

The best 
 virtual 
team building
 games for 
remote teams

Games

Name	Type	Duration	No. of players
Scattergories	Word game	15 mins - no limit	2 - no limit
Werewolf	Strategy game	30 mins - no limit	7 - no limit
Codenames	Word game	30 mins - no limit	4 - no limit
Mute-iny	Storytelling	15 mins - no limit	3 - no limit
Can you hear me now	Drawing game	15 mins - no limit	3 - no limit
Show & Tell: Turbo edition	Action game	10 mins - no limit	3 - no limit
Taboo	Word game	15 mins - no limit	4 - no limit
Charades	Acting game	15 mins - no limit	4 - no limit
The messenger	Storytelling	15 mins - no limit	4 - no limit
Pictionary	Drawing game	20 mins - no limit	4 - no limit

Scattergories

Type: Words | Duration: 15 mins > No limit | Players: 2 >

Aim

Aim of the game is for players to write down the least common words they can think of starting with a specific letter in certain categories in order to win points

Instructions

1. Facilitator to setup a Zoom call
2. Group to split into 2 evenly sized teams
3. Facilitator to open the following website and share their screen:
<https://swellgarfo.com/scattergories/>
4. Using the letter and categories provided, players write down the least common words they can think of – 1 word per category – in 2 minutes
5. Facilitator keeps a tally of points for each team – highest points wins

Rules

- Players score zero points for an answer that duplicates an answer written by someone else in that round
- Players score one point for an answer no other player has given
- You must only write down one answer for each category

Werewolf

Type: Strategy | Duration: 30 mins > No limit | Players: 7 >

Aim

Aim of the game is to survive. The werewolves must avoid being detected, the villagers must avoid being killed by the werewolves or their fellow villagers. The last ones standing are the winners

Instructions

Setup:

1. Facilitator to set up a zoom call with all players
2. Facilitator to list all participants and, using a random name generator (<https://www.textfixer.com/tools/random-choice.php>) decide who will play 2x werewolves, 1x seer & 1x doctor. Everyone else will play a villager.
3. Facilitator to send a private message to all players individually in zoom chat, letting them know their role and to keep it quiet
4. Facilitator to keep notes of roles and events as they occur
5. The game proceeds in alternating night and day rounds. Begin with nighttime

Nighttime:

1. Facilitator instructs all players, "Close your eyes." Everyone slaps their knees (or table) to cover up noises of the night.
2. Facilitator says, "Werewolves, open your eyes." The werewolves do so, and look around to recognise each other. Give a thumbs up in recognition.
3. Facilitator says "Werewolves, pick someone to kill." The werewolves message each other privately on zoom agreeing which villager to kill (it's critical that they remain silent). They then let the facilitator know, again using private chat, then close their eyes.

4. Now, the facilitator says "Doctor, open your eyes and silently let me know who would you like to heal?". The Doctor selects someone they'd like to heal and lets the facilitator know via private chat in zoom. The person chosen (which could be himself) will survive if the werewolves chose to kill them, meaning they will be saved.
5. Facilitator says "Seer, open your eyes and silently pick one person to ask about." The seer opens their eyes and asks the facilitator, via private zoom chat, if someone is a werewolf or not, then closes their eyes once they know the answer.
6. The facilitator says, "Everybody open your eyes; it's daytime." and let the villagers know who has been killed or saved. If killed, that person is immediately dead and out of the game – they do not reveal their role. If saved, that person continues to play.

Daytime:

1. On the first day, everyone introduces themselves e.g: "Hey, I'm Matt. I'm a villager. I'm the baker in town"
2. All the living players then gather in the village and decide who they think is a werewolf and want to kill.
3. There are no restrictions on speech during the daytime. Any living player can say anything they want – truth, misdirection, nonsense, or a barefaced lie.
4. Once the majority of players vote for a player to kill, the facilitator says "Ok, you're dead." and that person is out of the game and may no longer speak.
5. Once a player is killed by the villagers, night falls and the cycle repeats

Facilitator notes

- To keep the game moving along, you can put a time limit to how long a day is, and if the village doesn't choose someone to kill, they miss the opportunity.
- You must continue to wake up the Doctor and Seer even if they are no longer alive, to avoid giving away details

Codenames

Type: Words | Duration: 30 mins > No limit | Players: 4 >

Aim

Aim of the game is for a specified spymaster to help their team to guess a set of words, but avoiding the other teams words, by creating a hint word.

Instructions:

1. Game facilitator to create a game with a unique link via the following site: www.horsepaste.com
2. Game facilitator to setup a Zoom call and share the unique link with all players via Zoom chat
3. Group to split into 2 evenly sized teams; red & blue. One player from each team is selected as the spymaster, the others are field operatives.
4. On the unique link, there's a grid showing 25 words. A number of these words represent red agents (red text), a number represent blue agents (blue text), one represents an assassin (black text, dark grey background), and the others represent innocent bystanders (black text, light grey background).
5. To see which words represent the red or blue agents, the spymaster must select 'Spymaster' in the bottom right of the screen. Nb. the rest of the players must not do this, or they will reveal the answers
6. Taking it in turns, each team must try to guess their own team's agents using a hint word given by their spymaster e.g. red team to guess all red words, but avoiding the other teams agents, the innocent bystanders and the assassin (which loses the game for that team if picked)
7. The game ends when all of one team's agents are identified (winning the game for that team) or when one team has identified the assassin (losing the game).

Rules

Hints

1. Each hint may only consist of one single word and a number.
2. The word should relate to as many words marked their teams colour as possible and help the team guess those words, but should avoid any others e.g. the spymaster should avoid leading their team to choose any other cards (innocent bystanders, opposing agents (opposite colour) or the assassin)
3. The word must not contain any of the words on the rest of the cards still in play
4. The number should indicate how many words the hint word relates to
5. The number, plus one, is how many guesses the rest of the team may make on that turn. The rest of the team must make at least one guess per round. They may end their turn after one guess if they wish.

After the hint is given, the team must guess the related words and select the card on the grid.

- If the answer is correct, the card will turn the colour of that team.
- If they have picked a card belonging to the opposite team, it will turn that colour, taking them 1 card closer to winning
- If they pick an innocent bystander, their turn will end
- If they pick an assassin, the game ends and that team loses

Mute-iny

Type: Storytelling | Duration: 15 mins > No limit | Players: 3 >

Aim

Guess the story described by the other players, while their sound is muted

Instructions

1. Facilitator to setup a Zoom call and give each player a number – 1, 2, 3 etc. (no player limit)
2. All players to go on mute, and turn down the volume
3. Player 1 begins by counting down from 3, using their fingers, then says the first sentence of a story really slowly
4. The rest of the group type what they think they heard in the zoom chat to the rest of the group
5. Person 2 then signals that they're starting, by counting down from 3, using their fingers. They then say the next sentence of the story.
6. Repeat steps 4-5, until everyone has had a turn (or 2 turns, depending on the number of players)
7. Once completed, unmute yourselves and reveal the actual story!

Rules

Don't turn up the volume/unmute yourself

Can you hear me now

Type: Drawing | Duration: 15 mins > No limit | Players: 3 >

Aim

Aim of the game is for the artists to successfully draw an image being described by the speaker, without seeing the image

Instructions

1. Facilitator to setup a Zoom call and instruct everyone to bring a pen and paper (no player limit)
2. Players take it in turns to be the speaker, while the rest are artists
3. The speaker picks an image from a [Random Picture Generator](#) site (or any image they want), then describes the image in such a way that the artists can draw it successfully.

Rules

1. The artists must not see the image
2. The artists cannot show their image to the speaker and ask for feedback until the end
3. Most accurate image wins!

Extra challenge

If your team finds this easy, an additional challenge is for the speaker to only use geometric shapes to describe the image e.g. he/she could say "draw a large circle and then three equidistant triangles" but not "write the letter E."

Show & Tell: Turbo edition

Type: Action | Duration: 10 mins > No limit | Players: 3 >

Aim

Aim of the game is to find items in your house/flat beginning with a specified letter of the alphabet as quickly as possible

Instructions

1. Facilitator to setup a Zoom call and prep everyone to be ready to run around their house looking for things (no player limit)
2. Using a [Random Letter Generator](#), facilitator to share the letter with the group
3. The other players must try to find something in their vicinity beginning with that letter, as quickly as possible

Rules

- The last person to return with an object is out for that round
- If anyone is unable to find an object, they are also out

Taboo

Type: Words | Duration: 15 mins > No limit | Players: 4 >

Aim

Aim of the game is for a specified clue giver to help their team to guess a clue word, without saying a number of taboo words listed.

Instructions

1. Facilitator to setup a Zoom call
2. Split into 2 evenly sized teams (no player limit)
3. Each team takes turns to play, with one player in the team being the clue giver each time (alternating who plays this role)
4. Clue giver to open the following site which shows a clue card, showing the clue word at the top in red (which the team are trying to guess) and the taboo words listed below (which the clue giver cannot say):
playtaboo.com/playpage
5. Clue giver gets their team to guess as many clue words as possible in 1 minute, without saying any of the taboo words (click 'Next' on the site for the next clue card)
6. Facilitator to set timer and keep scores

Rules

The team forfeit their go if they break either of the following rules:

- Clue-givers may not use any taboo words, including abbreviations and any part of the taboo word.
- Clue-givers may not use sound effects or use gestures to indicate the clue word.
- Clue-givers may pass on any card at any time, but the card is then placed in the discard pile.

Charades

Type: Acting | Duration: 15 mins > No limit | Players: 4 >

Aim

Aim of the game is for players to guess the word being acted out by one other player

Instructions

1. Facilitator to setup a Zoom call
2. Split into 2 evenly sized teams (no player limit)
3. Each team takes turns to play, with one player in the team acting out the charade each time (alternating who plays this role)
4. Actor to use the following site, acting out charades for their team to guess: <http://www.playcharades.net/>
5. Aim to guess as many charades as possible within 90 seconds
6. Facilitator to set timer and keep scores

Rules

The actor may not make any sounds or lip movements

The Messenger

Type: Storytelling | Duration: 15 mins > No limit | Players: 4 >

Aim

Aim of the game is to create an elaborate story about the [Background Image of the host]. The topic of story could be anything you want

Instructions

1. Facilitator (or Messenger) to setup a Zoom call and set an interesting background image (no player limit)
2. Messenger then creates break out rooms with 1 person per room
3. Messenger enters one breakout room at a time, asking for a sentence and writing it down
4. Once they have the first sentence, the messenger goes to another room, telling them what the previous sentence was
5. The next room decides an additional sentence to give the Messenger.
6. The messenger changes rooms, giving only the previous sentence, until he has been to each one (if you have a lower number of players, go to each room twice)
7. After the messenger has a story, stop the 'break out rooms' and bring everyone back to tell them the story.
8. The messenger can rotate after the first story is complete.

Rules

Stick to 30 seconds gathering each sentence, to keep the game flowing

Pictionary

Type: Drawing | Duration: 20 mins > No limit | Players: 4 >

Aim

Aim of the game is for one player to draw something and the rest of the group to guess the picture being drawn.

Instructions

1. Game facilitator to 'Create private group' on the following site <https://skribbl.io/>, set rounds to 10 (to avoid game being halted) and timer to 60 seconds (found to be the best amount of time but feel free to choose your preferred)
2. Game facilitator to setup a Zoom call (no player limit)
3. Game facilitator to share the 'Invite your friends' unique link with all players, via the Zoom chat
4. All players to join the private skribbl game, while keeping zoom open on the other half of their screen
5. Group to split into 2 evenly sized teams
6. The players will be prompted one by one, by skribble.io, to visualise their choice of one of 3 words shared. They have 60 seconds to do so.
7. The rest of the team to guess by shouting out, over video (ignore skribbl's request for you to write the answer, as well as the scores given, in order to increase the interactivity)
8. Points awarded for correct guesses, with the game facilitator keeping a tally of total correct guesses by team

Note:

The maximum group size using Skribbl is 12 players, however if the group is bigger than 12, once someone has taken their turn drawing, they can switch places in skribbl with a new member.