

Virtual Werewolf <https://teambuilding.com/blog/online-team-building-games>

Werewolf is a game of cunning deceit and tactful manipulation, and the online version is much of the same. The game relies primarily on the spoken word, which makes it perfect for remote teams.

To play, nominate one person as the narrator and then randomly distribute the following roles to players:

- **Werewolf:** a werewolf has two jobs: eat villagers, and survive to eat more villagers.
- **Villagers:** these are the common folks in the game who have no special powers, but desperately hope to survive the night.
- **Medic:** the medic can save up to one villager each round.
- **Seer:** a seer can peer into the depths of another player's soul to reveal whether that player is a werewolf or not.
- **Hunter:** when the hunter dies, the hunter can point a finger at any other player and take that person down with them.

You can play versions of werewolf that have different roles like a little child that can peek to discover the werewolf, and star-crossed lovers that live and die together, but the above set is more than enough to start with.

To play, first distribute the roles. If you are playing online or via a virtual conference room then you can share the roles via private message or email the players in advance. For a game with five people, you should have 1 werewolf, 1 medic and 3 villagers. For each additional five people add 1 werewolf, 1 special role, and 3 villagers. The ratios are flexible, so can modify them to suit your needs.

To start the game, the narrator declares that “night has fallen” and all players must close their eyes and tap their knees or keyboards to create a pitter-patter sound. After a few seconds the narrator says “werewolves wake up”, and any players with the werewolf role must awake and choose a single victim. If you have multiple werewolves then all werewolves must agree on one victim before moving on.

The narrator then puts the werewolves back to sleep and has the medic and seer wake up in sequence. During the medic's turn to be awake, the medic can point to one player to save that player from the jaws of the werewolf. If the medic selects the same player as the werewolf, then nobody dies during the night. When the seer points to a player, the narrator can answer yes or no to whether that player is a werewolf. The hunter does not wake during the night.

Pro tip: An online modification to help the game run smoothly is that the werewolf, medic and seer can send a private message to the narrator with the name of the person they select. This mechanic helps avoid mistakes in pointing out people in a virtual conference room that may display differently for each player.

After all special roles act, the narrator declares that “the sun is coming up” and either the name of the player that the werewolves ate or that no-one was eaten if the medic chose correctly. All players can open their eyes, and then debate on who the werewolf might be. To end the round, all players vote on one player to eliminate from the game or can pass and wait until the next round. Any player that is eliminated either by the werewolves or by vote becomes a friendly ghost that is not aloud to speak for the rest of the game but may observe it in quiet frustration.

Repeat until the only remaining players are werewolves or villagers.