

Last Heart Tourney System

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General System Rules

Overview

Last Heart Tourney will have 4 to 10 players competing against each other to be the last one standing in the group. Each of these games will test your strategic thinking, trust within the group, and social ability. You will earn hearts through these challenges that will help you win the final game. These hearts can also be lost through doing poorly in a challenge.

In between rounds, the heart count of all players will be revealed. This will encourage players to either take down those in the lead or eliminate players at the bottom.

The base game consists of 5 total games and a final match. In standard mode, there is no player elimination in this game until the final match. If players fail to secure enough hearts in the final game, then they will be eliminated at that point. Any players who can secure at least one heart will be able to fight for the championship, so who will you keep around to fight in the end? Alliances are ever-changing, and this may bite you when it's most important.

Rounds & Determining Games

Overall, this game will take place over 5 to 8 different games. These will be determined either through a random selection or a predetermined order of gameplay. In the base set, there will be 6 different games played. More games can be included through expansions or other board games. Each game is typically played in one of three different formats. These will either be Intro, Main, or Final. Formats will determine which ending is required for scoring that game.

Intro, Main, & Final Matches

Intro: These games can't lose hearts for their final scoring. These will typically be used to kick off the competition.

Main: These games can make players both gain and lose hearts. These will have multiple different score types and extra end goals.

Final: These games need some finality in their end conditions. Hearts will be used in these games to give some benefit to players.

Some games can be defined as any combination of these three games. Accommodations will need to be made based on its game type. In the base set, all games can be played with each of the three types, though the order in the game document is recommended for new players.

Determining Games

If not using the recommended order, then players can select one of many different selection modes. These will determine how the tournament will be handled.

First, players choose between 5 and 8 total games.

Next, players will choose one of four variants— Predetermined, random revealed, random hidden, or vote.

Predetermined: All players agree on the games chosen for the competition.

Random revealed: All games are randomly chosen, but known for the tournament.

Random hidden: All games are randomly chosen, and not known until before the tournament's round.

Vote: All games are randomly chosen before a round between two and voted on. The winning game is picked. If only one remains, choose that game.

Optionally, a game can be chosen for both the intro and final for all gametypes that require a random pick.