Rule Book

Objective

- Lifeguards win if: All Patrons are eliminated or the pool stays operational for the required number of rounds.

- Patrons win if: Patrons equal or outnumber Lifeguards, or they successfully sabotage a pool for a set number of rounds.

Players

- Best with 10+ players for maximum suspense.

- Deal the cards, player with the Narrator card will serve as the Narrator.

Setup

1. Players can freely choose which and how many roles to use.

2. Agree on action gestures.

3. Deal the cards to assign roles secretly to each player.

4. Reveal only the Narrator.

5. Place pools on the table (number of pools = number of guards + 1).

Game Phases

- Night Phase: Players close their eyes; Narrator calls roles in order for actions. (See order below)

- Results Phase: Narrator announces eliminations, muted players, sabotages (if observed by Camera Observer), and checks for victory.

- Day Phase: Players discuss, vote, and possibly eliminate a player.

Core Loop

- Night -> Results -> Day, repeated until winning conditions are met.

Pool Guarding System

- Lifeguards choose pools to guard; Patrons choose a pool to sabotage.

- If the sabotaged pool is unguarded, sabotage succeeds.

- Successful sabotage can unlock Lifeguard abilities (such as Rescue Diver) or lead to Patron victory conditions.

Roles & Abilities

Narrator

- Calls roles each night, announces results, enforces rules, and keeps the game moving.

Lifeguards

- Security: Learns a player's alignment each night (Lifeguard vs. Patron); cannot target same player on consecutive nights.

- Camera Observer: Observes one pool per night; cannot observe the same pool twice consecutively.

- Whistle Marshal: Silences a player each night; silenced players cannot act or speak the next day; cannot target same player consecutively.

- Rescue Diver: Gains a one-time night elimination ability unlocked after first sabotage.

- Supervisor: Learns if a player performed an action (sabotage, guard, protect, etc.).

- Security Bodyguard: Protects a player each night; cannot protect the same player twice in a row; announces protection if triggered.

- Doctor: Protects a player from elimination; can protect the same player multiple nights.

- Regular Lifeguards: Choose pools to guard each night.

- Sleeper Lifeguard: No active ability; can be converted by the Recruiter Patron.

Patrons

- Leader Patron: Chooses a pool to sabotage and a target player; if sabotage succeeds, the target is eliminated.

- Disruptor Patron: Mutes a player for the next day.

- Chameleon Patron: Appears as Lifeguard if investigated by Security.

- Recruiter Patron: Once per game, can convert the Sleeper Lifeguard if unprotected.

- Tethered Patron: Chooses a player each night; if Tethered Patron is eliminated, the tethered player is also eliminated.

- Regular Patrons: Support sabotage efforts and help mislead Lifeguards.

Night Action Order

1. Leader Patron - Target Player

2. Disruptor Patron - Mute Player

3. Recruiter Patron - Convert Attempt

4. Tethered Patron - Choose Tether Target

5. All Patrons - Confirm Sabotage

6. Lifeguards - Assign Pool Guards

7. Security - Learn Alignment

8. Security Bodyguard - Protect Player

9. Doctor - Protect Player

10. Rescue Diver - Eliminate (if unlocked)

11. Whistle Marshal - Silence Player

12. Camera Observer - Observe Pool

13. Supervisor - Learn Player Action

Suggested Gestures

- Point to choose a player.

- Patrons display pool numbers with fingers; Leader Patron shows final choice.

- Rescue Diver: Narrator shows an X if ability is locked.

- Supervisor: thumbs up for action, thumbs down for none.

- Security: thumbs up for Lifeguard team, thumbs down for Patron team.

- Camera Observer: thumbs up if pool sabotaged, thumbs down if not.

Result Phase:
Narrator announces order:

- Eliminated player

- Muted player

- Check if the winning condition is met

Discussion & Voting

- After results are announced, players discuss suspicions.

- Players vote; ties or no votes skip elimination.

- If a player is selected, they have 30-60 seconds to defend themselves.

- A final vote determines whether the player is eliminated.

Victory Check

- Lifeguards win: All Patrons are eliminated, or they reach the goal round count without sabotage.

- Patrons win: Patrons equal or outnumber Lifeguards, or they sabotage pools successfully for the required number of rounds.

Narrator Tips

- Maintain pace: keep Night Phases and Day Phases moving to prevent lulls.

- Keep actions secret and results clear.

- Announce each phase in order for consistency.

Game Duration

- A typical game lasts 60-90 minutes, with each round averaging 5 minutes.