*Among Us*

***Among Us*** is a 2018 [online multiplayer](https://en.wikipedia.org/wiki/Online_multiplayer) [social deduction game](https://en.wikipedia.org/wiki/Social_deduction_game) developed and published by American game studio Innersloth. The game allows for [cross-platform play](https://en.wikipedia.org/wiki/Cross-platform_play); it was released on [iOS](https://en.wikipedia.org/wiki/IOS) and [Android](https://en.wikipedia.org/wiki/Android_(operating_system)) devices in June 2018 and on [Windows](https://en.wikipedia.org/wiki/Windows) later that year in November. It was ported to the [Nintendo Switch](https://en.wikipedia.org/wiki/Nintendo_Switch) in December 2020 and on the [PlayStation 4](https://en.wikipedia.org/wiki/PlayStation_4), [PlayStation 5](https://en.wikipedia.org/wiki/PlayStation_5), [Xbox One](https://en.wikipedia.org/wiki/Xbox_One) and [Xbox Series X/S](https://en.wikipedia.org/wiki/Xbox_Series_X/S) in December 2021. A virtual reality adaptation, [*Among Us VR*](https://en.wikipedia.org/wiki/Among_Us_VR), was released on November 10, 2022.

*Among Us* takes place in [space-themed](https://en.wikipedia.org/wiki/Science_fiction) settings where players are colorful, armless cartoon astronauts. Each player takes on one of two roles: most are Crewmates, but a small number are [Impostors](https://en.wikipedia.org/wiki/Impostor). Crewmates work to complete assigned tasks in the game while identifying and voting out suspected Impostors (who appear identical to Crewmates) using social deduction, while Impostors have the objective of killing the Crewmates. The game was inspired by the party game [Mafia](https://en.wikipedia.org/wiki/Mafia_(party_game)) and the [science fiction](https://en.wikipedia.org/wiki/Science_fiction_film) [horror](https://en.wikipedia.org/wiki/Horror_film) film [*The Thing*](https://en.wikipedia.org/wiki/The_Thing_(1982_film)).

While the game was initially released in 2018 to little mainstream attention, it received a massive rise in popularity in 2020 due to many [Twitch](https://en.wikipedia.org/wiki/Twitch_(service)) [streamers](https://en.wikipedia.org/wiki/Online_streamer) and [YouTubers](https://en.wikipedia.org/wiki/YouTuber) playing it during the [COVID-19 pandemic](https://en.wikipedia.org/wiki/COVID-19_pandemic). It received favorable reviews from critics for fun and entertaining gameplay. The game and its stylized characters have been the subject of various [internet memes](https://en.wikipedia.org/wiki/Internet_meme).

## Gameplay

[](https://en.wikipedia.org/wiki/File:AmongUsWhiteKillBlue.png)In this gameplay screenshot of the original map, The Skeld, the white Impostor has killed the blue Crewmate. White's vision of the pink player has been partially obscured by the wall. Any player, including the killer, can report the dead body and trigger a meeting.[[c]](https://en.wikipedia.org/wiki/Among_Us#cite_note-8)

*Among Us* is a [multiplayer game](https://en.wikipedia.org/wiki/Multiplayer_video_game) for four to fifteen players.[[6]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Innersloth-2021-9) Up to three players are randomly[[7]](https://en.wikipedia.org/wiki/Among_Us" \l "cite_note-10) and secretly chosen to be the Impostors each round. As of 2023, five playable [maps](https://en.wikipedia.org/wiki/Level_(video_games)) are available: a spaceship called "The Skeld", an office building called "MIRA HQ", a planet base called "Polus",[[8]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Matthews-2020a-11) "The Airship", a setting from Innersloth's *Henry Stickmin* series,[[9]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Chalk-2021-12)[[10]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Innersloth-2021c-13) and the Fungle, a mushroom jungle map.[[11]](https://en.wikipedia.org/wiki/Among_Us#cite_note-14) The Crewmates can win the game one of two ways: either by completing all assigned tasks or by ejecting all Impostors. Impostors can likewise win in two ways: either by killing or ejecting enough Crewmates, so that the number of Crewmates matches the number of Imposters,[[d]](https://en.wikipedia.org/wiki/Among_Us" \l "cite_note-15) or by sabotaging a critical system on the map (provided the Crewmates do not resolve it in time).[[e]](https://en.wikipedia.org/wiki/Among_Us#cite_note-16)[[8]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Matthews-2020a-11)[[12]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Lau-2020-17) At the start of the game, Crewmates are assigned "tasks" to complete around the map in the form of [minigames](https://en.wikipedia.org/wiki/Minigame" \o "Minigame), [minipuzzles](https://en.wikipedia.org/wiki/Puzzle" \o "Puzzle), and simple toggles, mostly consisting of maintenance work on vital systems such as fixing wires and downloading data.[[13]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Pearson-2020-18) Impostors cannot complete tasks but may pretend to perform them to feign appearance as legitimate Crewmates. Impostors, however, can perform [sabotages](https://en.wikipedia.org/wiki/Sabotage), ranging from minor (such as disabling [lights](https://en.wikipedia.org/wiki/Lighting), limiting the Crewmates' vision) to critical (such as disabling [oxygen generators](https://en.wikipedia.org/wiki/Life-support_system)), requiring immediate counteraction by Crewmates to prevent their deaths. Impostors may enter and traverse [ventilation ducts](https://en.wikipedia.org/wiki/Duct_(flow)) (commonly known as "venting"), and kill nearby Crewmates. To help Crewmates identify Impostors, there are various [surveillance systems](https://en.wikipedia.org/wiki/Surveillance_system) on each map, such as [security cameras](https://en.wikipedia.org/wiki/Security_cameras) on The Skeld,[[14]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Marshall-2020c-19) a door log system with sensors in MIRA HQ,[[15]](https://en.wikipedia.org/wiki/Among_Us#cite_note-20) and a vitals indicator in Polus that shows the living status of all players.[[8]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Matthews-2020a-11) In addition, certain "visual tasks" provide animated cues, such as scanning oneself in the Skeld's [medbay](https://en.wikipedia.org/wiki/Sick_bay" \o "Sick bay). As Impostors cannot perform tasks, Crewmates can use visual tasks to confirm their identity to nearby Crewmates.[[16]](https://en.wikipedia.org/wiki/Among_Us#cite_note-21)

Any living player may call a group meeting by reporting a dead body, or by pressing an Emergency Meeting button.[[f]](https://en.wikipedia.org/wiki/Among_Us#cite_note-22)[[12]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Lau-2020-17)[[17]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Marshall-2020a-23) During meetings, players discuss—via the [in-game text chat](https://en.wikipedia.org/wiki/Online_chat) or an external [voice chat](https://en.wikipedia.org/wiki/Voice_chat_in_online_gaming) application such as [Discord](https://en.wikipedia.org/wiki/Discord)[[18]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Winslow-2020-24)[[19]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Paez-2020-25)[[20]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Matthews-2020b-26)—who they believe to be Impostors based on available [witness testimonies](https://en.wikipedia.org/wiki/Eyewitness_testimony), with Impostors lying to hide their identity or falsely accusing other players. Impostors can be identified beyond [reasonable doubt](https://en.wikipedia.org/wiki/Reasonable_doubt) if they are seen venting or killing a Crewmate, but ultimately players must weigh the veracity or value of each other's statements. Players then vote for who they believe is an Impostor; if a [plurality vote](https://en.wikipedia.org/wiki/Plurality_voting) is obtained,[[g]](https://en.wikipedia.org/wiki/Among_Us#cite_note-27) the player who received the most votes is "ejected" from the game.[[13]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Pearson-2020-18)[[12]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Lau-2020-17) Players who are killed or ejected become ghosts, which can still perform tasks (Crewmates) or sabotages (Impostors) but are otherwise unable to be seen by or interact with living players. Effectively, spectators and ghosts may see and pass through walls, follow players or other ghosts, and chat with other ghosts.

A November 2021 update added additional specialized roles to the game: Crewmates can also be Engineers, Scientists, as well as regular Crewmates. When a Crewmate dies, they can also become a Guardian Angel, the role of which is not given at the beginning of a round. Engineers can traverse vents like Impostors, albeit to a limited capacity. On the other hand, Impostors can stay in the vent as long as they want. Scientists can check vitals from anywhere on the map to see if any player has been killed this round. Ghosts of Crewmates can become Guardian Angels, which can temporarily protect living players from being killed. Impostors likewise can be Shapeshifters, allowing them to temporarily morph into other players and assume their color and appearance. However, they might leave evidence behind depending on the game settings. An additional update in June 2024 added three more roles, including Noisemakers and Trackers to the roles of Crewmates, and Phantoms to those of Impostors. Noisemakers trigger an alert when they are killed that can visually indicate their death's location to other Crewmates. Trackers can track the location of another player for a limited amount of time. Phantoms are able to briefly turn invisible to avoid detection.[[21]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Innersloth-2024-28)

An alternative "Hide and Seek" game mode was added in December 2022. There are no meetings or ejections, and a single Impostor (whose identity is known to the Crewmates) attempts to kill all Crewmates within a fixed countdown timer. Crewmates must hide or flee from the Impostor and can complete tasks to roll down the timer, as well as enter vents for a brief time to hide from the Impostor. Impostors cannot perform sabotages or enter vents in this mode. Crewmates are also given a display showing their proximity to the Impostor as well as the number of remaining Crewmates.[[22]](https://en.wikipedia.org/wiki/Among_Us#cite_note-Innersloth-2022-29) Near the end of the round, the Impostor obtains a "seek" button allowing them to see where Crewmates are.

Before each game, various options can be adjusted to customize aspects of gameplay, such as player movement speed, the allowed number of emergency meetings, number of tasks and visual tasks,[[23]](https://en.wikipedia.org/wiki/Among_Us" \l "cite_note-Joseph-2020-30) or whether or not an Impostor is revealed after being voted off, allowing participants to manually balance the game's settings to their desires.[[24]](https://en.wikipedia.org/wiki/Among_Us#cite_note-31) Players may modify their own appearances with [cosmetics](https://en.wikipedia.org/wiki/Cosmetic_(video_gaming)), including [skins](https://en.wikipedia.org/wiki/Skin_(video_gaming)), hats, visors, and pets,[[25]](https://en.wikipedia.org/wiki/Among_Us#cite_note-32) some of which are purchasable as [microtransactions](https://en.wikipedia.org/wiki/Microtransaction" \o "Microtransaction).

### *Among Us VR*

*Main article:*[Among Us VR](https://en.wikipedia.org/wiki/Among_Us_VR)

During [The Game Awards 2021](https://en.wikipedia.org/wiki/The_Game_Awards_2021), a standalone VR version titled *Among Us VR* was announced.[[67]](https://en.wikipedia.org/wiki/Among_Us#cite_note-76) Co-developed by [Schell Games](https://en.wikipedia.org/wiki/Schell_Games), Innersloth, and Robot Teddy,[[68]](https://en.wikipedia.org/wiki/Among_Us#cite_note-77) the game was released on November 10, 2022, for the [Meta Quest 2](https://en.wikipedia.org/wiki/Meta_Quest_2) and Windows via [Steam](https://en.wikipedia.org/wiki/Steam_(service)), with a PlayStation 5 version via [PlayStation VR2](https://en.wikipedia.org/wiki/PlayStation_VR2) planned for the future.[[69]](https://en.wikipedia.org/wiki/Among_Us#cite_note-78)

*Among Us VR* features similar gameplay to the original game, but is played from a first-person perspective. Several of the original game's tasks were recreated, alongside new ones. At the time of release, the only level in the game is The Skeld 2; further content updates are planned, though no details have been announced.[[70]](https://en.wikipedia.org/wiki/Among_Us#cite_note-AOVR_IGN_Review-79)

### Sales

As of September 2020, [Steam Spy](https://en.wikipedia.org/wiki/Steam_Spy) estimated that the game had more than 10 million owners on [Steam](https://en.wikipedia.org/wiki/Steam_(service)).[[91]](https://en.wikipedia.org/wiki/Among_Us#cite_note-100) The [Associated Press](https://en.wikipedia.org/wiki/Associated_Press) noted the game was the most downloaded app on the [iOS App Store](https://en.wikipedia.org/wiki/App_Store_(iOS)) for both [iPhones](https://en.wikipedia.org/wiki/IPhone) and [iPads](https://en.wikipedia.org/wiki/IPad) in October 2020.[[92]](https://en.wikipedia.org/wiki/Among_Us#cite_note-101) According to [SuperData Research](https://en.wikipedia.org/wiki/SuperData_Research" \o "SuperData Research), the game had roughly 500 million players worldwide as of November 2020, with the [free-to-play](https://en.wikipedia.org/wiki/Free-to-play) mobile version accounting for 97% of players and the [buy-to-play](https://en.wikipedia.org/wiki/Buy-to-play) PC version accounting for 3% of players, though it was the buy-to-play PC version that generated 64% of the game's gross revenue.[[93]](https://en.wikipedia.org/wiki/Among_Us#cite_note-102) *Among Us* became one of the best selling games of 2020 on Steam, being listed on the platinum category on "The Year's Top 100" list.[[94]](https://en.wikipedia.org/wiki/Among_Us#cite_note-103)[[95]](https://en.wikipedia.org/wiki/Among_Us#cite_note-104) The [Nintendo Switch](https://en.wikipedia.org/wiki/Nintendo_Switch) version's launch sold 3.2 million digital units in December 2020, making it the highest-earning version of the game for the month and one of the [best-selling games on the Nintendo Switch](https://en.wikipedia.org/wiki/List_of_best-selling_Nintendo_Switch_video_games).[[96]](https://en.wikipedia.org/wiki/Among_Us#cite_note-105)[[97]](https://en.wikipedia.org/wiki/Among_Us#cite_note-106)

*Among Us* was offered as a free game on the [Epic Games Store](https://en.wikipedia.org/wiki/Epic_Games_Store) during one week in May 2021. Its average daily player count jumped from around 350,000 players in the weeks before to over 2 million players during the giveaway.[[98]](https://en.wikipedia.org/wiki/Among_Us#cite_note-107) On June 29, 2021, Innersloth reported on [Twitter](https://en.wikipedia.org/wiki/Twitter) that during the game's free promotion on Epic Games Store, at least 15 million copies were claimed.[[99]](https://en.wikipedia.org/wiki/Among_Us#cite_note-108)

Sales from *Among Us* allowed Innersloth to create a publishing label, Outersloth, to help support other indie developers, using a recoup-and-revenue-share model whereby Outersloth invests in a game and recoups those funds from sales. Innersloth had wanted to be able to support other developers, and after seeing the game *Mars First Logistics*, set the formation of Outersloth in motion. Outersloth was revealed in 2024 as part of the [Summer Game Fest](https://en.wikipedia.org/wiki/Summer_Game_Fest).[[100]](https://en.wikipedia.org/wiki/Among_Us#cite_note-109)

### Awards

| **Award** | **Date of ceremony** | **Category** | **Result** | **Ref.** |
| --- | --- | --- | --- | --- |
| [Golden Joystick Awards 2020](https://en.wikipedia.org/wiki/Golden_Joystick_Awards#2020) | November 24, 2020 | Breakthrough Award | Won | [[101]](https://en.wikipedia.org/wiki/Among_Us#cite_note-110) |
| [The Game Awards 2020](https://en.wikipedia.org/wiki/The_Game_Awards_2020) | December 10, 2020 | Best Mobile Game | Won | [[102]](https://en.wikipedia.org/wiki/Among_Us#cite_note-111)[[103]](https://en.wikipedia.org/wiki/Among_Us#cite_note-112) |
| Best Multiplayer Game | Won |
| [Steam Awards 2020](https://en.wikipedia.org/wiki/Steam_Awards#2020) | January 3, 2021 | Labor of Love Award | Nominated | [[104]](https://en.wikipedia.org/wiki/Among_Us#cite_note-113)[[105]](https://en.wikipedia.org/wiki/Among_Us#cite_note-114) |
| [Nickelodeon Kids' Choice Awards](https://en.wikipedia.org/wiki/2021_Kids%27_Choice_Awards) | March 13, 2021 | [Favorite Video Game](https://en.wikipedia.org/wiki/Kids%27_Choice_Award_for_Favorite_Video_Game) | Won | [[106]](https://en.wikipedia.org/wiki/Among_Us#cite_note-115) |
| [Webby Awards](https://en.wikipedia.org/wiki/Webby_Awards) | May 18, 2021 | Breakout of the Year | Won | [[107]](https://en.wikipedia.org/wiki/Among_Us#cite_note-116)[[108]](https://en.wikipedia.org/wiki/Among_Us#cite_note-117) |
| Mobile Games Awards | July 20, 2021 | Best Indie Developer | Won | [[109]](https://en.wikipedia.org/wiki/Among_Us#cite_note-118)[[110]](https://en.wikipedia.org/wiki/Among_Us#cite_note-119) |
| [International Game Developers Association](https://en.wikipedia.org/wiki/International_Game_Developers_Association) | August 27, 2021 | Community Management | Won | [[111]](https://en.wikipedia.org/wiki/Among_Us#cite_note-120) |
| App Store Awards | December 2, 2021 | Connections | Won | [[112]](https://en.wikipedia.org/wiki/Among_Us#cite_note-121) |
| [British Academy Games Awards](https://en.wikipedia.org/wiki/British_Academy_Games_Awards) | April 7, 2022 | Evolving Game | Nominated | [[113]](https://en.wikipedia.org/wiki/Among_Us#cite_note-122) |