



# Among Us

Accessibility Score: ★★☆☆☆

Among Us is a game of suspicion, quick thinking, and sharp memory. Blind players can thrive by turning sound cues, map familiarity, and conversation skills into their greatest weapons. With consistent practice and strong teamwork, you can outwit crew mates as an Impostor or catch the culprit as a sharp-eared detective.

## Mapping the Ship in Your Min

- Start Small: Pick one map (e.g., The Skeld) and focus entirely on learning its layout before moving on to others.
- Memorize Pathways: Learn the routes between common rooms—like Cafeteria to MedBay or Electrical to Security—until you can walk them without sight.
- Room Sound Signatures: Some areas have distinct background hums (e.g., Reactor alarms, Electrical buzz) that help you know where you are.
- Task Location Memory: With practice, you'll remember where each task is based on starting position and steps taken.
- Emergency Meeting Orientation: Know how to quickly navigate to the meeting table or report button in case of suspicious activity.

## Selecting Roles and Playstyles That Work for You

- Crewmate Detective: Use your sharp hearing to pick up vent sounds, footsteps, or kill audio cues.
- Sabotage-Ready Impostor: As an Impostor, focus on sound-based sabotage triggers like Reactor or O2 alarms to guide your movement and time your plays.
- Callout Player: Lean into discussion phases by recalling who was near you by voice in comms or who responded to emergencies.
- Task Speedrunner: Get efficient at repetitive, easy-to-navigate tasks so you blend in and avoid suspicion.

## Sound Is Your Superpower

- Footstep Awareness: Even though footsteps aren't globally audible, players nearby create subtle movement cues you can track.





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- Kill Sounds: The “snap” or “stab” sound from a kill is distinct—memorize it to immediately react or call a meeting.
- Vent Audio: Vents make a loud metallic “clang” when used—great for catching Impostors in the act.
- Task Effects: Many tasks produce unique sounds (e.g., download data hum, trash chute whoosh).
- Sabotage Alerts: Reactor and O2 have loud alarms; lights sabotage creates a sudden shift in environmental audio.

## Thriving in Meetings Without Visual Cues

- Listen Before Speaking: Gather as much from the tone, hesitations, and contradictions of other players as possible.
- Ask Direct Questions: “Where were you before O2?” or “Who fixed lights?” to force clear responses.
- Track Movement in Memory: Even if you can’t see them, recall who was nearby in earlier rooms based on sound cues and voice activity.
- Push Logical Narratives: As a Crewmate, use facts; as an Impostor, craft believable alibis using sound-based “proof.”

## Communication: Your Greatest Tool

- Voice Chat Over Text: Use voice communication tools for faster, clearer callouts.
- Teammate Guidance: Play with a supportive crew who can give brief spatial updates during gameplay.
- Clear Terminology: Use simple, quick words for room names and directions to avoid confusion.
- Emergency Coordination: Call out sabotage directions fast so players split efficiently.

## Learn More

[Playing Among Us BLIND](#)

[AMONG US, but I'm COMPLETELY BLIND!](#)

