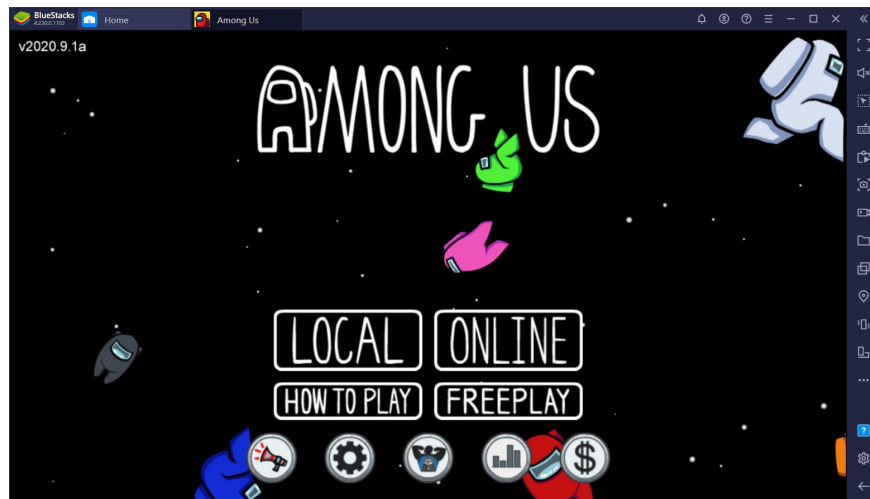


# Among Us: Great Trick For The Crew and Impersonators

Along read this article to know more good tips to become a Crew or a talented fake in Among Us offline.

Anyone who plays Among Us also knows the main goal of those participating in a game screen in the game: the crew member (Crewmate) must survive long enough to complete the assigned missions, and the Impostors. ) have to assassinate the whole thing in a smooth, unobtrusive way. All create a stressful game, but also very fun.



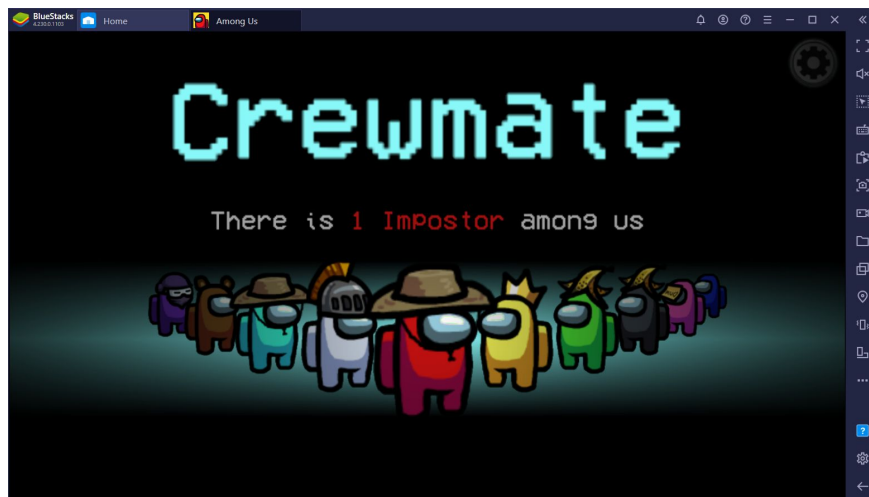
The challenge in the game screen is that, with the Crew is how to accurately identify the Faker. As for the Faker, of course killing everywhere, but not to make anyone suspect.

This article will give some useful tips that can help you in playing Among Us, with both the Crewmate and Impostor roles. Let's see it together:



## Tips for the crew (Crewmate)

For the crew, your advantage is the majority. A fake will not be able to kill someone in front of others without fear of being revealed and deported. However, it will be difficult to build trust from your teammates because everyone can be a Fake, especially when the only time you can talk is in emergency meetings or when someone discovers the corpse. .



Here are a few helpful tips for the In-Crew Among Us:

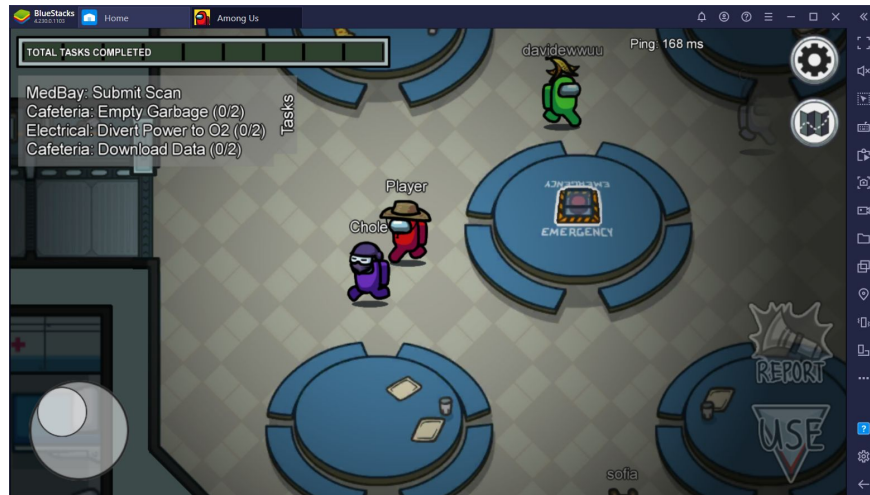
### **Be suspicious of everyone**

Do not trust anyone, doubt everything until there is clear evidence. That is the principle of survival for you. Pay attention to the behavior of everyone. Especially unusual behavior, such as running away from a vandalized room instead of trying to run to fix it.

### **Pay attention to how people run around the map**

Beware if someone suddenly follows you. Maps are usually not large and rooms are connected by small hallways. Usually you will find yourself with 1 or 2 companions. But imposters often behave differently: instead

of running straight to the rooms for missions, they tend to run around, changing directions suddenly. If you see someone walking but suddenly change direction, follow when you see you passing, then keep running and find more comrades as quickly as possible, in case the follower is the Fake.



## Set up the Fake Thief

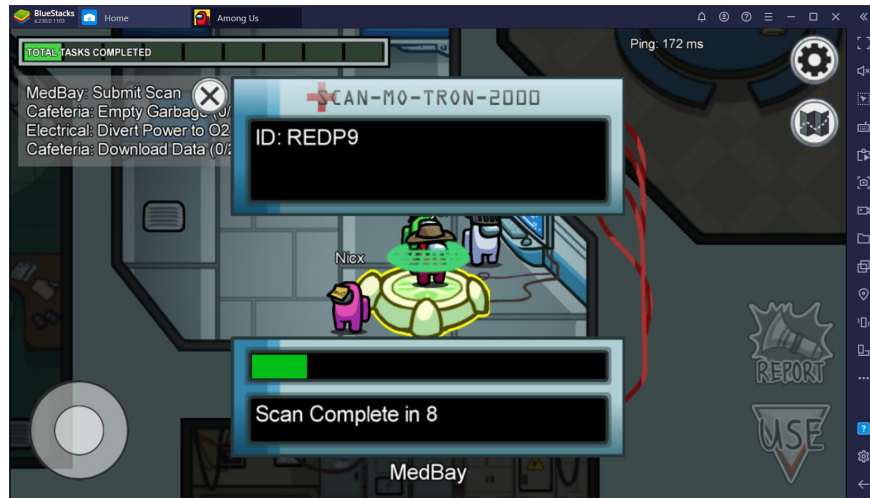
If you start to be suspicious of someone, you can play bravely and try to lure him into following you. You can run away from the others in the group and find the person you suspect. Pay close attention to his reaction when you get closer. Since the Crew members are usually focused on completing missions, they will rarely hesitate to move from one place to another - unless they encounter someone suspicious. The impostor, by contrast, won't be afraid to get close to others and will likely run closer to you as soon as they see you.

These manifestations are often difficult to see, and require playing through multiple levels to become familiar. But anyway, when you see someone shady tailing, there's a good chance that that person is the Fake. At this point, you can convene an urgent meeting for further discussion.



## Being around friends is definitely innocent

Once you are sure someone is not a Fake Thief, you need to stay with them at all costs so that the Thief cannot reach you.



There are a number of missions that are visualized when done, which can prove that you or the other person are not a Faker (since only Crewmate can complete the mission). Hence, seeing someone complete these tasks was accurate proof of their innocence.

Examples of visual quests in the Skeld map include:

1. MedBay: Submit Scan - You can another player standing in the scanner (scan).
2. Weapons: Clear Asteroids - You can see the player sitting in the gunner seat
3. Shields: Prime Shields - You can see players working on the console.
4. Cafeteria or O2: Empty Garbage - You can see the player cleaning the trash.

Also with the Empty Garbage mission, you can also see the trash being shot out into space.

There is only one visual mission in the screen of Mira HQ, which is MedBay: Submit Scan. The image shown is the same as in the Skeld map.

The Polus screen has 2 visual missions:

1. MedBay: Submit Scan - Same as above.
2. Weapons: Clear Asteroids - You can see lasers coming out while someone is manipulating the console.

## Pay attention to common tasks

There are several missions in the game that are shared with everyone. When you have them, every other player does. Therefore, joint quests pose a high risk for the Imposter to ambush, hide somewhere in the rooms and take action when someone comes running up to the mission. If you need to do these tasks, try to bring a friend to help guard each other.

Common tasks in the map Skeld include:

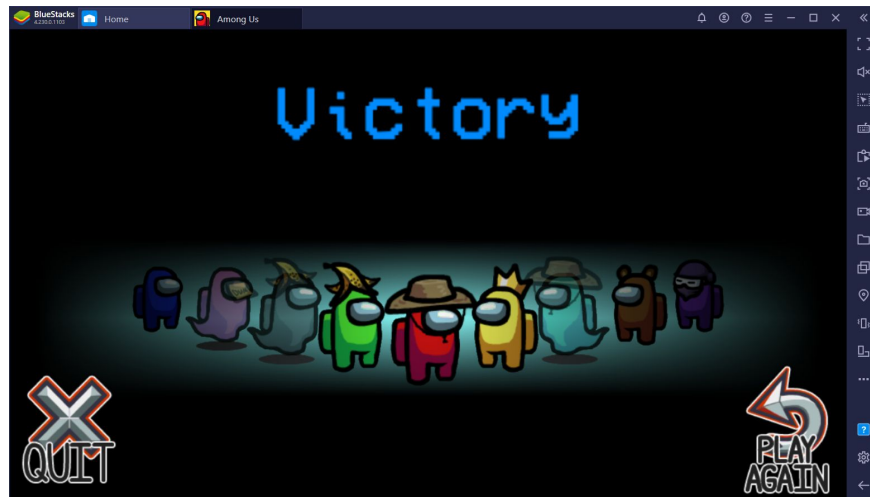
1. Electrical: Fix Wiring
2. Admin: Swipe Card

The general mission in the map Mira HQ includes:

1. Admin: Enter ID Code
2. Hallway: Fix Wiring

Common tasks in the map Polus include:

1. Dropship: Insert Keys
2. Office: Scan Boarding Pass
3. Electrical: Fix Wiring



## Tips for impostor.

As mentioned in the tutorial [Tips and strategies for playing impostor](#), playing well in this role requires confidence and knowing how to blow a distraction. Even if someone catches you killing or getting through a tube, you can still soften your mouth and refuse to go away, even make a bludge against them. However, there will be some other tips to help you play well as an Imposter:



## Destroy important rooms and pretend to fix them

A good strategy to win for the Faker, especially against the 'chicken' players, is to destroy important facilities like O2 rooms or Reactors, then run to fix them. These rooms are very important, because if they are not repaired, everyone will die and the Imposter will win in the end. What's more, the Tamper's fix these places on the job, so you won't make anyone suspicious by doing them.

However, since you are an Imposter, you can also just stand close to the break and pretend to fix them, leave others unsuspecting, and let time run out. By the time they realize the truth, sometimes it is too late to correct it.



## Vandalize important rooms and REALLY fix them

Instead of pretending to repair these important devices, you can actually repair them to give the crew heart. If you were the repairer, no one would suspect you were a Faker. Usually, because of the Psychology of an Imposter, why go save someone?

This is the ideal way to sow confusion with each other in the Crew and put any doubts off you. However, do not overdo it and fix the broken rooms. It would be quite suspicious to see a player lit up and repaired O2 rooms, Reactors or lights.

## Ambush in common mission rooms

Remember the general missions article in the Crew section above? Since you will know people and have to do them, you can wait in these rooms and ambush them. The point here is that you need to be patient and wait for the time to come, maybe in the vent, or even near the control panel, waiting for someone to come and act.



Since these are common tasks, don't be surprised to see a group come to work at the same time. For this reason, no one will doubt you if you see you standing there. Take advantage of this and do your killing.

Hopefully with these tips, your Among Us screens will become easier, more fun and especially to help you become the ultimate winner.

You finished reading the article "**Among Us: Great Trick For The Crew and Impersonators**" edited by the [TipsMake](#) team. We hope this article has provided you with many useful tech tips and tricks. You can search for similar articles on tips and guides. Thank you for reading and for following us regularly.