A Minecraft interpretation of the popular social deduction game, Among Us.

Basics

There must be a minimum of 5 players, and up to a maximum of 10 players. When the game starts, 2 will be Imposters if there are 8-10 players, and if there are 5-7, there will only be one. The rest of the players will be Crewmates. The Imposters will know who their fellow murderers are, but the Crewmates won't know who the Imposters are.

Crewmates must complete tasks, mini-objectives that are scattered throughout the map with varying length and difficulty, while avoiding being killed by the Imposters. Crewmates have limited vision, only letting them see players within a short distance (needs testing, maybe like 15 blocks or something as a start?) ALL Crewmates have access to the following abilities:

- **Reporting Dead Bodies -** If a Crewmate finds a dead body, they can press the Report button to bring the entire crew into a meeting for 60 seconds, where they can discuss who the Imposter may be. During meetings, players can opt to vote out and eject players they believe to be the Imposter, or choose to skip the vote. **Ejecting players will NOT show if they are an Imposter or not,** unless you have the [Classic] **Crewmate Class selected (Classes will be explained later).**
- **Calling an Emergency Meeting -** After 24 seconds, Crewmates will have the ability to call an Emergency Meeting by pressing its respective button located in a specific part of the map (Players will always spawn at it after a meeting is finished). This allows them to initiate a meeting without having to find a dead body. Each Crewmember can only call an Emergency Meeting once.
- **Complete Tasks -** Crewmates have the ability to interact with tasks.

Crewmates win if any of the following conditions are met:

- Each Crewmate has completed all of their tasks.
- Both Imposters are voted-out.

If a Crewmate dies, they become a Ghost. Ghosts can go through walls, and are invisible to the alive players, though they can see other ghosts. Ghosts will also have unlimited vision, and will join the alive players whenever there is a

meeting, though they won't be able to participate in voting. As ghosts, they still must finish all of their tasks in order for the Crewmates to win.

Imposters must kill off Crewmates until there are an equal number of Imposters and Crewmates before all tasks are completed, and to remain hidden among the Crewmates. Imposters are given a fake task list that resembles that of the Crewmates' task list. However, Imposters cannot actually perform tasks, and instead, they must pretend to do them to avoid suspicion (if an Imposter attempts to do a task, simply nothing will happen) ALL Imposters have access to the following abilities:

- **Killing Crewmates -** To kill a Crewmate, you simply just walk in attacking range of them and hit them once with your sword, which will turn them into a ghost and leave a dead body in the spot they were killed. Kills by default have a 25 second cooldown. The kill cooldown will not tick down if you are interacting with the map (e.g. inside a vent, looking at security cameras, accessing admin maps, fixing crises).
- **Sabotage -** Imposters have the **Sabotage** button, which will bring up a list of potential parts of the map that they can compromise, creating a temporary problem that Crewmates may or may not have the option to to wait out, fix it or ignore it. What things that can be sabotaged will depend on what map it is. Sabotage has a default 20 second cooldown.
- **Venting -** Imposters have the ability to walk up to **specially marked vents** and enter them by using the **Vent** button. While inside a vent, they become invisible spectators, and can use the vents to travel around the map to other vents. There is a slight delay and animation for when you enter and exit vents, and the sabotage/kill cooldowns will be on halt while you're inside one.
- **Reporting Dead Bodies -** If an Imposter finds a dead body, they can press the **Report** button to bring the entire crew into a meeting for 60 seconds, where they can discuss who the Imposter may be. During meetings, players can opt to vote out and eject players they believe to be the Imposter, or choose to skip the vote.
- **Calling an Emergency Meeting -** After 24 seconds, Imposters will have the ability to call an **Emergency Meeting** by pressing its respective button located in a specific part of the map (Players will always spawn at

it after a meeting is finished). This allows them to initiate a meeting without having to find a dead body. Each Imposter can only call an Emergency Meeting once.

Imposters win if any of the following conditions are met:

- There are just as many Crewmates as Imposters.
- The Crewmates fail to fix specific sabotages that MUST be fixed.

If an Imposter dies, they also become a ghost, like a Crewmate. However, rather than doing tasks while dead, they will still be allowed to Sabotage.

Technical

- If a player leaves mid-game and was alive, they will die. However, there will not be a body left behind, and there will be no indication of whether they were Imposter or Crewmate (unless of course, either of the sides wins because of the disconnect).
- While in-game, players will be restricted from using the game chat, unless they are in a meeting. To alleviate ghosting/cheating, players in-game cannot send or receive PMs. Ghosts will be allowed to send/receive PMs and talk freely with other ghosts, but alive players will not be able to see their messages.
- If a Crewmember leaves the game while a ghost and still has incomplete tasks, they simply will not be counted towards the total complete.
- To alleviate the situations where players simply leave the game after dying or getting chosen as Crewmate, here are a few incentives:
  - Finishing all your tasks as Crewmate (dead or alive) will grant you bonus xp and gold.
  - If you leave mid-game, you will not gain any xp or gold.
  - Winning as Crewmates will grant you bonus xp and gold.
- Players will wear a glass block on their head, denoting what color they are just like in the actual game. This can be changed to any color, though there can be only one of each color in a single given game. If a color is not selected, the color given will be random.
- The held item of players will not be shown, and the vision of players will be reduced accordingly. Players will simply not render until a specific

distance is achieved, replicating the game's vision mechanics better (and preventing cheating via x-ray).

Classes

Unlike the vanilla game, this variant of Among Us features classes. Before a game starts (and for 20 seconds after it starts), players can select what class they'd like to be for both Crewmate and Imposter (should also have an option to have a default class). In-game, Crewmates cannot see the classes of other players, but Imposters will be able to. For the first 20 seconds of the game and the first 10 seconds after a meeting is over, no class abilities can be used. Each unique player has 2 unlock tokens, letting them get whichever 2 classes they want for free. The rest of the classes will have to be purchased with in-game currency (gold?).

Imposter

[Classic] {Free}
- Reduces Kill cooldown by 40%.

[Gravedigger] {Locked}
- Sneaking near a dead body for 5 seconds will bury it, preventing players from reporting it. Can only be used once per game. They will still be marked as dead during meetings.

[Ninja] {Locked}
- Upon killing a player, become fully invisible and gain Speed II for 5 seconds. Cancels if you interact with anything.

[Scrambler] {Locked}
- Gain the ability to cause a Blackout (Firework Star) for Crewmates, completely cutting all vision (Night Vision + Blindness) for 3 seconds. Can only be used once per game.

[Predator] {Locked}
- Gain the ability to scan the area (Redstone Dust), detecting all nearby players and who they are (you will get a message telling you the names of all nearby players within a radius). Can be used every 20 seconds.

Crewmate

[Classic] {Free}

- Confirm the identities of players that are ejected. Only you and other Crewmates with [Classic] will know.

[Captain] {Locked}

- Gain a Compass that can be used to track a specific player's location on the map for 5 seconds. Can only be used once every 40 seconds.

[Engineer] {Locked}

- Gain the ability to disable vents and sabotages (in-progress sabotages will remain active) for 5 seconds (Stone Hoe). Imposters that are currently inside vents will be forcibly ejected. Can only be used once per game.

[Multitasker] {Locked}

- While alive, tasks you start will be done automatically, taking 20 seconds to complete Common, 30 to complete Long, and 10 to complete Short. This allows you to skip the minigames and spend more time moving around at the cost of an overall longer completion time. You can only be resolving one task at a time.

[Detective] {Locked}

- Gain Shears that can be used to **research** a single player. After 30 seconds, you will get a result back telling you if they are a Crewmember or Imposter. Be warned, if you **research** an Imposter, they will be notified that you've done so, indirectly putting a bounty on your head. Can only be used once per game.

Tasks

Tasks are minigames that the Crewmates must complete in order to win the game. There are 3 types of tasks: Common, Short, and Long.

- **Common -** These tasks are ones that either every single Crewmate will have, or no Crewmate will have. There are a total of 2 common tasks for each map, and only 1 of them will be assigned to Crewmates. If someone pretends/claims to do a common task that no one has, you can safely

assume they're the lmposter (or just new to the game). Common tasks take an average amount of time.

- **Short -** These tasks can often be completed very quickly. There are always 3 of them scattered around the map. Not everyone will have the same Short tasks.
- **Long -** These tasks can take up to a full minute. There are only 1 of them on the map. Not everyone will have the same Long task.

Tasks will all have a **Paper** and a **Redstone Block** in your inventory. The Paper will explain to you what to do, and the Redstone Block will reset the task in the situation that you mess up.

Here is a list of all the Common Tasks:
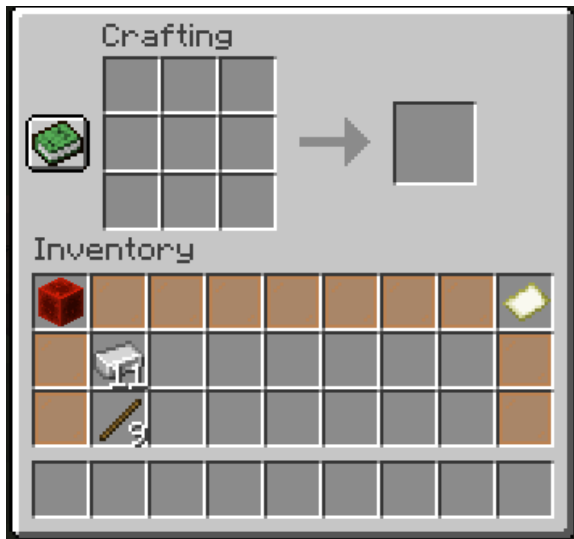
- **Crafting Table -** Craft all of the listed items, given the materials. These are all the possible combinations:
  - Craft lron Axe, lron Shovel, lron Hoe, lron Pickaxe
  - Craft Pumpkin Pie, Cake, Mushroom Stew, and Bread
  - Craft Bow, Watch, Fishing Rod, Shield
  - Craft lron Helm, lron Chest, lron Legs, lron Boots
  - Craft Rail, Minecart, Boat, Powered Rail,
  - Craft Dispenser, Piston, Redstone Lamp, Hopper
  - Craft Reds Comparator, Reds Repeater, Daylight Sens, Tripwire
  - Craft Bed, Painting, Bookshelf, Armor Stand

Here is a list of all the Short Tasks:

- **Enchantment Table -** Enchant all of the books.

Here is a list of all the Long Tasks:

Sabotages

Listed here are the different types of sabotages that Imposters can perform, and how to prevent them.

- **Crisis -** If Crewmates do not fix this sabotage within the timeframe, they will automatically lose.
- **Lights -** Inflicts Blindness on all Crewmates. Lasts until fixed.
- **Communications -** Prevents players from interacting with tasks and technology on the map. Emergency Meetings will also be disabled during this time. Lasts until fixed.
- **Lockdown -** Closes all doors for 5 seconds.

Achievements

- **Crewmate Mastery -** Win 30 games as Crewmate.
  - **Reward -** Pet, Medium XP/Gold.

- **Imposter Mastery -** Win 30 games as Imposter.
  - **Reward -** Pet, Medium XP/Gold.
- **Speed Demon -** Be the first to complete all your tasks as a Crewmate.
  - **Reward -** Particles, Low XP/Gold.
- **Saboteur -** Win as Imposter through a Crisis Sabotage.
  - **Reward -** Particles, Low XP/Gold.
- **Intuition -** Win a game as Crewmate with 2 or less meetings called.
  - **Reward -** Armor, Medium XP/Gold
- **Silent Assassin -** As Imposter, kill 2 Crewmates on your own before the first meeting is called.
  - **Reward -** Pet, Low XP/Gold
- **Perfect Imposter -** As Imposter, win a game without venting or killing anyone yourself.
  - **Reward -**
- **Framed -** As Imposter, call a meeting and get a Crewmate voted out.
  - **Reward -**
- **Among Us Mastery -** Complete all other achievements.
  - **Reward -** Rainbow Spacesuit, High XP/Gold

Cosmetics

TBD (Probably particle effects and having Minecraft mobs as pets)

Misc

Example hotbar of an Imposter:
- Diamond Sword - Kill
- Red Dye - Sabotage (opens up Sabotage GUI)
- Nether Star - Vent

- Music Disc - Report

Example inventory of a player doing a task.
- Pressing the Redstone Block will reset the task. The task can also be reset by exiting inventory (Pressing E or Esc) and then clicking it again.
- Hovering over the Map will tell the player what they need to do.

Example Sabotage GUI:
- TNT - Crisis Event
- Eye of Ender - Lights Out
- Iron Door - Lockdown
- Redstone Torch - Disrupt Comms
- Red Dye - Exit Sabotage GUI

Example Meeting GUI:
- Paper - Opens up an inventory of player-heads, allowing you to vote someone out.
- Barrier - Skip voting.