

## Speedrunning Glossary

- 1 100%: A speedrunning category where the goal is to complete the game while collecting all items, completing all objectives, or achieving maximum completion.
- 2 100% Glitchless: A speedrunning category that requires collecting all items and completing all objectives without using glitches or exploits.
- 3 Air Stalling: Slowing down or suspending movement in mid-air to manipulate positioning or timing.
- 4 Air Swims: Techniques that allow the player to move through the air or water without solid ground.
- 5 Any%: A speedrunning category where the goal is to complete the game as fast as possible, using any means necessary.
- 6 Arbitrary Code Execution (ACE) Speedrun: A speedrun category that focuses on executing custom code within a game to achieve unconventional effects or sequence breaks.
- 7 Arbitrary Code Execution (ACE): A technique that allows the player to execute custom code in a game through specific actions or glitches.
- 8 Auto-jump: A feature or glitch that enables the character to automatically jump without player input.
- 9 Auto-Save Manipulation: Exploiting or manipulating the game's auto-save feature to achieve specific effects or glitches.
- 10 Auto-scroller: A section in a game where the screen automatically scrolls, limiting player control and movement.
- 11 Autoscroller Skip: Bypassing or skipping sections of a game that would normally be played as an automatic scrolling sequence.
- 12 Blind Warp: Teleporting to a specific location without prior knowledge or visual reference of the destination.
- 13 Blindfolded Speedrun: Completing a speedrun without the ability to see the game's visuals, relying solely on audio cues and memorization.
- 14 Blindfolded TAS (Tool-Assisted Speedrun): A speedrun performed using tool-assistance and completed blindfolded, relying solely on inputs and audio cues.
- 15 Boss Key Skip: Bypassing the requirement to collect a boss key to progress in the game.
- 16 Buffer Overflow: Exploiting a programming flaw to overwrite memory beyond its allocated boundaries, potentially leading to unintended effects or sequence breaks.
- 17 Buffering: Inputting commands slightly ahead of time to reduce input lag and improve timing.

- 18 Camera Manipulation: Adjusting or controlling the in-game camera to gain better visibility, optimize movement, or exploit glitches.
- 19 Category Extension: A variation of a speedrunning category that extends the completion criteria beyond the standard objectives or requirements.
- 20 Control Stick Wiggle: Rapidly moving or wiggling the control stick on a controller to perform specific actions or exploits.
- 21 Controller Abuse: Utilizing unconventional controller inputs or techniques to optimize gameplay and speedrunning performance.
- 22 Controller Cam: A camera setup or technique used to show the inputs and movements of the player's controller during a speedrun.
- 23 Core Skip: Bypassing a central area or hub in a game that is typically required to progress, often resulting in significant time savings.
- 24 Cutscene Skip: Techniques or glitches that allow the player to bypass or shorten in-game cutscenes.
- 25 D-boost: Directional boost, utilizing precise movement or collisions to gain additional speed or distance.
- 26 Damage Boost: Intentionally taking damage from enemies or hazards to gain momentum, reach higher platforms, or skip obstacles.
- 27 Dash Cancel: Interrupting a dash or sprint animation to gain additional speed or perform specific actions.
- 28 De-Sync: A situation in tool-assisted speedruns where the inputs executed by the tool deviate from the intended or optimal inputs, resulting in a loss of synchronization.
- 29 Death Abuse: Intentionally allowing the character to die to exploit certain game mechanics or glitches.
- 30 Deathless: Completing a speedrun without dying or taking damage throughout the entire run.
- 31 Deathwarp: Using death as a strategy to return to a specific location quickly or trigger specific events.
- 32 Demo: A pre-recorded speedrun or demonstration of a game played at high speed, often used for entertainment or tutorial purposes.
- 33 Double Jump: A game mechanic that allows the player character to perform a second jump while in mid-air, providing extra height or distance.
- 34 Elevator Clip: Exploiting elevator mechanics to pass through walls or barriers that would normally block progress.

- 35 First-Try Friday: A challenge where speedrunners attempt to complete a game as fast as possible on their first try.
- 36 Frame Counting: The process of counting individual frames to measure timing, execution, or input accuracy.
- 37 Frame Perfect: An action or input that must be executed with pixel-perfect precision to achieve a desired result.
- 38 Frame Rate: The number of individual frames displayed per second in a video game, affecting timing and performance.
- 39 Ghost Input: Inputting commands or actions before they are needed to minimize execution time.
- 40 Gimmick%: A speedrunning category that focuses on completing the game using specific in-game gimmicks or mechanics.
- 41 Glitch Exhibition: A showcase or presentation of various glitches and exploits found in a game.
- 42 Glitch Hunting: The process of searching for and discovering new glitches or exploits in a game.
- 43 Glitch Showcase: A video or presentation highlighting various glitches and exploits in a game for entertainment or educational purposes.
- 44 Glitch: A programming error or unintended feature that can be exploited to gain an advantage in a speedrun.
- 45 Glitchless: A speedrunning category that prohibits the use of glitches or exploits, focusing on pure gameplay skill.
- 46 Grapple Boost: Using a grappling hook or similar tool to gain additional speed or acceleration, allowing for faster movement.
- 47 Grapple Jump: Using a grappling hook or similar tool to gain additional height or distance in a jump.
- 48 Grind Session: A dedicated period of time spent practicing and improving specific sections or techniques in a speedrun.
- 49 Grind: The process of repeatedly attempting a specific segment or trick in a speedrun to improve execution.
- 50 Grindless: A term used to describe a speedrun that achieves a fast time without requiring extensive practice or grinding.
- 51 IGT (In-Game Time): A timing method that measures the time recorded within the game itself, excluding loading screens and external factors.
- 52 IL (Individual Level): A speedrun category that focuses on completing a specific level or segment of a game as quickly as possible.

- 53 ILNMG (Individual Level No Major Glitches): A speedrunning category that focuses on completing individual levels or segments without using major sequence-breaking glitches.
- 54 ILPB (Individual Level Personal Best): The best personal time achieved in completing a specific individual level or segment.
- 55 ILWR (Individual Level World Record): The fastest recorded time for completing a specific individual level or segment in a game.
- 56 Infinite Damage Glitch: Exploiting a glitch or bug that causes the player character to continuously deal damage without limitations.
- 57 Infinite Health Glitch: Exploiting a glitch or bug that provides the player character with unlimited health or invulnerability.
- 58 Infinite Jump: Exploiting a glitch or game mechanic to perform an unlimited number of jumps without landing or touching the ground.
- 59 Input Display: A visual representation of the inputs being performed by the player during a speedrun.
- 60 Invisibility Glitch: Exploiting a glitch or bug that renders the player character invisible or undetectable by enemies or hazards.
- 61 Leaderboard: A ranked list of speedrun times achieved by different players in a specific game or category.
- 62 Ledge Clip: Using precise positioning and movements to clip through ledges or edges, accessing otherwise unreachable areas.
- 63 Loadless Timing: Timing a speedrun without including the time spent on loading screens or transitions.
- 64 Low%: A speedrunning category where the player completes the game while collecting as few items or power-ups as possible.
- 65 Manipulation Pause: Pausing the game at specific moments to manipulate the game's RNG or events during a speedrun.
- 66 Manipulation: Using specific actions or inputs to influence the game's RNG in a desired way.
- 67 Marathon: A speedrunning event where participants complete multiple games or categories back-to-back for an extended period of time.
- 68 Menuing: Efficiently navigating and selecting options within in-game menus to minimize time spent in menus during a speedrun.
- 69 Moon Jump: Exploiting a glitch or bug to achieve high or infinite jumps, defying the normal limits of gravity in the game.

- 70 New Game Plus (NG+): Starting a new playthrough of the game with additional bonuses or upgrades obtained from a previous playthrough.
- 71 No Clip: A cheat or glitch that allows the player to move through walls and obstacles without collision.
- 72 No Major Glitches: A speedrunning category that allows minor glitches but prohibits major sequence-breaking exploits.
- 73 No Major Sequence Breaks: A speedrunning category that allows minor sequence breaks but prohibits major skips or exploits.
- 74 No Overworld Glitches: A speedrunning category that prohibits the use of glitches or exploits in the game's overworld areas, focusing on pure gameplay skill.
- 75 No Save Corruption: A category that prohibits manipulating or corrupting the game's save data to achieve desired effects or glitches.
- 76 Noclip: A cheat or glitch that allows the player character to move freely through objects, walls, or barriers without collision.
- 77 Object Duplication: Duplicating or cloning in-game objects or items to gain multiples or exploit their effects for speedrunning purposes.
- 78 OoB (Out of Bounds): Going beyond the game's intended boundaries or geometry to access unintended areas.
- 79 OOB Movement: Utilizing glitches or techniques to move quickly or efficiently outside the intended boundaries of the game.
- 80 Pause Buffering: Performing inputs or actions during a pause or menu screen to execute precise actions or timing.
- 81 Platform Manipulation: Utilizing platforms or moving objects in the game environment to optimize movement or skip sections.
- 82 Practice Hack: A modified version of the game that allows speedrunners to practice specific sections or glitches more efficiently.
- 83 Quick Time Event (QTE) Skip: Bypassing or skipping Quick Time Events, which are timed button or input prompts in a game.
- 84 Quick Turn: Executing a rapid 180-degree turn in the game, allowing for quicker changes in direction or movement.
- 85 RBA (Reverse Bottle Adventure): A glitch in The Legend of Zelda series that allows for item manipulation and sequence breaking.
- 86 Reset Run: Abandoning a speedrun attempt and restarting from the beginning due to significant mistakes or time loss.

- 87 Reverse Boss Order: Completing the bosses in a game in the reverse order intended by the developers.
- 88 RNG (Random Number Generator): The mechanism that generates random elements in a game, which can heavily influence speedruns.
- 89 RNG Abuse: Deliberately manipulating the game's random number generator to achieve favorable outcomes.
- 90 RNG Cycle: The predetermined pattern or sequence of random elements generated by the game's RNG.
- 91 RNG Manipulation: Deliberately manipulating the game's random elements to achieve favorable outcomes.
- 92 RNG Screw: Unfavorable or unexpected outcomes caused by the game 's random number generator.
- 93 RNG Seed: The initial value used by the random number generator to determine the sequence of random elements in a game.
- 94 Route: A planned path or sequence of actions taken in a speedrun to optimize time and efficiency.
- 95 RTA (Real-Time Attack): A timing method that measures the total elapsed time during a speedrun, including load times and cutscenes.
- 96 RTA Timing (Real-Time Attack): A timing method that measures the total elapsed time during a speedrun, including load times and cutscenes.
- 97 Safe Strat: Utilizing a safer or more reliable strategy during a speedrun, sacrificing some speed for increased consistency and reduced risk.
- 98 Save Corruption: Manipulating or corrupting the game's save data to achieve specific effects or glitches.
- 99 Save File Corruption: Manipulating or corrupting the game's save file data to achieve specific effects or glitches.
- 100 Save/Quit: Exiting the game and reloading a saved file to manipulate the game's state or trigger specific events.
- 101 Scripted Sequence: Pre-programmed or scripted events in a game that occur at specific moments or trigger certain actions.
- 102 SDA (Speed Demos Archive): An online community and website dedicated to archiving and showcasing speedruns.
- 103 Sequence Break: Skips or exploits that allow the player to bypass intended sections of a game's sequence.

- 104 Sequence Breaker: A speedrunner who specializes in finding and executing sequence breaks or glitches.
- 105 Sequence Breaking: Deviating from the intended order or sequence of events in a game to reach objectives or complete goals faster.
- 106 Shimmies: Precise movements or adjustments made along ledges or narrow surfaces to maintain balance or reach specific areas.
- 107 Skips: Techniques or glitches that allow the player to skip sections of a game entirely.
- 108 Slippi: A tool or program used for analyzing and recording gameplay in Super Smash Bros. Melee, often used by speedrunners for improvement and analysis.
- 109 Slowdown: A decrease in the game's speed or frame rate, which can impact timing and gameplay performance.
- 110 Soft Reset: A quick reset of the game, often used to reset RNG or reload a save file without fully quitting the game.
- 111 Softlock: A situation in which a player gets trapped or unable to progress further in the game, requiring a restart.
- 112 Speed Shoes: Power-ups or items that enhance the player character's movement speed, often used strategically in speedruns.
- 113 Speedrun: An attempt to complete a video game as quickly as possible.
- 114 Spin Dash: A move or ability in certain games that allows the player character to rapidly spin in place and gain speed or momentum.
- 115 Spin Jump: A jumping technique that involves rotating the player character during the jump, granting extra height or distance.
- 116 SRAM (Save Random Access Memory): Manipulating or modifying save data to achieve specific effects in a speedrun.
- 117 SRAM Abuse: Manipulating or exploiting save data in the game's SRAM to achieve specific effects or glitches.
- 118 SRM (Sub-Resets and Memory): A technique used to manipulate a game's memory and achieve desired effects or glitches.
- 119 Streamline: Refining or optimizing a speedrun route or strategy to reduce unnecessary movements or actions.
- 120 Stunlock: Exploiting a game mechanic or enemy behavior to continuously stun or immobilize enemies, preventing counterattacks.

- 121 TAS (Tool-Assisted Speedrun): A speedrun performed using special software or tools to optimize inputs and achieve near-perfect gameplay.
- 122 TAS Only: A category specifically designed for tool-assisted speedruns and not possible to replicate by human players.
- 123 TASbot: A special controller or device used in tool-assisted speedruns to input precise commands and execute optimal strategies.
- 124 TASBot: A tool or program used in tool-assisted speedruns to automate inputs or perform precise actions.
- 125 TASer: A speedrunner who specializes in tool-assisted speedruns and the use of TAS tools.
- 126 Teleport Clip: Using specific glitches or exploits to teleport through solid objects or walls, skipping portions of the game.
- 127 Timestop: A glitch or ability that freezes or manipulates time within the game, providing opportunities for sequence breaks or exploits.
- 128 Tool-Assisted Relay Race (TARR): A collaborative speedrunning event where multiple players control different segments of a speedrun using TAS tools.
- 129 Tool-Assisted Relay Race: A collaborative speedrunning event where multiple players control different segments of a speedrun using TAS tools.
- 130 Tool-Assisted: Referring to a speedrun that has been optimized using external tools or software to achieve near-perfect gameplay.
- 131 Turbo Tunnel: A high-speed section or level in a game that requires precise movement and reflexes to navigate quickly.
- 132 Turbo: Using turbo controllers or software to input commands rapidly or perform actions with higher speed or precision.
- 133 Unofficial Category: A speedrunning category that is not officially recognized or widely accepted within the speedrunning community.
- 134 Warp Whistle: An item or mechanism that allows the player to teleport to different areas or levels in a game.
- 135 Warp: A method of teleporting to a different location in the game, often used to skip large portions of gameplay.
- 136 Warpless: A speedrunning category that prohibits the use of warps or teleports, requiring the player to complete the game without using these shortcuts.
- 137 WR (World Record): The fastest recorded time for completing a particular speedrun category in a game.



- 138 Wrong Warp Glitch: A glitch or exploit that allows the player to warp to unintended or out-of-bounds areas, often bypassing significant portions of the game.
- 139 Wrong Warp: A glitch or exploit that warps the player to an unintended location in the game, often skipping large portions of gameplay.
- 140 Zip: A technique that allows the player to move rapidly through the game world by exploiting collision detection.