

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

Introduction

Hello Reddit! This is u/dweebletart with a giant compilation-style guide of tips, tricks, strategies, and general ingame wisdom to help people bring their Among Us game to the best it can be. I'd call myself a "casual tryhard," so I'm just vibing here and sucking as much serotonin from this game as possible. This document is very much a work in progress, and is being updated daily with new information — commenting is enabled, so please let me know if there are any additions or corrections to be made! Many of the tips are those that have been repeated by multiple sources or simply discovered by observing gameplay, so they may be ones you've seen before, but I hope to add some insights here that make this guide worthwhile.

Things that are unconfirmed, variable, or otherwise need further research will be highlighted in **this red color**. Things that have been 100% verified as constant facts (usually vital information worth memorizing) will be highlighted in **this blue color**. I'm hoping this distinction is visible to folks who are colorblind, but if not please let me know and I'll try to help clarify. **There are currently quick-links in the header for major sections, but on account of the massive length of this guide, I highly recommend using CTRL+F to search for specific information until the organization has improved. Also, view the document outline using CTRL+ALT+A or CTRL+ALT+H to more easily jump from section to section.**

This is also probably going to be most useful to more advanced players who have a few rounds under their belt and already know the basics of the game. Well... more than that, let's be real: it's a 10,000+ word guide — it's made by and for competitive tryhards, so if you're just looking for a casual romp this will probably seem like insanity and you'll be just fine not reading. We're here to demolish the unsuspecting public lobbies, and all that, like pros do.

If you do happen to be new and need some pointers, though, I'd highly suggest looking through [this section of the wiki](#) that's specifically catered to newer players.

With that, I hope this helps you! Good luck. :)

General (6)

These tips are ones I've found useful no matter what player role I've been assigned, just as general wisdom and familiarity with the game that will give you an edge in most lobbies. Don't forget to use your brain when interpreting these tips and adapt them as needed to your own playstyle and the group you're playing with.

1. Memorize the tasks.

- a. Learn to recognize their visual cues, what tasks crewmates will have in common, as well as the number, length, and order of steps involved in multi-part tasks.
 - i. **Tasks in common will include fixing wiring, inserting keys, scanning cards and boarding passes, and inputting ID numbers. Everyone on the ship gets these tasks, including the Impostor on their fake task list.** Not everyone who appears to do these tasks is guaranteed innocent, but if someone *doesn't* do them that makes them extremely suspicious.

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

1. As an Impostor this will dictate which tasks you can safely fake without being caught out right away — long non-visual tasks are the safest to fake in default settings, as they cannot be verified by either the task bar's progress or in-game animations.
2. As a Crewmate, this will allow you to pick out a careless Impostor who didn't learn as well as you did. If you spot another player "downloading" from Admin, accepting power that hasn't been diverted, or starting the reactor in record time, keep your eye on them as they are likely to be an Impostor.
 - a. Also keep an eye on game settings, as some hosts will disable visual tasks to remove this distinction between crewmates and Impostors. If visual tasks and/or real-time taskbar updates are disabled, knowing the order of task steps is crucial.
 - i.
- b. Here's a task guide for the Skeld: [\[link\]](#)
- c. Some additional, more specific task tips:
 - i. [Download/Upload data will take approximately 9 seconds each, so if someone takes substantially shorter or longer to complete this task, they are likely faking.](#)
 - ii. [Wiring tasks always have three steps which occur in particular orders: \[\\[written\\]\]\(#\), \[\\[map\\]\]\(#\)](#)
 1. They will never begin in Cafeteria/Security (Skeld), Greenhouse/Lab (MIRA), or Water Lab (Polus).
 2. They will never end at Electrical/Storage (Skeld), Storage/Hallway (MIRA), or Electrical/O2 (Polus).
 3. If assigned to the panel in Electrical (Skeld & Polus) or Storage (MIRA), that one must be done first.
 4. The panels in Security (Skeld), Lab (MIRA), and Water Lab (Polus) will always come last, so if the taskbar doesn't go up it's guaranteed to be faked.
 5. Valid wiring paths 3 rooms in the same order as the following sequences [\[link\]](#):
 - a. Skeld: Electrical → Storage → Admin → Navigation → Cafeteria → Security
 - b. MIRA HQ: Storage → Hallway → Locker Room → Greenhouse → Laboratory
 - c. Polus: Electrical → O2 → Office → Decontamination → Laboratory → Bathroom
 - iii. [Though it exists on all 3 maps, Clear Asteroids will only play verifying animations on Polus and the Skeld, so it isn't reliable on MIRA to clear innocents if visual tasks are turned on.](#)
 - iv. [The Divert Power switch in the Skeld's reactor room is a decoy: there is no associated task, so if you see someone trying to "do" this task, they're faking. Don't try and fake this one.](#)

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

- 1. The Divert Power switch in Polus's office is also a decoy.
- v. If one clicks/presses quickly while the Upper Engine is being aligned on the Skeld, it will automatically align the Lower Engine as well, completing the task in one step instead of two.
 - 1. **This is a bug, and has been patched out in the new update; it is no longer possible to do this.**
- vi. There are five visual tasks on the Skeld: Empty Garbage (Storage), Medscan (Medbay), Clear Asteroids (Weapons), Prime Shields (Shields), and Divert Power to Shields (Shields).
 - 1. Diverting Power to Shields is the least known visual task, and the easiest to miss: a subtle animation will play on the tubes near the top side of the room where they pulse faster and brighter.
- vii. Prime Shields on the Skeld is a visual task, but the animation will play for the first person who does it, and more subtly for those after. **The same is true for Divert Power to Shields.**
- viii. Animation for garbage task only appears once per person, so use it wisely by making sure you have multiple witnesses. Medscan and Asteroids have unlimited animations: for Medscan, as long as you hop off the platform before the scan is finished, you can start it again for others to see. For asteroids, as long as you have one left to shoot you can continue missing shots and playing animations.

2. Learn the map.

- a. Not knowing where you are is an easy way to either get murdered or get caught doing the murder by someone who knows the place better than you do, so make sure you know where you are and where you're supposed to be going. As a Crewmate, failure to have this information on hand is likely to put you in a vulnerable position against a more knowledgeable Impostor who can catch you unawares. As an Impostor, the same is true of Crewmates catching you off-guard, but it can also be uxsed to avoid suspicion by using the truth to feign incompetence and implicitly separate you from the suspect pool.
 - i. Each map has tricks or gimmicks that can make or break a game: the inability to read door logs on MIRA *will* get you ejected if you make the wrong call with confidence, and self-reporting on Polus without awareness of the vitals tracker will make you the obvious killer if you have no one to throw under the bus. Learn these maps like the back of your hand if you want to win games quickly and with style.
- b. Here's a list of vent connections for each map:
 - i. The Skeld
 - 1. Admin → Cafeteria → Shields Hallway
 - 2. Electrical → Medbay → Security
 - 3. Upper Engine → Reactor → Lower Engine
 - ii. MIRA HQ
 - 1. All vents are interconnected on this map
 - iii. Polus
 - 1. Security → O2 → outside Electrical

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

2. Storage → Office → outside Communications
3. Dropship (left and right sides)
4. Admin → Lab (inside and outside)

3. Be aware of your win conditions.

- a. Not gonna lie, I'm surprised every time at how few people seem to actually realize when a game is about to end. [The Impostors will win when the number of Impostors is equal to the number of Crewmates \(e.g. at 2 total players remaining in a single-Impostor game, four in a two-Impostor game, and six in a three-Impostor game.\)](#) Don't rush blindly into either voting or killing: be conscientious of what you'll need to do to win, and plan your moves accordingly. Failing to pay attention to the state of the game is an almost-guaranteed loss even before the game is over.
 - i. Remind your teammates of these conditions, too, if it's helpful to you. No use in having this info if you're not going to put it into action during discussions or voting, either to encourage or discourage your comrades from voting in a certain direction or at all.

4. Know thy enemy.

- a. As a Crewmate, be aware of common Impostor strategies and tricks; as Impostor, do the same with Crewmates. Thinking like your enemy will allow you to formulate counterplays for each of their actions, poke holes in their stories, and paint a clearer picture of what each player is like and how they perform from game to game. Also, it's fun as all hell to play the mastermind. :)
 - i. There aren't always effective ripostes for some strategies depending on the lobby you're playing with and the progression of the game, and sometimes you're going to encounter situations where it's just impossible for you to win. That's a testament to either the skill or good luck of the people you're playing against, so appreciate it, catalogue their strengths and weaknesses, and apply that knowledge for the next round you play with them.
 - ii. This especially applies if you plan on playing many games with the same group of people, either via discord or just in the same public room. Being familiar with each other often makes the race to outsmart your enemy that much more exciting!

5. Don't be a jerk.

- a. This has nothing to do with gameplay, but being abrasive or uncooperative will almost always get you ejected on principle regardless of your status as a Crewmate or Impostor. Staying on your best behavior will ensure everybody involved has a good, fair time.
 - i. "Being a jerk" includes colluding with another player in a private voice chat or in real life to unfairly expose the Impostor (e.g. dead Crewmate telling a friend who killed them) — this is indisputable cheating and ruins the experience for everyone. Discussions being the only time people can talk to each other helps with the he-said she-said sleuthing work that makes up the most compelling part of crewmate gameplay, so ruining that isn't cool. Hanging out in voice chats without spilling who the killer is or otherwise bending the rules is chill, of course. Just use common sense on that front.

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

- ii. Don't immediately leave the game when you don't get Impostor. It sucks.
- iii. If you're in a two or three-Impostor game, don't sell out your partner(s) when you get caught. Literally no one appreciates this, not even the Crewmates you just gave the win.
 - 1. If this is a strategy to add an Impostor win to your stats by handing your partner(s) a pity-win from the outraged crew, that's pretty big-brain of you, but still scummy. Don't do it.
 - a. The scenario I'm describing here is uncommon, but not impossible: when caught, instead of selling out their partner, it's possible for an Impostor to lie about who it really is to get an innocent Crewmate ejected. It can work and I appreciate your hustle, but it'll probably get you kicked from the room outright.
 - 2. If you wanna fake the Crewmates out by targeting the wrong person and getting an innocent voted out, that's a fair strategy, even if it makes people hate you. Grudging respect granted.
- iv. Also, don't call an emergency meeting right away at the start of the game. It can be useful to strategize or ask someone to follow you to a visual task, but it's also probably gonna get you kicked or ejected just for the inconvenience. Wait until a meeting arises organically and ask then.

6. Be prepared to accept defeat.

- a. Sometimes people will fling random accusations and get you ejected for no substantial reason — most frustrating is when this happens and you're *actually* the Impostor, but haven't gotten to do anything yet. It'll feel like you got cheated out of a good game, but sometimes they get lucky and you just gotta deal with it. Being able to laugh at the end of a game and say "you got me, nice catch!" will not only make the rest of the lobby feel good, but it tends to help me (personally) feel better about losing even if I was unsatisfied by the game itself. The same thing goes as a Crewmate: getting angry and calling your teammates idiots to their faces is just gonna make things uncomfortable and ruin the fun for everyone, so go in prepared to get ejected without notice.

Crewmate (15)

These tips are ones I've either found online or learned from experience (or both) as a Crewmate and tend to be most useful for people who want to get invested in this role as a detective or team leader. Still, it'd probably be useful to brush up on these even if you plan to be putting most of your energy into Impostor, since it's a good way to get a solid frame of reference for the inner operations of the most dedicated crew who will be your biggest threats.

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

1. Take notes.

- a. Some lobbies regard this as cheating, but I consider it being resourceful since it doesn't sidestep the established house rules of the game like Discord teaming does. It doesn't guarantee anything, but it completely changed the way I play.
- b. Jot down anything you notice about the rest of the Crew, from something as simple as moving strangely to outright ignoring a body. It's also wise to note who has been verified innocent with visual tasks, ruling out potential suspects and allowing you to focus your attention on those not cleared as genuine Crewmates. Not all of it will make for concrete evidence right away, but keeping track of who said and did what from round to round will allow you to build a cohesive profile and case for or against other players.
 - i. Also, playing detective is an absolute *blast*.
 - ii. Recommended note-taking tools (these work best for folks with multiple monitors or playing in windowed mode on PCs):
 - 1. [amongus.win](#)
 - 2. [Among Us Detective](#)
 - 3. [fusliez notes](#)
 - 4. [Sus Tracker](#)
 - 5. Pen and paper
 - a. NOTE: I don't think it's cheating no matter who you're playing with when you use this technique. Among Us is a social deduction game, not a memory game, and taking good notes is a skill just as much as memorizing things. Selecting the information that's going to be helpful and "remembering" it on paper isn't any different than keeping it in your brain, in my opinion.
- c. I would categorize certain observations as either Hard Clears (e.g. visual tasks), Soft Clears (e.g. didn't kill when alone, helped fix sabotage (ideally more than once), called out an Impostor, taskbar went up, being with someone the **whole** round when a body is reported), Suspicious Behaviors (e.g. walking weird/chasing, failing to fix sabotages, being inconsistent with tasks, accusing without proof) and Guaranteed Impostor (lying, obvious faking, venting, killing).

2. Complete your tasks first.

- a. Don't completely forget your surroundings, but you should be trying to complete all of your tasks as quickly as possible in order to help your team secure a task win. Playing detective is obviously more fun, but failing to complete your tasks will not only hinder your teammates but also mark you as being suspicious. Filling the taskbar quickly will also often cause Impostors to rush and act recklessly in an attempt to outrun the clock, making them easier to catch in the act.
 - i. Start any waiting tasks (like inspect sample) first, then do the rest of your work and come back later. Saving a task like that for last is only wasting time. After that, though, you should stick with the herd to work on common tasks and establish some positional awareness of your allies.

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

1. Additionally, don't waste your visual tasks. If nobody else is in the room, save them for later when you can get a witness and do your other tasks instead. Having a buddy vouch for your innocence can be a lifesaver as the game progresses.
 2. Also, even if you die early in the game, do your tasks anyway. Feel free to tab out and look at memes once you're done, but doing nothing as a ghost actively hinders your comrades' progress.
 - ii. It's also vitally important to be aware of your field of vision while doing tasks. Most tasks take up a good chunk of the screen, but you're not completely blind, and keeping an eye out for movement in your periphery might help you to catch an Impostor who thinks you're unaware of them. I've caught Impostors killing/venting right in front of me because they thought I couldn't see past the download screen, while I actually had a plain view of the act from the corner beyond the screen.
 - b. It's possible to complete some tasks through walls or environmental props, so if doing that can keep you in a place that's more visible (so Crewmates will find your body in the event of your death), consider using these tricks.
 - i. [Prime Shields on the Skeld can be done through the railing, which might help to prevent your body from being missed in the nook below.](#)
 - ii. [Many Wiring tasks in particular are susceptible to being reached through walls, especially on Polus.](#)
- 3. But don't wait to investigate.**
- a. If you decide to wait until all your tasks are done to start paying attention, you've already missed half the game. You cannot wait just until meetings to put your eye on suspects: it has to be an ongoing process. Use your head and take the game state into account so you can best prioritize when you want to work on your tasks and when you want to take a break to stake out on a suspicious Crewmate.
 - i. Personally, I have died *far* too many times by getting hyper-focused on my tasks and dismissing suspicious behavior just because I wanted to get it over and done with. If I had run to report someone faking instead of holding out to finish my download, the game would have been over with no casualties; instead, I was just the first of many.
 1. Play it safe whenever you possibly can. If you're not sure, treat it as being alone in a room with the Impostor: get your butt out of there.
There's no use in honing your detective skills if all the information you would have otherwise gathered is lost to the grave.
 - b. This is especially valuable if you're playing with a particularly skilled or aggressive Impostor. When Crewmates start to drop, your chances of a task victory go down considerably, and if you end up with only a third of tasks done and four Crew left, you've already lost all hope of getting a task win. Ghosts should be doing their tasks, but they often don't, so you can't rely on them to inch you closer to victory in the background.
 - c. Some common body language tells to watch include:

Dweeplet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

- i. Doubling back or chasing — especially when they seem to switch targets and just chase the nearest Crewmate rather than sticking with a specific buddy.
 - ii. Making many small movements or [stepping back and forth in front of a task](#). This does not include “dancing” or other similar maneuvers.
 - iii. Standing still for much longer than a task should warrant, or not at a task at all. They could be AFK, but it's worth taking note of anyway.
 - iv. Abrupt stops or stuttering, indecisive movements, like they don't know what task they should be faking.
- d. These tells are much less ambiguous than chat tells as listed in Tip 11B, and if you see someone doing one of these things you should probably book it out of there. Don't report if you feel you don't have a strong case and would like to gather more evidence, but I have never seen an honest Crewmate do the shifty little move as seen in Tip Cii, so your odds are pretty good.

4. Vote carefully.

- a. Voting innocents out in the early game is just doing the Impostor's job for them. If someone makes an accusation, ask questions: why do you think that? Do you have proof? Can anyone corroborate or confirm their story? Unless you have conclusive evidence or consensus, skip voting. “Red sus” is not a compelling case.
 - i. Don't defend too hard if you don't have proof that they're safe, but asking questions is never a bad thing, and it has the added benefit of helping you profile your Crewmates.
- b. [When there are only four players left in a one-impostor game, don't vote anyone out, because after that a single kill \(even right in front of you\) will guarantee an impostor victory. If there are only three players left, vote for whoever has the strongest body of evidence against them, since it's a fifty-fifty chance that you'll pick right and win the game by the skin of your teeth.](#)
 - i. When there are between ten and six players left, be moderately conservative with your voting unless you have solid evidence to keep from prematurely shrinking the crew. Your numbers are crucial to winning the game. If someone insists that they're right with 100% confidence and no room for error or misunderstanding, it's generally safe at this stage to give them the benefit of the doubt — but if they're wrong, they're almost definitely lying, so you can vote them off next for a significant chance of eliminating an Impostor straight away.
 - 1. If someone is merely “sus” but not verifiably out of order, just keep an eye on them — ideally with buddies in tow — and relay your conclusion at the next meeting.
 - 2. If you are playing with confirm ejects off and cannot verify someone's hard accusation, hold on to that information as the game progresses. Depending on the number of players you have left, it may be wise to eject the accuser, but it could
 - ii. If you are near the threshold for Crewmate victory (e.g. only one or two tasks left to the win), then *don't* vote unless you have hard evidence that your target is the Impostor and that voting them out will win the game. Remind your allies to finish

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

their tasks. Stay in a group, but don't stack, as that may allow the Impostor(s) to net a kill right under your noses.

- c. TL;DR: The general consensus is "don't vote on 7" in a two-impostor game, and "don't vote on 4" in a one-impostor game, as these will allow a single kill (or double-kill) to immediately take the game. If you play with 3 impostors, God help you.

5. Make friends.

- a. A lot of the tips I've seen so far go ham on catching impostors in the act or calling out shady behavior, which is good, but forming bonds with other crewmates is just as useful. The buddy system is most reliable in groups of three or more because you get multiple witnesses to your innocence and several sets of eyes as a deterrent to possible killers. Moving as a unit between tasks in common will prevent you from being caught unawares by an impostor, and it's unlikely that an impostor will waste time tagging along without any opportunity for a kill, so your friends are almost always guaranteed innocent.
 - i. In general, building a reputation among your crew as being friendly, honest, and otherwise good-natured is never a bad thing. It will help keep you clear when the accusations fly, and give your claims weight when the time comes to leverage your own suspicions.
 - ii. Staying with a group is the best way to stay alive, as impostors love to pick off lone targets.
- b. If you notice someone has started following you, don't assume straight away that they are out to kill you. Be wary and keep to well-trafficked areas if you're suspicious, but don't jump to conclusions.
 - i. Especially if you have defended them or vice versa in the previous round(s), they might just want to stick together and buddy up for safety.
 1. If you're really not sure, just ask them at the next meeting. If they assure you in front of everyone that they're buddying with you, there's not much reason to split up. If they do turn out to be the impostor, everyone will know that the two of you were together before you died.
 - ii. If possible, stick close to hard-cleared crewmates; you know for a fact they won't betray you.

6. But don't trust them with your life.

- a. NOTE: This section does not count if you have hard-cleared the person you are buddying with.
- b. If you notice that one of your buddies goes off on their own or disappears, sweep the map for a body. If they're still alive, it's possible they're an impostor trying to sneak away and net kills without losing your trust.
 - i. This is especially true if you've been buddying with the same people across multiple games within a lobby: if they suddenly break formation at the start of a new game, it's likely that they've landed the role of an impostor. Sometimes your friends will want to avoid killing you and target others instead, but just as often they might take advantage of your established trust to snag an easy kill. (Hence the three-person party rather than two, which might get you alone with an impostor.)

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

7. Always fix sabotages.

- a. It doesn't matter if there are already six people in Electrical trying to flip switches — if you don't show up, that makes you suspicious. If your Crewmates have it handled, you can just sit there and let them take care of it, but ignoring or running away from a sabotage is something almost exclusively done by Impostors.
 - i. To that end, do your best to keep track of who shows up. Seeing someone run away from a sabotage is a little concerning, but if they see everyone else has it handled it makes sense that they'd turn around and resume their tasks. If someone doesn't show up at *all*, though, that should put them on your radar as considerably suspicious.
 - ii. If Reactor or O2 are sabotaged, there is likely a kill already on the other side of the map. Help to fix it and account for whoever's around, but then book it over to sweep for a body and keep tabs on any stragglers you pass.
 - 1. People coming from the opposite side of the map in the wake of a sabotage are often fleeing the scene of a kill.
 - iii. When lights go out, the kill will sometimes happen near the top of the map like in Cafeteria or Weapons, but it's more frequently in or around electrical thanks to the reduced field of vision and crew propensity for crowding together on lights. Try to stand off to the side while letting your crewmates fix the lights (more people working at once actually slows the process anyway) and keep your eyes peeled, as Impostors will often go for stack kills right under your nose.

8. Fear not the fog of war.

- a. *Though Crewmate vision is limited and you cannot see other players through walls, you can see the animation play when a vent opens and closes, even from another room.* If you see the Medbay vent animation from Security and run around the corner to find someone leaving the Medbay, it's pretty likely that person is the Impostor.
 - i. It's very possible that they've just escaped the scene of a kill. Run and check connected rooms for a body and report it if you find one. If not, it might be worth calling an emergency meeting anyway to raise your suspicion on who vented.
 - 1. Do note that this doesn't always work: you still can't see the actual character, so you might end up empty-handed if it turns out that they *entered* the vent rather than emerged. It's still possible to predict where that person will turn up based on those vent connections, but less reliable than catching them on their way out.
- b. You can also sometimes see the blood-spray animation of a kill through the walls or in the dark, so running to the scene might help you catch the Impostor in the act.

9. Watch admin, not cams.

- a. Sitting around and doing nothing after your tasks are done is not only suspicious but also unproductive. Instead, try going to Administration and watching other players move around on the map. I'd argue that Admin is one of, if not the most powerful tool a Crewmate can access in this game, especially on the Skeld and MIRA HQ maps. On Polus it is probably better to stay on vitals as there is a lot of open space that Admin

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

cannot account for. On vitals you can catch self-reports and will be able to know the number of people alive so you can act accordingly (as seen in section 4).

- b. This is an excellent way to catch people venting from room to room, especially when there aren't very many players left alive and moving around. If you see someone teleport between otherwise-unconnected rooms, run and see if you can catch whoever it was leaving the room in the same way as in Tip 8 above. For this it also helps greatly to know which rooms are connected by vents and which are isolated, as players are not displayed in hallways on the admin map and you might end up with a false alarm if you're not paying close enough attention.
 - i. Many people like to sit at the cameras instead, but I find the more easily lockable doors and less-central location of the security room makes you a much more appealing target to Imposters. There are lots of tasks in Admin and people pass through there often, but there are only two tasks in the security room and a more heavily-trafficked vent connection with Medbay and Electrical.
 - 1. It is also a well-known fact that practiced Impostors hate camera-campers and will target you with prejudice.
 - 2. [Admin room in the Skeld can be closed off by sabotaging the Storage and Cafeteria doors. There is also a vent in admin allowing Imposters to vent in, kill you then vent out, but this is a much less common strategy than the aforementioned Security ambush.](#)
 - a. As a former camera-camper... please *don't*. Let someone else make that sacrifice.
 - ii. [Also, if there are two players in a room and one of their icons blinks, that means one of them was killed by the other. In some cases this can happen when someone quickly leaves or enters a room, but this is very uncommon.](#) If you see this, don't run to the crime scene right away — keep watching. It's likely that the Impostor will vent out of the room and you'll have to catch them as in tips 8A/9B or else risk losing the trail.
 - 1. [The blink occurs because dead bodies are counted as entities on the Admin map, and the body has just replaced the living player entity. If you see a "player" on the map sitting in a room for too long, you should go investigate because it could be an undiscovered body.](#)
 - iii. Assuming there are only two people in the room and the body is reported immediately after the blink, it is almost guaranteed to be a self-report, as no one else was present and there was no time for anyone else to have entered and discovered the body independently. This is a bootleg version of the Vitals monitor on Polus.
- c. If you see someone kill via Admin and know the location of the Impostor, but aren't able to witness who they actually are, keep it to yourself and ask for everyone's location instead. It's possible that the Impostor will lie, which you can disprove if you know everyone's location and know which rooms *didn't* have anyone, but they may also accidentally confess to being at the scene of the crime or in a connected room. This is especially true if they're still riding the rush of a kill and haven't yet thought about their

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

cover story. Push them for the task they were doing in that location; if they are unable or unwilling to answer, you may have just caught them out without an alibi.

- d. **An additional tip for the Admin room is that, if you're alone but the player count in the room is marked as 2, then the other person is the Impostor sitting in vent waiting for you to leave or (less often) to kill you.** Exit the room and wait outside, out of view. If you poke your head back in and someone is there that didn't pass you, that's the Impostor. In this case, their kill cooldown is likely still recharging, as it's frozen in the vent, so you'll be temporarily safe on their emergence, but not for long, so you should run as fast as you can to call an emergency meeting and vote them out.
 - i. If you want more substantial evidence, you can check the other vent locations to see if there's a body nearby, though this runs the risk of losing your opportunity. The Administration room vent connects to the one in the cafeteria and the one in the hallway between Navigation and Shields.

10. Don't bother with door logs.

- a. This is very largely my opinion, but they're confusing and a pain, and if someone murders you there your body will be tucked into a corner where it's less likely to be discovered. Because of the 5 second cooldown, you might be led to false accusations as you would not realise if someone doubles back within 5 seconds. The door logs also do not tell whether the player is moving up or down. Instead, just stand at the central juncture hallway on MIRA and watch who passes from which direction. If someone heads Southwest and then comes down from the North without passing you again, they must have used the vents to get there, and are guaranteed to be the Impostor (assuming you didn't miss anything). This comes with the added bonus that, if someone kills you here, it will be in a central location where someone will almost definitely stumble across your body or even walk in on the killer in the act.
 - i. The thing that makes door logs useful in this context is the fact that, assuming comms aren't sabotaged, the logs are persistent between rounds, which can allow you to confirm with your teammates to verify your claims. If you see something suspicious while camping the junction, run to logs and see if the record matches what you saw.

11. Communication is key.

- a. Let your other Crewmates know what you're thinking, especially when there are very few players left alive. Announce who you're buddying with, so if your partner kills you the others will know where to look. The same goes for the early game: if you have any suspicions, voice them at the earliest opportunity, but make sure not to outright accuse unless you have concrete proof. If you say that you're suspicious of somebody and then you turn up dead next round, your comrades will have a strong suspect for who it was that killed you.
 - i. Be smart about this, though. Don't spam the chat with where you were if no one asked, and despite common practice being to announce it immediately at the next meeting, I be careful about sharing who's cleared. Sometimes it can be most helpful to vouch for them unprompted, but I generally find it's better to just corroborate their account and not draw attention unless their innocence is in

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

serious question. Announcing to everyone only puts a target on their backs, so hold onto this information and employ it when it's actually going to be helpful instead.

- b. Sharing is caring, but also pay attention to the conduct of others. Some common tells that can give away Impostors during meetings include:
 - i. Instantly voting (or skipping) without speaking or explaining themselves (in lobbies where this is not typical).
 - ii. Or, alternatively, refusing to vote at all.
 - iii. Not talking at all, or not having any opinion when they do — especially if someone refuses to speak when *they* were the one to find a body.
 - iv. Refusing to report the location of a body, or lying about the location of a body.
 - v. Claiming to be with someone they weren't. Or even worse, with someone who is dead.
 - vi. Proposing a skip at a crucial juncture (as in [General Tip 3A](#)).
 - vii. Proposing a skip before anyone can give any information.
 - viii. Witnessing visual tasks but refusing to speak up or even denying it when an innocent is being voted out.
 - ix. Repeatedly making unfounded accusations and/or voting without proof. Read: accusing a dead person. It happens more than you'd think.
 - x. Saying "where" when they were the one to report the body.
 - xi. Alternatively, spilling the location of a body while having no way of knowing it.
 - xii. Resorting to name-calling or cussing out Crewmates when accused or pressed for information.
 - 1. Crewmates can be jerks too, but in most cases, innocents don't tend to react with such vitriol, and it's a likely indicator of an Impostor getting desperate.
 - xiii. "The Impostor is really good." "Thanks."
- c. When looking at the above tells, I would make sure you have at *least* two of them catalogued before you make a hard accusation, as Crewmates (especially in public lobbies) can also do these things just because they're either bad at the game or confused.

12. Listen to the body.

- a. It takes a few seconds for a dead crewmate's body to fall to the ground after they're killed. If you come across a body that's still fresh enough to be standing, it's very likely that the Impostor is still nearby. Know the vent connections and ask where everyone was, and try to remember who you might've passed on the way to the room where you discovered the body. If someone claims to have been in a room connected by a vent to the place you found the body, it's possible that they made a quick escape just as you arrived.
 - i. Additionally, it's not hard for bodies to be hidden behind environmental props or other objects, such as the admin table, etc. Even if you don't see a body on screen, pay close attention to the report button to avoid missing anything.

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

13. Don't assume self-reports.

- a. If the same player is reporting several bodies, it's more likely to be a coincidence than that they're an Impostor. Those who report tend to be the first one to the body, which is a little suspicious, but any Impostor worth their salt would avoid being in the vicinity of a body — they want to be as far-removed, visually and physically, from the kill as possible. Deliberate self-reports only tend to happen if there's no other way to leave the body without looking suspicious — if it was found in a room with vents or with multiple exits, it's a better guess to assume that the killer just made a quick escape and it's not the reporter.
 - i. It's also of note that some Crewmates will go out of their way to run laps around the map (presumably after finishing or while working on their tasks) with the explicit purpose of finding bodies or catching Impostors in the act. If one person finds several bodies, that could be the reason, so voting on the basis of multiple reports is not a very sound strategy without additional supporting evidence.
 - ii. This also applies to cams or the admin table, as people using these tools will either see bodies or killings, or player icons blink or just see a body in the same room for a long time and check it out so they could end up reporting multiple bodies (refer to Crewmate tip 8 for more information on using the admin table.)
 - iii. Generally speaking, if the Impostor is inexperienced or stupid enough to self-report several times in a row, they're probably gonna get sloppy in other ways that are more reliable than the frequency of reports alone. Keep an eye on people who do this, but don't treat it as concrete evidence.

14. Don't be afraid to sacrifice yourself.

- a. This tends to be a last-ditch effort, but if you're certain of the Impostor's identity and you want to make sure that they get voted out, the good old "when it's not me, vote Red next" is pretty well tried and true. Sure you're probably going to be ejected if you're in a position to say this, but if you're lucky the remaining crew will honor your request and vote to eject the Impostor next round.
 - i. You can also do the same thing in "buddying" with a suspected Impostor. If you're pretty sure about your claim, make sure someone else witnesses you with your suspect and allow yourself to be lured into a room alone with them. Impostors, as a general rule, can't resist lone targets, so they'll probably kill you if they're able. Assuming your body is found — especially if the Impostor self-reports — suspicion will be cast on the person you were last seen with.
 - 1. This is great as an addition to existing suspicions if votes ended in a tie or you accidentally voted out an innocent.
 - 2. Also try to be aware of your teammates, intentionally or by mistake, imitating this tactic, and keep tabs on who was last with them. If people keep turning up dead after being seen with a specific person, that's cause for suspicion.

15. Out of ideas? Attempt a séance.

- a. This is 1000% a meme strategy, and some people will probably regard this as cheating since it wasn't an intended function; I would consider it more of an "exploit" than outright cheating since it's using only tools available to you in the game. If there are enough

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

people dead and willing to cooperate, it can actually work. Sometimes. Maybe. Even though living crewmates can't see ghost chat, the ghosts can hear their living teammates, so just ask them.

- i. "Ghosts, if it's Lime, leave the game." And if the ghosts leave, then you know who it is. Of course, some of them will try and troll you (especially if you've already ejected an Impostor), and it's honestly not always a great idea, but if you're stuck with a 50/50 chance on a deciding vote then there's really no reason not to try.
 1. NOTE: This is here mostly because I think I'm funny. It's a joke. If you're just vibing in public lobbies or with friends, it's probably fair game, but I wouldn't do this in a serious match with other competitive players.

Impostor (12)

These tips are counters to common mistakes I see made by inexperienced or overzealous Impostors, and strategies to bump your murdering game up to the next level once you've gotten the basics down. As always, it'd probably be smart to look at these even if you intend to invest your energy into Crewmate, since recognizing similar strategies in the wild can make or break your game.

1. Don't change your behavior.

- a. If you were lead detective as a Crewmate, suddenly going silent and offering no opinion will draw attention to you, not away. The same goes for asking where the body is or reacting to deaths with an F in the chat. Conversely, if you become a chatterbox after being relatively uninvolved in the discussion, that'll probably raise eyebrows — if you have any kind of a persona, stick to it regardless of your role.
 - i. Depending on the behavioral niche you filled as a Crewmate, whatever trust or even authority you might've earned can be used to leverage accusations towards innocent Crewmates and turn attention away from yourself. Reputation is everything.
- b. One of the smartest things you can do is to treat the game like you're playing Crew — keep some kind of track of who would be suspicious, who is confirmed clear, and so on. Don't be afraid to accuse like you would as a Crewmate, and make sure you clear people you know are clear, or you might draw attention to yourself for withholding important information. Talk in the chat like you don't know who the Impostor is. Try to "do" what you would usually do as a Crewmate. Play it completely straight and you can go just as completely under the radar.

2. Kill conscientiously.

- a. After you figure out who everyone is, try and make sure you kill [those most dangerous to you](#) first.
 - i. This generally includes known detective-types, hard-cleared Crew, and obvious buddies. If the remaining player pool as the game progresses consists entirely of

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

vaguely suspicious or isolated people, you'll be on equal ground and open to accusing them without consequence.

- b. **If you kill someone, you can't just move on to the next murder right away: you have to wait.** Fill the time with fake tasks and sabotage if you can, but make sure not to lock yourself in a room with somebody and fifteen seconds left on your timer, because the door will open before you can take out your target and they'll almost definitely realize what you had been trying to do. It's possible to turn a situation like this around by feigning ignorance in accordance with Tip 6B, since Impostors can shut doors no matter where they are, but that's an unreliable defense that will probably get you ejected.
 - i. It's also of note that you shouldn't always kill as soon as your counter is down. It's easy to want to take out lone victims whenever the opportunity arises, but just because you can doesn't mean you should. Be aware of your surroundings; it can sometimes be smarter to wait for a more secluded victim or otherwise establish an alibi before you knife someone.
 - ii. You should also try to be at least somewhat selective in your kills, especially as you approach the endgame. If it won't direct suspicion towards you, try and target players who have been hard cleared or otherwise vouched for. You won't stand out as being particularly shifty if *everyone* left alive is suspicious in some way or another, or at least unverified.
- c. **Bonus tip: If you're in a game with multiple Impostors and your kill button is ready, it will appear to go into cooldown for a split second when another Impostor makes a kill, even across the map. You can use this to coordinate impromptu double or triple-kills even without communication.**
- d. If you're going to stack kill, make sure there are at least four players (ideally more) present: if there are only three players including yourself and one of them dies, you're next on the chopping block if the other person dies or is voted out. I'd only stack kill like this if you know you have some kind of recourse (e.g. existing suspicions against another Crewmate), or a partner ready to double up and increase your voting manpower and force an ejection — or better, to concretely vouch for your innocence.

3. Establish trust.

- a. Though taking extensive notes is much more effective for Crewmates, it's not without its uses to an Impostor. If you see someone doing a visual task, stop and take note of it. When the time comes to discuss suspicious parties, vouch for their innocence. This will help to counteract the fact that you might not have been looking very hard at who is suspicious, because it gives you something substantial to say, and ideally that person will clear you back.
 - i. Grouping with this buddy and letting them stay alive for a bit is a good way to get strong support for your innocence, which allows you to pin blame on more incidentally suspicious crewmates instead of yourself. Hang around the same one or two people and vouch for them over and over, then feign upset when they die.

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

- ii. Additionally, killing off the person you just defended (or who just defended you) isn't something most people tend to expect from an Impostor, as the majority of players will try to eliminate their target at the voting stage instead.
- b. Inexperienced Impostors will often act very aggressively in their votes and accusations in an attempt to eliminate as many crewmates as possible, but building trust can often be far more valuable than the immediate gratification of killing or ejecting an innocent.

4. Misdirection!

- a. This is going to be your main tactic in both gameplay and in discussions. Casting doubt on other crewmates or even outright framing them is the bread and butter of any skilled Impostor.
 - i. If you leave two people alone in a room, leave and wait for one of them to exit. Exit the room, shut the doors, then wrap around through the vent. Kill the person who stayed and pin the blame on the one who left as being "the last one in the room with them." It's not gonna work every time, but it tends to be pretty effective since you can always apologize after the fact and say "the killer must've vented" or something like that.
 - 1. The average public lobby Crewmate is paranoid, but not very bright, and they tend to forget whatever happened last round. If you keep a low profile in between your more obvious misdirections, oftentimes people will misremember or even straight-up forget what you did.
 - a. This is amusing when it works out, but not always reliable, so be careful here not to underestimate your opponents. Err on the side of caution: it might be worth waiting a moment to see if one of the other Crew saw your target leaving the room and they'll make the accusation for you.
 - ii. When faking tasks, keep an eye on the taskbar. If you wait for the bar to move before leaving, people will assume it was you finishing your task, so if someone accuses you of faking you can direct suspicion towards them instead.
 - 1. Long tasks like upload work best for this, since you can sometimes also sneak a sabotage in on the side. Most players won't be keeping count, but the average time for upload/download is around 8-9 seconds, so if you try to fake one of these you'll have to commit to it, and be sure to move on once you're done.
 - 2. If you're gonna fake, make sure you're convincing about it, as seen in [Crew Tip 3C](#).
 - iii. If you've "finished your tasks," try hanging out in Admin and shutting the doors on a group of players who are together in a room (even better if you can report or call a meeting soon after so it looks like they were about to kill). There's a chance they might clear each other, but odds are more likely they'll point fingers at one another and waste precious time or even vote one another out, saving you the trouble of killing them yourself.
- b. Friendly reminder that netting your wins by deception is just as important and effective a strategy as committing tons of murders.

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

5. Self-report with care.

- a. Self-reporting can also be used to gain trust, but it's a risky strategy, especially if you do so too quickly or frequently enough for there to be a pattern in who finds the bodies. Do this sparingly, and NEVER self-report in the first few seconds of a round. It'll make it obvious that you killed and instantly reported, especially if there are no other witnesses around.
 - i. I find it tends to work best if you escape from the scene and approach the body from elsewhere, with a buddy if possible. Discovering it "together" means you have an alibi to where you were and a witness to your location.
 - 1. Kill in the hallway and retreat to a nearby room to be "doing tasks" in. Wait for someone to pass, then emerge to report the body with your new meatshield as an alibi.
 - ii. If someone saw you killing, however, a self-report can be the perfect opportunity to pin the blame on them instead. It requires an accusation that is delivered confidently enough to sway the vote as well as with enough margin for error that you're not the next immediate suspect, all delivered fast enough to make your case before the other person can reveal the truth or defend themselves.
 - 1. If done correctly, your target will often be too shocked or flustered to effectively counter your accusation, and being the first out of the gate will win you impulse-votes from the crew. Despite how difficult it is to pull off, when played well it can be a highly effective method of eliminating witnesses.
 - a. This generally only works once, and only in lobbies with multiple imposters and eject confirmation turned off, as the revelation that the accusation is false will probably get you ejected. Still, it can be a good last-ditch effort if there are very few players remaining in a lobby with only a single Impostor and/or confirmations on.
 - iii. Assuming you have sufficient positional awareness of your crewmates, you can always lie about where you "found" the body. This is especially useful if you kill in Admin and can easily check the locations of other players. Just make sure you actually know how to read the Admin board as detailed in [Crew Tip 9B](#).

6. Don't forget to sabotage.

- a. Spilling blood yourself is always fun, but don't forget the value of sabotage. Keeping communications down will slow the crew's path to a task victory as well as allow you to fake short tasks without the looming taskbar to verify, while cutting the lights will allow you to net kills without being seen.
- b. Sabotages are often most useful not as actual attempts to kill the crew but as distractions. After making a kill, sabotage something on the other side of the map and join your crewmates in running to fix it: this can postpone the discovery of a body and prevent the crew from realizing that you were nearby.
 - i. On that note, be careful to keep moving while sabotaging. If you stop in your tracks and the reactor immediately goes into meltdown, anyone near you might suspect that you were the one to do it.

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

- ii. The O2 sabotage in particular is most effective when there aren't many players left in a game, as it forces them to split up and become open to a kill. If there are only three Crewmates left, you can chase one and kill them off so no one can do the keypad, then let the timer run out. (Especially if player speed is set to 1.25 or lower, as it will take several seconds for them to make it to the other keypad.)
 - 1. Sabotages in general, but O2 in particular, become more and more effective as fewer players remain, as there is less certainty that there will always be someone close enough to the problem that it can be resolved.
- iii. Shutting doors is crucial, too. Sabotage the doors in the room or rooms adjacent to where you've just made a kill in order to prevent the crew from finding the body, allowing you more time to escape and establish an alibi. [It is possible to close all the doors on the map at once, as each has an independent cooldown timer.](#)
 - 1. [Note that doors cannot be closed while a major sabotage is active, and vice versa.](#)
- iv. Though the button is replaced when near a vent, security, or admin, you can still sabotage while appearing to be in range of those tasks by opening the menu and keeping it open as you walk over there: this can be an easy way to feign innocence when stationary.
 - 1. Be careful if you do this near cams, as people may notice that the camera light isn't on.
- c. If you lie during a voting period to get an innocent ejected, you should call a fatal sabotage immediately to prevent the crew from calling another meeting and voting you out. This is best played near the end of a game when there are few players left, because if you're lucky you can net the kill(s) you need to win before anyone makes it back to the emergency button.

7. Plausible deniability is your friend.

- a. When preparing to make a kill, consider your fake task list and make sure you know *exactly* where you were and what you were doing at the time of the killing. It's vital to be aware of other players' positions on the map, too. Claiming to be in a room full of other players who definitely didn't notice you for the headcount is almost guaranteed to get you caught.
- b. When accusing other players, make sure to use qualifiers like "I think" or "probably." Saying it's definitely so-and-so only for it to *not* be that person puts you neatly next in line for ejection.
 - i. When you accuse someone "by mistake," it's often wise to apologize at the next meeting, depending on your in-game persona. Admitting that you jumped to conclusions and promising to do better will earn you some trust. This really only works if you've established a reasonable margin for error or uncertainty in the accusation itself, so be careful not to come on too strong. Also, it'll probably only work *once*, so don't overdo it.

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

8. Use vents sparingly.

- a. Venting is an incredibly useful way to traverse the map quickly, but it's also the most obvious way to get caught other than straight-up killing in front of someone, so don't use them willy-nilly. It's especially important to be aware of where each vent leads. Most people in casual lobbies don't tend to point this out, but if you're in a group with more experienced players and you claim to be in a room that's connected by a vent to where the body was found, you're probably in trouble.
 - i. Commonly, if a body is found in Security or Electrical, which are among the most popular kill spots, inexperienced Impostors will admit to being in Medbay, which is connected by a vent to the location of the body. There are only two tasks in Medbay, and neither of those tasks are very common, so you likely don't have any good reason to have been there, and if your Crew is paying attention they'll definitely be suspicious.
 - 1. This is applicable to any similar situation, but it's the most dangerous mistake in this case thanks to the popularity of the Security-Medbay-Electrical vent connection. Try saying "I was on my way to Cafeteria" or something like that — basically declare where you were *planning* on going, but not where you actually were. Most people will take this at face value and it will distance you even further from the location of the body.
 - a. An alternative method is to declare what task you were just doing or about to do — picking from your fake task list is a good plan. Keeping it in the general area (within 1-2 rooms) of where you actually were might help reduce suspicion and prevent you from being called by players who didn't see you.
- b. Also, if you hop into a vent, you *don't* have to come out. [Your kill and sabotage cooldowns will be frozen](#), but sometimes it's more beneficial to wait and let a body be discovered, for instance, rather than pop out and risk raising suspicion. This is especially true if you don't know where everyone is and can't guarantee you'll be alone.
 - i. [Emergency meetings will always teleport you to the Emergency Button, even if you're in a vent, so that's a good way to reset your position without being seen anywhere near a vent.](#)
 - a. [Be a little careful with this though, because I've seen some instances of bugs/glitches where, when teleporting to the cafeteria from inside a vent, the animation of hopping out of the vent will play and give you away in front of everyone. Not that it's ever happened to me.](#)
- c. One clever venting technique is to hang around the entrance to Medbay: if you see the camera light go on, enter the room and vent into security. If there's only one player there, you can catch them unaware and kill them, then sabotage something on the other side of the map to prevent the body from being immediately discovered.

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

- i. If there is more than one person in security and you can't kill without being seen, absolutely make sure you go back into Medbay and exit the way you came, otherwise it'll be obvious you vented into another room.
- ii. You can also find if someone is watching cams by venting to up and down between Security and Medbay, which will reveal the number of people on cams as you pan down from one room to another.

9. Keep your accusers (and their suspicions) alive.

- a. This is a high risk, high reward play. If someone is suspicious of you, don't kill them in the next round. Spend a minute pretending to do a task (ideally unverifiable) in the same room as them, but leave them alive and move to your next target. If they call you out in a later meeting, you'll be able to say that you could have killed them but didn't, and that if you were really the Impostor you would have gotten rid of them by now. Most of the time this will establish some trust between you and your former accuser and remove you from the immediate list of suspects, as many Impostors will eagerly rush to kill anyone they can get alone with.
 - i. Only kill your accuser once they move on to suspect someone else, then pin their death on the new suspect. Pulling a "Green said they suspected Red and now they've turned up dead" will almost always sway the average player into voting off an innocent, and it's a reasonable enough assumption to make that it's not suspicious to most lobbies.
 - ii. If you end up in a stalemate vote, be selective with further kills. Removing your accuser will make it obvious that they were right — but this is something you have to play by ear. Sometimes it's wiser to kill those who voted against you to lower their numbers, while other times the crowd might be better swayed by killing off people who voted for another, more incidentally suspicious Crewmate and putting the blame on them instead.

10. Vote with the crowd.

- a. As an Impostor, you want to eliminate as many Crewmates as possible, so if someone accidentally accuses the wrong person, go with it. Ask a question or two, seek opinions and/or alibis if that's your style, or maybe pretend to think about it or be conflicted, but regardless of this performance vote to eliminate whenever possible. If *everyone* impulsively votes for the accusee, you won't stand out as having tried to eliminate them.
- b. This tactic tends to work best if you're *not* the one to make the accusation, as mistaken ejections are usually met with the removal of the accuser. If possible at the next meeting, though, you can direct attention to the incorrect accuser and let the crowd do the rest.
 - i. Be careful: if there's no conclusive evidence and most people agree to skip, do the same. Voting at random when everyone else skips will not only fail to eject your target but also draw attention to you.
- c. Even if it's your partner being accused, sometimes you have to go with it to save face, and hopefully they won't sell you out. If they do, try reverse psychology — "obviously they're trying to get us to vote out an innocent to help their partner!"

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

11. Keep an eye on security.

- a. If you see the red light on the camera blinking, make your way to admin and check the number of players present in the security room. If there's just one, lock the door, kill the lights to send everyone else running to electric, and vent into security via medbay to kill your victim. If you do it fast enough, you can make it back to the group without being noticed in the confusion and the dark.
 - i. ALWAYS check cameras before making a kill, and know your escape routes. If you see the cameras turn on right after a kill, you'll have no choice but to report the body and claim you just "found" it, otherwise your failure to report will immediately pin you as the Impostor.
- b. The same thing goes for other security measures like the sensors on MIRA: note their locations, cooldowns, and implications when venting from place to place, and don't be afraid to trigger them on purpose to make sure the logs are consistent with where you say you were.

12. Use a confusing name.

- a. This is a cheap shot, but it works with surprising frequency. Calling yourself "me" is a good way to get your accusers to inadvertently volunteer to be ejected when they say "it was me." Similarly, using a name different from that of your player color can also cause confusion and split up votes that would otherwise have eliminated you.
 - i. You can't paste the infamous "hangul filler" character into the name box on PC in the same way as on mobile, but you can still get an invisible/blank name on PC:
([src](#))

```
press Windows key + R
Type: %AppData%
find "LocalLow" press "Innersloth"
then press "Among Us"
Then press "playerPrefs" and open it with notepad
then, in that notepad will be your name...
change that name with this:
-----v
-----^
it's the invisible name
copy/paste it there
```

- ii. Using this blank name will allow you to hide behind objects without being detected, especially on Polus.
- b. **NOTE: this appears to have been at least partially patched out of the PC version as of 10/23/2020. It seems to work in some lobbies, but not in others — possibly related to the beta status of the hosts.**
 - i. A similar, albeit lesser effect can be achieved by just putting a single character like "x" as your name. If you don't wear a hat, the name will be much closer to

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

your character's head, reducing its size both vertically and horizontally and thus making it less of a giveaway if you plan on hiding in plain sight.

Additional Very Specific Miscellaneous Tips & Strategies (9)

1. The "chart course" task on Polus has been said to only be assigned to two people at once, and though this requires some further verification, it does NOT currently appear to be true. This is probably just a coincidence. ([src](#))
2. As a Crewmate on the Skeld, you can camp the corner between Electrical and Lower Engine, hugging the wall to be just out of view while still being able to see the entrance of the room. If two players go in and only one comes out, you can run in to immediately check for a body. If a player leaves that you didn't see enter, they likely vented.
3. You can shift the angle of the security cameras in the Skeld in order to expand your view. Run directly at the monitors in Security and enter into the menu as fast as possible: this will let the camera views carry your momentum and move slightly up or to the side depending on your trajectory.
 - a. **EDIT: As of November 23, 2020, this is no longer possible.**
4. Some more neat hiding spots (out of most normal fields of vision) include:
 - a. Hugging the left-side wall and squeezing against the top of the Upper Engine on the Skeld
 - b. Behind the satellite dish near the asteroids on MIRA
 - c. Deep in storage behind the shelves on MIRA
 - d. Behind the floating storage box on the Skeld
 - e. Behind the oxygen tank in the Garden Lab / Greenhouse on MIRA
 - f. Behind the bookshelf on the left outside of Decontamination (below Admin) on Polus
 - g. The bottom nook of Lower Engine on the Skeld (no one ever finds bodies here)
 - i. Crewmate: Check here, because most people don't
 - ii. Impostor: Kill here, because most people don't check
 - h. Behind the power bank in Electrical on the Skeld
 - i. This is especially useful as a Crewmate during lights sabotage: if you hide back there without fixing the lights, and the Impostor nets a kill while someone else is trying to fix it, you can sometimes still be able to see the spray of blood animation on the other side. Run right over and catch the Impostor in the act.
5. The door logs on MIRA have a 5-second cooldown before logging a player more than once.
6. Some say that when viewing vitals on Polus, the heart rate of Crewmates will increase when near an Impostor. This does **not** appear to be true, rather there will be random visual variety with no correlation to player status.
7. The Polus map has windows that allow you (and others) to see into rooms without actually entering them
8. Going near the laptop in the cafeteria on Freeplay mode will allow you to set different tasks to work through or change the mode to practice as an Impostor.

Dweeblet's Among Us Tips To Murder (And Not Be Murdered By) Your Friends:

- I. [introduction](#)
 - II. [general](#)
 - III. [crewmate](#)
 - IV. [impostor](#)
 - V. [misc/other](#)
-

9. You can easily hard clear someone at the beginning of a game in Mira HQ. In Mira HQ, if you see someone immediately do the gas task for 4 seconds and the task bar goes up, then they are hard cleared because it is impossible to get another task done that quickly as they are too far away. The next fastest is Medbay, which cannot be reached and completed in 4 seconds.
10. If you're on PC and using mouse & keyboard as your control scheme, you don't have to use the on-screen buttons to open tasks, menus, kill, or report.

Q – Kill

E – Open Task, Use Vents or Sabotage

Space – Open Task, Use Vents or Sabotage

R – Report a Body

TAB – Open Map

Esc – Close the task menu, security menu, or admin panel.