

BLAAMELESS

Runbook for Among Us: Killing, Tasking, and Voting like a Pro



Service: Among Us

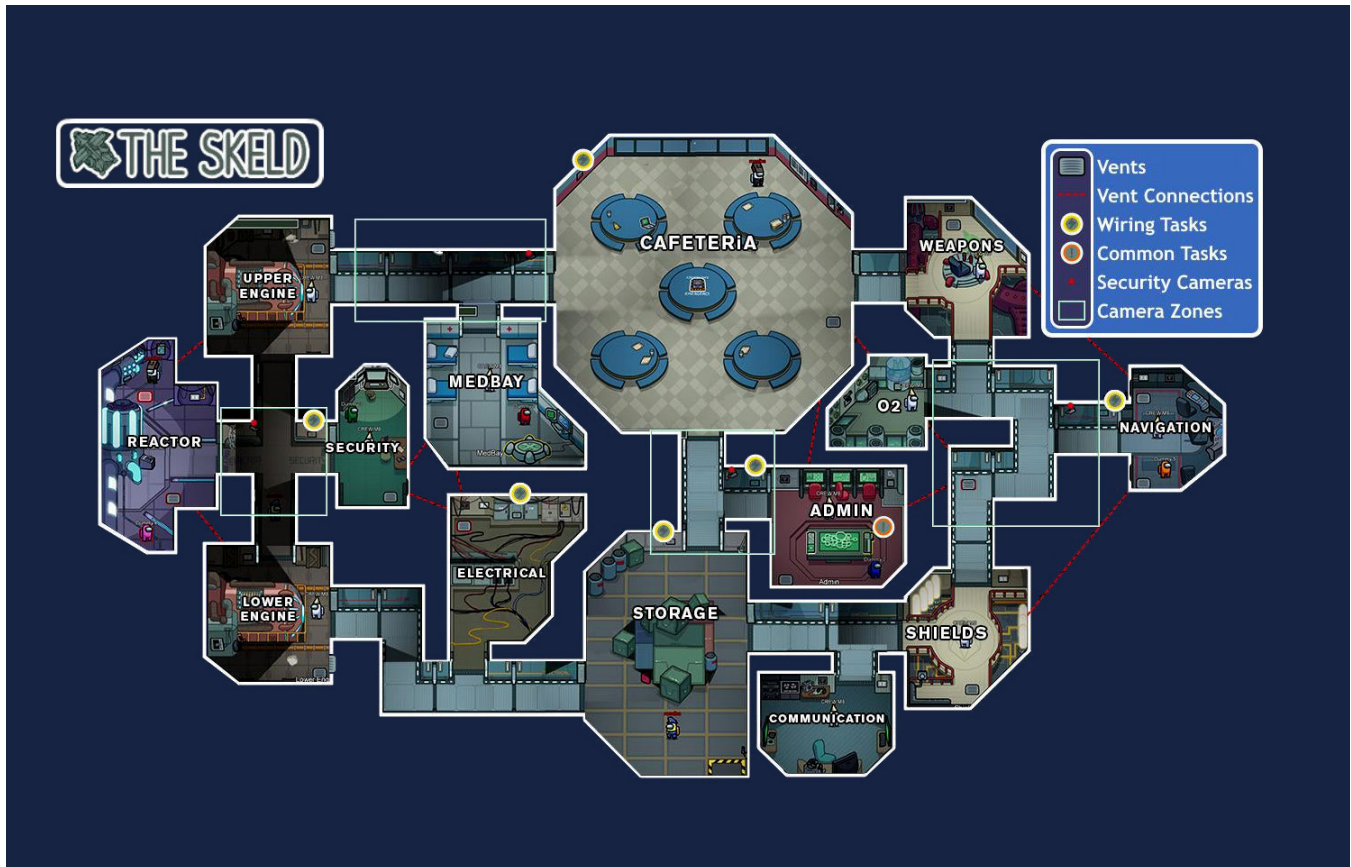
Among Us is a multiplayer online game that allows players to crew a spaceship. While on the ship, the crew members must complete assigned tasks. However, one of the crew members is an alien imposter. This person's job is to seamlessly blend in with the team while killing off players one by one.

This runbook covers key tasks and procedures that both imposters and crew members can use to master the game.

For the purposes of this runbook, we will assume that the gameplay follows these standards:

- **Max players:** 10
- **Map:** The Skeld
- **Imposters:** 1
- **Confirm Ejects:** On
- **Emergency Meetings:** 1
- **Anonymous Votes:** Off
- **Emergency Cooldown:** 15s
- **Discussion Time:** 15s
- **Voting Time:** 60s
- **Player Speed:** 1.5x
- **Crewmate Vision:** 1x
- **Imposter Vision:** 1.5x
- **Kill Cooldown:** 30s
- **Kill Distance:** Normal
- **Taskbar Updates:** Always
- **Visual Tasks:** O

Map of Architecture

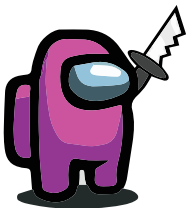


Key Procedures

Imposter procedures



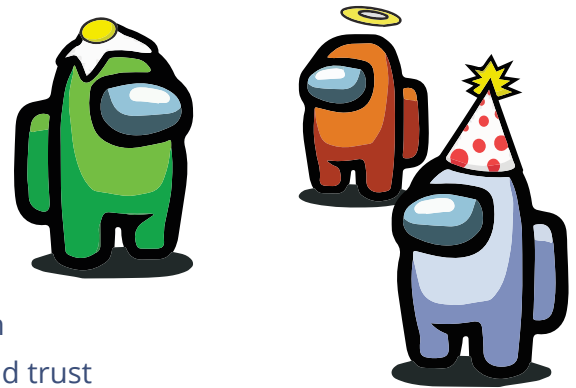
- 1 Pretend to complete a task:** When the game first begins (or another round kicks off), imposters should try to look busy. Keep an eye on your plausible tasks and try to “complete” one. Keep in mind that some tasks take longer than others. Swiping a card at admin takes only a few seconds while destroying asteroids can be 10-20 seconds. Try to select a task near other people as a show of good intentions.
- 2 Sabotage:** Once you’ve “completed a task,” it’s time to sabotage. Pick an area you can reach quickly. Run towards the location as soon as the sabotage is discovered. Attempt to fix your own sabotage. At this point, see which other players are missing. These players will be the best ones to pin a future kill on. Other players are likely to believe you as they saw you helping correct the sabotage and “completing tasks” earlier in the game.
- 3 Kill:** Find a person alone. It’s best if this person is not the person you intend to pin the kill on, and it works best if this person is not the only one who witnessed you helping with the sabotage and “completing a task.” Once you’ve selected the victim, you can vent in their direction by watching security cams to deduce where your victim is at. Make sure prior to venting that your kill cooldown is up.
- 4 Group up:** After you’ve made your kill, it’s important to find a group of people and appear to do a task in their line of sight. Try to group up with people who you do not intend to accuse.
- 5 Self report or call an emergency meeting (optional):** If the round has lasted a while before you make a kill, you can choose to self report your kill. This can be useful if you saw another solitary player run near the area where the body is and want to accuse them. Additionally, you can call an emergency meeting. Before the body is discovered, determine a person that you want to accuse. Try to assert to the group that you saw this person venting, and hope that the proceeding vote ejects that person from the game. Keep in mind that after that person is ejected, you’ll be highly suspicious to the group for a false report for either of these tactics.



- 6 **Accuse or keep quiet:** Once a body is discovered, you will need to defend yourself to those around you and try to push the vote gently in the other direction. By now you will have a person or two whom you can pin a kill on. You can choose to volunteer their name. Or, if other people are suspicious of a different player, you can stay silent or agree with them to take the attention off yourself.
- 7 **Repeat:** Continue with steps 1-6 until you have succeeded in killing the entire crew.

Crewmate procedures

- 1 **Complete tasks:** It's crucial as a crewmate to start the game off by building trust with your teammates. Decide on a task you want to accomplish and then try to tag along with a buddy to complete it. Be wary of your buddy, however. Consider how long the person works on a particular task. One of the best ways to build trust is to scan in medbay while another player is watching. This cannot be faked by an imposter.
- 2 **Respond to sabotages:** When sabotages occur, it is important to be there to address the sabotage immediately! This reduced the chances of you being unfairly accused of imposter. Be watchful during sabotages as well. Anyone not heading in the direction of the sabotage should be avoided at all costs and reported if necessary.
- 3 **Call emergency meetings (optional):** If you see something sus, it's your responsibility as a crewmember to bubble it up. Call an emergency meeting and let your team know what you saw. This is especially important in the event of venting.
- 4 **Vote or skip:** Voting is the most important duty of the crew. It's how you determine who is safe to continue on the ship. Begin each voting by vouching for the player(s) you saw around the time the body was reported who you believe should be above suspicion. They in turn should vouch for you, creating a deeper trust. Make sure that any sus actions taken by potential imposters are reported.
- 5 **Repeat:** Continue with steps 1-4 until you have succeeded in exiling the imposter.



We hope this runbook help you super-charge your *Among Us* wins, both as an imposter and as a crewmate. If you're also interested in leveling up your operations with runbook documentation and automation, learn more about Blameless Runbooks [here](#).

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