



HISTORICAL CHANGELOG

2026 Edition

*This is a supplemental document. It is not required
for the current understanding of the game.*

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Rules Change History

Berserk mode

Introduced at AS18, 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.

In 2023, activation was changed from informing the host to simply pressing the buzzer while the game board is shown.

Chooser bonus

This was introduced at the 3rd event, AN14. 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.

Difficulties

Speedtune initially had 3 difficulties: easy (3), medium (4), and otaku (5).

- AN16: Added ramp difficulty, set at 2-3-4-5-6. This became a standard difficulty.
 - This introduced n00b (2) and sensei (6) difficulties.
- AN17: Introduced pure n00b and sensei topics. n00b topics were only used at AN17, as the total point value of 10 was considered too low to make a significant impact.
- AN18: Added kamisama (10) and super ramp difficulty, set at 3-4-5-6-10.
- 2023: Kamisama difficulty value reduced to 9 points so that it wouldn't be confused as a medley with a 10 requirement.
- YC24: Super ramp difficulty changed to 4-5-6-7-9.
 - This introduced hero (7) difficulty.

Grand final seating

Grand final seating order has been tweaked several times:

- <2022: Reverse order.

- 2022: True order. The top open game players were no longer handicapped with fewer topics.
- 2023: Reverse order. The 2022 change was reverted to allow the grand final to be more competitive.

Infopages

Originally, episode count was included in the infopages. It was removed in 2022 because had become difficult to report this accurately. Does the episode count include the whole show, or just a cour or arc in particular? How about bonus OVA episodes? Including the episode count had become a pain to report, so it was cut.

Medleys

When introduced at IFFT19, these topics were called *risky medleys*. It was shortened to *medley* at AS20. In 2021, the elimination penalty was removed after overwhelming negative feedback from players, and overall penalties have gradually been reduced.

- IFFT19: Chooser fail: elimination. Non-chooser fail: -10 points.
- AS20: All medleys have video. Chooser fail: elimination. **Non-chooser fail: -5 points.**
- 2021: Elimination removed. **Chooser fail: -10 points.** Non-chooser fail: -5 points. Medleys may be berserked, requiring an ace to pass. Berserk risk/reward: ± 10 points.
- 2022: **Chooser fail: -8 points. Non-chooser fail: -4 points. Berserk risk/reward: ± 12 points.**
- OT23: Introduced the megamedley, where 10 clips are played instead of 5, and each one is worth 3 points. Chooser bonus for megamedleys is +1.
- 2024: During this year, penalties were reduced further, and the berserk bonus was increased.
 - OT24: **Chooser fail: -6 points. Non-chooser fail: -3 points.** Berserk bonus: +12 points if aced. **Berserk fail: -6 points.**
 - YC24: Berserk bonus: +15 points if aced.
- 2025: Players no longer lose points for failing a medley. Instead, partial credit is given. This was done after seeing how one missed medley clip caused massive swings of over 30 points. Partial credit reduces this effect, keeping games competitive. **Chooser/non-chooser fail: halved medley score, rounded down.** Berserked players don't get partial credit; it's all or nothing. Berserk bonus: +15 points. **Berserk fail: 0 points.**

Naming considerations

It turns out that there are many ways to say a title. Over the years, we've had to juggle between leniency and strictness when it comes to naming titles.

- **Easy subtitles exception:** Introduced at OT23 because the previous event, AT23, had a small kid in a Demon Slayer cosplay write down the title without naming the specific arc, and we simply couldn't be strict enough to declare his answer incorrect.
- **Subtitles required:** However, the subtitle requirement remained at medium difficulty and up.
- **Gundam exception:** Introduced in 2023, most, but not all Gundam titles begin with the words *Mobile Suit*. This will be optional. This exception only applies to the English title.
- **Leading words:** Prior to 2023, the words *A/The* as an optional leading word were optional. In 2023, the word *A* was removed.
- **Common names:** Prior to YC24, for guesses that required a character name, either the full name or the given name was valid. However, in many cases, the surname is the more common name. To cause less frustration, common names and nicknames will be accepted. This applies to character names only, not anime titles.

Qualifier

For the first few years of Anime Speedtune, game tickets were given out on a first-come, first-serve basis. This soon became inadequate as the game became more popular, and player quality improved. The final major event without a qualifier, IFFT19, had players lining up up to 3 hours in advance for a game ticket.

- OT19: The first-ever qualifier was a sudden death easy difficulty shootout between 8 people at a time, and only a certain number of them would qualify. This was scrapped as it became clear this didn't accurately choose the most skilled players.
- UX19: The multiple-choice qualifier was trialed here to see if it would be viable for future events. It didn't count towards qualification, though everyone would've passed anyway due to lack of attendance. The exam was 15 tunes with no set difficulty. Score = 3, miss = 0, blank = 1.
- OT21: The exam was increased to 25 tunes, with increasing difficulty and point values every 5 tunes. Misses and blanks were both worth 0, so examinees could guess at every tune with no penalty.
- 2022: Miss penalties (-1 to -3 depending on difficulty) were introduced to discourage mass guessing. For high attendance, the 10 most difficult tunes (otaku/sensei) were skipped to save time.

- 2023: For high attendance, the 5 n00b difficulty tunes were skipped in order to better gauge overall skill. Tiebreaker range changed from 1-5000 to 1-999.
- A024: This was the first 1-hour minor event with an online qualifier to determine half of the players. This was implemented after the previous minor, TC23, had an abysmal answer rate.
- YC24: The 2-hour semimajor was introduced with an smartphone qualifier, which allowed for much faster marking and results.

Timer

The timer debuted at 30 seconds, as other anisong quiz gameshows used this length. At IFFT19, it was reduced to 25 seconds, and the last second rule (no additional guesses if timer is <1 second) was introduced.

For 4 out of 5 conventions in 2025, the timer was reduced to 15 seconds. For 2026, this change became permanent.

Topic count

In the early years, there used to be more unchosen topics by the end of the event. Then the amount of topics were gradually reduced in order to minimize wastage. 2021 introduced the qualifier exam, resulting in one less open game at major events.

All boards now leave 2 topics unchosen by the end of the event.

- 45m minor: 14 (2021), **13 (2025)**
- 1.0h minor: 30 (2013), 24 (2014), 21 (2016), 18 (2018), **16 (2025)**
- 1.5/2.0h semimajor: **26 (2024)**
- 2.0h major: 44 (2014), 34 (2016), **32 (2022)**
- 2.5h major: 40 (2015), **retired (2021)**

Vintage Anime

This design principle has been implemented since IFFT19. In order to not alienate younger players and fans, obscure vintage anime will have sparse representation.

- IFFT19: Cutoff year: 1999. Cutoff popularity: Approximately #2000.
- 2022: Cutoff year: >15 calendar years. Popularity: Approximately #3000. May appear at sensei difficulties and higher.

Retired Gimmicks

All in (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, act as the spiritual successor.

Double down (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 (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+ (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 (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 (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, and was active at 3 following majors: 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 (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: Chooser pressure (2017-23)

Found in regular topics, this requires the chooser to score at least once in the topic, otherwise the chooser gets a penalty. It was introduced at OT17, and the original penalty was **elimination**. At AN18, it was changed to **-10 points**. At OT23/AR23, it was **-8 points**.

Though this was a topic-level gimmick, any boards with chooser pressure were announced beforehand, and all topics with chooser pressure showed the ⚡ symbol as a warning. It was officially retired in 2025 after removing all negative scoring from the game.

Board: Grand final board (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 (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 (*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 lose 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 (*AS18*)

Team up in pairs! Each teammate is responsible for half of the topics, but the other teammate may help out 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.

Equipment Listing

Speedtune requires a lot of equipment. Over the years, we've acquired equipment based on various setup challenges and experiences. Much of it is selected to be as lightweight and portable as possible. Here is our current loadout excluding camera phones as of 2025:

- **Laptop:** Asus UX425EA (14" 1.2kg, i7-1165G7) with Anker Nano II 45W charger
- **Connectivity:** UGREEN Revodok 206 (2 HDMI, 2 USB-A)
- **Mouse:** Logitech M535 Bluetooth with Corsair MM300 travel mousepad
- **Medley camera:** Logitech C922 Pro webcam with AliExpress mount
- **Monitor bag**
 - **Monitors:** 2x 22" Acer HA220Q with detachable stand
 - **HDMI splitter:** 4-way 1080p with USB-A cable
 - **HDMI cables**
 - **Laptop-Splitter:** 15ft Snowkids passive cable
 - **Splitter-Monitor:** 2x 10ft Monoprice slim active cable
 - **Splitter-Projector:** 25ft Ruipro fibre optic active cable (*optional*)
 - **Power**
 - 2x 10ft Wotobe USB-C cable with 5.5x1.7mm barrel adapter
 - Anker Prime 100W charger (replaces 3 power bricks)
 - 12ft 2-prong power extension cord
- **Audio** (*connected directly to soundboards for total control*)
 - **DAC:** NuForce μ DAC1 with USB-A cable
 - **Output:** 3¼ft Audioquest Evergreen RCA M to 3.5mm M cable
 - **Extension:** 2x 15ft Phantom Cables 3.5mm F-M cable (*optional*)
 - **Adapters**
 - Monoprice 3.5mm F to RCA+1/4" TS M adapter (to soundboard)
 - 3.5mm F-F coupler (*optional if soundboard connection is disallowed*)
- **Camera mounts:** 2x Gorillapods, Tripod
- **Gameplay**
 - **Buzzers:** 8x 1-key (Boba U4T switches modded with 150g springs) with 10ft MicroUSB cables (*2 spares*)
 - **Interface:** 15ft USB extension active cable and 2x 4-way USB splitter
 - **Medleys:** 7x Boogie Board Jot writing tablets (*1 spare*)

Technical Changelog

As technology improves, we improve, too! This lists all technical non-gameplay changes. Event number listed in parentheses.

- **(01) Apop13:** First laptop (Acer 3830TG: 1.9kg, i3-2330M) with HDMI/VGA out. Game at 640x480 30fps for maximum projector compatibility.
- **(02) UX13:** Video at 720p30.
- **(03) AN14:** Game at 1024x768 30fps. Visible scoreboard introduced.
- **(04) UX14:** Custom buzzers that automatically stopped the timer introduced.
- **(05) AN15 Lite:** The FHD era begins! Video at 1080p30, but game still at 1024x768 30fps. Laptop upgraded (Asus UX32VD: 1.5kg, i7-3517U) with HDMI/VGA out.
- **(06) AN15:** Video at 720p30 due to a poor source recording. It reverted back to 1080p30 after this event.
- **(09) AN16 Lite:** Font selection modified.
- **(12) AN17:** Acquired our own buzzer kit, thus no longer relying on AN's equipment.
- **(14) AS18:** Writing tablets added to our equipment.
- **(15) AN18:** Game at 1024x768 60fps to show finer berserk timer. Video at 1080p60.
- **(20) OT21:** Laptop upgraded (Asus UX425JA: 1.2kg, i7-1065G7). HDMI output only. Due to this being an online event, video was at 1080p30.
- **(22) AR22: The UHD 4K era begins**, with probably the final resolution upgrades for a very long time! Game at 1440x1080 60fps as by this time, most projectors could display 1080p with no issues. Video at 4K60 (3840x2160). Writing tablets replaced with higher-quality ones after one died at ANYC21.
- **(24) TC23:** Buzzers changed to mechanical switches. Began bringing our own monitor to conventions that couldn't provide us with one.
- **(25) OT23:** Webcam for medley guesses added to our equipment.
- **(28) A024:** Laptop replaced after it got destroyed at AT23 (Asus UX425EA: 1.2kg, i7-1165G7). Added a second monitor to our equipment.
- **(29) OT24:** Scoreboard widened to use the full 1920x1080 area so that it wouldn't appear stretched in the video. Medley video area slightly enlarged. Increased buzzer mechanical switch weight from 80g to 150g.