

10 Experience for Crewmate and Impostor to win Among Us

What experiences will help you in each match Among Us? Here are 10 tips for Crewmate and 10 tips for Impostor that I summarized.

Among Us has been storming the world for over a month for two reasons. First, on iOS and Android, it's free and can be played by anyone. Second, it's very easy to play, just find a room to join, no need to learn to play complicated, but in return to become the "boss" to win every match, whether in the position of crewmate or impostor, that is Again, it's an arduous learning process and having to know how to hack the brains of all other players.

For those of you who play Among Us has been "turned into a ghost" before, can not make a difference or change the game, or for those of you who want to come to the game, whether with friends playing together or playing alone. because there is no party, then this article would like to list some of the experiences I have gathered after playing Among Us for a while.

This list is of course not exhaustive, as my experience is also limited, so it's best if you find something missing.

One match Among Us is very similar to Mafia or Ma Wolf, you often play with your friends outside the café. A group of 10 players will be divided into two factions: Crewmate are astronauts trapped in space, on a spaceship or on a space base.

They will have to perform all the missions that the game set out, while avoiding the name Impostor defeated during the mission. Crewmate will win when they all complete the missions assigned to the game, or find out who is Impostor and then banish him.



On the other hand, Impostor are aliens wearing astronauts, with no difference in appearance, easily deceiving other hard-working players. Impostor's task is much simpler than Crewmate, which is to take down all other players to win.

The match ends with Impostor's victory if the remaining Crewmates are equal to the Impostor, meaning Impostor has defeated everyone else.

The game has many options so each match is also different in terms of nature and experience. Having the option of a match the player will have multiple quests, adding time for Impostor to rage.

There is even the option of not announcing that who was just expelled from the stage is Impostor, but only "just expelled", leaving people confused by not knowing if they voted the right person. evil players often accidentally go hand in hand with honest people.



So what experiences will help you in each match Among Us? Here are 10 tips for Crewmate and 10 tips for Impostor that I summarized.

Crewmate: Speak a little, and unite

The most important thing is do not talk much, do not need to prove anything from yourself. You are just an ordinary Crewmate on a mission. Saying too much only gets people to notice, leading to being unduly targeted.

The second most important thing is solidarity. In Among Us, you won't know who Impostor is. Except you know yourself as Crewmate, anyone standing next to you can be an Impostor just waiting to defeat you to win.

In a 10-player match with 1 Impostor, this ratio is 10%. Except for going in a group of 3 in a match with 1 Impostor, or going in a group of 5 with 2 Impostors, anyone standing next to you is likely to be the villain.

Please keep that in mind. The happier the crowd, the more impostor Impostor will dare to do. The Admin area in each level allows you to see who has passed through which area to easily deduce and find the culprit.

Try to remember the positions of each crew member. This will help you in two things, first is that when someone finds the body of the ill-fated Crewmate, you can vaguely guess who is standing near that area. The second is to know the position of your teammate (or potential opponent), you can choose a safer mission position in other areas.



Never go to Electrical in The Skeld screen alone. The texture of that area is both dark and full of obstacles, even if you enter the same area, you may not be able to protect you from Impostor's hand.

Let's focus on doing small tasks first. There are quests that will force you to run across the map area, making you an easy target for Impostor.

There is no shortage of times when Impostor tries to defeat other players on the camera. Pay attention to the Security Bay area, but do not pay too much attention to the security camera screen. I have no shortage of easy prey hunting because that young man is busy watching cameras to protect other players.

If you do not have enough doubts about a person, do not hesitate to skip vote, because it is not excluded that you will eject the wrong innocent person. Remember to lose a Crewmate, the closer Impostor will win.



If unlucky is defeated, do not leave the match but complete the unfinished tasks. After being defeated, you can still diligently go on the mission, thereby helping your teammates win.

Remember, Among Us not only ends in case of finding enough Impostor, but also ends with a victory in favor of Crewmate if they finish the task. Find a way that Impostor cannot touch you, thereby completing all the tasks that the screen offers.

Remember the colors of each character. Light green is Lime, light blue is Cyan, as teammates might announce the color of the suspect instead of typing out the character's name.

Lastly, the saying "I am not Impostor" is completely invalid. Prove where you are, what you are doing when your teammates are finished.

For Impostor: Breaking Crewmate's Solidarity

Impostor has a ton of tools for destroying Crewmate's solidarity. The first is Sabotage. If you see that everyone's duty speed is too fast, don't be afraid to destroy the O2 tank, break the reactor or turn off the power to divide players, force them to go to those urgent missions. Then you will definitely have a chance to defeat a few stray cows.

The second advantage is the vent system. Only Impostor can drain and run around the map. You can use Vent to hide from other players, jump to another area to avoid being suspected of standing near the area where Crewmate found the body of your teammates.

But be careful, since only Impostor can get into the sewer, if you let someone else see it, you will be caught.

The cooldown of the skill to defeat other players is usually 30 seconds, be careful and be reasonable. Before taking action to defeat anyone, the most important thing is to be alert, calm and have to think of an alibi in advance.

Do not run around the game screen to be seen by others, but stand in normal duty positions such as electrical cabinets or scanners in Med Bay, pretend to be on duty. No one likes an impartial Crewmate and a job that refuses to go on a mission, because without duties means Impostor, the risk of you being voted will be much higher.

Must be on the map,(you can read [Moving tips In the Polus map here](#) ,[Tips for moving In maps MIRA HQ here](#), [Tips for moving In The Skeld map here](#)) know the position of each camera, each sensor in the game screen. You could be detected because someone was watching the camera, or read the log in Admin Bay to find the villain. It is best to put the Crewmates who are in Security Bay or Admin Bay first, but Admin Bay is more difficult because there are many tasks to be completed in there, there will be many people entering and leaving, easily detected.



Use your advantage to cast suspicions on other players. Do not be afraid to announce the location of the Crewmate that you have just defeated to blame someone nearby. Let other Crewmates suspect your innocent and make them irrefutable and unjustly deported.

Likewise in matches with 2 or more Impostors, it is good to unite together, but when things don't work for you, don't be afraid to denounce your "teammates" to gain the trust of other Crewmates. . Even if the game only has 1 in 2 or 1 of the 3 Impostors, there is a chance of victory.

Any experience when you play Among Us as Crewmate, apply similarly to the role of Impostor, because as mentioned above, if you behave differently, you will be very suspicious. Keep in mind that anyone can be an Impostor (even himself).

Don't hang out with another person for too long unless you're planning to take them down, and don't forget to face the wall to pretend you're on a mission. Keep your distance, and move quickly and then get out of your standing position through the vent system. Many times I have been trusted by Crewmate because I "acted deeply".

Calling an emergency meeting will make the body disappear, so proactively announce the location of the bad guy you just defeated. But it is also a double-edged sword because it does not exclude the case that the area has only two people, there is no vent to retreat, so Crewmate can completely guess that you are "robbing and screaming".

Moderately calm and patient, but once you get the chance with a stray Crewmate with no witnesses, take your hand quickly.

As mentioned above, breaking the unity of Crewmate is the most important thing to win. Only then can you isolate the other players for easy defeat without leaving a trace. Combining all of the above experiences is one thing, but the more difficult thing is how to get people to doubt each other.

Speak in moderation, just like when you were Crewmate. Talking too much is only true. Pay attention to other players, whether they are Crewmate or teammate Impostor. Remember they will also vote to expel you for the advantage, don't trust anyone.

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