

Join your crewmate in a multiplayer game of teamwork and betrayal!

Among Us

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*Animated video showcasing gameplay

About Among Us

Play online or over local WI-FI with 4-10 players as you attempt to hold your spaceship together and return back to civilization. But beware... as there may be an alien imposter aboard!

*Video trailer

*A crewmate
character image

How to play

Find out how to play the game!

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*A Gameplay Image

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*Developer Logo

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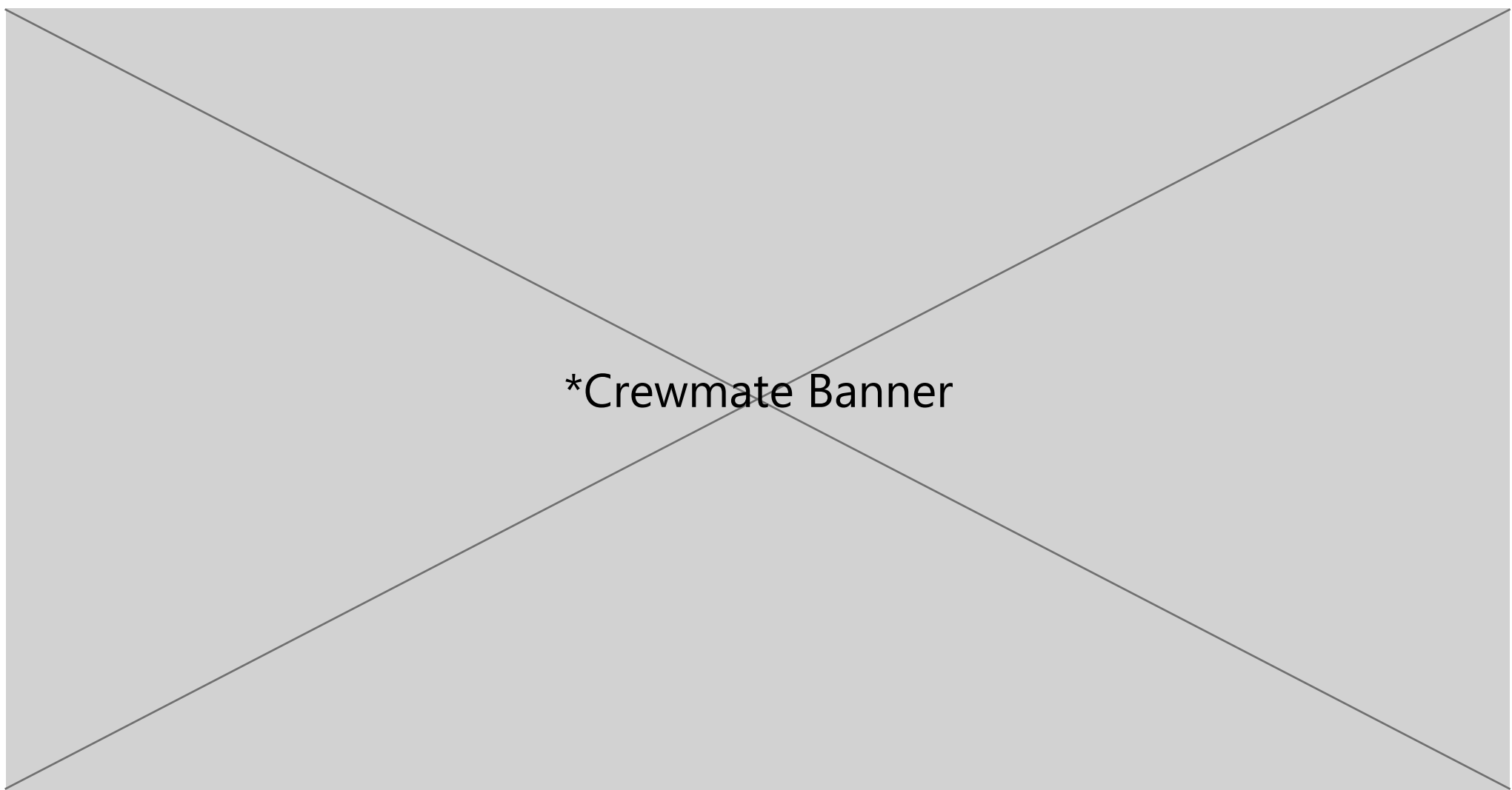
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Roles

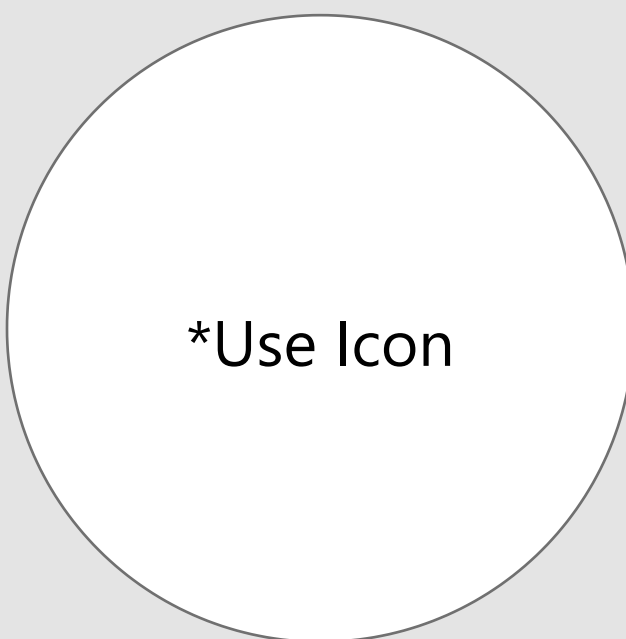
Within the game, there are two roles that will be given to the player at random.

Crewmate

The primary goal of a crewmate is to complete all tasks while not being killed by the Imposter(s), with the secondary goal being to find The Imposter, and ejecting them off the ship. Crewmates who have been killed by An Imposter or ejected become ghosts.



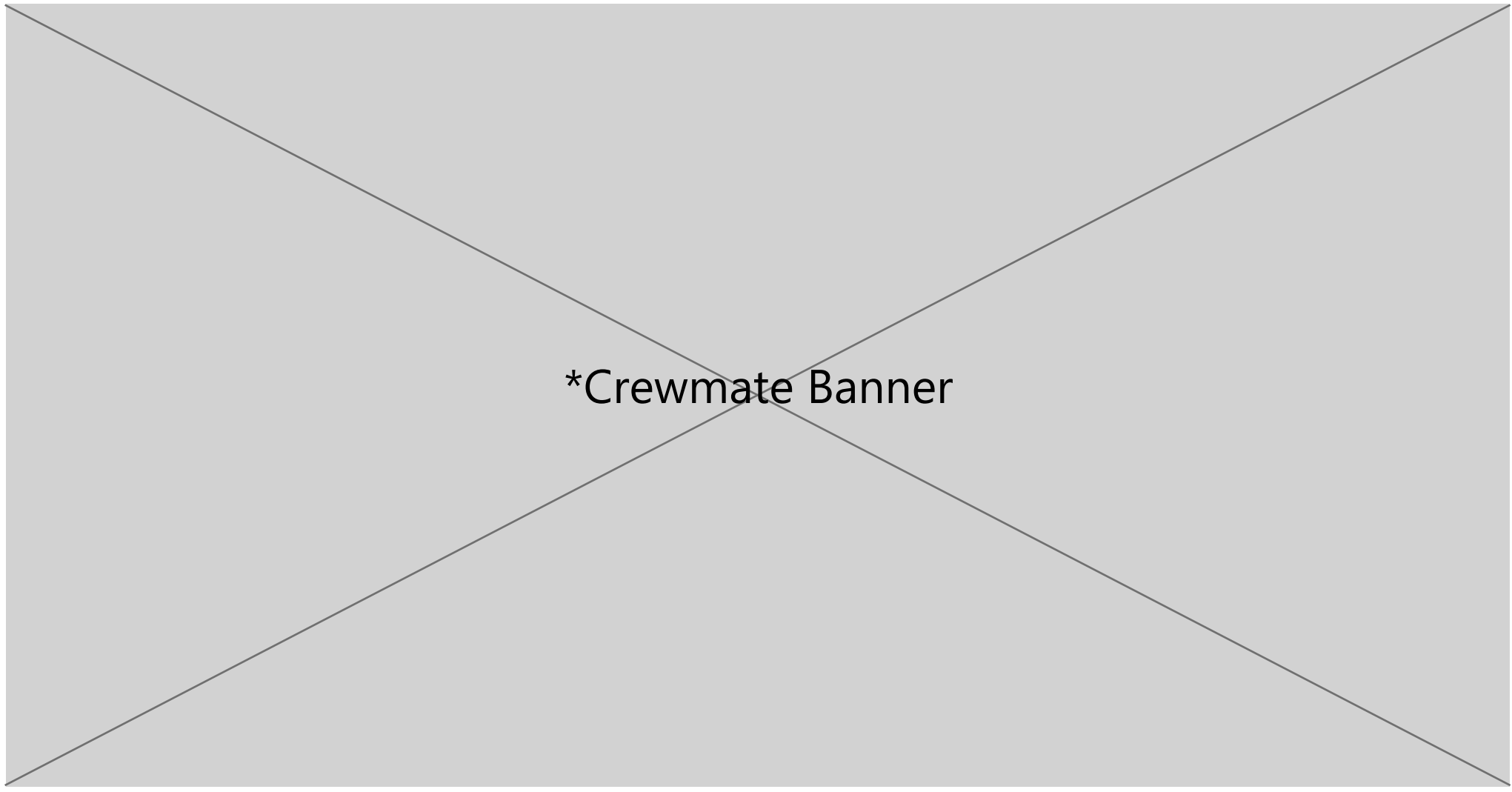
A Crewmate can use the report button to report a dead body and bring the entire crew into a meeting to discuss who The Impostor may be. Impostors also have this ability. The Report button is above the 'Use' button.



A Crewmate can use the 'Use' button for a variety of interactions. The most common is for activating and completing tasks. Crewmates can also use this button to call an emergency meeting manually (if the host allows it and no critical sabotages are active), check security cameras, check doorlogs, or to view the admin map. Impostors also have this button but cannot complete tasks with it. This button is in the bottom right corner of the screen.

Imposters

The primary goal of a crewmate is to complete all tasks while not being killed by the Imposter(s), with the secondary goal being to find The Imposter, and ejecting them off the ship. Crewmates who have been killed by An Imposter or ejected become ghosts.



An Impostor can kill a Crewmate. Killing a Crewmate leaves a dead body in the spot they were killed, and the Crewmates turn into a ghost. Kills have a cooldown of 10–60 seconds and a kill distance of either Short, Normal, or Long, which depend on the game options.



An Impostor can Sabotage, which creates a temporary problem that Crewmates must either wait out, ignore, or fix. Impostors can fix their Sabotage, which may help them avoid suspicion. Impostors who are ghosts can also sabotage. On the maps The Skeld and Polus, Impostors can close doors to hinder player movement or conceal the suspicious activity. A ghost cannot fix a sabotage.



The Impostor can hide in vents. Vents allow The Impostor to either hide or quickly move around the map. When close enough to a vent, the Sabotage button will be replaced with the vent button. However, hiding in a vent pauses both kill and sabotage cooldowns until The Impostor exits the vent. The Admin panel can still detect Impostors hiding in the vents of a room.

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