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 ≥ 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.

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.

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.

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.