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New guide for among us

Is there anyone who is not playing among us now? The number of players among us reached a peak of nearly 400,000 simultaneous players on Steam in the last 30 days. In April of this year, the monthly peak reached less than 1,000. With so many new players, there is an urgent need for advice. Don't worry; We're here to help them win the crewmate with our first Under Us Guide to be the best Darn detective you can (and probably lose some friends along the way). Among us is played a multiplayer game of groups of 4 to 10 people. Most players are crewmates, but 1 to 3 of them (depending on game settings and number of players) are scammers. Crewmates need to find out who the scammers are and opt them out, while the imposters try to sabotage and kill as many crewmates as possible – until the numbers are so low, the scammers can't be voted off. In theory, your job as a crewmate is simple: try not to be killed, fill out the taskbar and find out who is murdering your team. However, as it turns out in practice, it is not so easy. Good crewmates must be perceptible, suspicious, communicative and knowledgeable about the game. The following crewmate tips will show you how to do this. Oh, and if you're having fun with the game, then why not check out some of the many other games like Among Us so you can test these friendships anew. Among us tips Here are our top sub-us tips: Move in groups Keep a watchful eye on players who do tasks Frequent tasks Waste Not your visual tasks Always try to fix sabotage Use the emergency meetings for strategizing In case of doubt, skip the vote Don't Spam Move into Groups The best way to hinder a scammer , is to stay together. If they are accompanied by other crewmates, the scammers cannot murder you... unless you are unlucky enough to hang out with two scammers. The size of the groups depends on the number of scammers. If there are two scammers, you need a group of five to be sure. Remember: Scammers can multi-kill when they work together. In addition, prepare for sabotage events aimed at dissolving the groups. Keep an eye on players who do the tasks Whenever you see a player in a task location, don't assume they're safe and friendly. If they really complete the task, the taskbar should be populated. They also need time to complete a task, especially if it is long. Do you see someone 'starting' the reactor in just one second? Scammers! USE THE EMERGENCY MEETINGS FOR STRATEGIZING Meetings are primarily used to find out who the killer is. But why not strategies with your team? You can take the opportunity to suggest staying in a group, or to ask people to watch you work on a visual task. Too often, an emergency meeting becomes a screaming battle of accusations, while crewmates and imposters alike profess their innocence. Common tasks If you get a common task like insert keys on Polus or Swipe Card on Polus and Skeld, they all have others as well. Also the that if you don't have a common task, no one else has it. In other words, it is useful to know where the locations of common tasks are located. Do you see someone doing a common task that you don't have? Another scammer! Don't waste their visual tasks Only crewmates can perform tasks, which is why visual tasks are very valuable. When you see that someone has completed a visual task like scanning in MedBay or Lab, you can be 100% sure they are aware. In other words, if you perform visual tasks without other players present, you're basically reducing your chances of winning. Some players even call the presence of visual tasks overwhelmed, so don't throw them away. If you save them, you can even use them to prove your innocence after an emergency session. Always try to fix sabotage Do not wait for others to fix a sabotage. If all crewmates have the same mindset, you will surely lose the game. Of course, the risk that no one will repair the sabotage increases as the number of players dwindles. If you really want to skip, do it early in the game. And remember; Sabotage can be used to set up traps, so try moving in groups over and over again. In case of doubt, skip the vote Too many crewmates vote for each color that is mentioned first. If there is serious evidence against this person, go ahead and choose him. But if it's based on speculation, don't take the risk. This is especially true at the beginning of the game, as evidence is often scarce and there is still plenty of time to catch the scammer. Pay attention to who seems to stoke their suspicions so early, but they may want to sow the seeds of distrust. Spam not you should not be afraid to talk, but there is no need to ask the same question over and over again. Sometimes chats look (or sound) among us: Who? Where? Where was the body? Red sus Where? Who should I choose? You can't control your teammates, but at least you can't participate. Try to break the cycle by specifying some useful observations and when you are displaced. Is the kill fresh? Did you know that if you find a corpse standing, that means the murder is fresh? If you've just passed someone before you find the body, they'll need a very good excuse to survive the vote. Don't forget the ventilation slots! Too often, crew members seem to forget that scammers can use vents. Beware of sentences like blue did not do it because I saw him in this room. If you're really serious about winning game, you should learn how the ventilation slots are connected. You will gain the power to destroy many alibis. CHECK ROOM As you walk towards your task, check the rooms you pass for corpses. If all crewmates fully focus on task-oriented tasks, it may take a while for a body to be discovered. Not only will they give the scammer plenty of time to kill again, but all the evidence will be gone. Check the door log This feature on the Mira HQ card holds a record of each player who has a There are three sensors on the map. This protocol can help you find out who was where at the time of the murder and who lied. Note that the door log displays only the last 20 events. This can be useful to catch vent scammers as they can trigger two sensors at opposite ends of the map. Use the cameras similar to the door log, the cameras on Skeld and Polus give you information about the whereabouts of all. You can even catch a killer with a red hand. More experienced scammers will notice the flashing light on the cameras when you watch them. However, you can also use this. Walk away from the camera, then go back. With a little luck, the scammer thought you had left and now expose yourself as a murderer. Live by these rules and you'll be the greatest detective in the game! Do you want a little bonus tip? Do not say light green and light blue; it is lime and cyan for insiders. Better yet, with Among Us 2 now canceled, there is no need to relearn the game for the sequel. Many of these skills will also translate into games like Among Us, so we have really provided an exceptional service here. View Source Share Among Us is a simple game to understand and play. It usually takes less than a day to switch from beginner to regular player. Here are some basic strategies for you: How a basic game could go here as most generic games go in public lobbies: All players will spawn, chat, walk around and

customize their character before the game begins. As soon as enough players join and the host presses the start button, there is a 5-second countdown after the start of the game. In the beginning, you are told whether you are a scammer or a crewmate. Don't tell anyone what your role is! Everyone in the game will spawn either in the cafeteria, dropship or launchpad, depending on which card you play on. The crewmates will do their designated tasks on the map as the scammer tries to meddle, mix fake tasks and receive kills in secret. Some crewmates can stay in groups of 2, 3 or more. During the course of the game, committees are reported and emergency meetings are convened. During the emergency sessions, players will discuss who they consider to be the scammer and try to unsubscribe them. When a player is deselected, he essentially dies and his identity as crewmate or impostor is revealed (if the Confirm Ejections option is enabled, which is usually the case). This process of performing tasks, calling emergency sessions at appropriate times and avoiding The Impostor continues until either The Scammer has killed enough of the crew the crew has found and voted off the impostor (crewmates can also win by completing all their tasks. However, this is unlikely, and the cast of the taskbar is usually just motivation for The Impostor to hurry up). While games can be very different, this is the basic structure for a sub-us game, and if a game is too far away from that structure, someone is in the can be hacking or trolling, or players can play with a custom set of rules. Remember that you may be one of the people who were killed by a scammer in a game, in which case you will roam the card as a ghost until the game ends or you decide to go. **Basic Tips Start with The Skeld** The Skeld is the original card in the game as it is the most popular and preferred card in all regions, so it is easier to find a server with a good number of players. However, this is not the main reason why you should start with this card. The Skeld has vents that don't lead to all other vents, which is good for crewmates, and doors can't be opened manually, which is good for scammers. Most of the in-game tasks can be found in The Skeld, another reason why it's the classic card. This ensures that the balance of power between crewmates and impostors is balanced. Surveillance cameras are another feature that allows you to check who has vented, killed, or done something suspicious. Practice on Freeplay You can try out different tasks and tactics that can be used in a real game. You can choose to be the scammer or give yourself any task you want. This will help you so you don't get stuck on a task that most likely will get you killed by An Impostor when you play in a real game. As a scammer, you can try different strategies that you can use in a real game. Also, try remembering the names of locations so that you can report suspicious activity as a crew member during meetings. Know the Basic Terminology Among Us has its own very universal slang or terminology that has spread across players. It is important to know this terminology as a new player, as you will most likely find at least one of these words in a public game, and you need to know what it means. Sus - short for suspect or suspicious; used to describe someone who can act suspiciously or is a suspect for a fraudster (e.B. Red acts sus, they do no tasks!) Vent - an abbreviated version of the saying uses the ventability; Seeing a player is a sure way to know that they are a scammer (e.B. Blue the scammer, I saw them vent!) Imp - a shortened way to say Impostor (e.B. Yellow is the Imp, I saw her kill cyan!) Scan - a visual task, Send Medbay: Scan. This task is a great way to confirm a crew mate as innocent (e.B. Green can't be the scammer, I saw them scan.) Trash - the visual task memory; Empty garbage Memory; Empty Chute). As with the MedBay scan, a crewmate who is emptying the garbage will confirm that they are innocent (e.B. I've seen Orange do rubbish, they're not the cheater.) Shields - Another visual task - Shields: Prime Shields. This is not a very convenient visual task, but it works most of the time. Asteroids - Another visual task - Weapons: Delete asteroids. (e.B. I have asteroids, somebody wants to see me do the job?) Sure - almost certain that you are not a fraudster. (e.B. Blue sure, they did a visual task in front of me.) Where - a quick, convenient way to say: Where was the normally made at the beginning of an emergency meeting after a complaint has been lodged. Elec - a quick way to say electric (e.B. The body was in elec!? I saw lime coming in a few seconds ago!) Sec - a quick way to say security (e.B. I was in seconds all the time.) Nav - a quick way to say navigation (e.B. I saw Lila do a few tasks in the navi and the task bar went up, I don't think it's her.) Do's and Dont's Impostor Don't: randomly closed doors as A Scammer; You could miss an opportunity to kill crewmates. Not: vent or kill near cameras; They will be caught and most likely ejected. Not: Disconnect if you get caught. This makes it harder for the other scammers without your help in sabotaging. Not: Sabotage without purpose. This can get into the way of their and other scammers or prevent better planned sabotage by another scammer. Don't say things like I saw [color] kill because crewmates know you're lying as soon as the role of the witness is revealed when ejections are confirmed. Instead, say something like: I saw [color] near this area. Not: Panic when killing or venting. Not: Say you're safe because you've fixed sabotage because scammers can also fix sabotage. Do: catch victims by locking doors and kill them, go over ventilation slots to escape. Do: Walk away from the area so you don't look suspicious. Do: report the body and pin the blame on the person who discovered you. Do: close doors near the emergency boardroom and try to eliminate the witness. Do: Sabotage so that the witness cannot convene an emergency meeting. Crewmate Not: Don't hesitate to report a job or call a meeting because it makes you look very suspicious. Not: follow people at random; Any player caught doing so may appear suspicious. Not: Stare at surveillance cameras for too long as you may be killed by a scammer. Not: Waste emergency sessions if you don't have solid evidence. Not: arbitrarily accuse without proper facts; They seem to be very suspicious. Do: report body as soon as you see them, unless you are looking for scammers who run away. Do: Call an emergency meeting as soon as possible if you see a scammer venting, killing, or doing something else. Do: Complete tasks so crewmates can win. Do: Run to the next task if you think that someone you follow suspects you. Do: If you feel unsafe or are done with your tasks, stay in groups of 3 or follow someone who has confirmed you as a crewmate. Do: Patrol and complete tasks and occasionally check the security cameras. Do: Get some evidence of how to vent or kill someone. Do: Skip or hear others explain instead of wasting a vote and looking suspicious. Try to vote towards the end of voting time. Do: Try to remember accessories or the name of someone you want to mention if you forget the color. Do: Try to repair reactors, lights or anything else sabotaged; This might make you look less suspicious. Community content is available under CC-BY-SA unless otherwise noted. Noted. Taken.

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