Guard Duty: Lifeguards vs. Patrons - Official Rule Book

Objective

Lifeguards win if: All Patrons are eliminated or they survive to the goal round count without sabotage success.

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

Players

Recommended for 10+ players.

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

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.

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

Day Phase: Players discuss, vote, and possibly eliminate a player after giving them a defense opportunity.

Core Loop

Night -> Results -> Day, repeating until one team wins.

Pool Guarding System

Lifeguards select pools to guard each night; Patrons choose a pool to sabotage.

If a sabotaged pool is unguarded, sabotage succeeds, potentially unlocking abilities or contributing to Patron victory.

Roles & Abilities

Narrator: Guides the game, calls actions, enforces rules, announces results.

Lifeguards:
- Security: Learns player alignment each night; cannot target same player consecutively.
- Camera Observer: Observes one pool; cannot observe same pool two nights in a row.
- Whistle Marshal: Silences a player each night; cannot target same player consecutively.
- Rescue Diver: Unlocked only after first successful sabotage, allows one elimination at night.
- Supervisor: Learns if a player performed an action.
- Security Bodyguard: Protects one player per night; cannot protect same player twice in a row; announces if protection triggers.
- Doctor: Protects a player from elimination; may protect same player on consecutive nights.
- Regular Lifeguards: Guard pools each night.
- Sleeper Lifeguard: No active ability; can be converted by Recruiter Patron.

Patrons:
- Leader Patron: Chooses sabotage target; if eliminated, next Regular Patron clockwise becomes the new Leader.
- Disruptor Patron: Mutes a player for the next day.
- Chameleon Patron: Appears as Lifeguard to Security.
- Recruiter Patron: Once per game, can convert the Sleeper Lifeguard if unprotected.
- Tethered Patron: Chooses a player; if Tethered Patron is eliminated, the tethered player is also eliminated.
- Regular Patrons: Support sabotage and deception.

Night Action Order

1. Leader Patron - choose target
2. Disruptor Patron - select mute
3. Recruiter Patron - attempt conversion (once per game)
4. All Patrons - confirm sabotage
5. Tethered Patron - choose tether
6. Whistle Marshal - silence player
7. Rescue Diver - use ability if unlocked
8. Lifeguards - assign guards
9. Supervisor - learn actions
10. Security - learn alignment
11. Bodyguard - protect player

12. Camera Observer - check pool
13. Doctor - protect player

Suggested Gestures

Point to choose players; show fingers for pool numbers; Narrator shows X if Rescue Diver ability is still locked; thumbs up/down for Security, Supervisor, or Camera Observer responses.

Discussion & Voting

After Results, players debate and accuse.
Players vote; ties or no votes skip elimination.
The chosen player has 30-60 seconds to defend themselves before a final vote.

Victory Check

Lifeguards win: All Patrons eliminated or they survive to the predetermined round goal without sabotage.
Patrons win: Patrons equal or outnumber Lifeguards or sabotage pools successfully for the required number of rounds.

Narrator Tips

Maintain game pace by moving phases along.
Keep role actions secret and results clear.
Announce phases and events in order.

Game Duration

Typical game lasts 45-60 minutes; each round averages ~5 minutes.