

Last Heart Tourney Games

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Inspiration and Author's Notes

The concept for this game came from a series of Korean and American competition reality shows. I wanted to create a series of games accessible in a physical or digital format. Bringing this to life allows me to provide reality TV to others with an easy-to-digest system.

Some of the shows that this is based on are: Devil's Plan, The Genius, The Time, Hotel, Big Brother, and Survivor. Devil's Plan, The Genius, and Time Hotel are Korean reality shows that test the intelligence of their players through a series of complex games. As players compete, they will either be rewarded with garnets, time, or pieces. Each of these is either used as the player's lives or currency, depending on the format of that show. Survivor and Big Brother are both elimination-based shows where a player is voted off the game each week.

Games

This section will contain every game made for the "Last Heart Tourney," and the revisions that have come with the time of the series. Each of these games is subject to changes and will likely undergo many changes while we go through the different seasons.

While these games can be played in any order or independently, it is recommended to play them in the current order for your first playthrough. On future plays, utilize the special "Intro," "Main," and "Final" labels in the end sections of each ruleset.

Bank or Bust

This game will find all players betting their cash into three different banks in an attempt to double their money. They must select the best bank without others investing too much into it. Each bank will have a modifier and a count for a maximum money count.

Each player will begin with 50 coins, represented through a deck of 10 cards each that they can choose to invest during the game. These cards will be used to help boost their score throughout the game. These cards will be 0, 1, 2, 3, 5, 5, 7, 8, 9, 10 total coins.

In each round, players will place one of their cards in each of the 3 bank slots. This can be done in any order. All cards will be either secured into that “bank” if won, or discarded on a bust.

The Banks

The three banks will each contain an investment boost. The banks will multiply coins by x5, x3, and x2, respectively.

Each bank will have a maximum based on the total number of players in the game. These numbers will be:

20, 30, and 40 coins maximum for 4-6 players

30, 40, and 50 for 7-10 players

Investment Period

Once a round begins, all players will place one card into each of the three banks. This can be done in any order and will end once all players have played their three cards.

Players will use this time to influence other players and guess where they will place their cards. This is to multiply your coins and avoid busting. After this phase has finished, all of the cards will be revealed.

Earning Money & Busting the Bank

All banks that were at the maximum or lower will score those cards. Every player gains chips equal to that card by the multiplier.

If the amount invested exceeds the total number of coins, then all the invested money is lost. These cards will be set aside, and no money will be earned.

Final Round

The game's final round will increase each bank's investment bonuses.

The banks will then go x8, x5, and x3. The max totals will remain the same.

After the final round, add up your total earned coins and your remaining coin card. This will be the total score.

Hearts

Players will then receive a score based on these coin counts. (The first total is if this game is the intro game. The second is for every other round.)

200+ Coins: +6 Hearts / +3 Hearts

151-199 Coins: +5 Hearts / +2 Hearts

101-150 Coins: +4 Hearts / +1 Heart

61-100 Coins: +3 Heart / +0 Hearts

41-60 Coins: +2 Heart / -1 Heart

21-40 Coins: +1 Hearts / -2 Hearts

0-20 Coins: +0 Hearts / -3 Hearts

Swappers Dilemma

Each player is given two cards with various number values, or potions. Players are also given three different tokens to use for each action type. The goal for this game is to achieve the highest score or receive immunity through potions to score hearts.

At the start of each game, players must discard one of the two cards they were given. These will be shuffled with the last two cards, and each player will get one new card.

The 2 remaining cards will be put in the “center” to be traded with as well. They can interact in the same way as every other card. These will be known as Cards A or B.

Players may spend action tokens throughout the game to perform that ability. To begin the game, they receive three tokens: one card of each of the core actions. The player with the most hearts, or a random player, will go first.

The three different abilities will be as follows:

Spy: Spy allows you to look at the number on anyone else's card.

Combine: Randomly switch one player's card with both of the center cards. Replaces Share

Swap: Allows you to swap two cards with each other (Including yourself)

On your turn, you must spend one of your tokens and perform that action. The turn will then pass to the left.

At any point during the game, you may trade your tokens to another player. Each player must exchange one token each. Trading a token is final and can't be taken back.

After all players have used their tokens, the game will come to an end.

Every player who has a potion is safe and gains one heart. These scores don't count towards the ranking.

The remaining players will be awarded based on the combination of their cards. This will create their ranking. Cards in the center do not count. Ties will share the reward or punishment.

Hearts

4-6 Players

Highest: +3 Hearts

Second Highest: +1 Heart

Second Lowest: -1 Heart

Lowest: -3 Hearts

7-10 Players

Highest: +3 Hearts

Second: +2 Hearts

Third: +1 Heart

Third Last: -1 Heart

Second Last: -2 Hearts

Last: -3 Hearts

Collective Thievery

This game tests whether players will work together as a group or rob the other players. Each round will have players placing action cards and producing gold. At the end of 5 rounds, players are rewarded based on their total gold.

Players begin with 7 gold and 3 action cards. These three cards are: work, protect, and steal.

Each round, players will place one of their actions face down. After all players have chosen, simultaneously reveal their selections.

If one person chooses work, every player will gain 1 gold each. If a majority of players (rounded up) choose work, every player gains 2 gold. If everyone works, every player gains 3 gold.

Players who chose to steal can rob 2 gold from any player who didn't play a protect card. Players will all point simultaneously at who they want to steal.

This game will have players navigating whether their need to destroy another player is more important than working for the greater good. It will have players testing their true trust towards every member of the group.

At the end of each round, players' gold counts will be counted and revealed.

20+ Gold: +2 Hearts

15-19 Gold: +1 Heart

10-14 Gold: No Change

5-9 Gold: -1 Heart

Below 4 Gold: -2 Hearts

Vampire Hunt

At the beginning of each game, players will view 2 villagers' roles in turn order. Players will also place one of their extra protect tokens on either the villager or vampire as a bet. Players receive 2 kills and 2 protects per game.

During a round, players place tokens to either protect or kill a villager in turn order.

On your turn, you may mark to protect or kill one villager. Place the corresponding token on them.

If a villager has a token on it, they can receive extras. If a Protect and Kill is on the same villager, they cancel each other out at the end of the round.

Once all players have placed one token, villagers suffer elimination. 3 villagers are eliminated each day.

If there are 3 villagers with kill markers, those villagers are killed and revealed.

If there are 4 or more villagers with kill markers, villagers with more die first. Ties are broken completely randomly.

If there are 2 or fewer villagers with kill markers, extra villagers are chosen between those without protection randomly.

If there are still not enough, randomly choose a villager with the least protection.

After this all happens, these cards are flipped up, and the chips are discarded. Pairs of kill and protect are discarded. Remaining chips stay on the cards. The starting player passes to the left.

At the start of the second and third rounds, each player may view one new villager's role with no tokens on it.

Players will then get to bet on a team and use tokens once again.

During the second and third betting rounds, players may place a second "loser" chip once. These chips will earn or take hearts based on who you think is losing the game.

After 3 days, vampires win, or once all vampires are revealed, the town wins.

Players who bet on the winning team are awarded accordingly.

3 Bets: 2 Hearts

2 Bets: 1 Heart

1 Bet: 0 Heart

0 Bets: -1 Heart

Players who placed loser chips gain one extra Heart for correct bets and lose one for incorrect ones.

Bidding Wars

Introduction

Players will take turns bidding on different colored artifacts to earn hearts. Each round, artifact cards are revealed, and players can choose to bid on each one.

Objective

Each round, a series of bids will be available, each with a different colored artifact. You must earn 3 or more copies of an artifact's color to earn hearts. Only achieving one of the colors can result in punishment.

Setup

Each player receives 20 coins through cards (2, 3, 5, 5, 7, 8) of their color and places them face up in front of them. This is your starter gold.

Set up the artifact deck for the player count. Use four colors for 4-5, six colors for 6-7, or eight colors for 8-10. Shuffle in the four special cards in this deck.

Shuffle the deck and deal cards in the center of the table. 5 cards for 4-5, 7 cards for 6-7, or 9 cards for 8-10. Place one additional card face down in this row.

Artifacts

Each artifact only has a maximum of 4 copies throughout the game. Collecting two or more of a color can earn you hearts at the end. Only earning one of a color or none can result in penalties.

Specials

Both specials have two copies throughout the game and are instantly played.

Steal one artifact: Take one artifact in front of another player. That player flips one coin card face up.

Give up one artifact: Give one artifact to another player. Flip one coin card over.

Bidding Rounds

For the first round, the player with the most hearts or a random player will begin. Players will have two choices when it is their turn. Start a bid or pass your turn.

Start a Bid

If you choose to start a bid, select one of the available cards on the board, including the face-down card. If it is face down, reveal it now.

Select any number of your money cards as a bid for the artifact, with a minimum of one card.

Each player, in a clockwise order, will choose to either bet higher or pass. When it returns to you, you must bid again or pass your turn.

The player with the highest bid after everyone passes will flip over each coin card and then acquire the artifact. All failed bids don't flip their cards.

If you choose to pass your turn, before a bid has started, you may flip a facedown coin card to its face up side.

After either choice, play passes to the left of the original player.

Round End

Each round continues until all cards have been taken from the center of the table, including the face-down card.

If it is the end of the first or second round, everyone can flip up two of their coin cards. Draw the same number of new artifact cards. Place one card facedown. In 6+ player games, add one extra facedown card for these future rounds. After placing all cards, you can start another round.

Ending the Final Round

After the third round of bidding has ended, players will move to rewards based on their matching artifacts.

All 4 Same color Artifacts: +2 Hearts each set

3 of the Same Color Artifact(s): +1 Heart each set

Only 1 of a Color's Artifact: -1 Heart each

No Artifacts Collected: -3 Hearts

Island Escape

Introduction

This final has players escaping to islands in an attempt to save their final hearts. Each of their hearts will count as “civilians” for the sake of this game.

Setup

Each player receives their full set of cards along with their special tokens. Players will receive 3 bursts and 3 blank tokens

Games will also begin with 5 ships, each with an evenly divided total distribution. This count will be equal to the total number of hearts across all players, divided by the total remaining ships, rounded up. In the second round, this will drop to 4 boats, and all future rounds have only 3. There will also be a minimum of 3 civilians per ship, regardless.

Placement Phase

Players are given 5 minutes to discuss their strategy. This time is also used to place your burst tokens and cards to save your hearts. Each player must submit at least one card to any of the boats, and at most one per boat. Players must also submit one token per boat that is currently available.

Bursts

Burst tokens will decrease the total number of civilians by one, where blanks will cancel out one burst. Each of these will influence how safe any of the particular ships are at.

Reveal Ships

After 5 minutes have passed, all tokens and cards are revealed. Burst tokens will first influence the maximum total of the boats, while blanks will cancel one out each. After the new totals have been revealed, check for sinks or passes.

Count the total of all cards for each individual ship. If the total is equal or less than the total quantity, then each of those civilians pass. If the total exceeds, then all of those civilians pass.

Excessive Civilians

In some cases, a player might accidentally or purposefully put more civilians than they actually have. In this case, all players who placed extra will receive penalties. These will reduce the final saved civilians by 1 per excess civilian.

New Round

For the future rounds, players will have new total counts of hearts left for the new ship totals, again with a minimum of 3.

Game End

Play continues until only one player has civilians left. If all players lose their last civilian in the last round, then they play another 3-ship round, each with only 1 civilian.

Once only one final person is left, they will be the final winner of “Last Heart Tourney.”

Credits and Other Team Members

Throughout creating the “Last Heart Tourney,” we started with a crew of only myself and gained a team of others who have helped develop games, create art, and host these games. These are the people who have made these games into the project that it is.

Brandon “Blu” LaVoy

Creator, Host, and Game Designer

“Originally, I started this project alone around Winter 2023. I was heavily inspired by Korean game shows such as “The Genius” and “Devil’s Plan.” The concept of these strategic games fascinated me and helped me develop games like this further. During our first season, I hosted and designed nearly all of the games that went into this project. It was a great experience for me to have, but it was incredibly difficult on my own. There were plenty of games that had to be scrapped mid-season after realizing that most player groups wouldn’t interpret the gameplay in

the way I did by myself. This made me completely rethink the way I developed each of these games and eventually look for more members to come and help create better experiences.”

Keegan Kerr

Artist and Co-Host