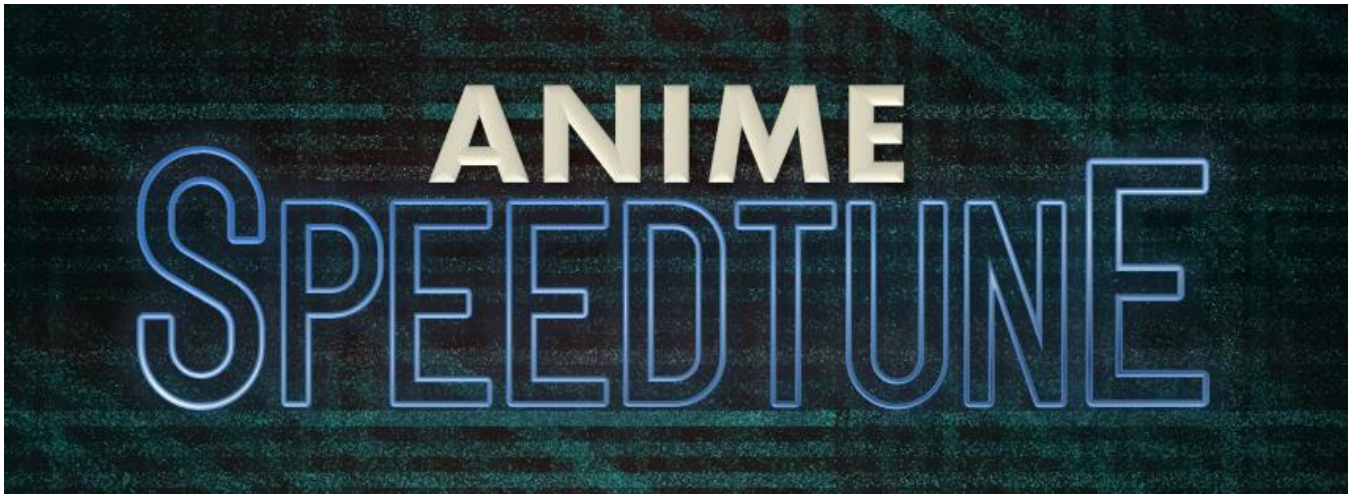

COMPREHENSIVE RULES

2026v2 Edition

animespeedtune.com

Table of Contents

Anime Speedtune Basic Rules **4**

Rules Changes – 2026 ..... **5**

Section 1: Overview and Setup **6**

Events 6
Qualifier 6
Game types 7
Seating 7
No-shows and waitlist 8
Hall of fame player privilege 8
Recording 8

Section 2: Gameplay **9**

The board 9
Topic difficulty 9
Vintage anime 10
Choosing a topic 11
Chooser bonus 11
Berserk mode 11
Timer and signaling 12
Regular topics 13
Medleys 13
Naming considerations 15
Infopages 16
Appeals 17
End of game 18
Misconduct 19
Other terminology 20

Section 3: Special rules and bonuses **21**
Eigonomi 21
Ep# 21
Extra 21
Full 22
Identify 22
List 22
Op#/Ed# 22
Pick 5 22
Restrict 22
Bonus: Freebie 22
Bonus: Tune 23
Bonus: Who/What/When/Double Dip 23
Board: Special Difficulties 23
Board: Rolling Bonus 24
Board: Megamedley 24
Board: Triple Topic 24
Section 4: Development **25**
Origin 25
Timeline 27
FAQ 29
Convention list 30
Credits 31

Anime Speedtune
Basic Rules (2026v2)

- **All events hold a qualifier at the beginning of the event, except for Otakuthon, which has a separate Friday qualifier. Check your convention schedule.**
- Players take turns choosing a topic. All players signal with buzzers.
- 5 tunes per topic, 15 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. Berserked players get **double points,** but there is additional risk depending on the topic type:
  - **REGULAR TOPICS:** Berserked players may signal only within the first 3 seconds. An incorrect guess **locks the player** for the remainder of the topic.
  - **MEDLEYS:** Any incorrect guess, or failing the medley, results in a harsher penalty of a **no medley score.** Blanks don't count as incorrect guesses.
  - Special bonuses, as well as the chooser bonus, are not doubled.

Rules Changes – 2026

Gameplay elements

- **Timer:** Shortened from :25 to :15 for all events. This was a provisional change in 2025, where all events except Otakuthon had a :15 timer.
- **Time shortage rule:** Removed because it's no longer necessary.
- **Anti-cheese window:** Shortened from 180ms to 125ms. Any buzzer presses within this timing window count as a false press. This matches the mean reaction time of world-class professional sprinters.

Berserk mode

- **Chooser bonus:** Activating berserk mode as the chooser no longer disables this. However, it counts as a special bonus and stays at +2 instead of doubling to +4.
- **Medleys:** Instead of all-or-nothing for +15 points, berserked medleys reward double points per clip. Any miss or failing the medley counts as a failure with a penalty of no medley score instead of a halved medley score. Blanks don't count as a miss.

Corner situations

- **Tiebreaker:** Detailed what happens if there are 2 missed tiebreakers, and the next player in line is tied with another player.
- **Wild card ties:** Added information about this. The lower (better) seed earns the spot.
- **Signaling while ineligible:** The buzzer code has been improved so that this doesn't happen anymore. The relevant text in the rules has been removed.

Events and qualifier

- **Event typing:** The 45-minute event is classified as *casual.*
- **Anti-injection:** As qualifier marking is automated, protection is required against possible malicious attacks. Names can't exceed 20 characters, and must start with a letter *(Aa-Zz)* or the diacritics *Èè* or *Éé*, which cover >99% usage.

Miscellaneous

- **Scoreboard code:** The scoreboard now reads directly from the qualifier results. It will also automatically fill in the players for the grand final. This saves precious time.

Section 1: Overview and Setup

Events

Anime Speedtune's events are currently split into four types: casual, minor, semimajor, and major. Upcoming events are displayed at **animespeedtune.com.**

	Casual	Minor	Semimajor	Major
Length	45m	1h	1.5h	2h/2-day
Open games	2	2	3	4
Grand final	No	3 players	Yes	Yes
Players	12	12	18	24
Standby	6	6	6	12

Qualifier

All events hold a qualifier, as this is the most fair way to select players. For most events, smartphone data is required, as qualifier exams are collected via the internet. Everyone entering the room is given a ticket to identify themselves.

Each qualifier seeds a number of players. The standby replacements beyond the seeds will become players if a seeded player doesn't appear for their game.

- Examinees are represented by the last 3 digits on the ticket that was given to them. All qualified players will need to present this ticket as proof in order to play.
- The qualifier exam consists of 25 ten-second video clips with 3 choices for each, plus a tiebreaker at the end.
- 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.
- **OH NO, POOR RECEPTION:** If it turns out that smartphone data reception is too poor, then players are randomly chosen using the tickets.
- **2-DAY MAJOR:** As of 2026, Otakuthon is the only 2-day major with a separate qualifier event due to poor smartphone data reception.
    - **Qualifier:** The qualifier is a 1-hour event held on Friday, and limited to 150 people in order to produce the results on time. Instead of a ticket, examinees are given a pencil and an exam sheet with a unique ID#.
    - **Main event:** This is on Saturday and is 2 hours.

- **ANTI-INJECTION:** The qualifier has 3 prompts for custom user input: name, ticket number, and tiebreaker number. To prevent any sort of malicious injection attack, the following inputs in any of those prompts result in disqualification:
  - Anything longer than 20 characters.
  - Anything that doesn't start with a letter *(Aa-Zz)* or the diacritics *Èè* or *Éé*, which cover >99% usage of French diacritic-leading names.
- Scoring is determined based on difficulty. The difficulty increases every 5 clips. Points are added for each correct guess, and are subtracted for each incorrect guess. Blanks don't affect the score. A perfect score is 100 points.

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

Game types

- **OPEN GAME:** The standard 6-player game.
- **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. Casual events don't have a grand final.

	Casual	Minor	Semimajor	Major
Open games	2	2	3	4
Who advances?	Nobody!	Winner	Top 2	Winner
Wild cards	0	1	0	2
Grand finalists	0	3	6	6

Seating

Open game seating is based on the qualifier results. Each player is seeded:

	Casual/Minor	Semimajor	Major
Game 1	1-3-5-7-9-11	1-6-7-12-13-18	1-8-9-16-17-24
Game 2	2-4-6-8-10-12	2-5-8-11-14-17	2-7-10-15-18-23
Game 3		3-4-9-10-15-16	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 worse seed takes priority. *(If seeds #4 and #6 both won with 40pt, then #6 goes first.)*

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:** The standby replacements fill any empty spots. For 2-day majors, there will also be 10 "last hope" tickets given out to people in line on a first-come, first-serve basis, as these events tend to have more no-shows than usual.
- **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

Anime Speedtune recognizes two players who have demonstrated lasting excellence in the game: **Clive** and **Chris**. They have many accolades, but more importantly, they have supported the game by continually traveling abroad to participate.

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:

	Casual	Minor	Semimajor	Major
Total	13	16	26	32
Used	12	15	24	30

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, but may be worth up to 9 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 whatsoever: 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 1000. 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 2000. 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 2000. 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 light blue background.
    - The 2pt tune has a unique difficulty name: **N00B.**
    - 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 beyond popularity rank 2500 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 ago at the time of the Speedtune event. The game won't feature vintage anime with a popularity ranking of worse than approximately 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.

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.

- 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.
- You may berserk your own topic. The chooser bonus stays at +2.

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. However, signaling after the 3-second window counts as a miss.

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

Players may berserk medley topics. 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 **15-second timer.** The timer will display hundredths of a second, as well as a "fuse line" for the first 3 seconds to indicate the berserk mode timing window. The last second will also display hundredths of a second to indicate the last guess rule timing window.

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.** (This is unlike the qualifier, where points are subtracted.)
- **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.

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 false-started and had the buzzer button held down or pressed too early. This counts as a miss. That player will be unlocked at the next tune unless they were berserked. The "anti-cheese window" which is the minimum reaction time is set at 125 milliseconds as it is almost impossible to react faster than this.
- **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.
- The **second digit** indicates the minimum scored clips for the non-choosers.
- Failing a medley results in getting partial credit for any correct guesses. **The total medley score is halved, rounded down.**

Players may berserk a medley. This doubles the point value of each clip. However, any incorrect guess, or failing to meet the minimum scored clips, has a greater penalty of **no medley score.** Blanks don't count as an incorrect guess.

The host judges all of the tablets, going from left to right. The chooser's tablet is usually 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. However, pluralization matters: *Cereal Experiments Lane* is acceptable despite multiple misspellings, but *Serial Experiment Lain* is not because *Experiments* wasn't pluralized.
- **NO JAPANESE SCRIPT:** If the title is written in Japanese, it is automatically ruled as a miss, even if it would be correct. Not everyone in the audience can read Japanese, so 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.
  - *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 any special bonus information.

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 and 2nd place players 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 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. In the highly unlikely event that this isn't scored, all involved players are **disqualified.** The next highest scorer who isn't involved in the tiebreaker is declared the winner. If there is a tie for this score, the better remaining seed *(e.g. #10 is better than #14)* wins.
- **WILD CARD TIES:** It may be a possibility that the wild card spots are held by players with identical scores. If this is the case, no tiebreaker is played, and the lower (better) seed earns the spot. This may result in two players holding identical scores for wild card 2, but only one may advance to the grand final.

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 *Teen Titans* or *Blood of Zeu*s. 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.

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.

Section 3: Special rules and bonuses

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

- **SPECIAL RULE TOPICS:** Rules are displayed in dark yellow text, indicating that it is a requirement to score. Special rule topics have a ❗ symbol on the board.
- **SPECIAL BONUS TOPICS:** Special bonuses are displayed in cyan text, and reward extra points with an optional alternative answer. Special bonus topics have a ⭘ symbol on the board.
- **SPECIAL BOARD 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.

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.**

Pick 5

This is a gimmick exclusive to medleys. Up to 10 possible answers are given, and you must choose 5 of them. Instead of A to E, answers are usually listed based on the first letter, and you may write down the letters instead of the answers. For example, *Attack on Titan* would be **A** and *Jujutsu Kaisen* would be **J**. As with a regular medley, repeated guesses are invalid.

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.

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.

Bonus: Who/What/When/Double Dip

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.

- **CHARACTER NAMES:** For WHO guesses that require a character name, either the full name, given name, or common nickname is accepted.
- **DOUBLE DIP:** This is an extended bonus where there are 2 possible special answers. Naming both special answers awards **double points!** Unique to Double Dip is that the +2 point bonus is counted twice. For example, a medium difficulty topic will award another +6 points for a successful Double Dip. Note that if you commit to the Double Dip but get one of the special answers wrong, then it counts as a miss.

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 obscure and niche, such as visual novels or pre-1990s anime. They're only seen at majors, which have higher overall difficulty.
  - Sensei topics have an orange background.
  - Obscure vintage anime aren't excluded and may appear in these topics.
- **HERO (7pt)/KAMISAMA (9pt):** These difficulties require some esoteric knowledge and are rarely seen. They may feel impossibly difficult, but don't give up! They are also seen in super ramp difficulty.
  - Hero is colored hot pink, and kamisama is colored lavender.

- **SUPER RAMP (4-9pt):** Instead of the typical ramp of 2-3-4-5-6, super ramp is **4-5-6-7-9.** Super ramp topics require a bit of special knowledge over regular topics. It's almost certain that a super ramp topic has the **extra** special rule: a pair of answers are required to score.
    - Super ramp topics have a deeper blue background compared to ramp.

Board: Rolling Bonus

The rolling bonus is a board-wide gimmick that affects all regular (non-medley) topics. Players may score the bonus by naming the appropriate special answer. **It starts at 2 points and increases by 1 after every tune where it wasn't scored.** Once scored, the rolling bonus resets to 2 points. The rolling bonus value remains after a topic ends, so it may grow up to a potential 31 points!

Board: Megamedley

Megamedleys play 10 video clips instead of 5. One of the requirements is always greater than 5, making it obvious whenever a topic is a megamedley. They are always shown under sensei difficulty, but each clip is worth 3 points instead of 6. The chooser bonus for each clip is +1 instead of +2.

Guesses must be written in 2 vertical columns, or else the whole tablet is invalid.

Board: Triple Topic

On almost every board, there is one particular topic that is present at the original 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.

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 had an 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 was first hosted there in 2014, and by 2018, it 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.

Around this time, the online game *Anime Music Quiz* (AMQ) had become popular as a practice tool for many Speedtune players. This brought on a whole new level of competitive play, and players were better and more knowledgeable than ever before.

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 Vancouver, and with it, attracted a new generation of players from the west.

In 2023, Speedtune celebrated its 10th anniversary. This was the first year where there were 3 major events in a single year! 520 tunes were played in 4 events.

In 2025, all events other than Otakuthon moved over to smartphone qualifiers. This was the most competitive year to date. Over 700 tunes were played in 5 events!

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, 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.

Convention list

Events are referred by their abbreviation, followed by the last 2 digits of the year.

Active conventions: Positive relationship. The team will consider a revisit if the con is interested:

- AO – Anime Ottawa [2]: 24, 25
- ANYC – Anime NYC [2]: 21, 25
- ART – Anirevo Toronto [1]: 25
- ARV – Anirevo Vancouver [4]: 22, 23, 24, 25
- OT – Otakuthon (Montréal) [8]: 15, 17, 19, 21, 22, 23, 24, 25
- YC – Youmacon (Detroit) [1]: 24

Inactive conventions: Either the con is defunct (shown in red), or it's unlikely we'll hold another event there due to various circumstances. However, con staff are free to reach out.

- AN – Anime North (Toronto) [7]: 14, 15 (x2), 16 (x2), 17, 18
  - The Speedtune team has terminated its relationship with this convention.
- Apop – Atomic Lollipop (Toronto) [1]: 13
- AS – Anime Shogatsu (Toronto) [2]: 18, 20
- AT – Anime Toronto [2]: 19 (known as IFF Toronto), 23
- UX – Unplugged Expo (Toronto) [5]: 13, 14, 15, 16, 19
- TC – Toronto Comicon [1]: 23

Credits

- **PRODUCER AND DESIGN LEAD:** Gippy
- **BOARD DESIGNERS:** Jason, Shannon
- **CONVENTION SUPPORT:** Bon

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