

Anime Speedtune

2022 Rules Updates

Are you a veteran player of the game? We continually tweak the game to provide the best possible experience for everyone. Here are all of the rules updates for 2022:

Medleys

- **All video:** When first introduced in 2019, some medleys didn't have video, which meant the audience stared at a blank screen for over a minute. We quickly realized how dull this was, so **all medleys now have video.**
- **Chooser penalty:** Initially, if the chooser failed, they would be eliminated. Player feedback was overwhelmingly negative, as most players hated the idea of elimination. This was changed to -10 points in 2021, and further changed to **-8 points in 2022.**
- **Non-chooser penalty:** This was initially set at -10 points. This was changed to -5 points in 2020, and further changed to **-4 points in 2022.**
- **No Japanese script:** Initially, players were allowed to write down the titles in Japanese script. We have decided that this may allow an unfair advantage in various cases, so **as of 2022, all guesses written in Japanese script will be ruled as misses.** Romaji is still allowed. Remember that Speedtune is not a spelling bee, and that misspelled titles will be ruled as correct as long as they sound like the correct answer.

Berserk mode

- **Bonus:** This has been tweaked over the years. Currently, the bonus is **2X base points,** which was set in 2020.
- **Berserked medley:** As of 2021, players may berserk medleys for a greater risk and reward. A berserked player must ace the medley (score all 5) to pass. Initially, the risk was ± 10 points. This has been changed to **± 12 points in 2022** so that the chooser may consider this. (All penalties are now multiples of 4 to make them easy to remember.)

Other changes

- **Major events:** 2.5-hour flagship events have been retired in favor of a 1-hour qualifier and a 2-hour main event, as some people felt a 2.5-hour event was too long. The 2-hour topic count has been reduced from 34 to 32 to minimize topic wastage.
- **Buzzer upgrade:** Added color indicators that show the status of each player. Implemented anti-cheese code that detects button mashing before the buzzers are unlocked.
- **Visual upgrade:** Game resolution increased to HD (1080p) with larger and clearer visual elements. Infopage episode count has been removed, as it was getting difficult to display accurate episode counts due to frequent special/omake episode releases.
- **Obscure vintage anime:** Timeframe changed from year < 2000 and MAL popularity > 2500 to 15 rolling years and MAL popularity > 3000 . These may now appear in the 5th tune at ramp difficulty.