



COMPREHENSIVE RULES

2024 Edition

animespeedtune.com

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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 by pressing the buzzer, 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 2023 to 2024

Comprehensive Rules document change

- **Legacy rules removal:** Anime Speedtune has tried many things in 11 years of existence. This has made the comprehensive rules document rather large, with information that's irrelevant to current gameplay. To reduce bloat, all legacy and retired rules are now in a separate document.

Qualifier changes

- **Minor event qualification:** Last year, the minor event at Toronto Comicon 2023 had by far the lowest answer rate of all-time. To prevent future minor events from this ineptitude as a result of not having any skilled players, 6 of the 12 seats will be determined via an online qualifier at least 1 week before the convention. The remaining half will be chosen randomly. Any hall-of-famers in attendance will use up one of the online qualifier spots. See the *Qualifier* section for more details.

Gameplay elements

- **WHO/WHAT/WHEN/TUNE:** Last year, these bonuses were worth +4 points as a 10th anniversary special. They have now been reverted to +2 points.

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 **45 minutes** or **1 hour**. Half of the players are determined randomly, while the other half are determined via an **online qualifier**. Details about upcoming online qualifiers are available on **animespeedtune.com**.
- **Major events** have a timeslot of **2 hours, plus an open qualifier to determine players**. Major events are held at larger conventions.

Events may be tweaked depending on various circumstances. Upcoming events are displayed at the playlist description: **youtube.com/gippygames**

Qualifier

All 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.

- **MINOR:** the qualifier is held online at least one week before the convention. Details will be provided several weeks in advance of the event at **animespeedtune.com**.
- **MAJOR:** 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.

- **MAJOR:** The number of video clips played depends on the number of examinees:

Examinees	1-120	121-150
Clips	25	20
Omitted	None	1-5

- If there are 121-150 examinees, all players get an automatic 10-point start, so that a perfect score in all situations is 100 points.
- The tiebreaker has a numerical answer. Closest to the answer in either direction determines priority. The valid range is an integer from 1 to 999.
- Scoring is determined based on difficulty. The difficulty increases every 5 clips. Points are added for each correct guess. For major events only, incorrect guesses are penalized. Blanks don't affect the score.

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

- **MINOR:** There is no penalty for an incorrect guess.
- Exam marking is done live. Examinees are represented by the ID# on the exam card.
- 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.
- **MAJOR:** The next 12 seeds (#25-36) become the standby replacements, and may play if a top 24 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.
- **45-MINUTE MINOR:** Due to time constraints, these events don't have a grand final.

	45m minor	1h minor	2h major
Who advances?	Nobody!	Top 2	Winner
Wild cards	0	0	2
Grand final players	0	4	6

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:

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

Players are ordered by ascending scores. Therefore, the lowest-scoring open game winner chooses first, and the highest-scoring open game winner chooses last. In the event of a tie, the lower 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:** Another player will be chosen randomly.
- **Open games, major event:** The 12 standby replacements have priority to fill any empty spots. Beyond this, there will be 10 "last hope" tickets given out to people in line on a first-come, first-serve basis.
- **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 seat in advance and not line up. For that event's open game, the HOFer has first choice of seating. This replaces one of the online qualifier spots.

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:

	45m minor	1.0h minor	2.0h major
Total	14	18	32
Used	12	16	30
Unused	2	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 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 left to right when viewing from the audience. 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 each 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 by pressing the buzzer while the board is shown. 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.

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 berserk a medley. This is handled differently than regular topics. 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 point value. 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, unless the player is berserked.**
- **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 berserk, 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!)
- **FULL RULE:** The **full** rule automatically applies for all medleys at **medium difficulty** and up, and all ramp medley clips at **medium difficulty** and up. That means all subtitles must be written.

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. This rule does not apply to easy difficulty topics.
 - *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.
- **“THE” LEADING WORD:** If *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 *The* 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.
- **GUNDAM RULE:** The words *Mobile Suit* may be omitted, as the Gundam franchise is inconsistent with its naming. However, just like the above rules, if it’s added when the official title doesn’t have it, then it’ll be ruled as a miss.

- **SUBTITLES REQUIRED:** At **medium difficulty** and up, the complete title must be said unless the subtitle isn't included in commercial marketing.
 - If the **full** rule isn't in effect, one chance is given to be more specific. If it is in effect, then there will be no prompt and the guess will be ruled as a miss.
- **EASY SUBTITLES EXCEPTION:** Titles in the **n00b** and **easy** difficulties don't require any subtitles. If there is no reason to be more specific, it will be ruled correct. This exception only applies to the English title.
- **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, or if they believe someone else’s answer is incorrect, 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 look into the ruling. In order to be ruled 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, unless the appeal was for an opponent’s wrong answer.
- **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 a player is absolutely certain that their miss is correct, or if an opponent is wrong, 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.
 - 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.

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 nine different conventions. Events are referred to their abbreviation, followed by the last 2 digits of the year. Conventions 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
 - **AO** – Anime Ottawa [1]: 24
 - **AR** – Anime Revolution [2]: 22, 23
 - **AS** – Anime Shogatsu [2]: 18, 20
 - AS18 was a team edition with no grand final.
 - **AT** – Anime Toronto [2]: 19, 23
 - In 2019, this was called IFFT (International Fan Festival Toronto).
 - **OT** – Otakuthon [6]: 15, 17, 19, 21, 22, 23, 24
 - 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.
 - **TC** – Toronto Comicon [1]: 23
 - TC23 was a 45-minute event with no grand final.

Section 3: Special rules and bonuses

This section lists all current gimmicks and special rules in the game. Retired rules and gimmicks are in a separate document.

- **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.

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. All medleys have this rule in effect at medium difficulty and up.

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

These difficulties are occasionally seen, but are not on every board.

- **SENSEI (6pt)**: Though sensei is part of ramp difficulty, the game uses pure sensei topics on occasion for topics 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 (9pt)**: The topic requires some esoteric knowledge. 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 (3-9pt)**: Instead of the typical ramp of 2-3-4-5-6, super ramp is 3-4-5-6-9. 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 deeper blue background compared to ramp.


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! It's almost guaranteed and is rare that a board doesn't have this.

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.

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 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. Anime Shogatsu has since bowed out of the convention scene.

Otakuthon is Montréal's major anime convention, and has a large gameshow department. 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. 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 (renamed to Anime Toronto in 2023), 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.

In 2022, Speedtune made its west coast debut at Anirevo, and with it, attracted a new generation of players from the west. Around this time, the online game *AnimeMusicQuiz* (AMQ) had become popular as a practice tool for many Speedtune players. This brought on a whole new level of competitive play, and Speedtune players were better and more knowledgeable than ever before.

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 (AnimeMusicQuiz – 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, Hidive, and Netflix all have extensive streaming libraries, with enough content to rid yourself of a 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

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