



COMPREHENSIVE RULES

2022 Edition

animespeedtune.com

Table of Contents

Anime Speedtune Basic Rules	5
Rules Changes from 2021 to 2022	7
Section 1: Overview and Setup	8
Synopsis.....	8
Events.....	8
Qualifier.....	8
Game types.....	9
Seating.....	10
No-shows and waitlist.....	10
Hall of fame player privilege.....	11
Recording.....	11
Section 2: Gameplay	12
The board.....	12
Topic difficulty.....	12
Vintage anime.....	13
Choosing a topic.....	14
Chooser bonus.....	14
Berserk mode.....	14
Timer and signaling.....	15
Regular topics.....	17
Medleys.....	17
Naming considerations.....	18
Infopages.....	19
Appeals.....	20
End of game.....	21
Misconduct.....	22
Rules change history.....	23
Other terminology.....	24
Section 3: Special rules and bonuses	26
Eigonomi.....	26
Ep#.....	26
Extra.....	26
Full.....	27
Identify.....	27

List.....	27
Op#/Ed#	27
Restrict.....	27
Bonus: Freebie	27
Bonus: Tune	28
Bonus: Who/What/When	28
Board: Special difficulties	28
Board: Triple topic	29
Board: Chooser pressure	29
All in (<i>retired, OT17</i>)	29
Double down (<i>retired, AN15 Lite</i>).....	30
Easy medley (<i>retired, AN18</i>).....	30
SPEED+ (<i>retired, OT17</i>)	30
Board: Coward mode (<i>retired, OT19</i>).....	30
Board: Panic mode (<i>retired, 2016-17</i>).....	31
Board: Challenge mode (<i>retired, AN18</i>)	33
Board: Grand final board (<i>retired, OT19</i>)	33
Board: n00b topics (<i>retired, AN17</i>).....	34
Gameplay: Onslaught (<i>retired, Apop13</i>)	34
Gameplay: Team format (<i>retired, AS20</i>)	34
Section 4: Development	36
Origin.....	36
Timeline.....	38
FAQ.....	40
Credits.....	41

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.

Rules Changes from 2021 to 2022

2021 (2 minor: Otakuthon at Home/Anime NYC)

Buzzer upgrade: Added color indicators. Implemented anti-cheese code that detects button mashing before the buzzers are unlocked.

Medleys: ~~Chooser fail changed from elimination to -10 points.~~ This removed gameplay eliminations from Speedtune entirely, which had negative reception from players.

Berserked medleys: Players may berserk medleys. To pass, the medley must be aced. This has less bonus potential than berserking a regular topic, but the player doesn't have a shortened timer. ~~Risk: ±10 points, which overrides the regular fail penalty.~~

Hidden board: Gimmick at OT21. May be used in the future.

2022 (2 confirmed: Anirevo/Otakuthon/Anime NYC)

Major events: 2.5-hour flagship events retired in favor of a 1-hour qualifier and a 2-hour main event. 2-hour topic count reduced from 34 to 32.

Medleys: Chooser fail decreased from -10 to -8. Non-chooser fail decreased from -5 to -4. Japanese script is no longer accepted and will count as a miss.

Berserked medleys: Risk increased from ±10 to ±12 so that the chooser may consider doing this. (The +10 chooser bonus was the same as the berserked medley risk.)

Visual upgrade: Game resolution increased to 1080p with larger and clearer visual elements. Infopage episode count removed.

Obscure vintage anime: Timeframe changed from year <2000 and MAL popularity >2000 to 15 rolling years and MAL popularity >3000. These may now appear in the 5th tune at ramp difficulty.

Section 1: Overview and Setup

Synopsis

Anime Speedtune has been the gold standard of anisong gameshows since 2013. Players take turns choosing topics, and must identify anime shows from music. With multiple difficulty levels, both newcomers and seasoned viewers will feel comfortable. Speedtune is fast and furious, but it's also informative, as the audience learns a bit about every featured show. Take some notes, as you'll definitely discover something new to watch!

Events

Anime Speedtune's events are split into two types: major and minor.

- **Minor events** have a timeslot of **1 hour**. Game tickets are either are given out randomly, or on a first-come, first-serve basis to those in line. 2 waitlist tickets are given. Minor events are typically held at smaller, local conventions.
- **Major events** have a timeslot of **2 hours**. As of 2022, a separate qualifier event is held to determine players. Major events are held at larger conventions.
 - Some major events were 2.5 hours from 2015 to 2019.

Events may be tweaked depending on various circumstances. Upcoming events are displayed at the playlist description: [youtube.com/gippygames](https://www.youtube.com/gippygames)

Qualifier

As of 2022, all major events hold an open qualifier before the main event. This is due to the overwhelming demand for game tickets, as fans had been lining up nearly two hours in advance to play. It also allows more people to participate in some form.

- The qualifier is a 1-hour event that is typically held on the first day of the convention. It is limited to 150 people in order to produce the results on time. The top 24 qualify for the main event and are seeded.
- The qualifier exam consists of video clips with 3 choices for each, plus a tiebreaker.
- Each clip is played for 10 seconds. There are no breaks between clips.
- The number of video clips played depends on the number of examinees:

Examinees	1-90	91-120	121-150
Clips	25	20	15
Perfect score	100	70	50

- The tiebreaker is a numerical question. Closest to the actual number in either direction determines priority. The qualifier exam slip indicates a valid integer range from 1 to 5000. Guesses outside this range are invalid.
- Scoring is determined based on difficulty. The difficulty increases every 5 clips. Points are added for each correct guess, and subtracted for each incorrect guess.

Clips	Difficulty	Correct	Incorrect
1-5	N00B	+2	-1
6-10	EASY	+3	-1
11-15	MEDIUM	+4	-2
16-20	OTAKU	+5	-2
21-25	SENSEI	+6	-3

- Blanks don't affect the score.
- Exam marking is done live. Examinees are represented by the ID# on the exam slip.
 - **ANTI-TROLLING:** The marker reserves the right to instantly disqualify an examinee if their exam score is 0 or less after the first 5 answers.
- If an examinee has a score of 0 or less, that examinee is disqualified.
- Open game seating is seeded according to placement. Therefore, the 1st place examinee doesn't face the 2nd place examinee. See **Seating** for details.
- The next 4 seeds after all qualifying spots are filled become the no-show replacements, and may play if a seeded player doesn't appear at their game.

Game types

- **OPEN GAME:** The standard 6-player game. For major events, players must have qualified through the qualifier exam.
- **GRAND FINAL:** The final game is played for the championship. Players are chosen from the open game results. Wild cards are the highest-scoring non-winners. Multiple wild cards may come from the same game.

	1h minor	2h major
Who advances?	Top 2	Winner
Wild cards	0	2
Grand final players	4	6

- **1h MINOR TIME SHORTAGE:** Due to time considerations, the timer may be reduced from 25 seconds to 10 seconds for the grand final.

Seating

Open game seating is as follows:

- For minor events, players may sit anywhere. The first chooser will be chosen randomly, so rushing to the player 1 seat is unnecessary.
- For major events, seating is determined by qualifier exam placement:

Game 1	1-8-9-16-17-24
Game 2	2-7-10-15-18-23
Game 3	3-6-11-14-19-22
Game 4	4-5-12-13-20-21

Seating in the grand final is determined in this order:

- Open game winners
- Wild cards/2nd place players
- Replacement players

Players are ordered by descending scores. Therefore, the highest-scoring open game winner chooses first. In the event of a tie, the higher seed takes priority.

No-shows and waitlist

Sometimes life throws a curveball, and for whatever reason, some people don't show up when it's time to play. Anime Speedtune has a defined procedure to deal with no-shows.

- **Open games, minor event:** The 2 waitlist ticket holders have priority to fill any empty spots. Beyond this, an easy tune will be played, and the first person in the audience to raise their hand and guess correctly will play.
- **Open games, major event:** The 4 no-show replacements have priority to fill any empty spots. Beyond this, any empty spots will remain empty.
- **GRAND FINAL:** Up to 2 additional wild cards will be assigned to replace any finalist who doesn't appear. These wild cards must have an open game score of at least 1 point. Beyond this, any empty spots will remain empty.

Hall of fame player privilege

There are currently two players who have demonstrated lasting excellence in the game. They have many accolades, but more importantly, they have supported the game by continually traveling abroad to participate. Anime Speedtune recognizes their outstanding ability and loyalty by bestowing them the greatest honor. Both of them were inducted in a hall of fame ceremony at Anime North 2018. They are:

- Clive
- Chris

For minor events, HOFers may request their game ticket in advance and not line up. For that event's open game, the HOFer has first choice of seating.

For major events, HOFers have one qualifier exemption for the calendar year. Using it will automatically set the HOFer as the #1 seed. If multiple HOFers use the exemption for the same event, top seeding is determined randomly.

Recording

All Anime Speedtune events are filmed. This includes both the player table area, as well as the audience area. Everyone who is part of the event, whether as a player or an audience member, consents to being filmed, and will be featured on YouTube. The Speedtune team considers filming each event to be very important, as having an archive promotes a lasting culture and community.

Everyone is also welcome to film the event using their own personal devices.

Section 2: Gameplay

The basic rules sheet at the beginning of this document covers the regular flow of Anime Speedtune, and is all that is needed for the players and the audience to understand the game. However, there are many underlying rules to deal with various technicalities and possibilities. This section will further expand on the basic rules, as well as cover all of the in-depth rulings for certain scenarios should they occur. **Rules that are on the basic rules sheet are bolded brown for emphasis.**

The board

The board varies in size depending on event length. A few topics will always be left unused by the end of the event:

	1.0h minor	2.0h major
Total	18	32
Used	16	30
Unused	2	2

Topic difficulty

Topics are typically one of four difficulties. The difficulty of a tune is affected by how popular a show is, as well as whether the tune itself is an OP (opening), ED (ending), insert, or OST (original soundtrack) piece. **The difficulty sets the base point value of the tune, which normally ranges from 2 to 6 points.**

For popularity metrics, Anime Speedtune uses the MAL (MyAnimeList) database, which tracks the number of users that have marked a particular show. The MAL score has no bearing on whether a show is considered; both “good” and “bad” shows will be in the game.

The likelihood of players being able to guess the show, even if they have never seen it before, also plays a factor. For example, *Transformers Armada* is a very obscure show if MAL popularity were an indicator. However, due to its iconic jingle, the OP was placed in an easy topic.

- **EASY (3pt):** Shows are typically within the MAL popularity top 500. Popular and mainstream shows reside here. Sometimes it’s a race to see who can signal first. Be prepared to recognize tunes from just a few notes!
 - Easy topics have a light green background.

- **MEDIUM (4pt):** Shows are typically within the MAL popularity top 1500. These shows are lesser-known than the ones found in easy. Some topics appeal to certain niches. Many shows from recent seasons of anime are usually contained here.
 - Medium topics have a yellow background.
- **OTAKU (5pt):** Shows are typically beyond the MAL popularity top 1500. Relics, forgotten gems, and most unlicensed shows will be placed here. In addition, some topics may contain gimmicks that further increase the difficulty.
 - Otaku topics have a light red background.
- **RAMP (2-6pt):** The first tune is worth 2 points and is almost certain to be immediately recognized. Then the difficulty ramps up, and the point value is increased by 1. The last tune is worth 6 points and is considerably difficult!
 - Ramp topics have a blue background.
 - The 2pt tune has a unique difficulty name: **NOOB**.
 - The 6pt tune has a unique difficulty name: **SENSEI**.

Due to a number of players preparing for more recent shows, the difficulty of recent seasonal and recent year topics may be shifted down. For example, a seasonal topic with shows around 1500-2000 popularity may be at medium difficulty.

Special difficulties that aren't seen on every board are covered in in section 3.

Vintage anime

Many players, as well as much of the audience, are younger fans of anime. In order to keep the game fair for these players, board design is tuned towards newer shows. The audience is more engaged when there's a fair amount of shows that are recognizable.

A vintage anime is defined as a show that began airing more than 15 calendar years at the time of the Speedtune event. The game won't feature vintage anime with a popularity ranking of worse than 3000 at its regular difficulties.

- **SENSEI DIFFICULTY EXCEPTION:** Obscure vintage anime may be seen at this difficulty in both ramp topics and pure sensei topics.

Choosing a topic

Each player gets the opportunity to choose 1 topic per game. Each topic has 5 tunes.

The current chooser has their name highlighted in purple. Chooser order is from stage right to stage left. This is left to right based off the audience view. Player 1 (the leftmost player) chooses first, unless the game isn't seeded. For non-seeded games, the first chooser is determined randomly.

The chooser has 25 seconds to choose a topic. For the first player in game 1, the host will talk about the board a little, allowing that player some additional time to read all the topics and determine their choice.

- **FAILURE TO CHOOSE A TOPIC:** If the chooser refuses to choose a topic within 25 seconds, a topic is chosen at random, and the chooser is **disqualified**.

After a topic is chosen, any player, including the chooser, may choose to activate berserk mode as long as they have a berserk token. See **berserk mode** for details.

Chooser bonus

The current chooser, who has their name highlighted in purple, gets an automatic +2 point bonus for every tune they score.

- It's in the chooser's best interest to choose a topic they know well. Many games have been decided by the player who best took advantage of the chooser bonus.
- The chooser bonus also applies to each tune in a medley.

Berserk mode

This is an optional feature for players that are hungry for even more points!

At the beginning of the game, all players are given 1 berserk token. **After a topic is chosen, any player (including the chooser) may use the token to berserk themselves.** As a typical game has only 1 berserk token per player, this can only happen once per game.

Going berserk on a regular topic will double the point value of each tune. Players who have used their berserk token are indicated by a dot next to their name.

- **If the chooser berserks, the chooser bonus is disabled.** Consider carefully if you wish to go berserk on your own topic!

- Special bonuses, such as the **who bonus**, aren't doubled. For example, in a medium difficulty topic, if you got the who bonus by naming the character, you'd score 10 points: 4 x 2 from berserk mode, and 2 from the bonus.

There is a specific protocol when wanting to berserk:

- **SPEAK UP:** Typically, the host will only ask if anyone wishes to berserk once or twice in open game 1, just to remind players of the window of opportunity. Afterwards, it's up to the players to speak up for themselves.
- **PRIORITY:** The chooser decides first, followed by the other players, starting with the next player in order. This is important to note, as every player must be given an opportunity to make a decision in player order. Players who are out of priority order may take back their request. If this happens, the host will confirm with each player what they wish to do.
 - Example A: Player 3 (P3) chooses a topic. P1 instantly says that he'll berserk. However, P5, who has priority, states that she'll berserk too. P4 stays quiet, so P5 must berserk. However, P1, realizing that P5 may be an expert at this topic, says that he'll save his berserk token for another time.
 - Example B: P3 chooses a topic. This time, P5 says that she'll berserk first. Then P1 says that he'll berserk. In this situation, P5 can't take back going berserk unless P4 speaks up because P5 has priority before P1.

Going berserk comes at a cost: **berserked players may only signal during the first 3 seconds. If a berserked player misses, they are locked**, meaning they can't signal for the remainder of the topic. Letting the berserk timing window pass doesn't count as a miss.

There is no bonus or penalty for declining to berserk for the entire game.

As of 2021, players may go berserk on a medley. This is handled differently than regular topics, though the priority declaration still applies. See **medleys** for more details.

Timer and signaling

The moment the host clicks on the topic to load it up, the Anime Speedtune logo will momentarily appear on the screen. The screen will blank for 1 second, then the first tune will play.

While a tune is playing, the screen will display the current topic, difficulty, tune number, any special rules or bonuses, and the **25-second timer**. The timer will display hundredths

of a second for the first 3 seconds, as well as the last second, to show the timer windows of berserk mode and the last guess rule (see below).

Players may signal as long as the timer is running. Whoever signals will stop the music and have their score highlighted red. **A guess must be given within 2 seconds.** See [naming considerations](#) for what is considered a correct guess.

A correct guess results in the tune's infopage being shown, and that player will score the appropriate amount of points. An incorrect guess resumes the timer, and that player can't guess again for that tune.

- **NO MISS PENALTY:** **There is no penalty for an incorrect guess.**
- **BLANK SIGNAL:** If someone signals during the blank screen, it's an automatic miss.
- **LAST GUESS RULE:** If a miss occurs with less than 1 second remaining, no more guesses are allowed, and the game moves on to the infopage.
- **WRONG PLAYER GUESS:** If a player immediately guesses after signaling, but they were not the actual player who signaled first, a warning is given to all players, and the person who signaled scores. The next occurrence results in **player disqualification.**
- **UNEXPECTED CORRECT GUESS:** See [appeals](#) for how this is handled.
- **TIME SHORTAGE:** If the event is running behind schedule, the timer may be reduced to 10 seconds. The host will manually stop the timer when it is below 15.00. The last guess rule is activated when the timer is between 14 and 15 seconds.

As of 2021, the buzzer code is significantly improved. Buzzers automatically lock after a miss. Locked players cannot accidentally signal again. Colors of names and scores on the scoreboard indicate the player status:

- **WHITE:** The player is active, and is able to signal.
- **GRAY:** The player has missed, and is locked until the next tune.
- **ORANGE:** The player has activated berserk mode. While the name is orange, the score remains white, emphasizing that they are still active.
- **RUST:** The player has missed while berserked, and is locked until the topic ends.
- **RED:** The player "jumped the gun" and had the buzzer button pressed as the timer was about to start or resume. This counts as a miss. That player will be unlocked at the next tune unless they were berserked.
- **CHARCOAL:** The player has been removed from the game. In past events, players could be eliminated. Currently, this would only be seen from rare instances.

If no players guess correctly and the tune is a timeout, the host will go to the audience if there is enough available time. One audience member will be chosen per timeout.

Regular topics

Regular topics are the bread and butter of the game. Each regular topic has 5 tunes. The 1st tune is typically a selection that strongly embodies the topic, while the 5th tune in particular tends to be a little trickier. However, this is not always the case, so players should be prepared for anything!

Medleys

Medleys are special topics, and are indicated by a circle with a 2-digit number. Five video clips are played in succession, and players must write down all guesses on a writing tablet instead of using the buzzer. When a medley is chosen, players are responsible for making sure the numbered label on their writing tablet matches the numbered label on their buzzer.

Medleys have no set timer. Instead, **a 10-second timer is shown when the final clip is about to finish. Writing must stop when time expires.**

The two digits represent the minimum scoring requirement for the players:

- The **first digit** indicates the minimum scored clips for the chooser. If the chooser fails, the chooser gets a penalty of **-8 points**.
- The **second digit** indicates the minimum scored clips for the non-choosers. Those who fail get a penalty of **-4 points**.

Players may berserk a medley. Instead of the above requirement, berserked players must “ace” the topic, scoring all 5 clips. A +12 point bonus is awarded if successful.

Those who fail get a penalty of **-12 points** instead of the above penalties. This sets the berserk value of each medley tune at 2.4 points: fewer than an easy regular topic beserk, but also without any time pressure.

The host judges all of the tablets, going from left to right. The chooser’s tablet is always judged last.

- **REPEATS: Any repeated guesses are invalid.** Only the first such instance will count. This rule is in place to prevent players from writing a show five times in a row in an attempt to pass a 1-requirement medley.

- **SPEEDTUNE IS NOT A SPELLING BEE:** For guesses written in English or Romaji that have spelling errors, as long as the title is phonetically sound, it will still be considered correct.
- **NO JAPANESE SCRIPT:** If the title is written in Japanese, it is automatically ruled as a miss, even if it would be correct. Don't try to act cute!
- **NO CLARIFICATION:** There is no chance to be more specific. If a guess needs to be more specific, it is ruled as a miss instead.
- **INCORRECT ORDER:** The order of the guesses matters. For example, if your first guess is for the second clip, clearly indicate that you didn't guess anything for the first clip. (Skilled players number their tablet from 1 to 5 before the medley is played!)

Naming considerations

When guessing, players are normally asked to name the title of the show that the tune is from. This title may be in English or Japanese. Some topics may ask for other things; these special topic rules are covered in section 3.

There are a number of detailed naming considerations the game follows to determine whether a guess is correct. Most guesses are straightforward. However, due to the nature of translated titles, sometimes clarification is needed. The game allows the host to ask for clarification in certain situations. Skilled players may take advantage of this.

- **TRANSLATIONS OF JAPANESE TITLES:** These will be accepted only if the official English title is similar, or if there is none. If such an answer is given and the English title differs, you will be asked to "give an official title" and get one chance to retry.
 - *Attack on Titan* and *Shingeki no Kyojin* are valid, but *Advancing Giants* (the translation of *Shingeki no Kyojin*) is not.
- **UNIQUE SEASON NAMES:** For TV shows with unique names that distinguish multiple seasons, you must state that identifier. If you give a partial name, you will be asked to "be more specific" and get one chance to clarify.
 - "Season 2" or any equivalent names that mark it as a numerical season are not unique names. For example, *Mushi-Shi (The Next Passage)*, *Black Lagoon (The Second Barrage)*, and *Haganai (NEXT)* are acceptable answers for both seasons of them.
 - On the other hand, *Aria* won't work for *Aria the Natural*, and *Naruto* won't work for *Naruto Shippuden*. You'll have to be more specific.

- **SHORT FORMS:** Only short forms that are part of the official English title are allowed. If a Japanese short form is given, you will be asked to “give an official title” and get one chance to retry.
 - *SukaSuka* is a short form for the Japanese title *Shuumatsu Nani Shitemasu ka? Isogashii Desu ka? Sukutte Moratte Ii Desu ka?* The English title uses the term *WorldEnd* in its official marketing, so it’s acceptable.
 - *OreImo* is a short form for the Japanese title *Ore no Imouto ga Konnani Kawaii Wake ga Nai*. But it’s also the official English title, so it’s acceptable.
- **ARTICLE WORDS:** If an article word such as *A* or *The* is added in front of a title where there isn’t any, it is ruled as a miss. However, the inverse isn’t true: guesses that omit leading articles and are otherwise correct will count.
- **“THE ANIMATION” RULE:** Some shows have this at the end of the title. Similar to the article rule, omitting this is acceptable.
- **SUBTITLES:** These are part of the title card, but are in a much smaller typeface and aren’t a focal point of the show’s marketing. They may consist of a complete sentence. The game doesn’t typically ask for show subtitles.
 - However, if the topic has the **full** special rule, then all subtitles are required.
- **REMAKES:** Remakes or shows that aren’t significantly connected to predecessors require the full name. For these, there is no opportunity to clarify your answer, as asking for that would be a giveaway.
 - *White Album 2* is distinct from *White Album* because of its entirely different cast.
 - Despite having the same cast, *Fullmetal Alchemist: Brotherhood* is distinct from *Fullmetal Alchemist* because it’s a remake.

Infopages

After scoring or timeout, an infopage is shown. It displays the title, release year, MAL popularity, tune info, and show info. Any special bonus information is displayed in cyan text. Show info is omitted for medleys as there isn’t enough room.

When the host says “next,” the game will move on to the next tune.

Appeals

In very rare cases, a player may give an unexpected guess that is ruled a miss, but is actually correct, and was overlooked by the Speedtune team during design. This may happen if a tune has been featured in other shows as a cameo.

- Example: The current topic is “Otaku Culture”. A tune plays, and someone signals and guesses *Animegataris*. It’s ruled a miss. Someone else signals and guesses *Akiba’s Trip*. That player scores, as the *Akiba’s Trip* OP was played. However, it was also faintly played in the background in *Animegataris* episode 3.

If someone believes their answer is actually correct, that player may request an appeal. To appeal, a player must stand up during the tune’s infopage and declare an appeal, and the reason why it should be appealed. Players may only appeal once per game. The game will continue as normal. While the game continues, a Speedtune staffer will use the Internet and attempt to confirm whether or not the miss should actually be ruled correct. In order to be correct, the guess must also satisfy the scope of the topic.

- In the previous example, both *Animegataris* and *Akiba’s Trip* feature a heavy focus on Akihabara and its otaku culture. Therefore, *Animegataris* would be a correct guess. If the topic were “2017 Winter”, it would be incorrect, as only *Akiba’s Trip* satisfies the topic.

At the end of the game, the staffer who processed the appeal will declare the result.

- **SUCCESS:** If the appeal is successful, the player will score points equal to double the tune’s base point value. No other bonuses are applied. Any other player who scored that tune keeps their points.
- **FAIL:** If the appeal is unsuccessful, the player is **disqualified** regardless of score. Note that any inconclusive findings will be ruled as an unsuccessful appeal, as there’s not enough time to perform an exhaustive search.

If you’re not 100% certain, don’t appeal! It must be emphasized that appealing isn’t meant to be a key feature of the game. It’s an emergency function to maintain game integrity and allow error correction. When someone is absolutely certain that their miss is correct, and is willing to stake the entire game on it, only then should that player request an appeal. It costs precious time and resources to process the appeal, especially if it happens near the end of the game.

End of game

Once all players have chosen a topic, the game ends. The player in first place is the winner.

- **AT LEAST 1 POINT:** To be declared the winner, the first place player must have at least 1 point. Otherwise, the game has no winner. This has happened once in Anime Speedtune history, during OT19.
 - Wild cards (for major events) and 2nd place players (for minor events) must have at least 1 point to advance to the grand final.

In the event of a first place tie, or another tie that needs to be settled for grand final eligibility or prizing, a tiebreaker tune is played.

- **TIEBREAKER:** The tied players, as well as all players within 2 points of the tied players, are eligible.
 - Tiebreakers are at easy difficulty and are worth 3 points. (This is why all players within 2 points of the tied players are eligible.) They're not associated with any particular topic.
 - The timer is 5 seconds. First correct guess wins.
 - If nobody scores the tiebreaker, another is played. Up to 3 tiebreaker tunes will be played. In the highly unlikely event that none of them are answered, all involved players are **disqualified**. The next highest scorer who isn't involved in the tiebreaker is declared the winner.

Misconduct

Anime Speedtune is a serious competitive game with prizing, and is run on a tight schedule. Therefore, players are expected to conduct proper sportsmanship. Audience members are expected to not ruin the experience for everyone and obey convention rules regarding general misconduct. The following covers situations specific to Speedtune:

- **ANTI-TROLLING:** Players are expected to make guesses in good faith. Intentional trolling or being a “comedian” with your guesses is not allowed. Games typically run 25 minutes, but trolling lengthens the game, and may cause the event to run behind pace. The host will give **one warning** to any player that the host feels is trolling and making a mockery of the game beyond a reasonable doubt. Continued trolling will result in immediate ejection. Example guesses include, but aren’t limited to:
 - R18+ shows such as *Bible Black* or *Boku no Pico*.
 - Made-up or non-anime titles, such as *Cory in the House* or *Game of Thrones*.
 - Anime-style western cartoons such as *RWBY* or *Blood of Zeus*. They’re not anime. The definition of anime as applied by MyAnimeList is a made-in-Japan cartoon production in which its primary audience is for the Japanese people.
 - Shows that are obviously outside the scope of the topic, such as *Dragon Ball Z* or *Demon Slayer* in a slice-of-life topic. This is a judgment call depending on the situation, as it could very well be an honest mistake.
- **SPOILER MISCONDUCT:** Giving hints or possible guesses (correct or incorrect) when not having signaled is a spoiler. If a player does this, one warning will be given to all players, and the next occurrence results in **player disqualification**. Audience members or players giving an audible spoiler while a tune is playing may be given **one warning, or be immediately ejected depending on the severity**.
- **EQUIPMENT DAMAGE:** Please handle the buzzers with care. Purposely performing an action that would damage the buzzer (such as throwing it in a fit of rage) or other equipment will result in an **immediate ejection**, and may result in a permanent ban from future Anime Speedtune events.
- **SIGNALING WHILE INELIGIBLE:** This is typically an honest mistake, so it’s given more leniency. The **first two offenses result in a warning**. The third offense results in an ejection. As of 2021, buzzers automatically lock after a miss, so the only opportunity to signal while ineligible is during a medley.

Rules change history

- **TOPIC COUNT:** 2021 introduced the qualifier exam, resulting in one less open game in major events. The following is a historical timeline of board topic counts:
 - 1.0h minor: 30 (2013), 24 (2014), 21 (2016), **18 (2018)**
 - 2.0h major: 44 (2014), 34 (2016), **32 (2022)**
 - 2.5h major: 40 (2015), **retired (2022)**
- **TIMER:** Prior to 2019, the timer was 30 seconds. This was shortened to 25 seconds as of IFFT19 for slightly faster gameplay.
- **BERSERK MODE:** The implementation has been tweaked over time.
 - AS18: Timer :03. Bonus 2X. Miss: elimination.
 - AN18: **Timer :02. Bonus +2. Miss: locked.**
 - IFFT19: **Timer :03. Bonus +3.** Miss: locked.
 - AS20: Timer :03. **Bonus 2X.** Miss: locked.
- **CHOOSER BONUS:** This was introduced at the 4th event, UX14. Prior to OT19, it was called the *control bonus*. It was renamed in order to simplify the vocabulary, as the words *chooser* and *control* had been interchangeable.
- **MEDLEYS:** When introduced at IFFT19, these topics were called *risky medleys*. It was shortened to *medley* at AS20. As of 2021, the elimination penalty has been removed after considering feedback from players.
 - IFFT19: Chooser fail: elimination. Non-chooser fail: -10 points.
 - AS20: All medleys have video. **Non-chooser fail: -5 points.**
 - 2021: Elimination removed. **Chooser fail: -10 points.**
 - 2022: Allowed medleys to be berserked, requiring an ace to pass. **Chooser fail: -8 points. Non-chooser fail: -4 points. Berserk risk/reward: ±12 points.**
- **VINTAGE ANIME:** This design principle has been implemented since IFFT19.
 - IFFT19: Cutoff year: 1999. Cutoff popularity: #2000.
 - 2022: **Cutoff year: >15 calendar years. Popularity: #3000. Can appear in ramp.**
- **GRAND FINAL SEATING:** Prior to 2022, the grand final seating was determined in reverse order, so that the top player in the open games chooses last. This has changed to true order. The top open game player is no longer handicapped with fewer topics.
- **GIMMICKS:** Over the years, Speedtune has introduced various game modes to encourage competitive play. Some modes have been adjusted as necessary. See Section 3 for details.

Other terminology

- **ACE:** Scoring 5/5 on a medley. Think of it as acing a written test.
- **BLANK:** Scoring 0/5 as the chooser.
- **MISS:** An incorrect guess. Not signaling for a tune doesn't count as a miss.
- **STEAL:** Scoring after someone else has missed, using the miss as a key hint.
- **STUMPER:** A tune that isn't answered by anyone.
- **SWEEP:** Scoring 5/5 on a regular topic. It's considered a significant feat to beat everyone else on the buzzer and take all the points.
- **TIMEOUT:** The timer has expired, showing 0.
- **CONVENTIONS:** Anime Speedtune has been hosted at seven different conventions. Events are referred to their abbreviation, followed by the last 2 digits of the year. Convention in bold are currently active.
 - **AN – Anime North [7]:** 14, 15 Lite, 15 Sunday, 16 Lite, 16 Sunday, 17, 18
 - AN15/AN16 Lite were minor events with no grand final.
 - **ANYC – Anime NYC [1]:** 21
 - ANYC21 was a 45-minute event with no grand final.
 - **Apop – Atomic Lollipop [1]:** 13
 - **AR – Anime Revolution [1]:** 22
 - **AS – Anime Shogatsu [2]:** 18, 20
 - AS18 was a team edition with no grand final.
 - **IFFT – International Fan Festival Toronto [1]:** 19
 - This is the current flagship convention.
 - **OT – Otakuthon [5]:** 15, 17, 19, 21, 22
 - OT21 was held online and had no grand final.
 - **UX – Unplugged Expo [5]:** 13, 14, 15, 16, 19
 - The UX13 grand final was against a then-Speedtune staffer, and he won. The statistics still count for the other players.

Section 3: Special rules and bonuses

Over the years, Anime Speedtune has experimented with a wide variety of gimmicks in order to keep things fresh and bring excitement to the game. This section lists all gimmicks that have ever appeared in the game, both active and retired. They are listed in this order:

- **TOPIC SPECIAL RULES:** While in a topic, special rules will be displayed in dark yellow text, indicating that it is a requirement to score.
- **TOPIC SPECIAL BONUSES:** All special bonuses provide additional points with an alternative answer. While in a topic, bonuses will be displayed in cyan text, indicating they are optional.
- **BOARD SPECIAL RULES:** These rules don't appear on every board, but will make an appearance from time to time. As board special rules significantly increase the complexity of the game, there are only a few that currently remain active.
- **RETIRED:** All retired special rules and gimmicks are grouped together. They have been removed from the game either because the gimmick had a high complexity which confused players, or because it proved to be unpopular in practice.

Eigonomi

This means *ENGLISH ONLY!* Japanese guesses are misses. This is typically seen in topics where the English title isn't a direct translation of the Japanese title, or in topics where the English titles are lengthy.

As Anime Speedtune is an English event, there won't be a Japanese equivalent of this special rule.

Ep#

Instead of the show title, name the episode number that the tune or clip appears in. This is typically seen in variant topics.

Show title guesses are invalid unless **Ep#** is part of **Extra**.

Extra

In addition to the primary answer, you must give another special answer. Partial credit isn't given.

Extra is almost always seen in topics with the special **super ramp** difficulty.

Full

The full show title, including all subtitles, must be given. There will be no prompt given to be more specific. This is typically seen in topics that have long-titled shows.

Prior to 2019, this was called *exact*.

Identify

Instead of the show title, there's something specific that the topic is asking for. This will be something unique, as there is **Op#/Ed#/Ep#** if the topic is asking for those.

List

This is a gimmick exclusive to medleys. A list of answers is given, and you must put them in the correct order. The answers are listed from A to E, and you may write down the letters instead of the answers. As with a regular medley, any repeated guesses are invalid.

Op#/Ed#

Instead of the show title, name the opening or ending number, as listed according to MyAnimeList. This will typically be in topics featuring shows with many different openings and endings.

Show title guesses are invalid unless **Op#/Ed#** are part of **Extra**.

Restrict

Only guesses that meet a specific requirement are correct. All other guesses, even those that would be correct without the requirement, are misses.

Bonus: Freebie

After scoring, but before the infopage is shown, you may guess the freebie answer for a **+1 point bonus**. If you miss or decline to guess, the game continues as normal.

Note that stating the freebie answer first instead of the primary answer is a miss.

Prior to 2019, the freebie prompt was given even if the primary guess was a miss. That led to some awkward situations. Now, the freebie prompt only occurs if the player has scored.

Bonus: Tune

Name the tune instead of the show title for a **+2 point bonus**. Typically, the tune is almost always an English title. If not, then either the Japanese title or the translation of the Japanese title is accepted. Naming the show title is still allowed.

Only the first answer is accepted. If you say the show title, then the tune, you will not score the tune bonus.

Prior to 2019, the bonus was +1.

Bonus: Who/What/When

Name the special answer instead of the show title for a **+2 point bonus**. The special answer depends on what the gimmick is asking. Naming the show title is still allowed.

Only the first answer is accepted. If you say the show title, then the special answer, you will not score the who/what/when bonus.

Prior to 2019, the bonus was +1.

Board: Special difficulties

- **SENSEI (6pt)**: Though sensei is part of ramp difficulty, the game uses pure sensei topics on occasion for subjects that are very obscure and niche, such as visual novels or pre-1990s anime. They're only seen at major events, as minor events generally have easier boards.
 - Sensei topics have an orange background.
 - Obscure vintage anime aren't excluded and may appear in these topics.
- **KAMISAMA (10pt)**: The topic requires some esoteric knowledge instead of simply knowing the show title. For example, the first ever kamisama topic, *Sing It in English!*, showed clips of Japanese songs, and required players to say 2 consecutive lines of the English version that the clip would cover. Though kamisama topics may feel impossibly difficult, they are designed to always be entertaining in order to ease any frustration.
 - Kamisama topics have a pink background.
- **SUPER RAMP (3-10pt)**: Instead of the typical ramp of 2-3-4-5-6, super ramp is **3-4-5-6-10**. Super ramp topics requires a bit of special knowledge over regular topics. There's a high chance that a super ramp topic has the **extra** gimmick: a pair of

answers are required to score. For example, the first ever super ramp topic, *Opening Video Variant*, required players to name the anime and the episode number of the clip.

- Super ramp topics have a cyan background.

Board: Triple topic

On almost every board, there is one particular topic that is present at three difficulties: easy, medium, and otaku. It's possible to narrow the possibilities as the second or third topic in the set is chosen, because it's very rare for shows to repeat themselves.

This is the original gimmick that has been around since the very beginning! The only board that didn't have a triple topic was AS20, as that one had a gimmick where each topic represented one year.

Board: Chooser pressure

Found in regular topics, this requires the chooser to score at least once in the topic, otherwise the chooser **loses 8 points**.

Though this is a topic-level gimmick, any boards with chooser pressure will be announced beforehand, and all topics with chooser pressure will have the  symbol as a warning.

Prior to 2022, this was known as *control pressure*, and the penalty was elimination.

All in (retired, OT17)

*Not to be confused with the similar panic mode **All in**.*

The chooser is the only active player, and is eliminated with a miss or timeout. This means the chooser is forced to sweep the topic or be eliminated. The timer is only 3 seconds.

All in was used only in the OT17 topic, *Easiest topic ever?* (This topic also had the **panic mode** requirement.) It was retired due to player confusion (multiple players attempted to choose it without meeting the **panic mode** requirements), and lack of interactivity from the other players. Medleys with 5 as the first digit, thus requiring the chooser to ace it or be eliminated, act as the spiritual successor.

Double down (retired, AN15 Lite)

After signaling, you may say “double down” and then guess a special answer instead of the show title. If correct, you score points equal to double the tune’s base value, plus the chooser bonus if applicable. If incorrect, you lose points equal to the tune’s base value.

Double down was used only in the AN15 Lite topic, *Saimoe Champions*. (The double down answer was naming the champion associated with the show.) It was retired due to player confusion, as well as the fact that players are typically risk-averse. The **who/what/when** bonuses are the current replacement: it awards less points, but doesn’t carry the risk of losing points.

Easy medley (retired, AN18)

*Not to be confused with the current **medley** rule.*

5 clips are played in succession. After signaling, you must name all 5 titles for 15 points. No partial credit. Only tunes that are suitable in easy difficulty are included.

Easy medley was used only at AN18, where there were two topics with it. Neither topic was chosen. The next event, IFFT19, introduced the current **medley** rule, which is more flexible.

SPEED+ (retired, OT17)

There are 5 sets of 3 clips in the topic. Players guess each clip individually, and each clip has a 10 second timer. A miss results in being locked for the rest of the set. Infopages appear after each set. The **chooser bonus** is disabled. Therefore, the amount of available points is triple that of other topics.

SPEED+ was used only in the OT17 topic, *Magical Girl SPEED+*. It was retired due to the impact it had on score inflation: Players aiming for the wild card would be disadvantaged if the current wild card holders earned many points from a SPEED+ topic. **Berserk mode** is the current replacement, as it awards players for speedy answers.

Board: Coward mode (retired, OT19)

After a topic is chosen, any non-chooser may opt out by saying that they’re a coward. Cowards score **+5 points**. However, the point value of all tunes in that topic will increase by 1. This effect is stackable. For example, if 3 cowards opted out of a medium topic, then each tune for all non-cowards would be worth 7 points.

Using this requires payment of the **berserk mode** token. Therefore, if you have already berserked, you can't be a coward, and vice versa.

Coward mode was used only on the OT19 board. It has been retired because asking players to know about both berserk mode and coward mode at the same time proved to be too overwhelming. No player at OT19 used either berserk mode or coward mode.

Board: Panic mode (retired, 2016-17)

Way behind and need a last-ditch chance to get back in the game? Panic mode allows you to risk yourself and block a dominant player. But each of the panic modes have their own rules!

If a chooser has less than half the points of the leader, and the leader has more than 24 points, the chooser may activate a panic mode. After activating and receiving instructions, the chooser selects a topic.

All panic modes put the chooser at risk, but will block a number of opponents, allowing the chooser to hopefully clear the panic mode. If it's not cleared, the chooser is **eliminated**. If the panic mode ends before the topic ends, the rest of the topic plays out normally.

- **1-ON-1 (block 4):** The chooser challenges an opponent. All other players are blocked. First player to 3 tunes scored wins, and the loser is eliminated!
 - A chooser miss/timeout counts as a scored tune for the challenged player.
- **1-ON-X (block 5 minus X):** This is an expanded version of *1-on-1*. The chooser challenges any number of players. The more players, the higher the stakes. All players on the losing side get eliminated! It was only available at OT17.
 - 1 vs. 1: First to 3. Same as 1-on-1.
 - 1 vs. 2: Chooser needs 3. Opponents need 3.
 - 1 vs. 3: Chooser needs 4. Opponents need 2.
 - 1 vs. 4: Chooser must score the first 4 tunes and win 4-0.
 - 1 vs. 5: Chooser must win 5-0 (sweep). If this happens, the chooser wins the game, as all opponents are eliminated.
 - A chooser miss/timeout counts as a scored tune for the challenged players.
- **ALL IN (block 5):** All opponents are blocked. The chooser gets to solo the topic, but must do well or face elimination!
 - For easy/medium/ramp topics, the chooser must sweep.
 - For otaku/sensei topics, 1 miss/timeout is OK.

- **ALL IN PLUS (block 5):** An expanded version of *All in* that allowed the chooser to eliminate an opponent. It also had a safety net for grand finalists. It was only available at OT17.
 - A grand finalist could signal and say “forfeit”, and give up the consolation prize in order to bail out of the topic and prevent elimination.
 - The consolation prize at OT17 was 1000 “otaku yen” for use at the prize table at the back of the room. The champion got 5000 otaku yen.
 - If the chooser sweeps a medium or otaku topic, 1 player is eliminated.
 - If the chooser sweeps a sensei topic, the chooser wins the game.
 - Unlike *All in*, there is no second chance for otaku/sensei topics. Sweep or bust.
- **FINAL GAMBIT (block 0):** The chooser is locked, and must attempt to stump all opponents. Choose a topic and hope that nobody scores! It was only available at UX16.
 - If anyone scores, the chooser is eliminated.
 - If the topic goes 0/5, the chooser gets one of 3 awards:
 - 16 point steal
 - 25 point jackpot
 - Eliminate 1 player
- **PROXY WAR (block 2):** The host selects 2 proxies from the audience. The chooser assigns them to each block a player and use those players’ buzzers! The chooser-proxy team plays against the remaining unblocked players. All points scored by the proxies go to the chooser.
 - If an unblocked player scores, or if there’s a miss/timeout...
 - *1 or 2 proxies remaining:* a proxy is defeated, and the player that the proxy blocked becomes free. The chooser decides which proxy leaves.
 - *No proxies remaining:* The chooser “loses the proxy war” and is eliminated.
 - If the chooser-proxy team sweeps the topic, the chooser eliminates an unblocked player.
- **TRIPLE BLOCK (block 3):** The chooser blocks 3 players. However, blocked players may signal after timeout and get revenge! The after-timeout window for the blocked players is 2 seconds.
 - If a blocked player scores, points aren’t awarded, but the chooser is eliminated. All blocked players then become free.
 - If a blocked player misses, that player is eliminated.
 - If the chooser sweeps the topic, all unblocked players are eliminated.

Panic mode was introduced at AN16 (Sunday event) and was on 4 boards in 2 years. It was also at UX16, AN17, and OT17. It was designed to be an exciting comeback mechanic.

However, it was retired due to all of the additional rules baggage, lack of player interactivity, and the fact that players are generally risk-averse. No panic modes were ever successfully cleared. It was replaced with the short-lived challenge mode.

Board: Challenge mode (retired, AN18)

The successor of panic mode combines both the *1-on-1* and *All in* modes together.

Using the **berserk mode** token, a chooser may activate a self-challenge. In a self-challenge, the chooser must sweep the topic or be **eliminated**. If successful, the chooser gets a **10 point award**.

If the chooser doesn't self-challenge, non-choosers may challenge the chooser. More than one player can do this. If a challenger scores 3 tunes in the topic, the chooser and all other challengers are **eliminated**, and the challenger gets a **10 point award**.

In both the self-challenge and the non-chooser challenge, any players not involved are locked.

This was only used at AN18. After 2 years of pushing panic mode unsuccessfully, challenge mode was an attempt to simplify the ability to take a risk and make a comeback. Nobody used it, and new players were still confused. Thus, the experimentation of complex risky modes came to an end. It became clear that any risk-taking would need to be implemented at the topic level, rather than at a global level.

The next event, IFFT19, introduced medleys, which were designed to force players out of their comfort zone. Medleys are not only more elegant and intuitive, but the audience is entertained by the uninterrupted video clips. They're now a standard part of the game, and there are no plans to resurrect either panic mode or challenge mode.

Board: Grand final board (retired, OT19)

For the grand final, there is a special board consisting of 7 or 8 topics. These topics have a higher overall difficulty than the main board. Easy difficulty is notably absent. If this is used, there will be fewer topics on the main board. The grand final board isn't revealed until that game begins.

This was retired due to Speedtune needing to streamline and simplify its rules further.

Board: n00b topics (retired, AN17)

Designed to be even easier than easy topics, n00b topics had a tune point value of 2, just like the n00b tune in ramp difficulty.

This was only used on the AN17 board, and was quickly retired as the scoring potential was too low. Easy difficulty could also cover any future n00b topics.

Gameplay: Onslaught (retired, Apop13)

This is a 1-on-1 grand final format. A 7-minute audio mix with 30 instrumental clips, each clip lasting about 15 seconds, is played. This mix is continuously played as both finalists compete. The first finalist to shout out the answer for a currently playing tune scores 1 point. A miss makes the player loses 1 point. Only one guess per tune was allowed.

This was only used at Apop 2013, Speedtune's very first event. Though this seemed exciting, it was retired because it was a great departure from the regular game. The grand final became a regular game in order to have more players involved.

Gameplay: Team format (retired, AS20)

Team up in pairs! Each teammate is responsible for half of the topics, but the other teammate may help out and if there's a timeout!

- For each topic, one player is **active**, and the other is on the **bench**.
- Each teammate must be active 3 times, and on the bench 3 times. Positioning may be changed when a topic is chosen.
- **Active** players play the game normally with the buzzer.
- **Bench** players hold a writing tablet and face away from the screen, even during video topics.
 - The bench players write down their guesses on the tablet. Unlike active players, only the English title is accepted.
 - When a timeout occurs, the bench players may raise their tablets and reveal their guesses.
 - All bench players with the correct guess score.
 - The chooser bonus still applies to the bench player who has it.

The team format was attempted at AS18. By this time, Speedtune had become quite popular, and this presented a new issue: game ticket demand had far outstripped supply.

At the previous event, OT17, some fans had expressed sadness from being unable to play. The team format was a response, designed to allow more people to play the game.

However, things didn't go as planned. there were long pauses because the teams conferred during every positioning change, and the teams didn't perform well due to the diluted talent pool. The game took 40 minutes to complete. While designed with good intentions, the team format was too slow and cumbersome. The next event, AN18, reverted back to solo play.

At least the writing tablets had a happy ending: they found a new life at IFFT19 with medleys, and are now part of the regular game. The participation issue was eventually solved with the qualifier exam for the major events. It allows many people to participate in some of the event, and reward those who are skilled enough to play in the open games.

Section 4: Development

Origin

Speedtune was first developed in 2013 as an alternative to the various Anime Name That Tune (NTT) gameshows that are prevalent at anime conventions. While most people generally have fun at these events, Speedtune aimed to take that to the next level by enhancing the audience experience, and by targeting and refining the competitive aspect of naming shows from music. There were certain issues that made traditional NTT shows frustrating to watch and participate:

- **THERE'S TOO MUCH ANIME:** MyAnimeList, the #1 anime database site, has over 15000 entries. About a third of them are suitable for NTT. Even then, that's still too much anime, as for most people, finishing even 100 shows is a major accomplishment. NTT gameshows play a number of tunes, asking players to name the shows, without any sort of hints or guidance.

Speedtune deals with this by having topics, thus drastically narrowing the expansive pool of anime that players can guess. Players are able to focus on topics they feel they're good at, rather than feeling that the game is a complete luck roll as to what will be played.

- **ORGANIZER SHOW BIAS:** NTT gameshows typically use a single playlist created by the people running the event, which is then randomized. This playlist is filled with the organizers' pet shows instead of a wide variety of anime. Players are at the mercy of what the organizers like. If they have a bias towards a specific genre that you don't watch, you're out of luck!

One particular NTT gameshow was the most extreme example of this. The organizers had a few pet tunes from obscure shows such as *Dragon Half*, *Galaxy Fraulein Yuna*, and *Shamanic Princess*. Compounding this was that each year, the playlist would remain mostly intact, with only a handful of new songs added. This led a number of people to study previous years, memorize the tunes, and hold an unfair advantage towards people who didn't know the trick. It was no longer about anisong knowledge; it was about gaming the playlist. The organizers were complacent and felt that they could keep running the event without putting in much effort to modernize themselves as the years progressed.

When organizers pick their favorite shows, it also means there's no representation of what they perceive as poor anime, or shows in genres they don't watch, even if these shows had good anisongs. Organizers are also generally older adults, which alienates younger fans. These fans are hoping for newer shows that they've recently enjoyed. However, they become frustrated when the majority of the playlist is filled with shows from the 1990s and early 2000s.

Speedtune categorizes its tunes and topics based on MyAnimeList popularity. There are tunes of all difficulties from all sorts of genres. In addition, every board is unique, and there's an emphasis on newer shows so that younger fans aren't left out.

- **SLUGGISH PACE:** NTT gameshows typically average about 30 tunes per hour. There's plenty of dead time between player selection, equipment setup, and choosing the next song. But the largest time-waster is giving the players additional time even though the timer has ended.

Speedtune is one of the only anisong gameshows that uses a game display. Players are able to see a timer. There are set strict guidelines as to which guesses are acceptable, and to not allow any additional guesses when time's up. In addition, for minor events, game tickets are given to people in line before the event, so that no additional time is spent on player selection. The game is able to set a pace of up to 75 tunes per hour without feeling too rushed.

- **BORING TO WATCH:** NTT gameshows consider production to be an afterthought. Something is played over the speakers, and players are asked raise their hands. The music is then manually stopped by the host. Score is kept track on paper.

Though Speedtune is about recognizing anisong tunes, the visual component is essential for the audience to care about what's going on. There's a scoreboard, and players are given buzzers that automatically stop the music. After each tune, there's a screen with info about the tune and its show, so that players can learn while watching. Some topics even have video, thus keeping the audience entertained. It's a lot of work, as creating nearly 200 infopages significantly increases production time. But the development team feels that this extra touch is what makes Speedtune so special.

- **NO LASTING RECORDS:** NTT gameshows are typically a one-and-done affair. The event happens, people have fun for an hour, and that's it. The event is forgotten a week later, with no record of it anywhere. In order for people to keep coming back, a culture must be created and fostered where they want to keep playing the game.

Speedtune considers it a priority to keep a record of every event, creating an environment that encourages both players and the audience to be invested in the game. Almost all Speedtune events have been filmed, and are available on Gippy's Congames playlist at <http://youtube.com/gippygames>. Statistics are kept for returning players, and successful players are recognized for their continued commitment to the game. By nurturing this culture, there are a number of regular players who travel from different provinces, and even from the United States, and consider Speedtune to be one of the marquee events of the convention.

Filming each event is also important so that the Speedtune team is able to review the footage and consider what worked, what didn't work, and what could be improved for the future. Speedtune in its current form didn't develop overnight; numerous gimmicks have been added and removed over the years after both positive and negative feedback. The Speedtune team is constantly planning ahead, striving to give the players and the audience an even greater experience at the next event.

Timeline

The first Speedtune event was held at Atomic Lollipop 2013. It was the only event that wasn't filmed. While it was successful, Apop decided to head in another direction for its final two years, 2014 and 2015, and so Apop13 was Speedtune's only appearance there.

Unplugged Expo was a small fandom convention. It welcomed Speedtune at its second annual event, UX13, and hosted the event five times. However, UX wasn't held in 2017 and 2018, and its revival in 2019 was sparsely attended. It brought concerns as to whether the convention still served a purpose, as other conventions had popped up in its absence.

Anime Shogatsu was run by many of the same staff that worked at UX, but it had more of a focus on anime. As a trial, the Speedtune team ran NTT at AS16 and AS17, then ran a team edition of Speedtune at AS18. Due to prior personal commitments, there was no appearance at AS19, but the event returned in AS20. Attendance at AS20 was very encouraging, so going forward, AS is currently the minor event in Toronto.

Otakuthon is Montréal's major anime convention. It has a very large contest department, and programming timeslots are at a premium. It already has an established 2-hour NTT gameshow on two days of the convention, but OT staff has kindly allowed Speedtune to coexist in various years. Speedtune has been featured at OT15, OT17, and OT19, the latter two being 2-hour events. OT attendees have always shown great support: OT events have consistently featured the highest attendance over the years, with at least 100 people attending each event.

Anime North has historically been Toronto's major anime convention. Speedtune ran a 2-hour event at AN14, then ran the 2.5-hour flagship event for four consecutive years. By AN18, Speedtune had established a loyal fan following. Some people made the trip to Toronto just for it. Two players in particular had their achievements recognized with a special hall-of-fame ceremony. It was a bittersweet event, as AN18 would be the final time Speedtune was held at AN. For various personal and professional reasons, the Speedtune team made the difficult decision to move on.

At the start of 2019, Speedtune ventured into a bright new future. The flagship location was changed to International Fan Festival Toronto, a new convention with experienced Anirevo (Vancouver) staff at the helm. The inaugural event, IFFT19, was a resounding success, as many fans and regular players followed the move to IFFT. The rest of the year kept the momentum. 2019 was Speedtune's most successful year ever, with a whopping 414 tunes played in 3 events, topping the previous record of 385 in 2015.

In 2021, Speedtune made its debut in the United States, being featured at Anime NYC, the largest anime convention in eastern North America. This was the first time Speedtune filled to audience capacity, with the room holding almost 300.

The Speedtune team is excited to continue to bring you the game with the supportive help and care of the convention staff who welcome us.

FAQ

I am a convention organizer. How can I get Anime Speedtune at my convention?

Contact info@animespeedtune.com to initiate communication.

Will you take topic suggestions?

To maintain game integrity, we won't confirm or deny direct external suggestions, though we do consider all feedback to be important.

When does an event appear on YouTube?

The YouTube video typically appears two weeks after the event. However, in certain situations beyond our control, the video may be delayed further.

What should I know to do well?

The MAL popularity list will be helpful for the easier topics. The board typically includes more tunes from recent works, and works of guests are usually included. Studying with past Speedtune events is also helpful, and playing a few games of AMQ (Anime Music Quiz – animemusicquiz.com) is great practice.

What about older anime shows?

The typical convention attendee is 16-25 years old. Speedtune considers shows older than 15 years to be vintage. To keep things fair for young anime fans, vintage shows with a MAL popularity of >3000 will have sparse representation. (See [vintage anime](#) in section 2 for more details.)

But that's not fair for older anime fans!

Adult fans may have life commitments, preventing them from keeping up with anime in the post-VHS age. But here's the reality: Since 2005, over 100 new shows have aired each year. Modern anime output is more than quadruple that of the 1990s. To maintain game integrity, we can't wear nostalgia glasses.

Why are there so much trashy/fanservice/moeblob/slice-of-life shows in the game?

Where's the "good" stuff?

While we try our best to balance genre representation, the Japanese have particular tastes. It's up to you to adapt to them, not the other way around. Shows aimed at typical western tastes are rare and don't sell in Japan. For example, *Death Parade*, a Winter

2015 psychological thriller, was critically acclaimed by western viewers. It sold ~1200 copies/volume. In that same season, *IM@S Cinderella Girls* sold ~20000 copies/volume.

So how am I supposed to know what the Japanese prefer?

The MAL popularity list has a western bias, so you're not completely a fish out of water. You just have to be slightly more aware of the industry than someone who only watches anime on cable TV. Crunchyroll has an extensive streaming library. Funimation and Sentai Filmworks have enough niche titles on disc to erase your social life.

Is every show featured in the game in English?

At easy and medium difficulties, virtually everything has been officially English-licensed at some point. (However, some of the licenses may have expired.) At otaku difficulty, some shows may be only be available in English via fansubs. If it's unavailable in English in any form, it won't be in the game.

Why didn't you include show X in topic Y? I was hoping for it!

Either the show was a poor fit for the difficulty level, or it's somewhere else, or we simply decided to not use it. Other than franchise topics, shows are never repeated in a game board. Finally, some shows are avoided if they were overused at previous events.

Credits

- **PRODUCER AND DESIGN LEAD:** Gippy (Dave Lim)
- **BOARD DESIGNERS:** Jason Cao, Shannon Foley
- **CONVENTION SUPPORT:** Bon Thach
- **BUZZER SYSTEM:** Computer Products for Education – <http://cp4e.com>

- **MAIN SITE:** <http://animespeedtune.com>
- **YOUTUBE ARCHIVE – GIPPY'S CONGAMES:** <http://youtube.com/gippygames>
- **CONTACT:** info@animespeedtune.com