

Town of Us: Reloaded v5.0.4

Installation Guide

For the IF Lobby | Written by: Boog2811

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[Introduction](#)

[Installing \(the right version of\) Vanilla Among Us](#)

[Installing Town of Us: Reloaded v5.0.4](#)

[The Extra Step](#)

[Launching the Game](#)

[Joining a Lobby](#)

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

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 v2024.6.4 version of Among Us, so that's the version we need to install. On Steam, this is under the "public-beta" branch currently, so I'll walk you through installing that.

Disclaimer: If you are trying to play on the Epic Games version of Among Us, you'll need to reach out in the ToU: R Discord for assistance. I can help walk you through this process if you'd like, just dm me :)

Also, the mobile version is not supported for modding.

Once you have Among Us installed, you'll need to navigate to the Properties to switch beta branches. This is done by right clicking on Among Us in your library, clicking "Properties", clicking the "Betas" tab, and changing your Beta Participation to "public-beta".

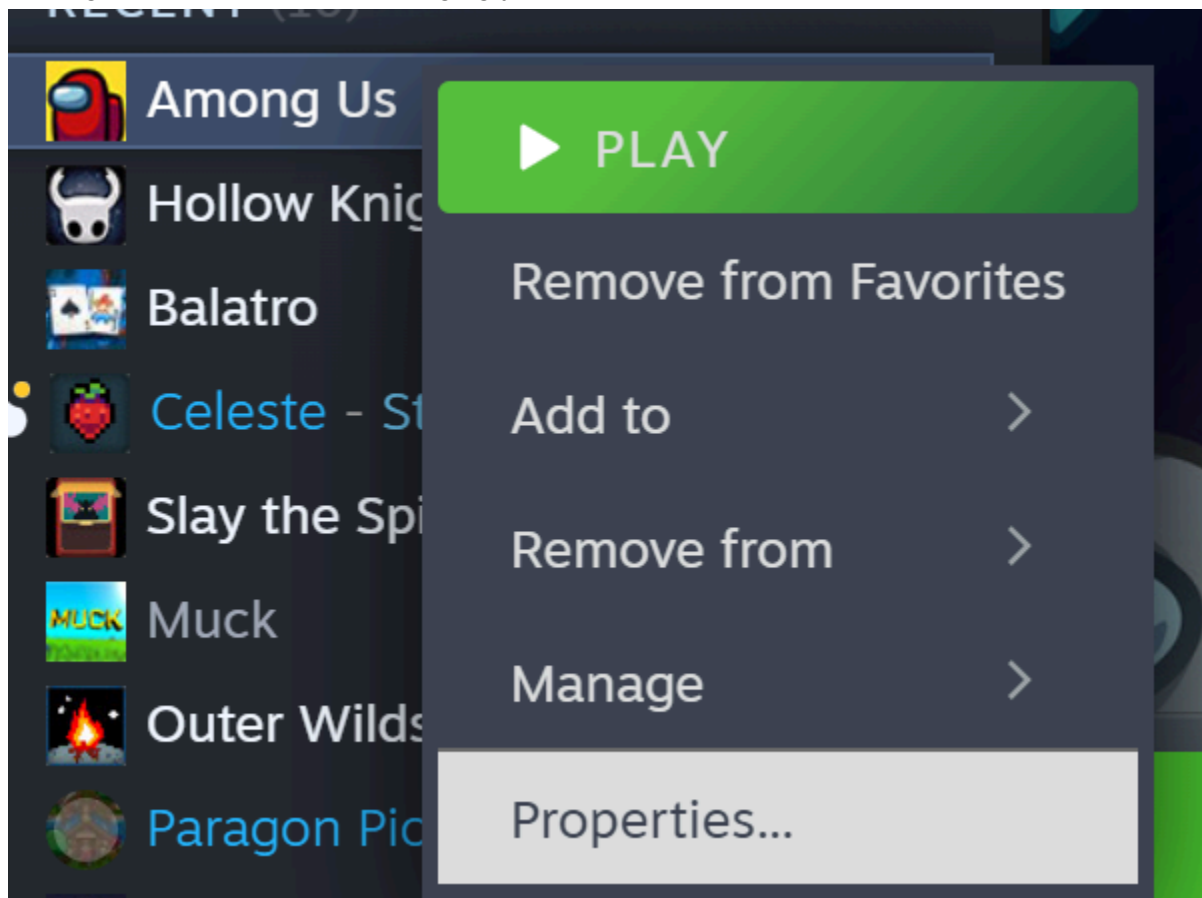


Figure 1: Entering Properties

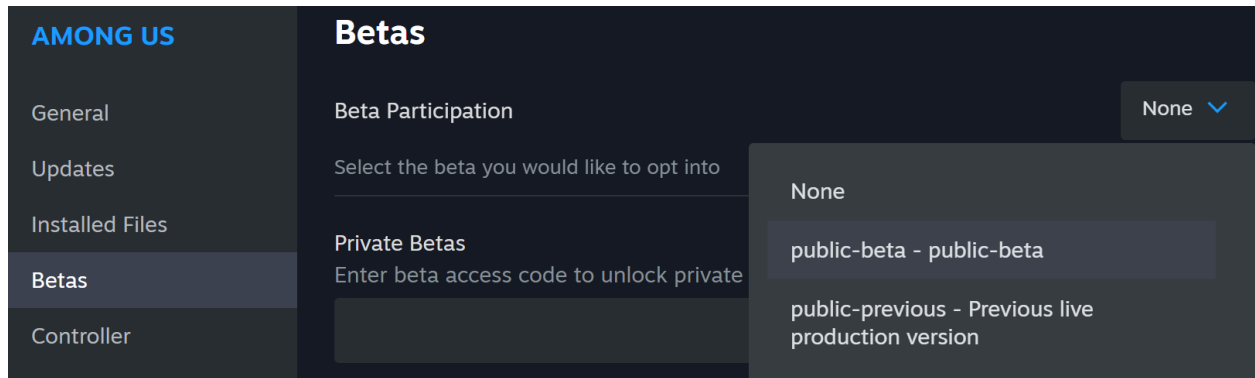


Figure 2: Betas tab -> public-beta

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.

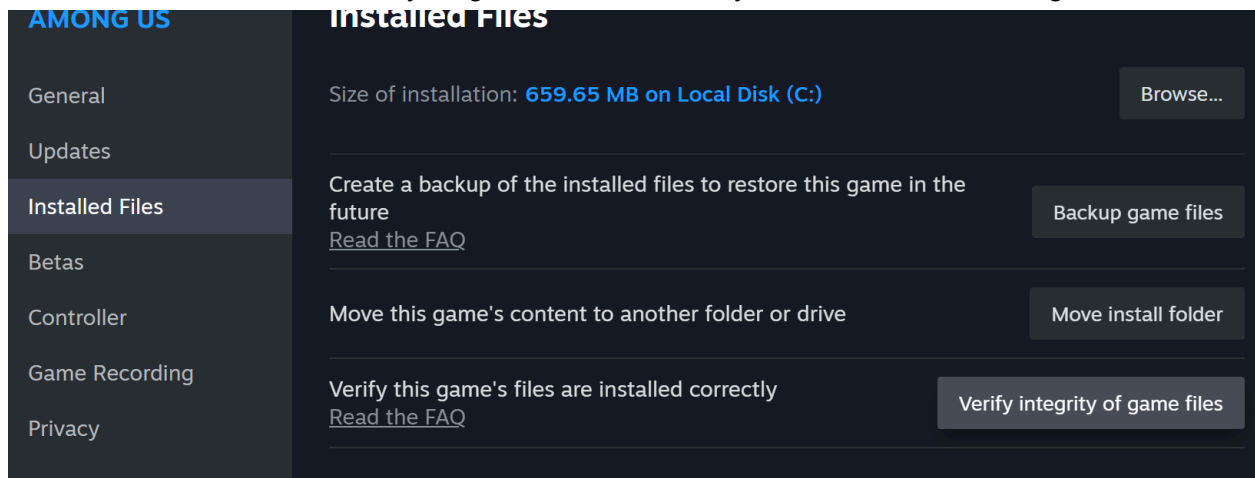


Figure 3: Verifying Integrity of Game Files

After this, you should have v2023.6.4 of Among Us installed correctly!

Installing Town of Us: Reloaded v5.0.4

The current version of Town of Us: Reloaded is v5.0.4. 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 v5.0.4 linked [here](#), and click to download **ToU.v5.0.4.zip**.

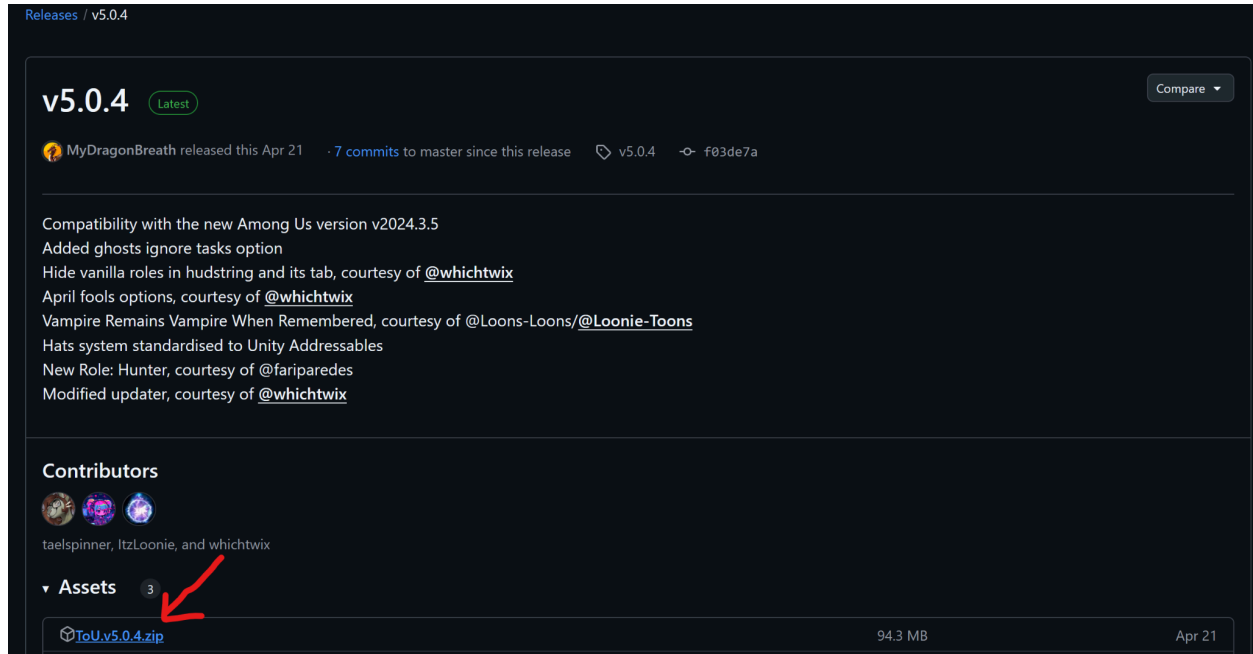


Figure 4: Downloading **ToU.v5.0.4.zip** off of Github

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).

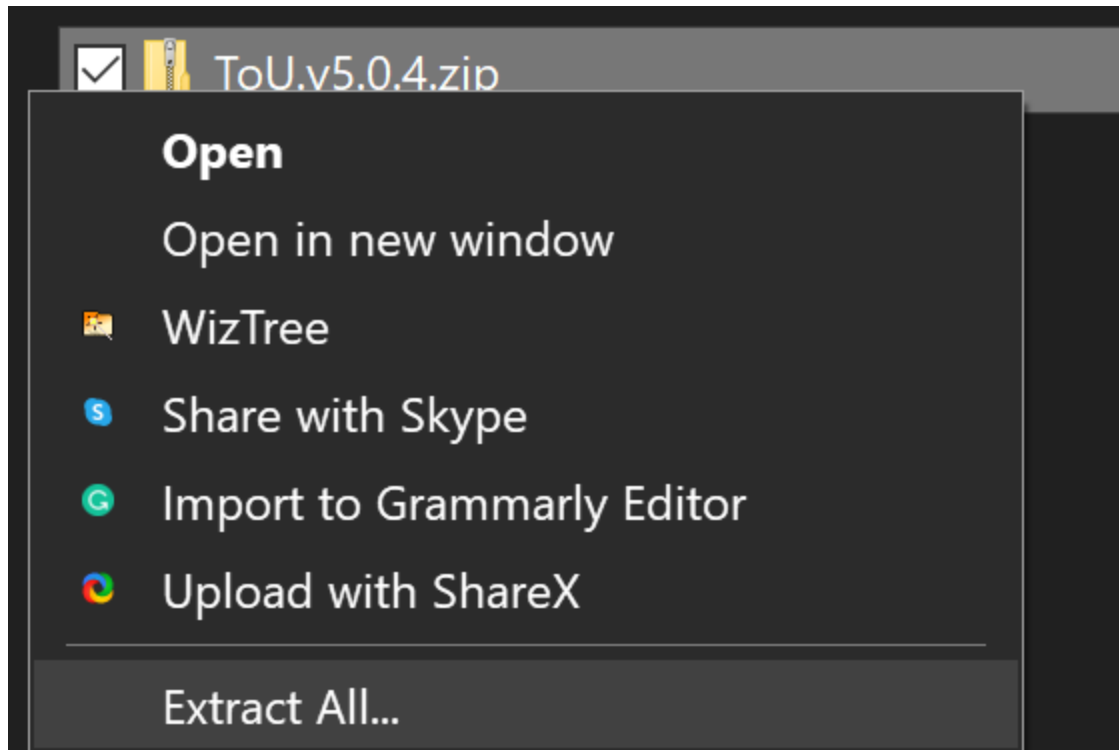


Figure 5: Extracting the .zip file.

Once extracted, copy all the contents from inside the /Tou/ 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 8.

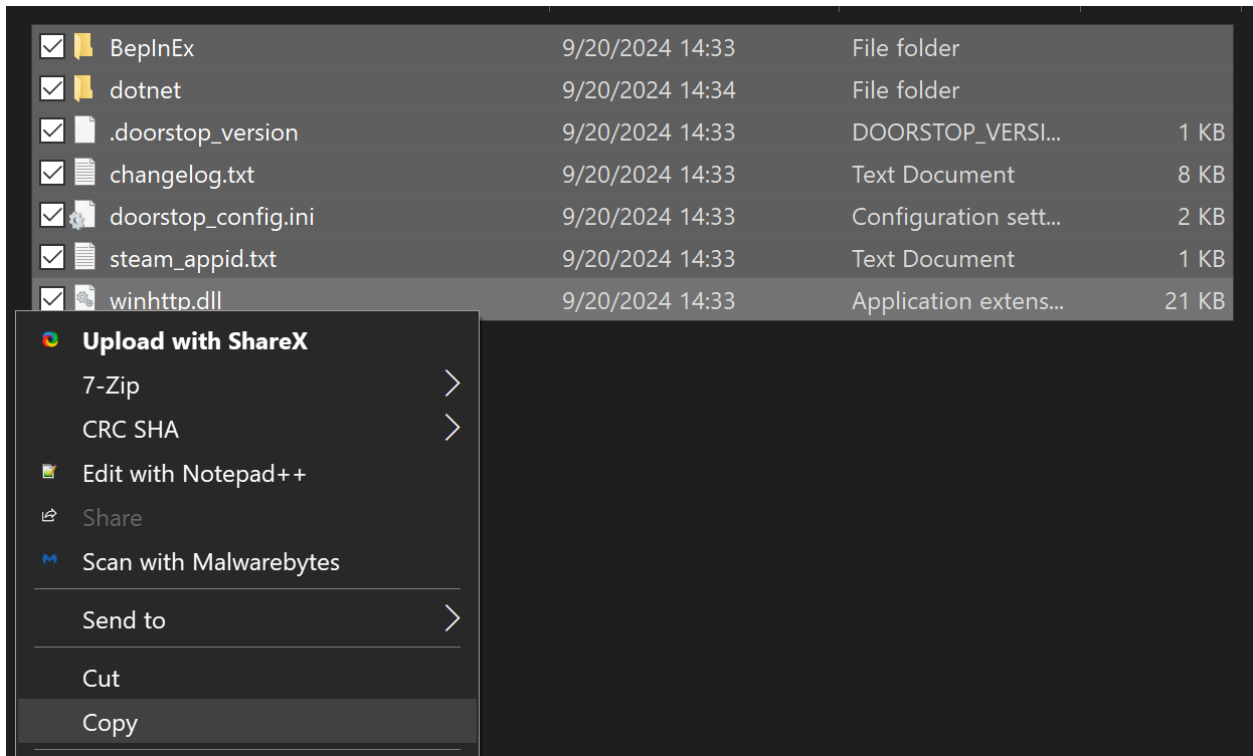


Figure 6: Copying the contents of /tou/

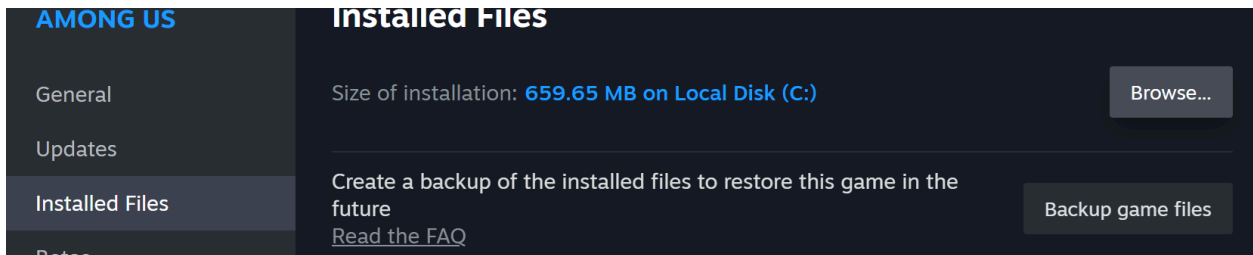


Figure 7: Going to Browse inside Properties -> Installed Files

Name	Date modified	Type	Size
Among Us_Data	9/20/2024 13:59	File folder	
BepInEx	9/20/2024 14:38	File folder	
dotnet	9/20/2024 14:38	File folder	
.doorstop_version	9/20/2024 14:33	DOORSTOP_VERSION...	1 KB
Among Us.exe	9/20/2024 13:59	Application	627 KB
baselib.dll	9/20/2024 13:59	Application extension	387 KB
changelog.txt	9/20/2024 14:33	Text Document	8 KB
doorstop_config.ini	9/20/2024 14:33	Configuration settings	2 KB
GameAssembly.dll	9/20/2024 13:59	Application extension	39,435 KB
msvcp140.dll	9/20/2024 13:59	Application extension	427 KB
steam_appid.txt	9/20/2024 14:33	Text Document	1 KB
UnityCrashHandler32.exe	9/20/2024 13:59	Application	1,039 KB
UnityPlayer.dll	9/20/2024 13:59	Application extension	22,075 KB
vcruntime140.dll	9/20/2024 13:59	Application extension	75 KB
winhttp.dll	9/20/2024 14:33	Application extension	21 KB

Figure 8: The ending result of the Among Us folder.

After this, the mod should be installed! However, there's one extra step to getting it working.

The Extra Step

Since we're playing on such an old version of Among Us, there's one more thing we need to do in order to get the game to work.

First we need to navigate to the /LocalLow/ folder. The easiest way to do this is by pressing the Windows key & R on your keyboard to open the run prompt, and then typing in

%localappdata%low

and then pressing OK.

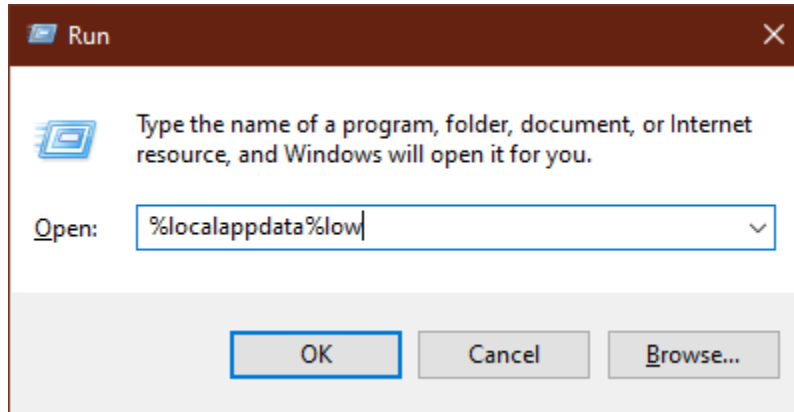


Figure 9: The run prompt with **%localappdata%low** typed in.

This will open your LocalLow folder, after which you want to navigate down to the /Innersloth/ folder. Inside, you should see a folder named /Among Us/, which you want to delete. Before deleting it, however (if you instantly deleted it after reading the previous line, you can hit Ctrl + Z to undo and bring it back), you probably want to save a backup of it somewhere just in case (I'm not entirely sure what that folder holds, and it might be useful to have a backup for returning to future versions of Among Us).

Note: If you do not see an /Innersloth/ folder in your /LocalLow/ folder, then that means you probably haven't ran Among Us on this computer before, and you can simply skip this step and move on to [Launching the Game](#).

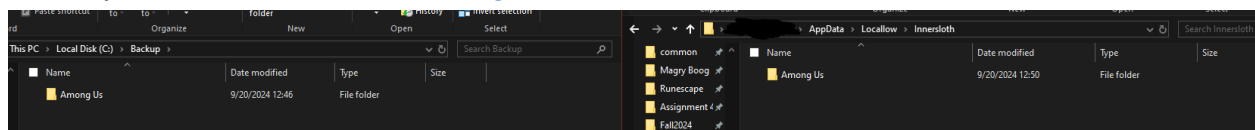


Figure 10: Making a backup of the /Among Us/ folder.

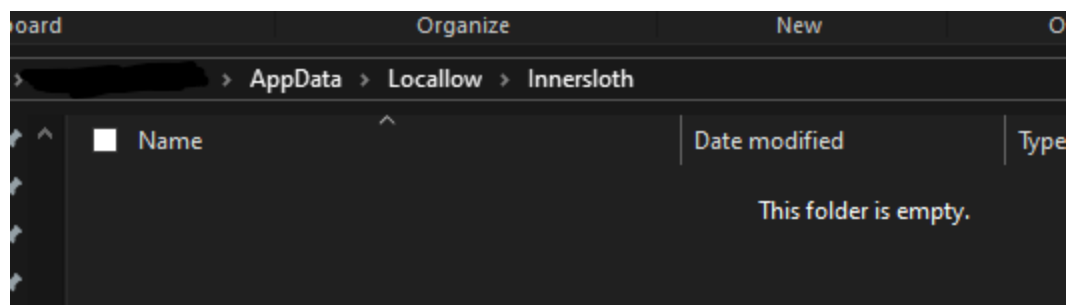


Figure 11: The /Innersloth/ folder without the /Among Us/ folder.

This should complete the extra step, now it's time to launch the game!

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 1 and 7.) The first launch will probably take a few minutes, and may potentially crash due to version shenanigans, but that's okay, just run it again.

As an extra note, due to deleting the /Among Us/ folder in the The Extra Step section, the game will think it's your first time launching the game, and will give you a lot of pop-ups. You can simply close them and move on. You will need to re-select your settings (like keybinds or Colorblind mode) as well.

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 **v2024.6.4** and **TownOfUs v5.0.4**. 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 12).
- If your /Among Us/ installation folder doesn't match Figure 8, then something went wrong when transferring the files over (usually this is due to moving the /Tou/ 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 3), and then re-follow the [Installing Town of Us: Reloaded v5.0.4](#) 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 12: 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 13: 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 automatically 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 EU server by clicking the globe in the bottom right. (We would normally use Modded NA, but the Modded NA servers are not working currently, so Modded EU it is. However, if you do try to load into a lobby on Modded NA, you will time out (See Figure 15) and have to re-authenticate your account [Main Menu -> My Account -> Account -> Sign In] (See Figure 16) before being able to rejoin a lobby on Modded EU.).

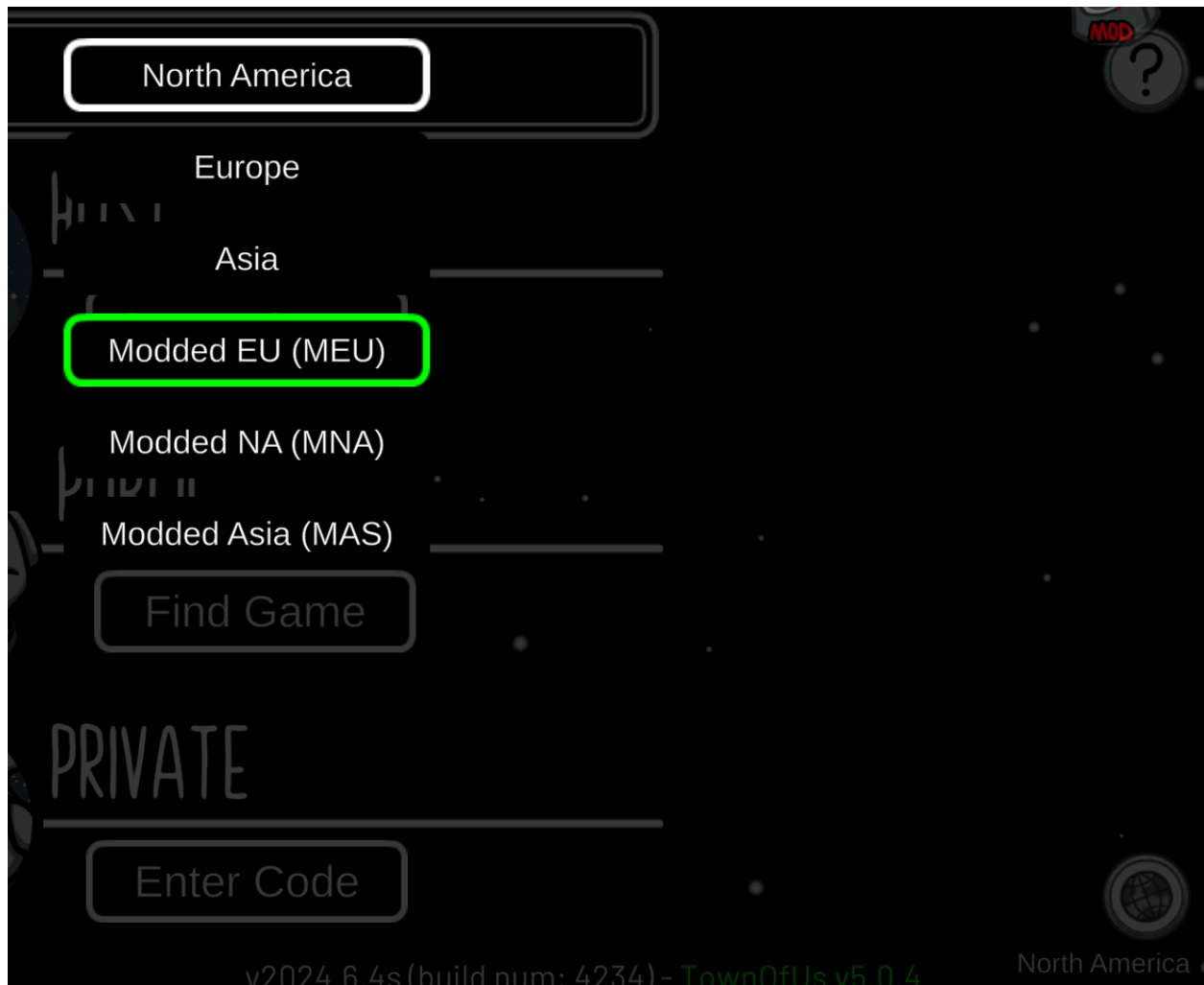


Figure 14: Switching servers.

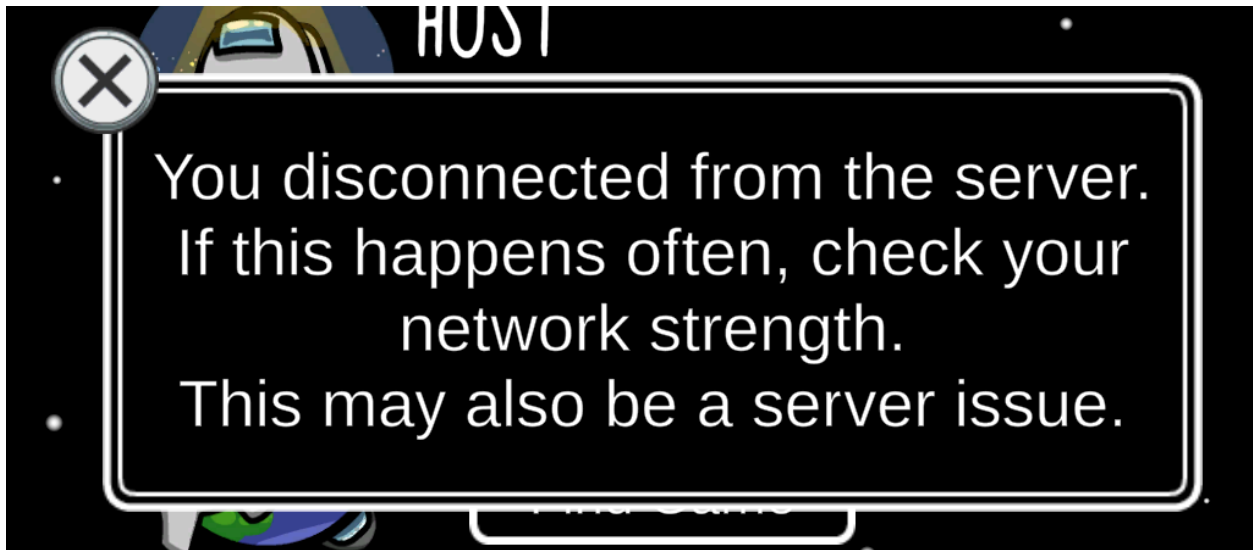


Figure 15: Disconnecting due to attempting to connect to Modded NA.

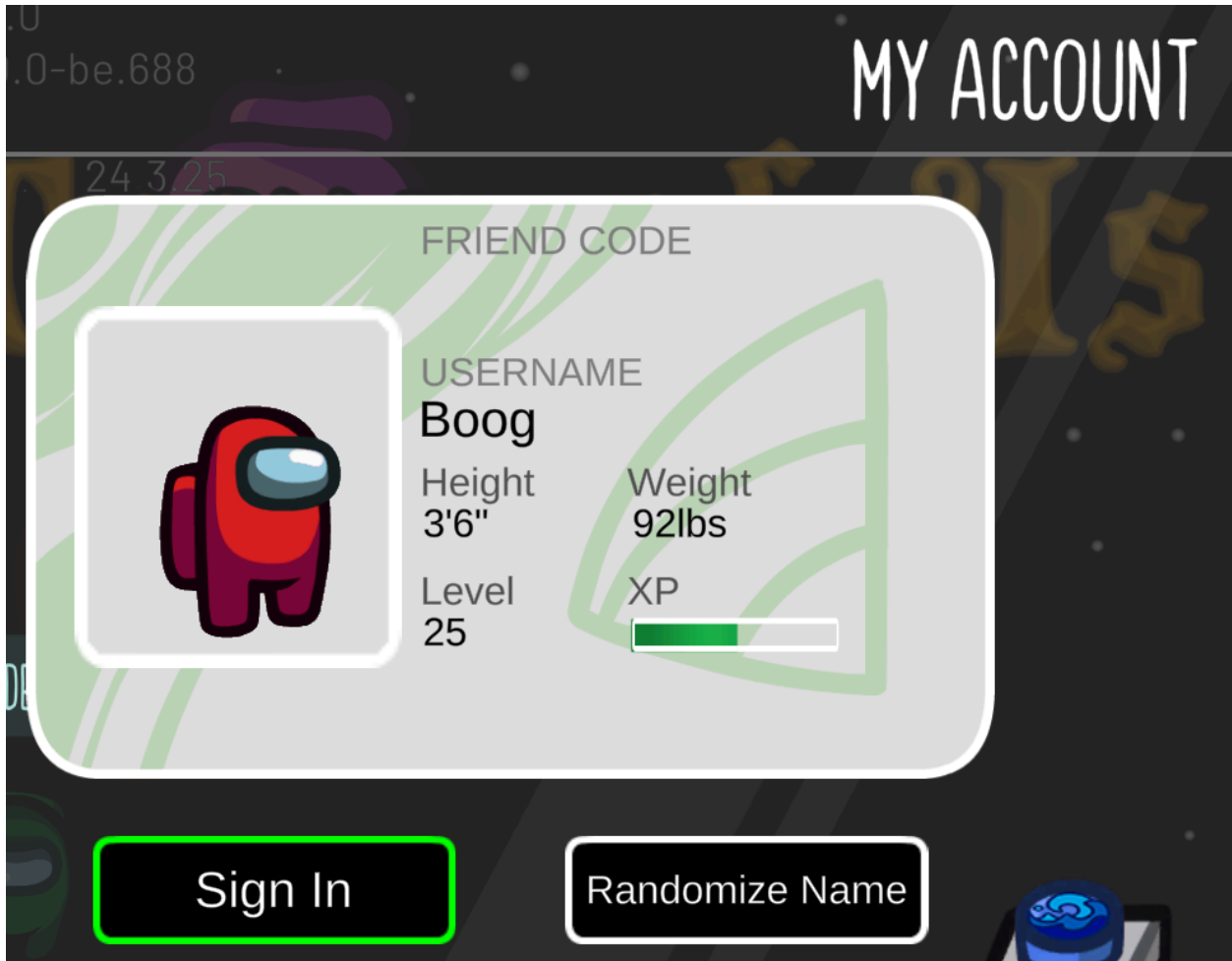


Figure 16: Re-authenticating account.

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 17). Click Private -> Enter Code -> and type in the code.

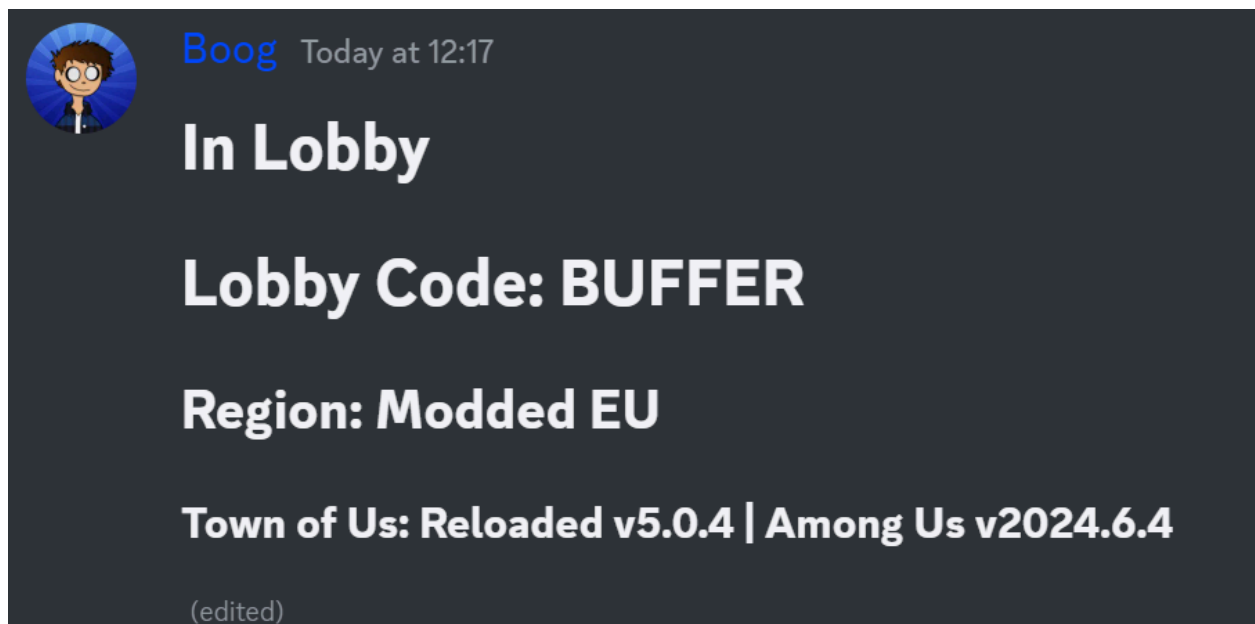


Figure 17: Format of the Lobby Info message

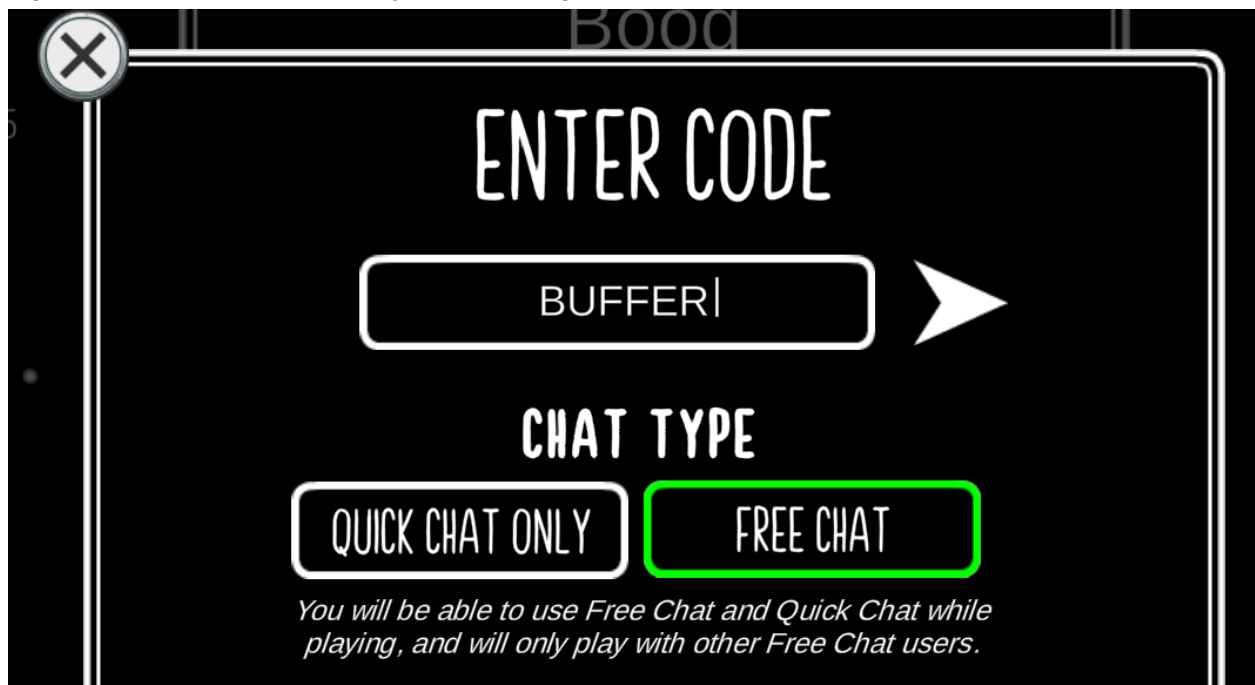


Figure 18: Typing in the lobby code.

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