

Anime Speedtune

Basic Rules

- **There may be a qualifier before the main event to select players. Otherwise, players will be selected at the main event. Check your convention schedule.**
- Players take turns choosing a topic. All players signal with buzzers.
- 5 tunes per topic, 25 seconds per tune, 1 attempt per tune.
- After signaling, guess the show title, which may be in English or Japanese.
- A correct guess is scored based on the difficulty (**+2 to +6 points**), plus any bonuses.
- There is no penalty for an incorrect guess.
- The game ends after everyone has chosen a topic. A full 6-player game typically takes 20-25 minutes to complete.

- **CHOOSER BONUS: +2 points** for each tune the chooser scores.

- **MEDLEY:** Topics with a 2-digit number in a circle are medleys.
 - A medley contains 5 video clips that are played consecutively.
 - **Buzzers aren't used. Instead, players write down all guesses on a tablet.**
 - Any repeated guesses are invalid. The timer appears when 10 seconds remain.
 - The first medley digit indicates the minimum scored clips for the chooser. If the chooser fails, the chooser gets a penalty of **-8 points**.
 - The second medley digit indicates the minimum scored clips for the non-choosers. Those who fail get a penalty of **-4 points**.

- **BERSERK MODE:** After a topic is chosen, any player may activate berserk mode, but only once per game. What it does depends on the topic type:
 - **REGULAR TOPICS:** Berserked players get **double points**, but may signal only within the first 3 seconds. An incorrect guess **locks the player** for the remainder of the topic. Special bonuses are not doubled.
 - **MEDLEYS:** Berserked players must "ace" the topic, scoring 5 out of 5. Those who succeed get **+12 points**. Those who fail get a penalty of **-12 points**, which replaces the regular penalty.
 - If the chooser activates berserk mode, the chooser bonus is disabled.