GROUP GAME

Among Us

in real life



Among Us in Real Life

Among Us is the ultimate party game of the Covid era: play it now in real life as a youth group. Join your crewmates in a multiplayer game about teamwork and betrayal!

About this game

This version of Among Us in Real Life was developed by Silas Bilger and Andy Fronius. It is based on the well-known video game of the same name and first appeared on Pulse.

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Questions or problems?

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Instructions: What is Among Us?

Among Us plays a lot like Werewolves or Mafia.

- Try to keep your spaceship together and make it back to civilization.
- But watch out: you have an alien “Impostor” (traitor, killer, shapeshifter) on board!
- One crewmate has been replaced by a parasitic “Impostor.” Their goal is to eliminate the rest of the crew before the ship reaches home.
- The Impostor will sabotage the ship, sneak through vents, deceive and frame others to remain anonymous and kill off the crew.
- While everyone is fixing the ship, nobody can talk, so that everyone stays anonymous.
- As soon as a body is reported, the surviving crew openly discusses who they think the Impostor is.
- The Impostor’s goal is to pretend to be a member of the crew.
- If the Impostor isn’t voted out, everyone goes back to maintaining the ship until another body is found.
- If the “Impostor” is voted out, the crew wins!

What do you need to prepare?

Information for Among Us beginners and game leaders: Among Us as a real-time simulation will be your youth group's new obsession!

Among Us is a well-known game among teens and young people. If you lead a group and don't know the game yet, we recommend you try it online yourself first. It's an exciting and fun game played over several rounds with changing roles.

Among Us is flexible and can be played as an outdoor game or an indoor game anywhere there's room. The size of the play area depends on the size of your group.

Pro tip: Different rooms, hallways, corridors, stairs or elevators create an atmosphere true to the game. It helps to play space background music and to decorate the rooms to match the theme. We've put together a Spotify playlist for you: Among Us background music for the group game.

Group size

Among Us can be played with almost any group size, but you should have at least 4 or 5 players. There's no upper limit. For groups of more than 20 people, you'll need a large play area and may need extra tasks.

Hygiene tip: You can also set the game up twice so two groups can play at the same time.

Groups under 10 people

For this group size, we recommend using only one Impostor. The difficulty goes up with every extra Impostor. Experienced groups can also play with 2 Impostors.

Groups over 20 people

For this group size, we recommend 2 Impostors from the start. With experienced groups, you can gradually add more Impostors. The difficulty goes up with every extra Impostor.

Rules and goal of Among Us

Goal of the game

The crewmates have to repair their spaceship and gather enough fuel reserves to launch the rescue flight back to Earth.

The Impostors try to kill the crew in secret. If they manage to wipe out the whole crew before the return flight can start, the Impostors win and the crew loses.

Game rules

1. **Repairs:** The crew looks for damage on the spaceship and repairs it. Watch out: some damage has to be repaired more than once. (Completing tasks.)
2. **Fuel:** The crew has to earn fuel reserves. They can be won at the main computer.
3. **Impostor:** The Impostor tries to kill the crew as inconspicuously as possible, to take over the ship without being recognized. The Impostor kills from behind by tapping the victim firmly on the shoulder twice.

Crewmates, be warned: the Impostor can also repair damage and collect fuel reserves to keep their cover.

4. **Murder:** As soon as a crewmate is killed, they turn into a ghost and lie down on the floor. The game leader watches for ghosts on the floor and collects the victims' cards. Only after the crew badge has been handed to the game leader may the ghost get up and keep doing tasks. Ghosts may no longer talk or take part in emergency meetings.
5. **Emergency meeting:** When a crewmate comes across a body on the floor, they have to call an emergency meeting as quickly as possible to discuss with the whole crew who the Impostor might be.

Important: Emergency meetings are mandatory for everyone. Players may accuse, defend and discuss. At the end, there's either a vote to throw a player out of the spaceship through the airlock, or the whole crew decides not to kill anyone, because the clues aren't enough yet for a solid accusation.

The person killed after a vote reveals their identity. If it was an Impostor and there's only one Impostor, the crew wins and a new round starts with new roles. If there are several Impostors, the emergency meeting ends and the repairs continue until the next emergency meeting.

The emergency meeting can be called, for example, with a loud alarm sound or by sharing an alarm image in a shared WhatsApp group. Everyone has to find out quickly and clearly that an emergency meeting has been called.

6. **Sabotage:** The Impostor can sabotage the entire spaceship. To do this, they have to tap the game leader on the back twice. The game leader gives an alarm signal (sound or WhatsApp) and starts a 90-second countdown. If the game leader receives two fully inflated balloons from the crewmates within these 90 seconds, the sabotage has been stopped. If not, the spaceship explodes and the Impostors win.
7. **No talking:** In the online game Among Us, nobody may talk between emergency meetings. The repairs and the gathering of fuel happen in the silence of space. Space music plays in the background. It's a good idea to turn the music down or off during emergency meetings so the discussion can go well.

Game rules

to print

Repairs: Complete tasks.

Fuel: Turn completed tasks into fuel at the main computer.

Impostor: Kill the crew without being noticed by tapping your victims on the shoulder twice.

Murder: Stay lying on the floor until a game leader takes your crew badge. As a ghost, you can keep doing tasks, but you may no longer talk or take part in emergency meetings.

Emergency meeting: Found a body? Call an emergency meeting! Discuss. Vote: throw the suspect out the airlock, or don't kill anyone yet?

Sabotage: The Impostor taps the game leader on the shoulder. The game leader gives an alarm signal with a 90-second countdown. Bring two fully inflated balloons, or the spaceship explodes.

No talking: No talking between emergency meetings.

Game setup

Background music

We've put together a playlist of Among Us background music on Spotify for you. The music helps create atmosphere between emergency meetings, when the players aren't allowed to talk to each other.

- **Create a space atmosphere.**

Crew badges

Before each round, the badges are handed out secretly and at random to the players. You'll find a template to print on pages 14 and 15 of this document. You can also assign crewmates and Impostors by handing out blue and yellow chips.

- **Print the crew badges.**

The ship's cafeteria

The cafeteria is the central room in Among Us. This is where the emergency meetings take place, where the button for the emergency meeting sound is, and where the sabotage balloons have to be handed in. Feel free to decorate this room in a space style.

- **Decorate the ship's cafeteria.**

Main computer in the cafeteria

This is where solved tasks are checked and scored and progress is tracked. Players receive fuel for the tank.

Choose a leader to play the AI of the main computer.

Fuel tank in the cafeteria

The explosion on the spaceship destroyed the fuel tank, and all the fuel was lost. The main computer, however, can produce fuel. When tasks are completed correctly and have been checked at the main computer, the crew receives fuel reserves. When the fuel tank is full and the spaceship has been repaired enough, the crew wins and makes it back to civilization.

Set out a container as the tank, and fuel (marbles, for example) that can be added to it little by little.

Sabotage

Sabotage brings the variety and suspense the game needs. The fewer balloons you hide on the ship as the game leader, the more exciting it gets, but also the harder it is for the crew to stop the sabotage. Keep hiding single balloons in new places, but not too obviously.

- [x] **Regularly hide new, uninflated balloons on the ship.**

Tasks

The tasks are the heart of Among Us. They make or break the fun of the game. Tasks that are too easy bore the crew. At the start of a game, it's extra exciting to find the tasks first. You'll find posters that explain each task in the appendix. Print them out and put them next to the matching tasks.

Each task needs enough material so several people can work on it at the same time and the tasks can be done more than once.

- [x] **Set up stations with the tasks in your rooms.**

The emergency button

You can use the printable template in the appendix, buy an emergency button or make your own with this YouTube tutorial. With the printed button, someone would need to play the emergency meeting signal over the sound system, simply shout, or share an alarm emoji in a shared WhatsApp group.

- [x] **Place the emergency button in the middle of the cafeteria.**

Rules poster

For a good, quick start, you'll find a poster in the appendix that explains the rules simply (page 9).

Hang the rules poster in the cafeteria.

Shopping list (materials list)

We've put together a shopping list based on 20 students. The more players you have, the more items you'll need.

- 1 roll of masking tape (for putting up the task signs and the emergency button)
- printouts of all the templates you need (task signs, emergency button ...)
- a pen for each player (tasks)
- four dice ("Roll the code" task)
- scissors ("The captain's portrait (puzzle)" task)
- a pack of colored beads in blue, red and green ("Sort the fuses" task)
- 8 boxes of tissues ("Empty the tissue box" task)
- 100 cups ("Cup stacking" task)
- water bottles ("Bottle flip" task)

Crew badges

to print

The following pages contain the cards to cut out and hand out to the crew. Players carry them in their pocket.

IMPOSTOR

















Cut along the dashed lines.

IMPOSTOR

















Emergency button

to print



Task ideas list

The tasks make Among Us exciting and varied. Since they change every round, you can play the game many times. The task list is a crucial part of the game. Once the task list (repairs) is complete, the crew wins, because everything necessary has been repaired and there's enough fuel in the tank for the return flight to Earth.

Pro tip: For first-time players, there's a simplified list in the appendix (The Fuel Hunt), where only fuel has to be won.

Every task list starts with a fuel task, because fuel is always needed. You'll find several game scenarios in the appendix; the simplified list (The Fuel Hunt) has only fuel tasks.

In the appendix, you'll find several task lists for inspiration. Come up with your own task lists too.

The longer the task list, the longer the game lasts. For more experienced players, you can use harder task lists.

Before each round, the task list has to be posted where everyone can see it, so the whole group can see which tasks have been completed and which haven't.

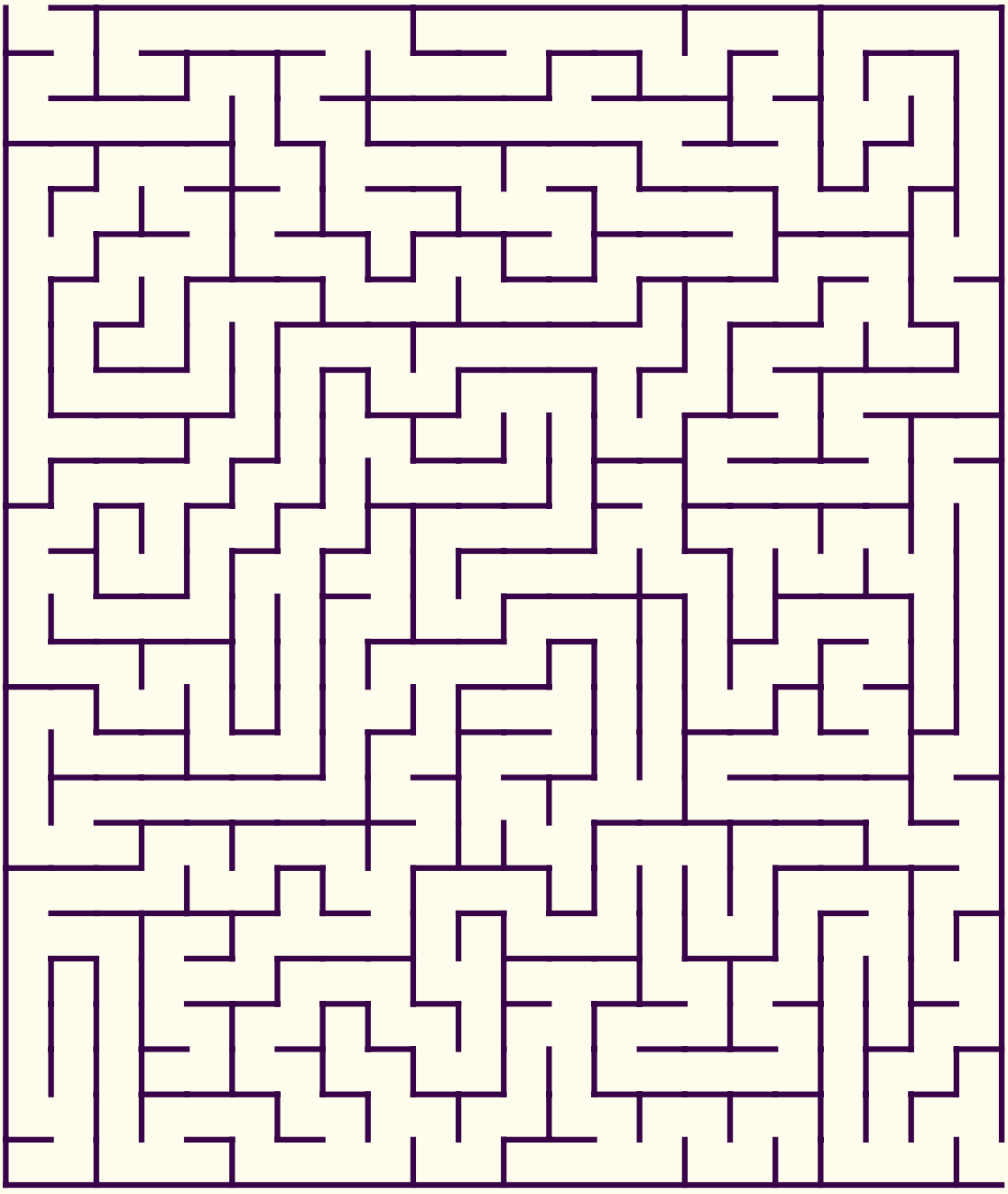
Pro tip: You can create lots of task stations from the group game Beat That.

Wormhole simulation

to print

In space, it's vital to recognize and use wormholes. It's the only way to travel undetected through the vastness of space. Show your skills in the wormhole simulation. You'll find more mazes at the maze generator.

2 fuel units per maze.





Search engine configuration

to print

The ship's search engine has to be restored. For the algorithm to work again, the six keywords have to be found and fed back into the main computer. You can create more word searches here.

2 fuel units per word search.



R K C E W N X Q K G D M Y M Z
U O T O X L G H L Z V N F Q P
R Y T Y Y V D T V H H J H M H
U I W S E C X K A V H M V D R
E D E I O C H L U B N J S N X
B H O W Q P I R U C C U V X F
W E F Q P V M M A O X R U A G
W V U F Q P O I J V P V E O F
F V F W R Q D F I L Q R C W X
U N S W T X A I P O Q H E M L
B A T E W R H D K L E J P A P
A U W H U T K J P S B Q G P C
S M P X V O U S W T A A J S W
N P A N R T N E V N W T U Q M
G M U R D E R E R L X S F P Y

CREW IMPOSTOR MURDERER
SUS TASK VENT

The captain's portrait (puzzle)

to print

Put together the puzzle with the portrait of the late captain.

3 fuel units per puzzle.



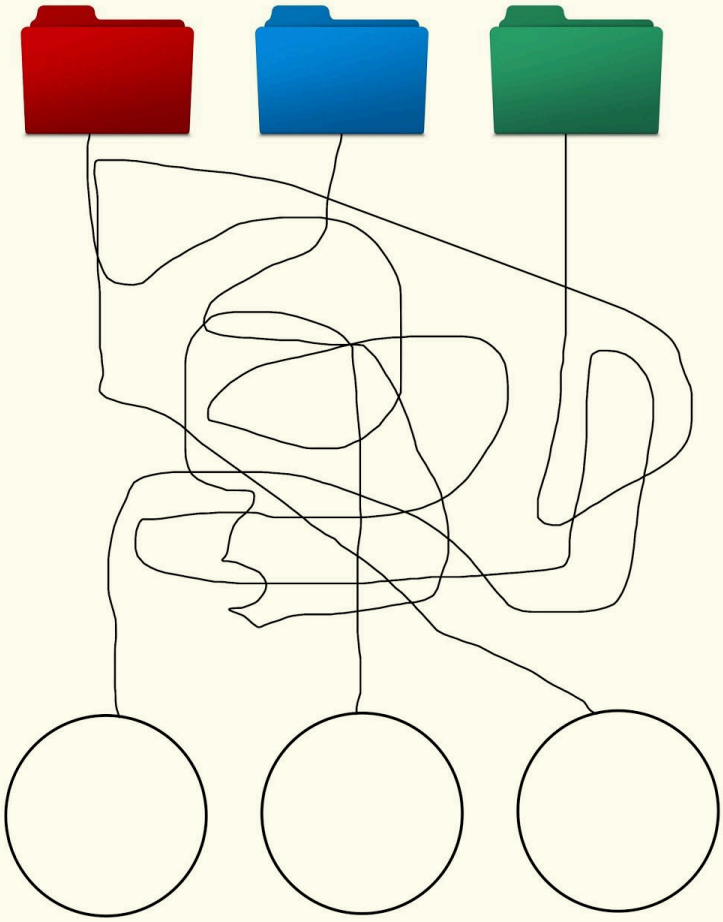


Sort the files

to print

Use a marker to follow the line from the file folder to the circle. Complete all three.

1 fuel unit for all the files.

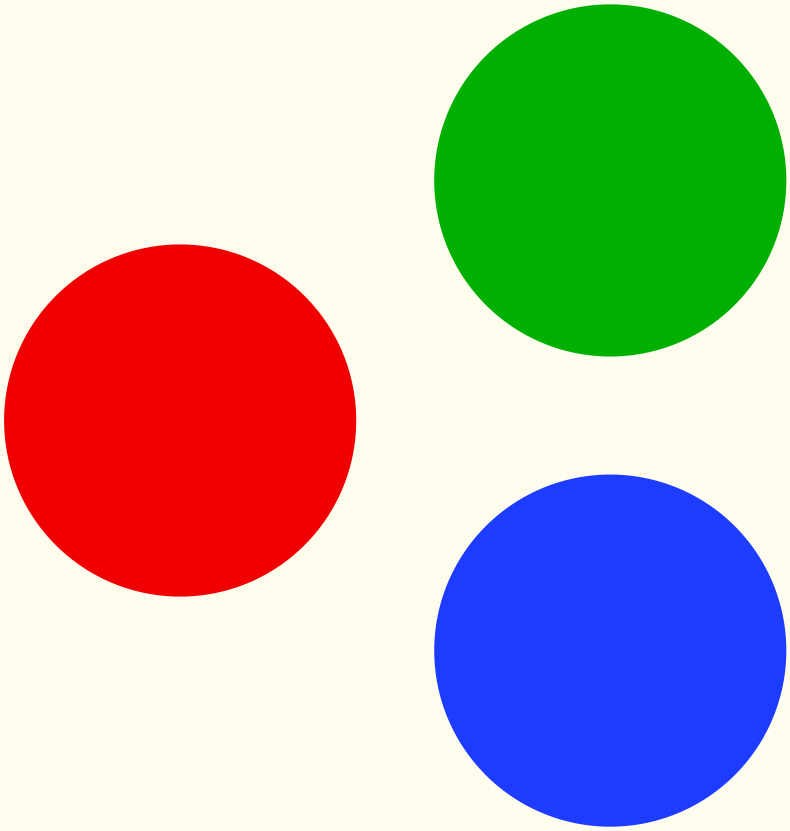


Sort the fuses

to print

The explosion mixed up the electrical fuses. Without power, a return flight to Earth is impossible. Sort the fuses by color again so the ship can fly. You can use game pieces or colored beads.

2 to 5 fuel units, depending on effort.



Cup stacking

to print

Stack the cups into a pyramid. The bigger the pyramid, the more fuel units you get.

1 to 5 fuel units, depending on the height of the tower.

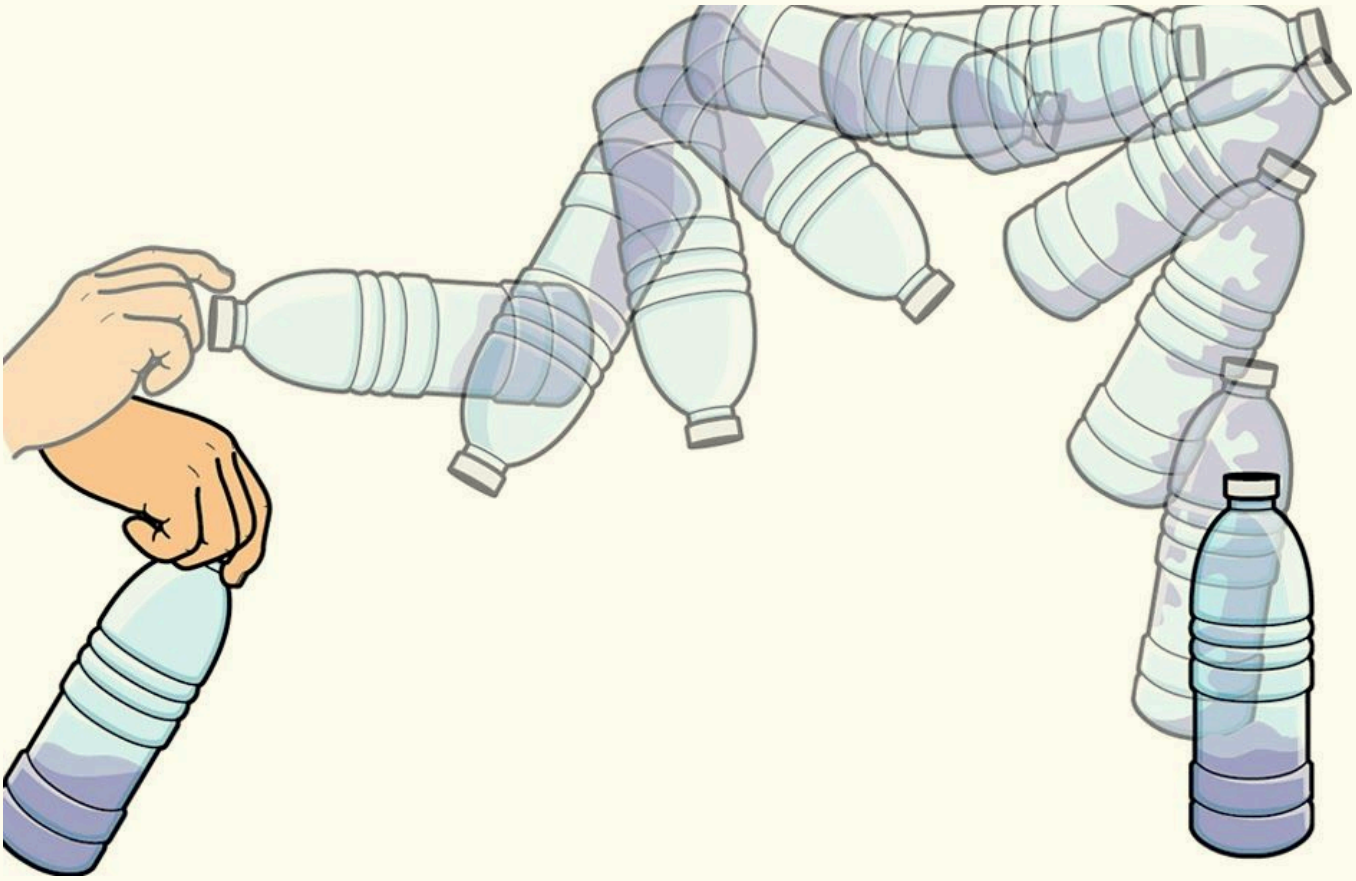


Bottle flip

to print

Flip a water bottle through the air so it lands standing upright. Set up a small platform as the landing zone.

1 fuel unit per flip that lands in the landing zone.



Roll the code

to print

Keep rolling the dice at the main computer until you've rolled each number on your card, one after the other.

1 fuel unit per code.

ROLL THE CODE
6324

ROLL THE CODE
6441

ROLL THE CODE
1532

Rewire the ship

to print

Connect all the wires to the right color. Here's a DIY craft idea made from cardboard, string lights and pipe cleaners.

2 fuel units per complete and correct wiring.



Empty the tissue box

to print

Move all the tissues from one box to the other, one tissue at a time. You get 2 fuel units for it.

2 fuel units per emptied tissue box.

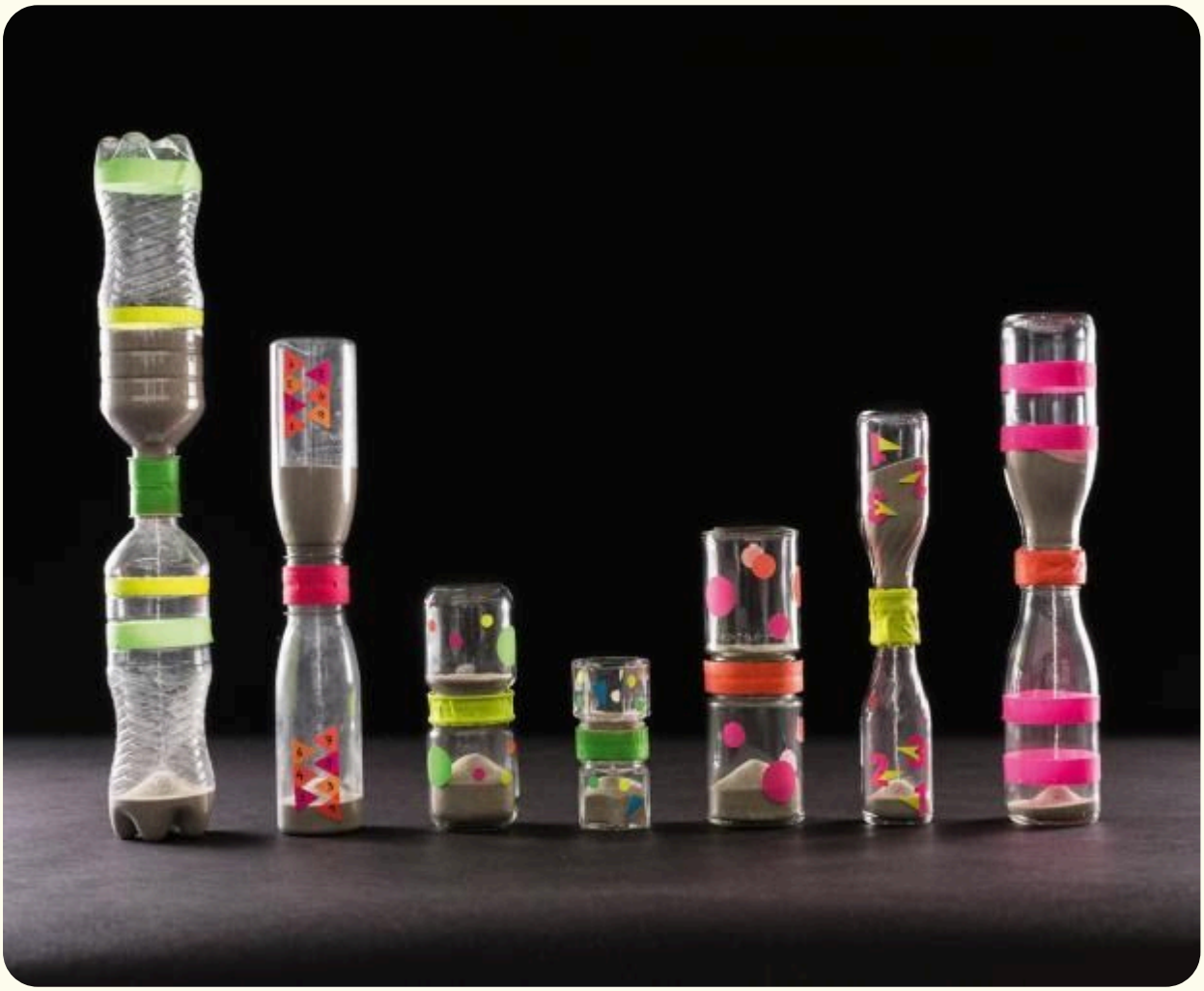


Time to Kill: hourglass

to print

Run a plastic bottle hourglass by letting one bottle empty into the other. You can also use a regular hourglass. Tip: instead of sand, you can fill it with water.

2 fuel units per hourglass that runs out.



Empty the trash

to print

Separate plastic, paper, compost and general waste. Move the trash into the right bin.

2 fuel units for properly sorted trash.

Reconfigure the navigation system

to print

To navigate safely on the return flight, the navigation system has to be reconfigured. To do this, the crew has to guess which flag belongs to which country.

1 fuel unit per correct answer.

Assemble the artifact

to print

Crewmates have to put together brain teaser puzzles.

3 fuel units per artifact.

Crack the passwords

to print

Recite a text or password from memory. The crew has a list of the spaceship's most important passwords; for every password learned correctly by heart, they get fuel reserves. The passwords have to be checked at the main computer.

1 fuel unit per password.

Beat the AI

to print

Play against a robot on the ship: Connect 4, a snail race game, a simple dice game, Looping Louie or a similar game. Crewmates who win get points they can trade for fuel for the spaceship at the main computer in the cafeteria.

1 fuel unit per win.

Cognitive test (4 Pics 1 Word)

to print

The ship's AI wants to test the crew and their cognitive powers of association, because fuel may only be placed in smart hands. At the main computer in the cafeteria, the results of each test can be turned in and traded for fuel, provided the AI is happy with the cognitive performance. You'll find examples in the game 4 Pics 1 Word.

1 fuel unit per correct answer.

Decode secret messages

to print

Solve the crossword to find the secret word. You can easily create the puzzles for the secret messages with the XWords Generator.

5 fuel units per crossword.

Restore radio communications

to print

In space, communication is everything, but unfortunately the communication systems have failed. From the remains of the antenna, the crew has to align the new antenna. Build a channel 10 meters long out of paper straws.

5 fuel units for repairing the antenna.

Crew list

to print

Make a profile sheet for your group and find 5 crewmates who meet each requirement: birthday in March, 15 years old, has been to more than four countries ...

3 fuel units for a complete crew list.

Vacuum the ship

to print

Crumbled polystyrene foam is scattered across the floor, and the crewmates have to vacuum it up. The ship's AI checks the result.

5 fuel units per complete cleanup.

Game scenarios

Here are a few game scenarios to use as templates.

1. The Fuel Hunt (15 minutes)

Recommended group size: 7 to 10 (1 Impostor)

☐	**Collect 35 fuel units**	
☐	Beat the AI 10 times (1 unit per win)	**10**
☐	Memorize 10 passwords (1 unit per password)	**10**
☐	Reconfigure the search engine (2 units per configuration)	
☐	Restore the portrait of your late captain (puzzle)	**3 units**
☐	Pass 5 cognitive tests (1 unit for each test you pass)	**5**
☐	Decode the secret message (5 units for the correct solution)	**5**

2. Back to Earth (25 minutes)

Recommended group size: 10 to 12 (2 Impostors)

- [ ] **Collect 60 fuel units**
- [ ] Beat the AI 5 times (1 unit per win)
- [ ] Memorize 10 passwords (1 unit per password)
- [ ] Reconfigure the search engine in 5 stages (create 5 word searches with the online generator; 2 units per configuration)
- [ ] Enter 25 countries into the navigation system (1 unit per correct match)
- [ ] Tidy up the spaceship; you get 5 units for it
- [ ] Rewire the ship (2 units per complete wiring)

3. Fight for Survival (35 minutes)

Recommended group size: 12 to 18 (2 or 3 Impostors)

- [ ] **Collect 80 fuel units**

☐ Beat the AI 8 times (1 unit per win)	**8**
☐ Memorize 15 passwords (1 unit per password)	**55**
☐ Pass 15 cognitive tests (1 unit per test)	
☐ Rewire the ship (2 units per complete wiring)	
☐ Restore the portrait of your late captain (3 units)	
☐ Reorder your ship's fuses (2 to 5 units, depending on effort)	

4. The Vastness of Space (45 minutes)

Recommended group size: 18 to 22 (3 or 4 Impostors)

- [ ] **Collect 100 fuel units**
- [ ] Sort the files again (1 unit per file)
- [ ] Reconfigure the search engine in 15 stages (1 unit per configuration)
- [ ] Get through 15 wormholes (2 units per wormhole; maze generator)
- [ ] Pass 5 cognitive tests (1 unit per test)
- [ ] Decode the secret message (5 units for the correct solution)
- [ ] Beat the AI 5 times (1 unit per win)
- [ ] Memorize 5 passwords (1 unit per password)
- [ ] Restore the crew list (3 units)
- [ ] Rewire the ship (2 units)
- [ ] Restore the portrait of your late captain (5 units)
- [ ] Reorder your ship's fuses (2 to 5 units, depending on effort)

5. The Final Battle (60 minutes)

Recommended group size: 22 to 35 (5 to 7 Impostors)

- [ ] **Collect 110 fuel units**
- [ ] Crack 10 codes (1 unit per code)
- [ ] Reconfigure the search engine in 15 stages (1 unit per configuration; word search generator)
- [ ] Get through 20 wormholes (1 unit per wormhole; maze generator)
- [ ] Pass 10 cognitive tests (1 unit per test)
- [ ] Decode 2 secret messages (5 units per secret message)
- [ ] Beat the AI 10 times (1 unit per win)
- [ ] Memorize 10 passwords (1 unit per password)
- [ ] Assemble 5 artifacts (3 units per artifact)
- [ ] Restore the crew list (3 units)
- [ ] Rewire the ship (3 units)
- [ ] Restore the portrait of your late captain (5 units)
- [ ] Restore radio communications (5 units)