

Guard Duty: Lifeguards vs. Patrons

Official Rule Book

Objective

Lifeguards win if all Patrons are eliminated or the pool stays operational for all rounds.
Patrons win if Patrons equal or outnumber Lifeguards, or enough sabotages succeed.

Players

10+ players recommended.

One player serves as the Narrator; others receive hidden Lifeguard or Patron roles.

Setup

Assign roles secretly.

Reveal only the Narrator.

Set up pools with more pools than guards.

Game Phases

Night Phase: Narrator calls roles in order; players act secretly.

Results Phase: Narrator announces eliminations, muted players, and checks for victory.

Day Phase: Players discuss, vote, and possibly eliminate.

Core Loop

Night -> Results -> Day repeats until one side wins.

Pool Guarding System

Lifeguards choose pools to guard each night.

More pools than guards forces strategic decisions.

If a sabotaged pool is unguarded, sabotage succeeds.

Roles & Abilities

Narrator: Runs the game; calls actions; enforces rules. Must remain neutral and announce outcomes.

Lifeguards:

- Security: Learns player alignment each night.
- Camera Observer: Observes one pool; can't observe same pool twice in a row.

- Whistle Marshal: Silences one player per night.
- Rescue Diver: Can eliminate a player after first sabotage succeeds.
- Supervisor: Learns if a player performed an action.
- Security Bodyguard: Protects a player from elimination or conversion.
- Doctor: Protects a player from elimination; can protect same player repeatedly.
- Regular Lifeguards: Choose pools to guard.
- Sleeper Lifeguard: Knows role but has no ability; can be converted by Recruiter.

Patrons:

- Leader Patron: Chooses sabotage target.
- Disruptor: Mutes a player for the next day.
- Chameleon: Appears as Lifeguard to Security.
- Recruiter: Can convert Sleeper once if unprotected.
- Tethered: Links to player; if Tethered is eliminated, linked player also eliminated.
- Regular Patrons: Collaborate with Leader to sabotage.

Night Action Order

1. Leader Patron - target
2. Disruptor - mute
3. Recruiter - convert
4. Patrons - confirm sabotage
5. Tethered - tether
6. Whistle Marshal - silence
7. Rescue Diver - (if unlocked)
8. Lifeguards - assign guards
9. Supervisor - learn action
10. Security - learn alignment
11. Bodyguard - protect
12. Camera Observer - check pool
13. Doctor - protect

Suggested Gestures

- Point to choose a player.
- Patrons: hold up fingers for pool numbers; Leader shows final choice.
- Rescue Diver: Narrator shows an X if locked.
- Supervisor: thumbs up if action performed, thumbs down if not.
- Security: thumbs up for Lifeguard, thumbs down for Patron.
- Camera Observer: thumbs up if sabotaged, thumbs down if not.

Discussion & Voting

After Results Phase, players discuss suspicions.

Players vote; ties or no votes skip elimination.

Chosen player has 30-60 seconds to defend before final vote.

Victory Check

Lifeguards win: all Patrons eliminated.

Patrons win: Patrons \geq Lifeguards or enough sabotages succeed.

Narrator Tips

Remain impartial, keep actions secret, announce outcomes in order, and keep game flowing.

Game Duration

45-60 minutes per game depending on discussions.