The Unofficial Among Us Strategy Guide

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Note: If you paid money for this, you've been scammed. This is a free resource and should not be used for profit.

These are the top tips of what do do in any situation in Among Us. Some of these tips only apply in certain roles, while some apply to all roles. These also contain solutions to a lot of fatal mistakes that players make. With all of that out of the way, let's begin.

Always:

- Stay moving and be active. You attract suspicion if you go afk.
- Stay with the pack. You look suspicious if you split off at the start, and you're safer with eyewitnesses.
- Don't be defensive and point fingers. You look suspicious if you do.
- Keep track of your actions and use it as an alibi. It can mean the difference between getting ejected and voting at the next meeting.

Impostors only:

- Be careful on where and when you kill or vent. Look around, figure out whether it's safe, and if it isn't, migrate to a different area to kill or vent, or make it safe through your powers of sabotage.
- Adding on to the one above, make sure there's no witnesses. Eyewitnesses aren't just the only way to get discovered. You can be seen in admin or spotted on a camera. The admin one isn't exactly the one you should worry about. The cameras can be a game-ender, however. The best game plan would be to avoid the cameras altogether, and if you can't do that, make sure that the lights on it aren't on, since that means someone's watching. You can also sabotage comms to disable the cameras, and shut down most tasks.
- As I stated above, the lights on the cameras can be a dead giveaway if someone's watching. If the lights are on, it means that someone's watching, and you know that they're in security. This can be a perfect kill strategy.
- If you're thinking about killing and self-reporting, make sure you can come up with a solid alibi on the fly. The requirement of the aforementioned alibi is what makes this such a risky strategy.
- I can't stress this enough. If you're going to be faking tasks, **WATCH THE PROGRESS BAR!** When faking tasks like electrical work, you need to make sure that

you move away when the bar moves. Not earlier, and not 30 seconds later. If you don't move when the bar moves, it'll make you look suspicious.
- This is another one that I can't stress enough. **DON'T FAKE SFX-CENTERED TASKS.** A lot of tasks are just where you stand there and do something without any outside effects, but some tasks are "visual tasks", which have an SFX effect that everyone can see. This includes, but is not limited to, emptying garbage out of most chutes, doing a medbay scan, and more. If you try to fake these tasks, you'll stick out like a sore thumb. So avoid these like the plague.
- Try to reply to your own critical sabotages, or any critical failures. You look suspicious if you're the only person not going there to help.

Crewmates Only:

- Unlike impostors, you're better off if you do SFX-Centered or "visual" tasks, especially with people around. This tells them that you are a cremate, and this is the best alibi you can have. Impostors can't do tasks, but you can, which means you're a crewmate.
- Try to get tasks that are in electrical done first. On "The Skeld" (Spaceship map), this is an impostor's dream. With a vent, low lighting, and high traffic, it's pretty much a killing spree waiting to happen. If you get all of your electrical tasks done early, you won't have to worry about going there as much, unless you're fixing the lights.
- If you're using the cameras, try to exit out and go back in regularly. People can see whether cameras are in usage or not, and if you let them see, it's just as bad as running up to the impostor with a sign taped to your front saying "Free kill" on it.
- If you finish your tasks, try to help in other ways, like monitoring the cameras or looking around for dead bodies. These could help your crewmates.