Town of Us: Reloaded v5.1.1 Installation Guide

For the IF Lobby | Written by: Boog2811

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Introduction

This guide is written for Windows & Steam. If you need help for Epic Games, Linux, or MacOS (i'm actually not sure if there is Mac support tbh), you'll need to reach out in the ToU: R Discord server, linked here.

> Update: Looking more into Epic support, Galaxy found that the ToU: R Github has a great guide for installing it, which I've linked here. Feel free to reach out if you run into problems with this method. --Boog

Also, there is not support for modding mobile versions of Among Us.

Feel free to reach out to me on Discord (boog2811) if you need any help!

If you'd rather follow a video guide, click here!

Installing (the right version of) Vanilla Among Us

Town of Us: Reloaded is currently using the v2024.9.4 version of Among Us, so that's the version we need to install. On Steam, this is currently not under a beta branch, so if you aren't on one, you're good to go installing and verifying the integrity of your game files (Figure 5). I'll show you how to get off the beta branch if you are on one (indicated by there being text to the right of Among Us in your library menu (Figure 1 & 2).
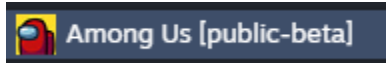

Figure 1: Among Us installed and on the "public-beta" branch

Figure 2: Among Us installed while not being on a beta branch.

If you need to switch back to not being on a beta branch, here's how to do so. Right click on Among Us and select properties (Figure 3). Afterwards, switch to the Betas tab and choose Figure 4).
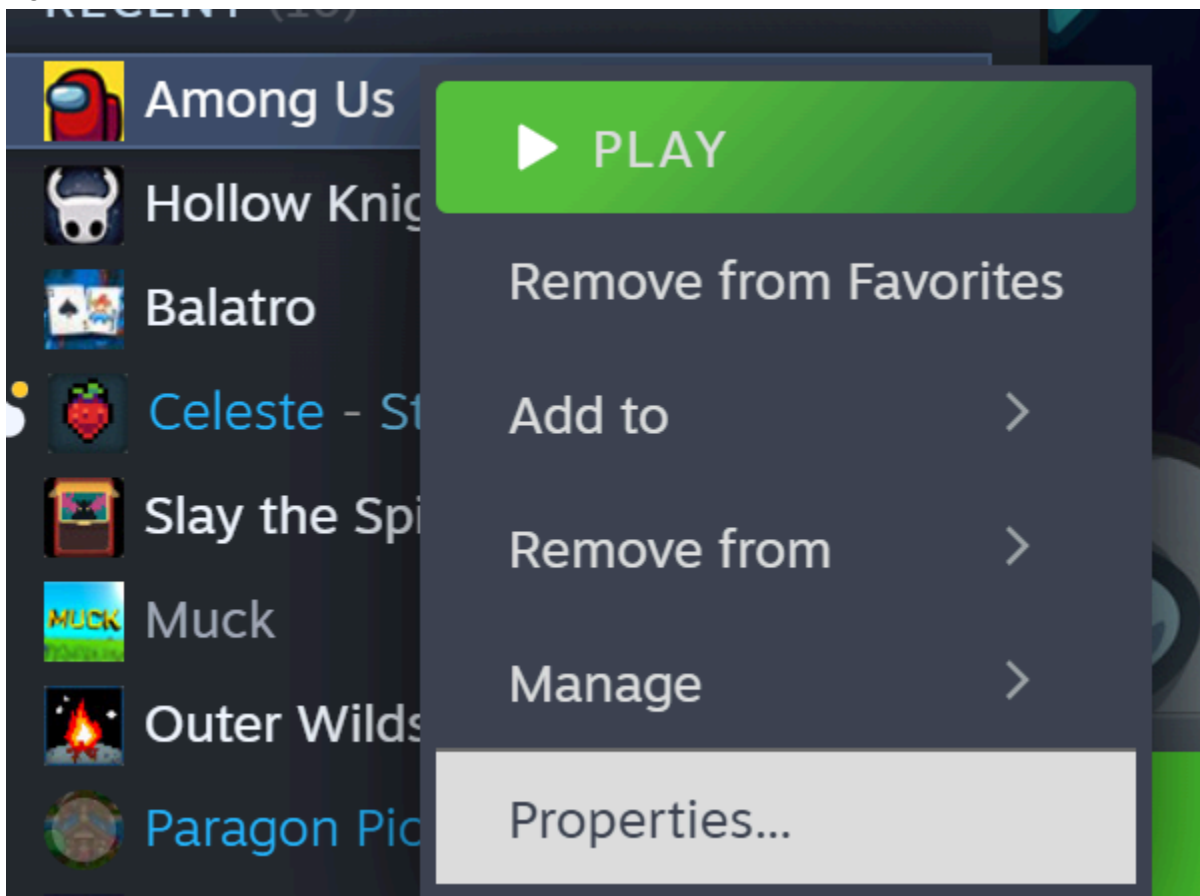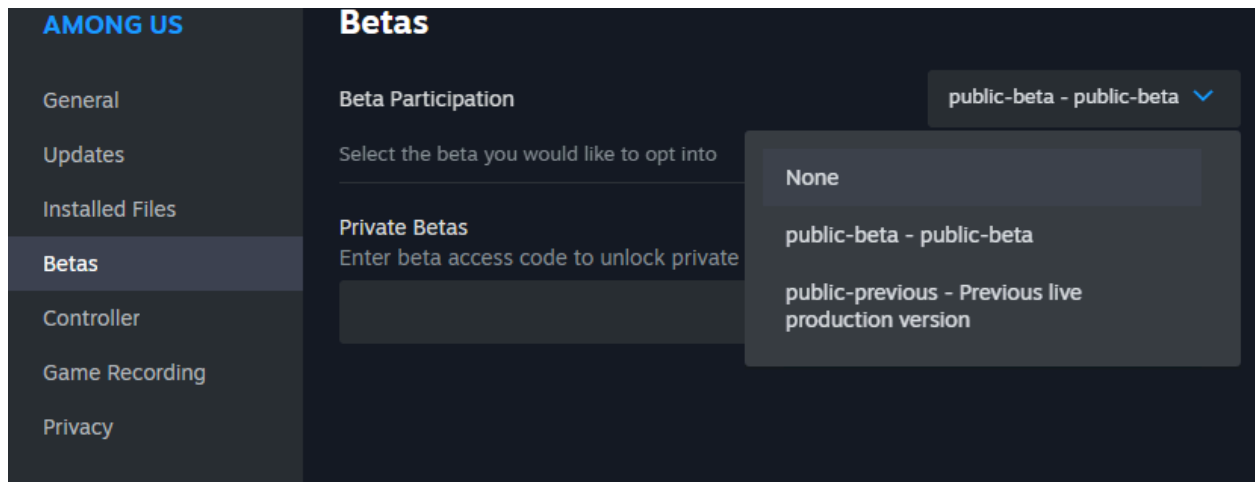

Figure 3: Entering Properties

Figure 4: Betas tab -> None

After this installs, go back into Properties, into Installed Files, and "Validate integrity of game files". This will ensure that everything is installed correctly and no files are missing.
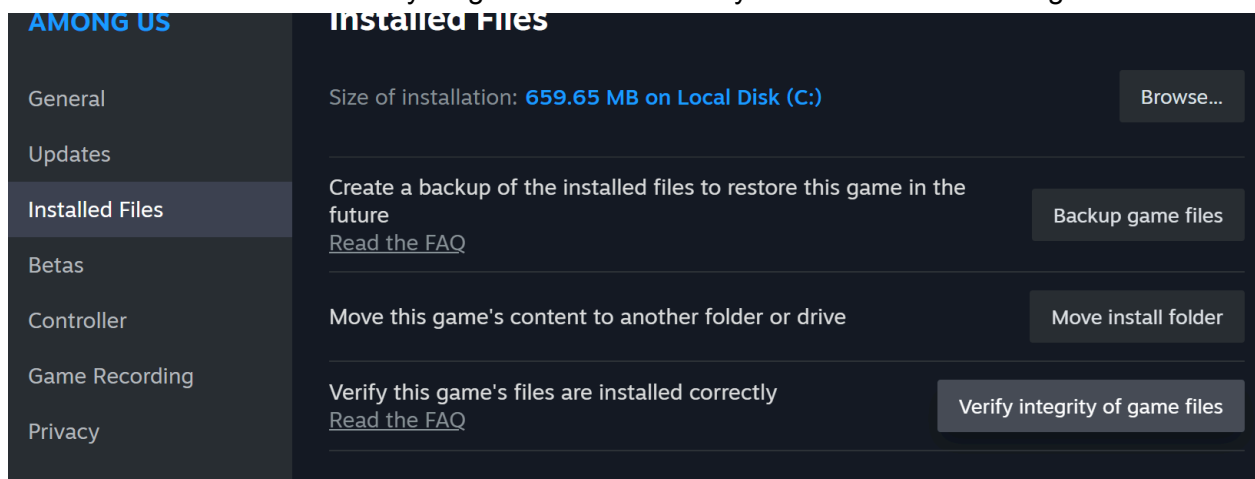

Figure 5: Verifying Integrity of Game Files

After this, you should have v2023.9.4 of Among Us installed correctly!

Installing Town of Us: Reloaded v5.1.1

The current version of Town of Us: Reloaded is v5.1.1. The installation process for this part is the same as any other version, so I'll walk you through that.

Head to the GitHub Release for ToU: R v5.1.1 linked here, and click to download **ToU.v5.1.1.zip**.
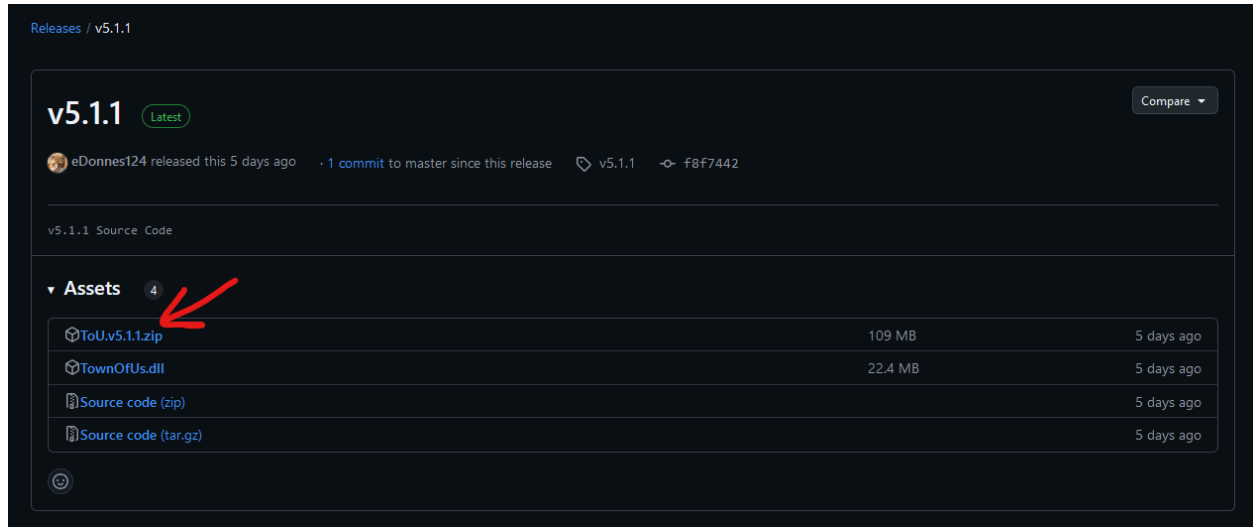

Figure 6: Downloading **ToU.v5.1.1.zip** off of Github

Once it's downloaded, navigate to where you downloaded the file to, and extract the .zip file by right clicking on the file and clicking Extract All -> Extract (or use your extraction tool of choice).
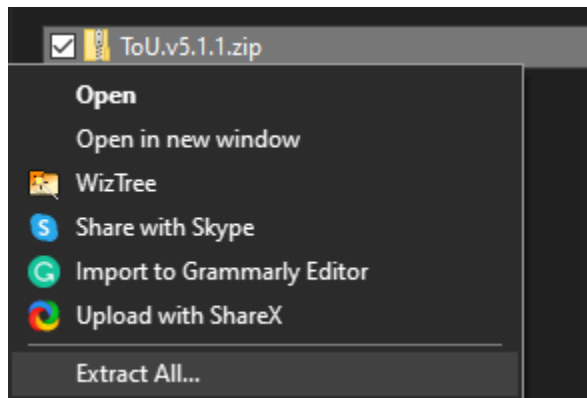

Figure 7: Extracting the .zip file.

Once extracted, copy all the contents from inside the /ToU v5.1.1/ folder (make sure you go in enough to get to the actual contents and not another folder), and then paste them into your Among Us installation. To easily access your Among Us installation, you can go back to Properties on Steam -> Installed Files -> Browse. This will open your Among Us installation, and you can paste the mod contents into there. After installing the mod, your Among Us folder
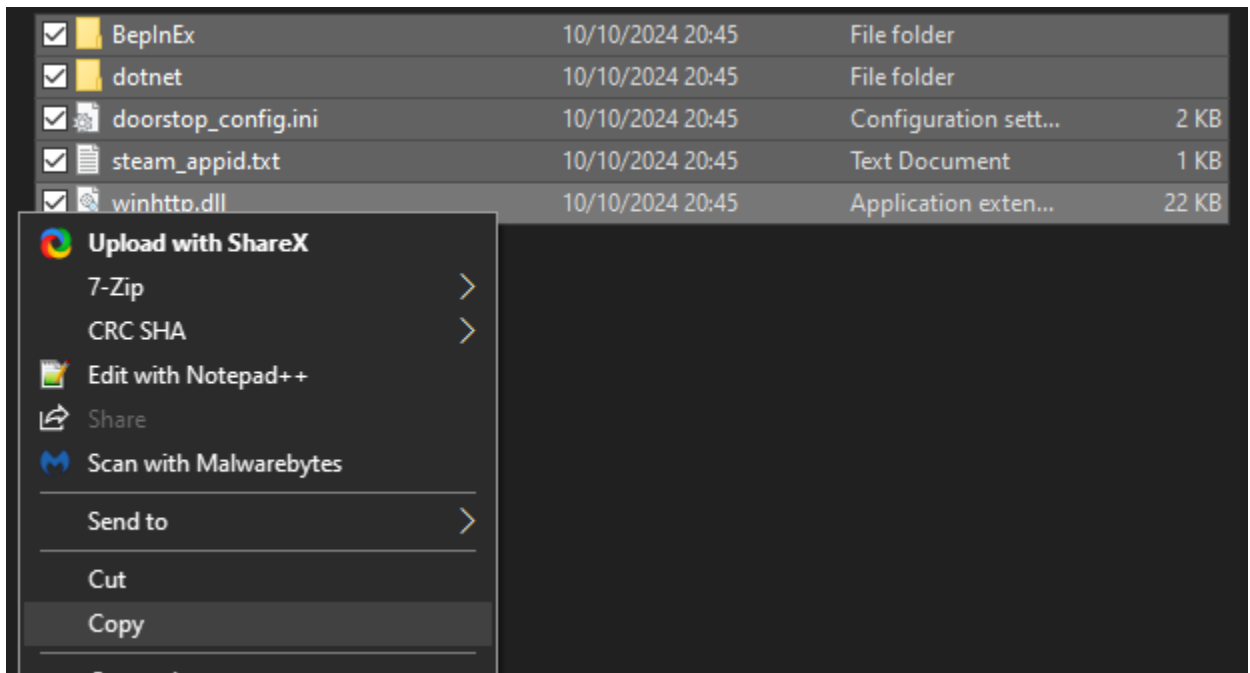
should look like Figure 10.
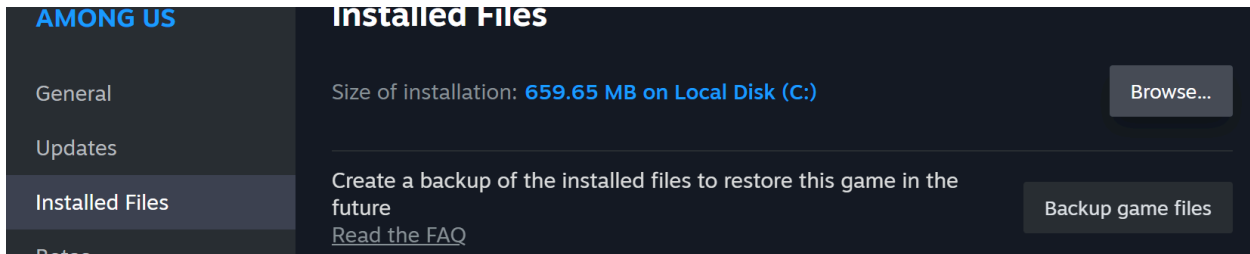

Figure 8: Copying the contents of /ToU v5.1.1/

Figure 9: Going to Browse inside Properties -> Installed Files

Figure 10: The ending result of the Among Us folder.

After this, the mod should be installed!

Launching the Game

After getting everything set up, you should be able to run **AmongUs.exe** within your file system. (As a reminder on how to get there, see Figures 3 and 9.) The first launch will probably take a few minutes, and may potentially crash due to modded shenanigans, but that's okay, just run it again.

It should automatically re-authenticate with your Among Us account (as that's synced through Steam), although you will need to re-type your name on the Play screen.

Some extra troubleshooting notes:
- To ensure you're on the right versions, make sure the title screen says **v2024.9.4** and **TownOfUs v5.1.1**. If the numbers don't match, then you aren't on the right version, either of Town of Us: Reloaded or Among Us.
- Steam *needs* to be running in order to authenticate your Among Us account (See Figure 11).
- If your /Among Us/ installation folder doesn't match Figure 10, then something went wrong when transferring the files over (usually this is due to moving the /ToU v5.1.1/ folder rather than its contents or pasting the contents into one of the folders in /Among Us/). Usually it's best to delete everything in the /Among Us/ folder, re verify the integrity of your game files (See Figure 5), and then re-follow the Installing Town of Us: Reloaded v5.1.1 section.
- If you run into any other problems, feel free to reach out to me and I'll help you the best I can.

Figure 11: Failed Among Us account authentication due to not having Steam running..

Installing BetterCrewLink

BetterCrewLink is the software that we use to enable Proximity Voice chat in the IF Lobby. It's a much simpler install than ToU: R, so I'll walk you through it real quick.

You can install BCL from the GitHub repo linked here. The current version is v3.1.3, and you can install it by clicking **Download from GitHub** near the top of the page.

Figure 12: BCL Download from GitHub button.

After downloading it, navigate to where you downloaded the file, and run the .exe. This will install BetterCrewLink. Afterwards, you just have to open the software (Press the Windows key and search "BetterCrewLink" and open the software), and it will automagically connect to a running Among Us client and have proximity chat working.

Feel free to hit the gear in the top left of the BCL window to manage the settings, like the input and output device you want to use. The rest of the settings should auto-match to the lobby host's (that's me :)) settings, so you don't need to worry about those.

Joining a Lobby

Once you have the game open, you can click Play -> Online to go to the online play menu. From here, you will have to select the Modded NA server by clicking the globe in the bottom right.
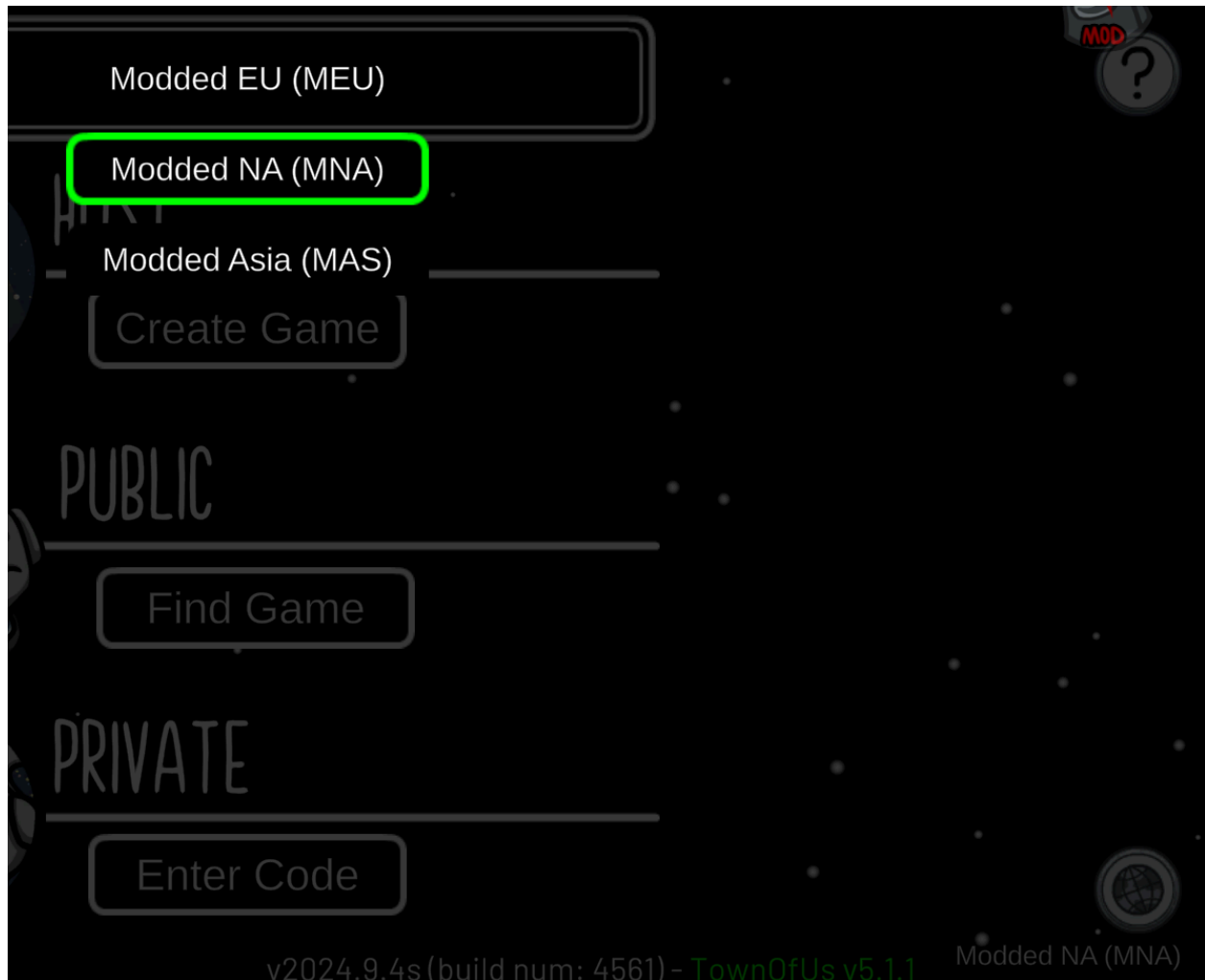

Figure 13: Switching servers.

After switching servers, you can join the lobby by looking in the #lobby-info channel to get the lobby code (format of message in Figure 14). Click Private -> Enter Code -> and type in the code.
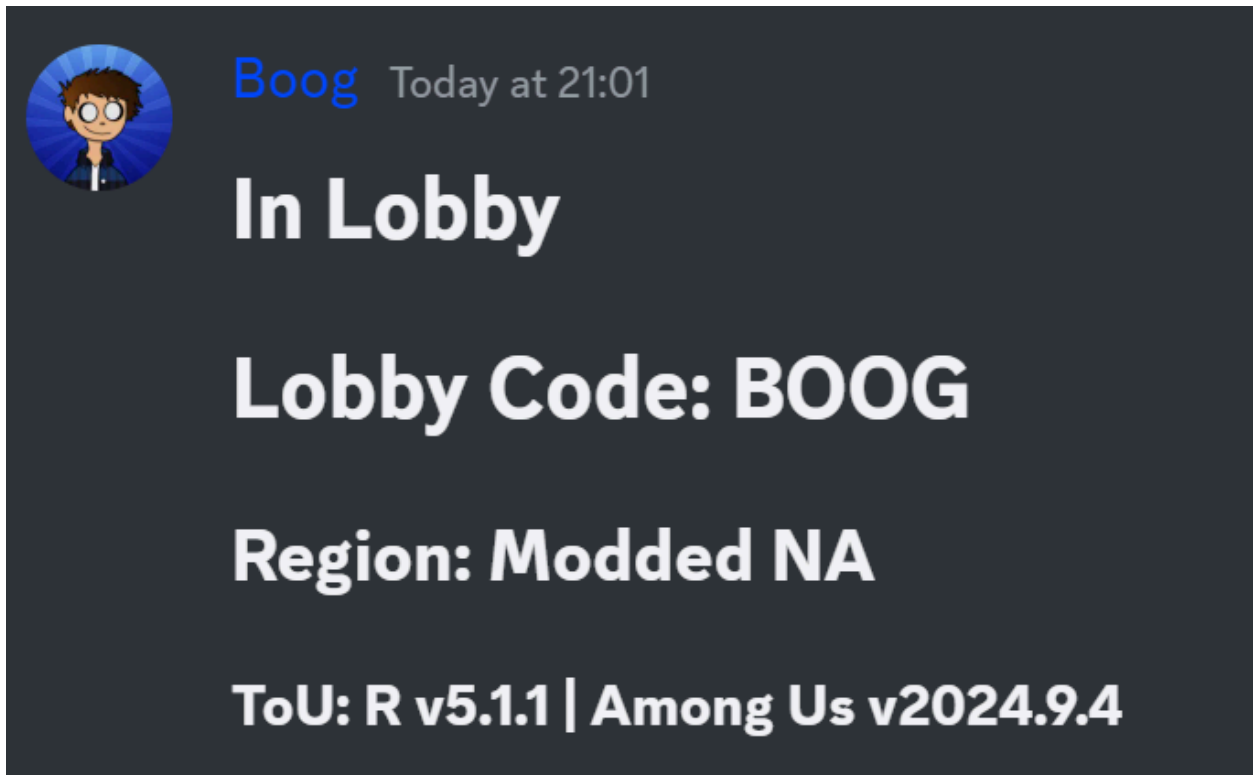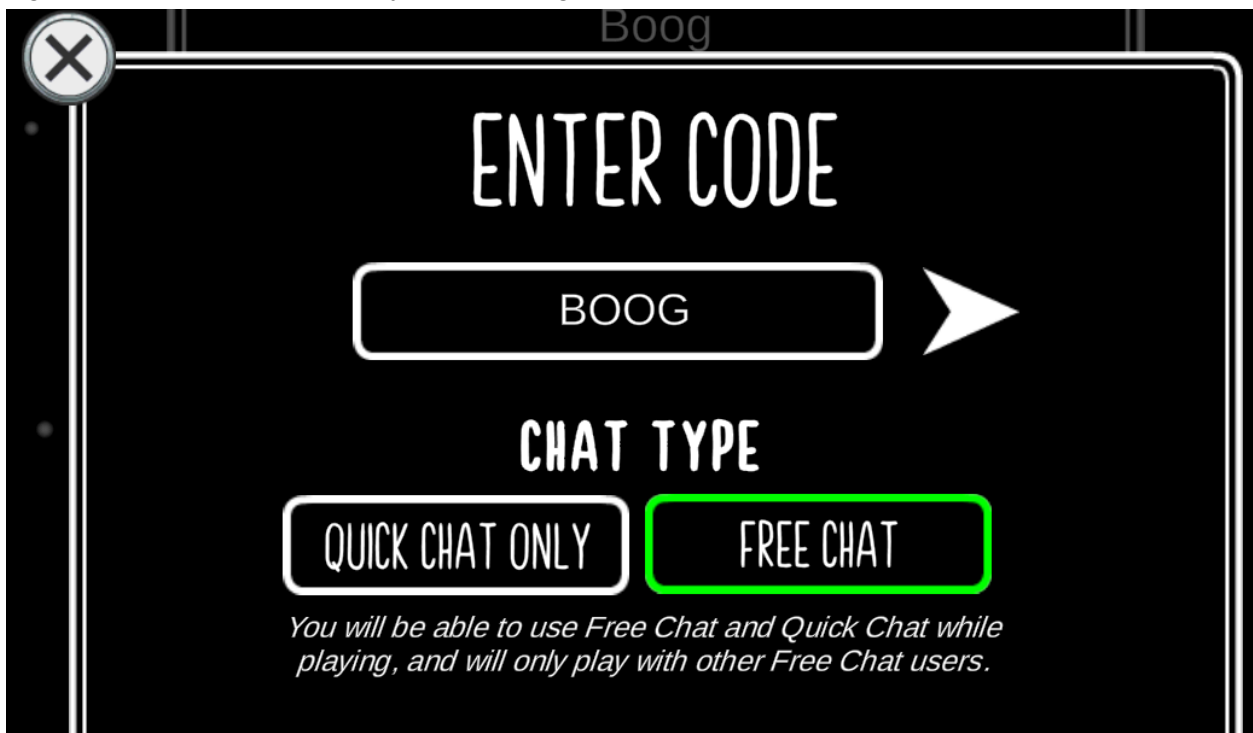
Figure 14: Format of the Lobby Info message

Figure 15: Typing in the lobby code.

That should be all! Hopefully it all worked, and let me know if you ran into any problems and need help. Feel free to go check out the Roles document linked [here](#), which outlines how each role that we use works and which ones are enabled for differing player counts.

--Boog2811