# GAMER GUIDE

**AMONG US EDITION**

the need to know you didn't know you needed

# WHAT IS IT?



*Among Us* is a social deduction, murder mystery party game developed by small American indie studio Innersloth. While it came out in 2018, you may not have heard about the game until 2020. Streamers on Twitch started playing the game with fellow streamers and viewers, and through the pandemic it gained more and more traction until even celebrities and politicians were playing along. Now, you don't need a streamer to play, you can gather a group of friends and host your game or join an online lobby and get your strategy on.
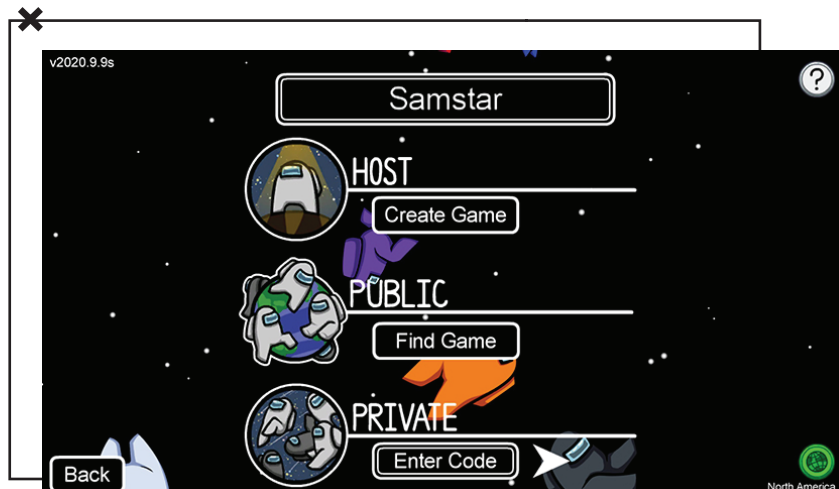


By definition, a party game requires a group of people to play. In this instance, a minimum of 4 and a maximum of 15 players in an online game. The roles are split between Crewmates, Imposters, Engineer, Scientist, Guardian Angel, and Shapeshifter. The main objective is simply to pit the two sides against each other and try to win through teamwork and deception. There are many strategies for both sides and to really understand them we have to break down the mechanics of the game. What are we waiting for? **Don't be sus, let's get into it!**

# BREAKDOWN THE BASICS

## Modes

There are three ways to play. Freeplay allows you to pick a map and play on your own to familiarize yourself with the locations and tasks. Local hosts a lobby that anyone on the same wi-fi network can join, while Online allows you to host lobbies open to anyone. Online games can be private or public: private games need a room code to enter and are perfect for playing with your friends, while public games are open to anyone to join.



## Maps

Maps are a core mechanic in the game. Each map is composed of multiple locations Connected by vents and hallways. Tasks and abilities differ from map to map as well, and map size has a significant impact on strategy and the ideal number of players. Before you start a game, you will need to choose a map, and at the time of writing this guide there are four maps to choose from:

Depending on the game mode the option to choose appears in different places. In online games, the map is chosen on the screen before you enter the lobby. In local games you select the map via the customize menu in the lobby. In Freeplay you can select the map via a pop-up menu when the mode is selected.



Map: THE SKELD  MIRA HQ  POLUS  AIRSHIP
Impostors: 1  2  3
Chat: Other ▾
Max Players: 4  5  6  7  8  9  10
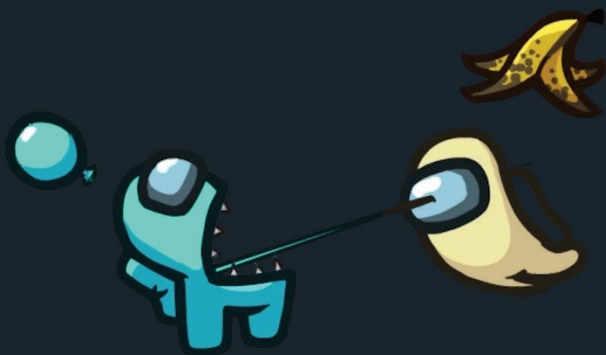Cancel          Confirm

## Locations

Each map has locations that are connected by hallways and vents. Each location has tasks to complete and some have unique features eg. Security gives players access to cameras that show certain areas of the map in real time. It's important to get to know them because when things go down (and they WILL go down), you want to be able to tell your fellow players where you are. A good player studies the maps to be able to spot deception or even create their own mastermind plan!

## THE SKELD – ALL ROOMS



| Admin | Cafeteria | Communications |
|---|---|---|
| Click to enlarge image | Click to enlarge image | Click to enlarge image |
| Electrical | Lower Engine | MedBay |
| Click to enlarge image | Click to enlarge image | Click to enlarge image |
| Navigation | O2 | Reactor |
| Click to enlarge image | Click to enlarge image | Click to enlarge image |

# Roles

Speaking of mastermind plans, you're going to need a strategy for every role because roles are, with a few exceptions, randomly assigned at the start of each game. There are 7 possible roles: Crewmate, Imposter, Ghost, Shapeshifter, Engineer, Guardian Angel, and Scientists.

**Crewmates** are the majority. As crewmate, your job is simple! Do your tasks as fast as you can and try not to die.

**Imposters** are the natural enemy of the crewmate. Their job? To exterminate, sabotage and generally run amuck.

Dying is not the end. When a player is killed or ejected they become a ghost. Ghost crewmates can still complete tasks to help their team. Ghost imposters can sabotage at will.

**As a scientist,** you are the crew's very own Dr. McCoy. While you complete your tasks alongside everyone else, you also have a portable Vitals monitor so you can keep track of everyone's life signs.

**Engineers** have the ability to use vents just like the imposters. Sure, this is an advantage but be prepared to defend yourself when accusations start flying.

If you are designated **Guardian Angel** you have a very special ability. As a crewmate you will just complete tasks as usual, but as a ghost you can protect a player from being killed.

The **shapeshifter** role is the only special role assigned to imposters. This player can change into any other living player on the map.

Tasks are one of the main mechanics in the game. Crewmates must complete all their tasks to win without identifying the imposters. You can track the progress of the team by watching the taskbar (if it is enabled in the match). You can set the number of tasks, the type of tasks (long or short), and even set task visibility.

There are four different kinds of tasks:

Short tasks - these are quick to complete and often only have one step.

Long tasks - these have multiple steps and sometimes have complicated elements that keep the player focused or require them to stay a length of time to complete.



Visual tasks - these tasks have a little animation that can be seen by other players. A great tool to prove your innocence to suspicious teammates IF the setting is enabled.

Common tasks - this is a task that all crewmates will have. Everyone will have to complete the same activity in the same location. A great way to spot imposters if you have a keen eye.

Imposters have a list of fake tasks to help them with their schemes so beware...

## Abilities

Abilities are one of the most important functions in the game. Ways the player can interact with the environment. Some abilities are role-based, and some are available to every player. The button appears at the bottom right side of the screen when you are close enough to the thing that triggers the ability.

Let's run through them:



Admin (all players) - Opens up the admin map which shows the location of all the players on the map.



Doorlog (all players) - This allows players to check who has passed through door sensors.

**Kill (impostors)** - Kill a crewmate within your range.

**Report (all living players)** - Report a dead crewmate when you discover them.

**Sabotage (imposters)** - Wreak havoc for crewmates with both lethal and non-lethal threats.

**Protect (ghost guardian angels)** - Lets the player protect a crewmate from being killed.

**Shift (shapeshifter)** - Allows the player to temporarily transform into another player.

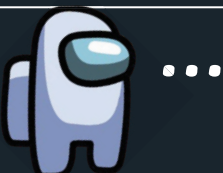**Security (all players)** - Access security cameras that allows players to see different map areas.

**Use (all players)** - Interact with tasks and other objects.

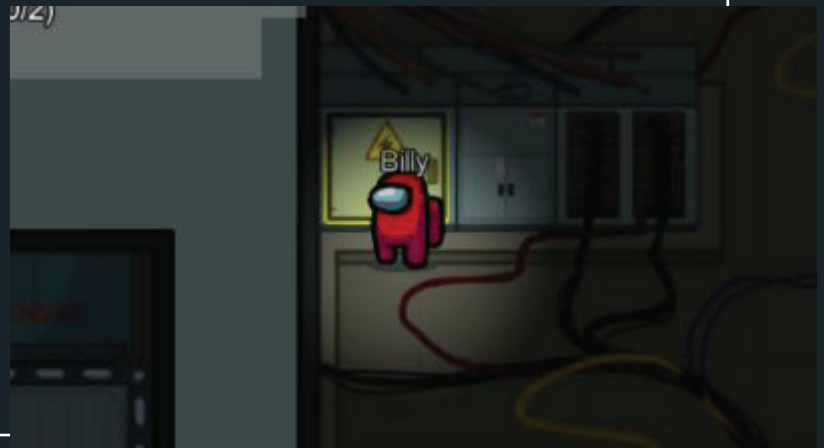**Vent (impostors & engineers)** - Use vents scattered around the map to travel unseen.

**Vitals (all players)** - Lets the player see who is still alive on the map.

So far we have looked at most of the important mechanics of the game, but there are a few more core elements to discuss:

Vision - How much players can see around them is influenced by the vision settings. Starting low at 0.25x and increasing in increments to 5x, this allows for the host of the game to set up some interesting scenarios such as the popular "Hide and Seek" scenario. Vision is also affected by certain events such as the "Fix lights" sabotage action which plunges the entire map into darkness, reducing player vision drastically.
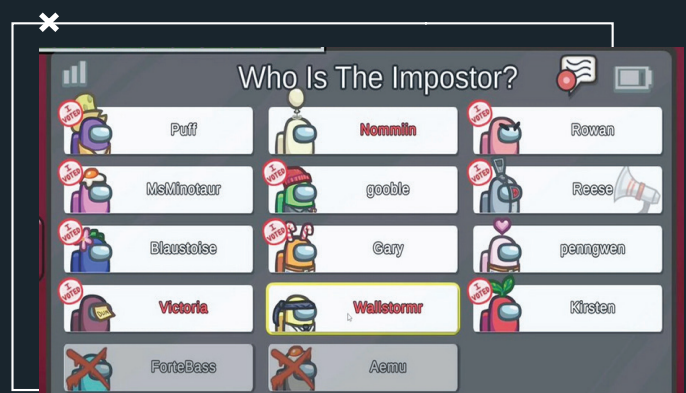




Emergency Meeting - Whenever the emergency button is pressed or a dead body is discovered, all players are immediately brought together from wherever they are on the map to discuss.

Discussion - This is where friendships go to die. Accusations will be made, plots will be uncovered, and alliances will be formed. Ghost players cannot participate in the discussion, leaving the players left alive to form their own conclusions, no matter how wrong they might be.

Voting - Based on the discussion, players will then be asked to vote for who they think might be the imposters. Imposters can vote too, throwing suspicion off themselves and perhaps even ejecting an innocent crewmate. Game settings have an option to make voting anonymous to up the ante and drama. Choose wisely...



Ejection - The player who receives the most votes is summarily ejected from the map. A sad little animation plays and the player ejected now becomes a ghost. Depending on the lobby settings, players may or may not be told whether or not they successfully ejected an impostor.

## How A Game Might Go

So you've just downloaded the game and you have no idea what you're in for... Shall we give you a "for instance"? Most public lobbies follow a similar format:

The game will start with all players spawning in the lobby. They'll chat, walk around, and customize their character's appearance before the game begins.

When there are enough players the host can press the start button which will trigger a 5 second countdown. When the game begins you will be told if you are an impostor or a crewmate (and maybe you'll land a lucky extra role too). Don't tell anyone what your role is!

Everyone spawns into the game at the designated spawn point for whichever map is selected. Should the map be The Airship, you will be asked to choose one of three rooms to spawn into.

Everyone goes about their mission. For the crewmates, that means completing tasks and for imposters that means sabotaging and killing crewmates without being caught.

As the game goes on, if imposters successfully kill crewmates, their bodies will be discovered and reported and emergency meetings will be called. During emergency meetings, everyone will discuss their theories, make their accusations and defenses, then vote on who they think the imposter is. Most voted player will get ejected and the game will continue.

Tasks, meetings, vote, repeat will continue until either the crewmates complete all of their tasks, the impostors kill enough players, or they successfully complete a lethal sabotage.

## AMONG US SLANG

The game has its own lingo. Navigating the suspenseful game filled with deception and betrayal is going to be much easier when you know what everyone is talking about so pay attention:

**Cams** short for cameras. A quick way to refer to the Security ability.

**Stack kill** when an imposter kills someone in a large group of players and can't be identified.

**Sus** short for "suspicious" or "suspect". A term used to identify a player who might be an imposter.

**Throwing** when someone inadvertently helps the impostors to win by making a bad call.

**Self-report** When the imposter kills a crewmate and immediately reports it to throw suspicion off themselves.