

Transcript

"Who Did Glass Joe Beat in Punch Out!!?"

by Whang!

[00:00 **Intro**]

00:03 Glass Joe is tied with Gabby Jay for the
00:05 most prolific career in the entire
00:08 *Punch-Out!!* series, sharing a record of ninety-nine
00:12 losses and one win. A few weeks ago
00:13 A viewer asked me if I can make a video
00:16 about Glass Joe's one win. I'm sorry, I
00:18 didn't save the comment, and now it's
00:20 lost in the mishmash of all the other
00:22 comments of my other videos, but you
00:23 remember who you are. And this was
00:25 something that I had never really
00:27 thought about. In *Punch-Out!!*, the records
00:28 were always something that I always just
00:30 kind of glossed over, but if you really
00:33 think about it there has never been a
00:35 bigger bum in the history of boxing
00:37 than Glass Joe. You know, he's the guy
00:39 they put in *Punch-Out!!* so that an
00:40 absolute beginner can get used to

00:43 playing the game. You have to really
00:46 really try to lose to Glass Joe. Or you
00:51 Know, be one of these kids ("He's gassed"), or
00:57 Mike Tyson himself. Although, granted, Mike
01:05 Tyson did get his win back.

[**01:06 Gabby Jay**]

01:10 The point is, for Glass Joe to even have
01:13 a single victory
01:16 there have to be some really exceptional
01:18 Circumstances. It's clear that Nintendo
01:21 put that win in there for a reason, but
01:23 who is it against? What seems like the
01:26 obvious answer at first to be the win is
01:29 probably against Gabby Jay. funny thing is
01:31 Gabby Jay actually has one victory of his
01:33 *Own. Let's read about it: "Born in Paris,*
01:36 *Gabby Jay originally was a waiter at a*
01:39 *small cafe near the Eiffel Tower. However,*
01:40 *one day something snapped and he felt*
01:43 *the need to become a professional boxer.*
01:46 *After graduating from the Glass Joe*
01:49 *boxing school (by KO'ing Glass Joe -- his one*
01:52 *Win) he entered the professional circuit."*
01:54 So, Glass Joe is so bad that he even got
01:56 beaten by Gabby Jay (and that's not to say
01:58 that Glass Joe couldn't have possibly

01:59 gotten his win back, but it just doesn't
02:02 seem that likely). Another theory about
02:04 Glass Joe's single victory comes from
02:09 the old Nintendo comics made by Valiant.
02:11 In 1990 and 1991, Valiant Comics produced
02:14 a series called *Nintendo Comic System*. In
02:17 this series, there are four flagship
02:20 Titles: *Super Mario*, *The Legend of Zelda*,
02:23 *Game Boy*, and *Captain N the Game Master*.
02:25 In these books sometimes they would have
02:27 stories between the main stories,
02:29 featuring other Nintendo games, and one
02:32 of these issues featured a *Punch-Out!!*
02:34 comic entitled "The First Fight." This
02:36 comic tells a story of how Little Mac
02:38 came to meet Doc Louis after suffering
02:40 what appears to be yet another loss.
02:41 Little Mac gets told off by a promoter,
02:44 who tells him that he should just give
02:46 up boxing. Doc Louis interrupts this
02:49 Conversation and takes Little Mac under
02:51 his wing. What makes this comic relevant
02:54 to the mystery of who Glass Joe is that
02:57 if we look at this panel, we see a boxer
02:59 who very much looks to be Glass Joe
03:01 knocking out Little Mac. And we get an

03:03 even better look on the next page, when
03:05 Mac gets his come-uppance. Well, that'd
03:08 justify that promoter's reaction in this
03:10 Comic. If you're so bad that you get
03:11 beaten by Glass Joe, giving him his first
03:12 and only win, you're not cut out for this.

[**03:13 Nick Bruiser**]

03:16 But the thing about this is, like many of
03:18 the VALIANT Comics,
03:20 this story contradicts the established
03:22 canon of the game. Because, according to
03:24 the official story of *Punch-Out!!*, Little
03:26 Mac hadn't even started boxing until he
03:28 came to meet Doc Louis and begin his
03:30 Training, and the Zero-Zero record that
03:31 Little Mac starts the game with
03:34 corroborates this fact. If there had ever
03:36 been an encounter between Little Mac
03:37 and Glass Joe before the first
03:39 *Punch-Out!!* Game, it wasn't sanctioned by
03:42 the WVBA. But there's another suspect who
03:44 Could, potentially, have been the person
03:46 who Glass Joe beat, and that's where the
03:48 story gets kind of complicated. In an
03:50 issue of the Official Nintendo Magazine,
03:52 one of the programmers for *Punch-Out!!*

03:54 stated that Glass Joe's single victory
03:56 came from Nick Bruiser.
03:59 Nick Bruiser, of course, being the final
04:01 opponent in *Super Punch-Out!!* and Glass
04:03 Joe, of course, doesn't appear in *Super*
04:05 *Punch-Out!!* So, now we have lore that's
04:07 spanning across the entire *Punch-Out!!*
04:09 Series, and that should be enough to
04:10 settle it, right? We've got a Nintendo
04:13 insider telling us that that victory
04:15 came when Glass Joe somehow defeated
04:18 Nick Bruiser, but it's more complicated
04:20 than that. You see, despite the claim by
04:22 the programmer, that Glass Joe had beaten
04:24 Nick Bruiser and that's where his one
04:26 victory came from, if we look at Nick
04:28 Bruiser's record, he has no losses.

[**04:29 Theories**]

04:34 So, let's take a moment to figure out where
04:36 this discrepancy could come from. The
04:38 first thing I considered is that the
04:40 *Punch-Out!!* games, they each feature a
04:43 number of different circuits. It's
04:45 possible that maybe different circuits
04:46 had a different governing body. It would
04:48 be strangely complicated for it to work

04:50 out that way, but maybe one body
04:52 recognizes the fight while and other
04:53 doesn't. But that's not the case, because
04:55 if we look at every single circuit in
04:59 the *Punch-Out!!* series, they're all
05:01 governed by the WVBA, or World Video
05:03 Boxing Association. It's possible that
05:06 maybe between *Punch-Out!!* and *Super*
05:09 *Punch-Out!!* the WVBA disavowed the fight,
05:12 taking away Nick Bruiser's loss. Then for
05:15 some reason, between *Super Punch-Out!!* and
05:17 *Punch-Out!! Wii* they re-avowed it all the sudden
05:19 Glass Joe has his win back? But that seems
05:21 needlessly controversial. Although I guess in a
05:23 Fight, where something like that happened
05:25 maybe would be an exceptionally
05:27 controversial fight, but uh,
05:29 I'm not sold on it. Another angle that I
05:31 considered was maybe *Super Punch-Out!!* was
05:33 a prequel, and took place before
05:35 *Punch-Out!!* If that were the case, then in
05:38 *Super Punch-Out!!* Nick Bruiser could have
05:40 his flawless record, lose to Glass Joe
05:42 after that game, and then Glass Joe has
05:44 his win in time for *Punch-Out!!* That could
05:46 also explain why Nick Bruiser never

05:47 appears in another *Punch-Out!!* game, you
05:49 Know that's a disgrace. It would also
05:51 explain why Little Mac isn't in *Super*
05:52 *Punch-Out!!* because he hadn't trained to
05:53 Box yet, and I know there's some debate over
05:55 whether or not your character in *Super*

[**05:58 Little Mac**]

05:59 *Punch-Out!!* is Little Mac, but I think
06:00 it's very clear that it's a different
06:01 Character. Even though there is some
06:02 Newer, at least in the English language
06:04 Stuff, some newer material that refers to
06:06 Him as Little Mac, it's clear that that
06:08 wasn't intended. You can look at early
06:10 screenshots of *Super Punch-Out!!* and see
06:12 That, originally, it definitely was Little
06:13 Mac, and then for some reason they
06:15 changed the design. And that seems like it
06:17 would be an odd choice, to me, to make a
06:19 character the same character despite
06:21 deliberately making him look different.
06:23 And then you have a developer for
06:25 *Punch-Out!! Wii* who corroborates what I'm
06:27 Saying. "We researched the entire series,
06:29 And we realized that one of the main
06:31 elements of the franchise was the story

06:33 of Little Mac, and he doesn't appear in
06:36 the *Super Punch-Out!!* Universe. We think
06:38 that the connection between him and Doc
06:40 Louis [Mac's trainer] was the core reason
06:42 that the NES game was better received
06:44 than [its sequel]. *Super Punch-Out!!*" but now
06:46 I went off on a little bit of a tangent,
06:48 and the thing about that theory is it
06:50 doesn't exactly add up, for reasons I'm
06:52 about to show you. Although this theory
06:53 would make the Little Mac thing make
06:55 Sense that would make Glass Joe's victory
06:57 makes sense, the other boxers' records
07:00 Contradict it.

[**07:01** ***Super Punch-Out!!***]

07:02 If we look at the records
07:04 of the boxers who returned for *Super*
07:07 *Punch-Out!!* Sandman goes from two losses
07:10 to three, Super Macho Man goes from zero
07:13 losses to three, and Bald Bull goes from
07:15 four losses to nineteen ("what's going on,
07:17 big guy?"). So, with these returning boxers'
07:19 records in mind, it's safe to throw out
07:21 the Prequel Theory. But then I noticed a
07:23 small detail in *Super Punch-Out!!* that got
07:25 me thinking about a theory that can make

07:27 all of this make sense. So, when you win a
07:29 Match in *Super Punch-Out!!* it gives you a
07:31 record of all the times that the boxer
07:34 got beaten, that in addition to whatever
07:36 time you set, it also have times set by a
07:38 bunch of imaginary people. When you
07:40 Beat Nick Bruiser for the first time, among

[**07:41 Conclusion**]

07:42 these names will be "G. Joe." Clearly, this
07:45 implies that Glass Joe beat Nick Bruiser,
07:47 and obviously I'm not saying that
07:49 winning at a video game equates to
07:51 getting a win added to your real life
07:53 boxing record, but what this did make me
07:56 think of is a theory that makes it
07:58 possible for Glass Joe to have his one
08:01 victory in real life, "*real life*,"
08:03 while Nick Bruiser still has a flawless
08:06 record in *Super Punch-Out!!* What if *Super*
08:13 *Punch-Out!!* is a video game? What I mean by
08:15 This, what if *Super Punch-Out!!* exists only
08:18 as a video game within the greater
08:21 *Punch-Out!!* universe? I mean, obviously, if
08:22 they want to imply the Glass Joe
08:24 actually played the game and set a time
08:27 it does, but that also fixes the

08:29 contradiction between his win and Nick
08:31 Bruiser's perfect record, and then that,
08:34 that gives us this timeline, as I see it.
08:37 At some indeterminate time between the
08:40 original *Punch-Out!!* game, in these 100
08:42 bouts that Glass Joe has had, he managed
08:44 to somehow beat Nick Bruiser.
08:47 It is a WVBA sanction match and it's
08:49 some weird fluke but he gets the win,
08:52 Regardless. Obviously disgraced, Nick
08:54 Bruiser never shows his face again in
08:57 the WVBA, meaning we never see him in
09:00 another *Punch-Out!!* game. Then *Super*
09:03 *Punch-Out!!*, 'the video game', comes out and
09:04 Nick Bruiser's included because, you know
09:06 he's a legend, he's Nick bruiser, give him
09:08 a flawless record. Glass Joe plays the
09:10 game and sets a pretty good record. Or,
09:12 you know, maybe someone over at Nintendo
09:13 just made a mistake. But,
09:15 why would that ever happen?
09:21 [Music]
09:23 So, there you go. Glass Joe's single
09:26 victory comes against Nick Bruiser, in a
09:28 world in which *Super Punch-Out!!* is a game
09:30 within a game, or maybe they're just

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09:33 wacky boxing games that exist a vacuum
09:35 and we shouldn't overthink their
09:38 barely existent stories? But, that's no
09:39 Fun. Anyway, if you like this video, check
09:42 out this other mystery about Metroid. I'm
09:45 out of here.
09:51 [Music]
10:02 End.