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**Types of speed runs (very loose definition)**

• The game is played as intended

- The runner has to do in game actions as fast as possible

• Usualy a bit longer

• create categories: 1000%, All Bosses, ...



**Execution heavy**

• The game... is played

- The runner tries to skip as much of the game as possible

- Often contains out of bounds, skipped levels,

fast kills

• usually on the shorter side

• Create priorities: Any%, Low%, ...

**Gitchee**

**heaven**

**Not the focus of this talk!!**



# Types of speed runs (very loose definitions)

## Execution heavy

- The game is played as intended
- The runner has to do ingame actions as fast as possible
- Usually a bit longer
- Categories: 100%, All Bosses, ...

**Not the focus of this talk!**

## Glitch heavy

- The game... is played
- The runner tries to skip as much of the game as possible
- Often contains out of bounds, skipped levels, fast kills
- Usually on the shorter side
- Categories: Any%, Low%, ...



# Let's look at those glitches!