

Anime Speedtune

Basic Rules (2026)

- **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 +9 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.**
 - Repeated guesses are invalid. Japanese script is invalid. Timer appears at :10.
 - The 1st medley digit indicates the minimum scored clips for the chooser.
 - The 2nd medley digit indicates the minimum scored clips for the non-choosers.
 - Failing a medley results in a **halved medley score, rounded down.**
- **BERSERK MODE:** Any player may activate this by pressing the buzzer while the board is shown, 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 **+15 points** on top of all of the regular points. Failure results in a penalty of a **no medley score.**
 - If the chooser activates berserk mode, the chooser bonus is disabled.