

Among Us: 3 deadly places that you need to be aware of

In the game Among Us, If you are Crewmate, be careful when entering these places. On the other hand, if you are an Imposter, use these points for hunting.

The crew members will scatter all over the ship for a mission while the Imposter will try to get them caught off guard to kill - however, if they get killed, they lose the game. Here's why places are so important - in this guide, TipsMake lists the 3 most dangerous places in **Among Us** .



What makes a "high risk position"?

It is common for imposters to attack at these locations. Their common characteristics are: low traffic, easy to escape and easy to create alibis. In addition to the three points mentioned in this article, there are certainly other dangers as well.

It is best to avoid the locations below, bring a crew or two, or carry out tasks within it promptly.

The most dangerous place in Map Skeld



Skeld is the first and most popular map in the game . and because of that, its weaknesses are well known. The Electric Room at the bottom of the map is where you're most likely to die - if an Imposter follows you into the Electric Room, it will be very difficult to escape.

The most dangerous spot on Map Mira HQ

Mira HQ is the smallest map in the game, with only 12 rooms. However, the layout of the base was much more complicated, with long corridors. Being together is much more beneficial for the members of this map.



The most dangerous point on this map is that the Decontamination hallway can be temporarily closed. If you're locked inside with an Imposter, it's almost impossible to get out. Once you get rid of you, they just need to jump into a nearby vent to avoid being spotted.

The most dangerous point of in Map Polus

Polus is the largest map in the game with 15 rooms. Due to its large size, moving around to perform tasks is quite difficult. There are a lot of danger spots on this map, but the most risky is probably the O2, as it's a small room with a vent leading to a location where the camera is obscured.



Tasks Storage (*Storage* Tasks), weapons (Weapons Tasks) and communications (Communications Tasks) is also quite dangerous.

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