITH GUSTO* Edju-tainment!! *JUMPCUT BEEP*
JWittz laughing *MatPat* We have no good sign-off....!

YouTube transcript: Qxir – Marathon

Today I would like to share with you a tale I first stumbled across on Wikipedia. To this day it is the best thing I've ever read on Wikipedia; I'm talking about the 1904 Summer Olympics men's marathon. You might think that that sounds pretty boring but you'd be wrong. The whole event turned out to be hilariously bizarre, it was a total disaster, a complete catastrophe, a cluster fuckin shit show, an omelette du fromage. Imagine the scene - it's the afternoon in

6, YouTube transcript: Qxir – Marathon

st. Louis, temperature's a scorching of 32 degrees Celsius - that's 90 degrees Fahrenheit for those with poor choice in units of measurement. The course for the race is laid out on dusty country roads. Cars hosting race officials are kicking up dust clouds all along the track - more on this later - the only source of water was a well at the 11 mile mark -- yeah, the organizers of this event couldn't tell their arse from their elbow. You can probably already see some potential

problems. Out of the 32 athletes that competed only 14 managed to finish the race - that's less than half! What were they doing!? French man Albert Corey arrived without the correct documents so he wasn't even allowed to compete for France - gobshite. For some reason they let him compete anyway - hmmm, strange. He ran for the US - what!? He won silver for them - what!? What kind of fucking Mickey Mouse setup is this?

Imagine if Usain Bolt just showed up to a race he said; "Ah, fuck it - I'll race for Ireland", Usain Bolt if you're listening to this please actually do that we'd like to win too. Another competitor Fred Lorz had to just drop out from the race after about nine miles due to the poor conditions. He hitched a ride in one of the official's cars back to the stadium. The car broke down because of course it did. Lorz got out of the car - keep in mind he had just taken it for 10 miles -

and then proceeded to re-enter the race. Obviously he crossed the finish line first, the cheeky bastard. He had his picture taken with Alice Roosevelt; daughter of then President Theodore Roosevelt and he was just about to be awarded the gold when someone ratted him out. Lorz claimed he was only joking and the AAU took this in good humor and responded by immediately banning him for life. The marathon included the first two black Africans to compete in the Olympics - a move that white people would later come to regret. While in reality there were just two students from South Africa they were portrayed as two savage tribesmen brought over as part of a Boer War exhibit - mhhmm, 1904. Yamasani finished in 12th place and Len Tau finished in 9th; this was regarded as

a disappointment as many observers were sure Len Tau could have done better if he had not been chased nearly a mile off course by aggressive dogs. A Cuban postman nearly missed the entire thing, entering at just the last second, Andarin Carvajal had lost all of his money in New Orleans and he had to hitchhike all the way to St. Louis. So great - a fucking hobo entered the race. He had to race in his street clothes and he just cut holes in his trousers to make them look like shorts. He was doing well in the race but he hadn't eaten in over 40 hours, the poor man; and he was so hungry he had to stop at an orchard during the race to eat some apples. The apples turned out to be rotting from the inside and he fell violently ill. He still managed to finish in fourth place, the absolute madman. William Garcia was

another competitor to suffer illness during the race. He was found almost dead lying on the road with severe internal injuries from breathing in the clouds of dust from the race officials' cars. A man almost died. So, so far we've had a Frenchman competing as an American man, a cheating fucker who almost got away with it, a pack of feral dogs, a penniless postman hobo and a near fatality. Who won this race? That would be Thomas Hicks, although calling him a "winner" is probably being more than a bit liberal with the term. Hicks wanted to stop during the race due to the exhausting conditions - who could blame him? He was physically restrained by his trainers from lying down and have a rest, which I'm fairly sure that's against the rules by today's standards. To keep Hicks competing they hatched the

genius plan to dope him up, which is -- yeah, that's definitely against the rules by today's standards. So what sort of drugs did they give him? Well, rat poison, of course, they gave him rat poison. They probably could have done with learning the difference between performance-enhancing drugs and lethal toxins. That's a schoolboy error - those things are worlds apart, they're pretty much opposites actually. Anyway, Hicks continued with the race and by the time he reached the finish line he was barely able to walk and he was hallucinating - he was tripping balls. His support team literally carried him over the line while he shuffled his feet in the air as if still running. He was awarded gold. He would have died had he not been immediately seen to by several doctors and Thomas Hicks never raced again.

YouTube transcript: Speedrun WR Progressin: GTA VC

grand theft auto is one of the most beloved franchises of all time starting from its early roots in the late 90s to becoming the highest grossing piece of media ever created with grand theft auto 5 in recent years however today we're going to look at a game that was created in under a year all the way back in 2002 my personal favorite game of all time grand theft auto vice city grand theft auto vice was the second installment of the series that featured the revolutionary 3d open world and vice city did well to capitalize on the huge and mainstream success of grand theft auto 3 that came out a year earlier a lot of people had nostalgia for vyc and its infamous missions this in turn led to it becoming the most popular speedrun in the grand theft auto franchise right now vice city is 24th out of 15 000 games on speedrun.com rated by most active players and throughout the years it has always been a top contender the community surrounding vice city speedruns is colossal with runners rooters glitch hunters and even a team of people dedicated to reading the game's code to document knowledge and find insane strats this has turned vice city from a quick nostalgia trip into one of the most interesting speedruns of all time before we jump in i'd like to give thanks to disick who has maintained a world record progression spreadsheet that allowed me to skip most of the research needed for this video and of course to the vice city community for making the game and the speedrun what it is today we started off our journey all the way back in 2008 with the first known recorded speedrun of grand theft auto vice by daniel burns or cannibal k9 carnival k9 is known as the grandfather of vice e speedruns due to how early he was pioneering strategies when nobody else was his run from the 7th of april was already under 2 hours with a time of 1.5458 this run was completed in the sda or speed demos archive days meaning that the rule set was very different when compared to today most sda runs were done in segments in order to achieve the best possible time without having to retry the whole game to get it right daniel's run however was completed in a single segment meaning the entire game was completed in one sitting with no interruptions something that is commonplace in modern speedrunning this run has a lot of interesting strategies but also some questionable ones even starting from the get-go daniel takes the admiral at the start of the game even though the faggio right next 7, YouTube transcript: Speedrun WR Progressin: GTA VC

to it has better acceleration and top speed he also spent several minutes at one point of the run towards the end driving up and down the main strip on the western island in order to find a car he needed for sunshine autos which is an asset in the game that has you collect cars and deliver them to a nearby garage however daniel also uses some smart strategies in the early game and during some of the later tougher missions such as using guns found around the map to quickly destroy vehicles during jury fury and riot instead of using the melee weapons the game provides you also daniel uses helicopters in death row and copland in order to escape the scrapyard and avoid having to deal with the fbi at the end of the mission respectively around halfway into the game after completing the bar brawl mission daniel goes to complete one of the most important missions in vice city at the time cone crazy invite that you need a bunch of money in order to buy properties and beating your personal best time in cone crazy was the best way to earn money as it doubled the payout of completing the mini-game each time daniel deliberately sets a mediocre time on the first round and then beats it over and over to make enough money in order to buy all the properties he needs to beat the game after completing the other assets and finally getting the cars that he needed for sunshine autos daniel was able to unlock the final chain of missions and complete the game this now set the precedent for all future vice ce speedruns but this record actually stood for over four years until the next runner came along and ended up beating it that runner's name was lots of s fast forward all the way to 2012 it's been over four years since cannibal k9's sda run and that run was still the sole example of vice speedrunning until october 15th when lots of s recorded a run with a time of 1.4922 unfortunately this video is unavailable due to copyright reasons but thankfully s is still in the community today so i was able to reach out and discuss the run with him the two main time saves he mentioned when we talked were in the late game the first one being actually destroying the taxis during cab mcgedden instead of just waiting for the timer to run out also avoiding the two minute wait of trying to get an esperanto for sunshine autos by better foresight and perhaps a teeny amount of luck as you do need

reasonable luck in order to find the cars you need he also mentioned a couple of things in the second paragraph that weren't actually improvements at all that he did in his run for example shooting at lance in the final mission with a rocket launcher uh isn't actually faster because the whole mission is on a timer so the time that he spent getting the rocket launcher actually lost in time over daniel burns with those time saves and better execution all around s was able to get the first sub 150 of vice city and beat cannibal k9 by over five minutes as his record stood until february 28 2013 where a frenchman named tia recorded several vice speedruns his first being a 148.30 which is almost a minute improvement over s and by the time march 13 had come around tier had beaten his pb twice more and now had a pb of 142.27 thankfully these videos do exist but as you can see they're a little scuffed so apologies for that a main difference in tears runs compared to cannibal k9 was that he did cone crazy right after back alley brawl which is the second mission in the game instead of halfway through these videos are where we also start to see the progression of a strat during the mission to chase in this mission you must chase a target in a vehicle as he drives very slowly all around the eastern island however tia uses some smart strategies to throw their vehicle into the ocean forcing their ai to take the much faster in furnace during the chase and saving a bunch of time what you can see on your screen now is a full write-up that teo is nice enough to do for me once i contacted him about this video essentially the way the whole strat started off was um a random person in s's chat while he was practicing one time mentioning about letting the guy in the bf drive you to the destination this then almost seemed to cause a chain reaction of testing and theory crafting by people like tear possessed warrior s chicken bow and bubble bobber in order to find the quickest way to get the passenger uh for the chase who is your target to the destination without having to go through the full chase sequence so as you saw in the video the strat that tier used actually ended up becoming using different vehicles such as the furnace or even police cars in order to force the passenger to steal it instead of the

bf which is destroyed and drive to the destination that then developed once more to what you see today in the more common chase strats which is to simply use the bf block the driver side door and then use the bf to drive the passenger to his destination 28 days after tiers of 142 on the 10th of april a canadian named possessed warrior came along and got a 141 10 in vice city improving tier's record by over a minute and then tyr took the record back on the same day with a one 140-29 although possessed warrior's record was short-lived it still holds a lot of historical significance as it is the first record to showcase one of the most infamous tricks in vice c the gate zip back then there were very few glitches in vice c and most of it was just smart strategies or clever use of game mechanics this zip doesn't even save that much time but possess warrior's new finding looked very flashy for its time how it works is that tommy has pushed out a bounce and the game has specific safe zones where it'll place tommy should he fall out of bounds conveniently the zone here is on the other side of the gate meaning that you can access starfish island early without taking the phone call four days later tia broke his own record again for the final time with the first sub 140 in gta vice c a 1 38 54. that record stood for yet another month until may 13th where we are introduced to two new vice city titans adam aka and fatsuka adam's first ever vice ce record was just ever so slightly better than tears and only beat him by a single second this record lasted for one whole day until fatigue made his mark on the scene fresca's first record saw the first route change since tyr's entire end game reroute months prior after the fastest boat instead of staying on starfish island and completing the next diaz mission supply and demand rescue showcased stealing the boat from diaz and taking it straight to colonel cortex to complete his mission instead he then went back to starfish and completed supply and demand as normal this rio of the mid game and better overall play allowed fazca to take the world record from adam with a 1.3801 and that's it oh my god this chat looks awesome guys you are awesome guys oh my god tommy i'm not even kidding adam would strike back however with a one thirty seven twenty nine unfortunately no video this run exists anymore but again fatsuka left no time at all before getting the world record back that very same day as adam got his

... this means that due to the new script the re-release possesses new glitches could be possible on these versions specifically a community member named patrick was messing around with one such re-release specifically the german green pepper version and needed a vehicle while on the hit the courier mission if you remember before when we discussed the history of mission duping being found this is possible by tricking the game into thinking that you're not on a mission when you really are at this specific point in time patrick had tricked the game into thinking he wasn't on a mission while hitler korea was still active this would not only allow him to do hit the courier if he wished but also start any other mission in the game the issue with this is that it would usually crash your game a few small skips have been found by chaining missions together but it didn't seem that anything big would come of it also we thought patrick grabbed the nearest vehicle to him while he was testing which happened to be the ice cream van at the cherry poppers factory those of you who have played vice city may know that this will then start the distribution mission where you must deliver 50 ice creams to complete the asset this was supposed to crash patrick's game as he was running two mission scripts at the same time but it didn't instead it passed the entire mission entirely this was beyond bizarre and was the first of many of what we now call insta passes in vice city found completely by accident there are several versions of the game that have this new script including the aforementioned green pepper japanese and australian versions mhmd acquired a japanese copy of the game and the community quickly got to work to see what else was possible with this newfound knowledge mhmd at this point in time actually got what would have been the world record while playing on a green purple version with an international exe this is why we have the rule today that states that files belonging to different versions of the games may not be mixed in order to avoid this in the future mhmd's first official world record using the japanese re-release actually still used to hit the courier duping method seen in international runs the only difference at the time being that you would interpret cherry poppers instead of doing the boat yard which saved a couple of minutes however as we mentioned before when starting kept a collector the mission will fail if they have no less assets left to tax this was a problem as the collectors would reach cherry poppers in the cutscene as it is much much closer to their starting point than the boatyard meaning that you would fail the mission before you had a chance to kill them however by some miracle and reasons still unknown to this day as long as the collectors do not collide with traffic or anything of the sort they will get stuck at the cherry poppers ice cream factory allowing you to kill them and the mission to continue this run of pure fortune allowed cherry poppers insurpassing to become the next big thing in vice city speedrunning before we get into that though let's make our next vc titan casey fru one day after mhmd got his first japanese version world record

casey fu had this to say
[Music]
oh
[Music]
[Applause]
oh my god tommy what happened what does it look like it looks like you ruined your suit and tommy that was a beautiful suit tommy what on earth happened i did it at a disagreement with a business associate you know how it is tommy i have a disagreement send them an angry letter maybe i pee in their mailbox i don't start world war three you know maybe you should speak to my shrink that's stupid tommy i never from there strategies were quickly discovered for chaining cherry poppers and surpasses together meaning you could skip the long setup required to do hit the courier entirely the first known available world record for this was mhmd's 5532 from may 2nd 2015. again from the japanese discovery to chaining cherry poppers instances all the way uh into mid-june 2016 there are an awful lot of world records traded due to the new discoveries these usually didn't last more than a few days at this point mhmd had had the world record in vice city any percent for nine months and it looks like nobody was about to stop him with his almost perfect 5301 however this is when the final nail in the coffin came for killing any percent in vice c tommy there we go oh oh my god no way holy [_] oh my god holy [_] get him boys oh my god dude what the [_] just happened tommy oh my god tommy wha what happened what does it look like it looks like you ruined your suit and tommy that was a beautiful oh my god what on earth happened i was just gonna be this associate [_] man tommy i'm just gonna meme when i send them an angry letter maybe i pee in their mailbox i'll sign it on stream i'll i'll time it on stream that's stupid prick lance tommy i never liked that guy okay he's neurotic what the [_] just happened the guy's an [_] i'm glad you took him out i don't think we're going to be getting any more that is world record i don't know the time but it's worth it because it's world record by like 20 minutes does that mean what i think it means tommy i need to time it though what do you think it means that we're in charge i mean that you're in charge one's improvement attempts [Music] i don't know i didn't plan for the staff but i just i didn't think i would get it business i didn't expect getting it at all after all you're conniving backstabbing two-bit i was just like okay i'll try this out that's why i screamed what happened i was like what the [_] oh my god gg [Music]

what the [_] just happened what the [_] just happened was probably everyone's response at that time this nail is known as ssu now as most stuff we've covered recently ssu is extremely technical and complicated so i'm going to explain it in a deliberate basic manner if you wish to learn more and read a full explanation written by the experts you can find it in the description ssu is very similar to a wrong warp that you may have seen in games such as ocarina of time in the sense that you are doing seemingly random actions to manipulate the game and glitching right to the end of the game from the very start after doing this particular setup required for any percent runs one of three things can happen the first and the most likely by a country mile is that your game will crash the second is that you will unlock a mission such as capture collectors or keep your friends close the third is that you will instantly start the aforementioned missions which is slightly faster than the second variant in this video kz3 was just messing around testing the newly found ssu but actually managed to unlock the final mission in the game and this allowed through to beat mhmd's world record by almost 15 minutes in a completely legitimate 80 speed run this is where we reach a fork in the road as a new category was soon created called any new ssu as many runners believed that any percent was no longer fun due to this very annoying and precise glitch to skip the entire game any percent we're still seeing progression which we will soon cover but i will also talk about any percent know ssu briefly before we get back into any percent my reasons for doing it in this order is that 80 percent osu has not seen any major time saves or discoveries since cherry poppers training was implemented all subsequent 80 cent noises 2 world records have simply been minor time saves and people simply getting better and better at the game within the ssu the world record was traded a lot once again with a lot of small time saves throughout 2017 and 18 by guy width rock 24 and marusco three brand new titans that you haven't seen yet but you'll definitely remember you might notice here that there was a three-way tie at one point for the world record in late 2018. let's take a look at that marusco had achieved a 51-14 on november 23rd and two weeks later guy would tied that very same record on the same day that guy would tied morishko rock got on a run that was about to beat both of them get him boys there we go tommy rock made the decision to deliberately pause his game in order to instead of getting a world record to make the three-way tie his reason for this isn't malicious it was more that a small time save has been found that had saved about 20 seconds and everyone was trying to get the first ever sub 51. rock deliberately tied the world record because it wasn't a sub 51 run anyway and he didn't really care about the run itself both burushko and rok got their 50 minute times or first sub 50 ones within the next couple of days

and then on december 27th marusco got this time and that right now is where the record stands for any percent no ssu but we're not quite finished because we need to go back to any percent as a quick reminder as to where we'd left off kz free had just completed the first ever any percent with ssu run and had beaten mhmd's no ssu run by almost 15 minutes as you can imagine due to this new discovery casey free's world record does not last very long at all and the world records was passed around very quickly and within two weeks of casey fru's 3820 the world record had gone all the way down to a 12 21 as the strat became more refined we can also see during this time that there are a couple of new faces in the world record scramble so to speak such as adisk powdernet and meno while the record passings were short and sweet they still managed to edge their name at the time in vice city history it seemed that the 12 minute mark was where vice would finally be late to rest due to how optimized the category was and how horrible it was to grind that was until june 2017 when the final big discovery in vice city was found for any percent runs you had to do permission a specific number of times in order to have a certain number of scripts running at the time of the 12 minute 80 world record runners just mass duped to party as it was convenient and easy to do however in 2017 it was discovered that you can instead dupe the pizza boy mission which is much faster and easier than duping the party this new discovery and a different route meant that once again and for the final time vice city was cracked open for a short period menno took the first record using this new strategy with a 1026 on june the 21st 11 leone got a 904 the next day and guy with put himself back on top again on july 14th with an 8 48. this record stood for over a year until the ultimate sandbagger himself rock24 had this to say on september 5th 2018. [Music] you took 15 years from me sonny and now i'm gonna make you pay you still don't get it do you i own you tommy those 15 years were mine to spend get them boys and that is where the world record for vice city stands to this day from cannibal canines one hour 54-minute speed run on sda from all the way back in 2008 to an eight-minute legitimate any percent speed run of vice city a decade later this game has an incredible history and i hope i did it justice with this video before we end i'd like to mention that the accuracy of this video may not be 100 as some events are based around runners recollections also the community has seen world records in the past that have been proven as cheated so this history is not including the runners at all as we will never be sure which of these runners had legitimate world records at the time with that being said i'd like to thank everyone who has helped me create this video and of course to you for watching it see you next time