

Play Testing Log

Version 1 (Initial Prototype)

Roles Implemented:

- Regular Lifeguards: Assigned to guard specific pools.
- Bodyguard: Protects a player from elimination each round.
- Security: Investigates player alignment (Lifeguard vs. Patron).
- Leader Patron: Chooses a Target Player for elimination. If a pool is sabotaged or the Leader is kicked, the Target Player is also eliminated.
- Patrons: Collaborate to sabotage pools.

Setup Details:

- Number of pools = number of guards.
- Voting: Immediate elimination of the voted player.

Win Conditions:

- Lifeguards win if all Patrons are eliminated.
- Patrons win if the number of Patrons \geq number of Lifeguards.

Phases:

- Results Phase: Narrator announces eliminations, checks victory, announces muted players.
 - Discussion Phase: Players discuss for 30–60 seconds, vote, then chosen player gets 30–60 seconds to defend before final vote.
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Version 2

Roles Added:

- Camera Observer: Observes one pool each night to detect sabotage.
- Supervisor: Learns if a player performed an action.
- Disruptor Patron: Mutes a player for the next day.

Updates:

- Leader Patron succession: if the Leader is eliminated, the next Patron becomes Leader.
- Numbered labels added to Regular Patron cards for clarity.

Balance Improvements:

- Adding Camera Observer and Supervisor gave Lifeguards more information tools, helping them detect sabotage and making Patron moves riskier.
 - Disruptor Patron increased Patron strategy by letting them silence key Lifeguards, preventing information spread.
 - Leader succession and labeled cards streamlined gameplay after eliminations, avoiding confusion.
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Version 3

Roles Added:

- Whistle Marshal: Silences one player per night, preventing any actions; cannot target same player consecutively.
- Rescue Diver: Can eliminate a player during the night phase.

Roles Updated:

- Chameleon Patron: Investigated as Lifeguard by Security.
- Camera Observer: Restricted from observing the same pool two nights consecutively.
- Security Bodyguard: Updated protection rules with public announcement if protection triggers.
- Security: Cannot investigate the same player two nights in a row.

Gameplay Change:

- Number of pools updated to number of guards + 1 (ensuring at least one unguarded pool).

Balance Improvements:

- Whistle Marshal and Rescue Diver deepened Lifeguard strategies, adding layers of protection and retaliation without overwhelming Patrons.
- Chameleon Patron prevented Security from guaranteeing Patron identity on the first try, maintaining game tension.
- Increasing pools created real choices for Lifeguards — forcing them to guess which pool to guard, boosting suspense and fairness.

Version 4

Roles Added:

- Doctor: Protects one player from elimination each night; can protect the same player multiple nights.
- Sleeper Lifeguard: No active ability; can be converted by the Recruiter Patron if unprotected.
- Recruiter Patron: Once per game, can convert the Sleeper Lifeguard.

Rescue Diver Update:

- Ability unlocks after first night, preventing random kills on the very first night.

Updates:

- Voting system: added a defense stage allowing the chosen player to speak before final vote.
- Result Phase: if a sabotaged pool was observed by the Camera Observer, the Narrator announces which pool was sabotaged.

Balance Improvements:

- Adding Doctor gave Lifeguards a counterbalance against early Patron eliminations.
 - Sleeper Lifeguard and Recruiter introduced late-game twists, keeping both teams engaged throughout.
 - Defense stage reduced unfair eliminations from hasty voting, promoting thoughtful decisions.
 - Announcing sabotaged pools increased game transparency, giving Lifeguards more to discuss.
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Version 5 (Final Playtest)

Roles Added:

- Tethered Patron: Tethers to a player; if Tethered Patron is eliminated, the tethered player is also eliminated.

Rescue Diver Update:

- Ability unlocks only after first sabotage (instead of just first night), tying its activation directly to Patron success.

Leader Patron Update:

- Removed number labels from Regular Patron cards; when Leader is eliminated, the next Regular Patron clockwise becomes the new Leader.

Win Condition Update:

- Introduced goal round count: Patrons win if they sabotage a pool for 10 rounds; Lifeguards win if they reach 10 rounds without sabotage success.

Balance Improvements:

- Tethered Patron increased risk for Lifeguards when targeting players, adding new strategic depth for Patrons.
 - Rescue Diver's unlock condition forced Lifeguards to adapt after sabotage rather than relying on early aggression.
 - Goal round win condition prevented endless games, gave both teams a time-based objective, and rewarded consistent defense or sabotage over single lucky plays.
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