

# Among Us: The interesting game modes in the game

Among Us has many interesting game modes that many people may not have discovered yet. Let's join TipsMake to synthesize all good game modes in Among Us!

## Interesting game modes in the game Among Us

1. [1. Five is Enough mode](#)
2. [2. Murder She Wrote mode](#)
3. [3. Hide and Seek mode - Hide and seek](#)
4. [4. Frantic Mode](#)
5. [5. Dead By Daylight Mode](#)

### 1. Five is Enough mode



Imagine having to summarize everything in 5 words, can you do that? Ask a question and answer in 5 words - That is the Small Talk mode on Among Us. Also, compared to the other modes, you don't need to change many game settings.

#### General rules

1. An impostor can sabotage the entire map.
2. Astronauts can fix vandalized areas.
3. Astronauts can report corpses, call emergency meetings.
4. Ma is not allowed to chat.
5. After the meeting takes place (urgent or reporting), players are only allowed to say no more than 5 words in the game.

6. Whether texting or voice chat, players are only allowed to say 5 words. If a player is alive after 5 discussion rounds, they can say one more word from each round.

Recommended setting for Five is Enough mode

1. Emergency Meetings: 1
2. Player Speed: 1.5x
3. Crewmate Vision: 1.0x
4. Impostor Vision: 1.0x
5. Kill Cooldown: 40 seconds
6. Kill Distance: Short
7. Visual Tasks: On
8. Common tasks: 2
9. Long tasks: 2
10. Short tasks: 4

## 2. Murder She Wrote mode



Among Us, Murder She Wrote brings a different change to the game modes like Among Us's other 'cat and mouse'. Although not the most interesting mode, this challenge is definitely fun and humorous.

General rules

1. The impostor must be acquainted with the other members.
2. After starting the game, pretend you're on a mission.
3. The person reporting the corpse is the only person who can speak to after making a report.
4. This mode only changes the way players interact with others.

Recommended settings for Murder She Wrote mode

1. Emergency Meetings: 1
2. Player Speed: 1.5x
3. Crewmate Vision: 1.0x
4. Impostor Vision: 1.0x
5. Kill Cooldown: 30 seconds
6. Kill Distance: Short
7. Visual Tasks: On

8. Common tasks: 2
9. Long tasks: 3
10. Short tasks: 5

### 3. Hide and Seek mode - Hide and seek



This is one of the modes that makes the game Among Us become interesting and fresh after each play.

#### General rules

1. Only one impostor, some quests to do.
2. An impostor will open an emergency meeting and declare his identity.
3. Then, the impostor will start counting, while the astronauts protect the ship.
4. After the countdown is over, the lights will be destroyed and the hunt begins.
5. Do not fix the lamp first. The game ends when the killer impostor or the crew of the astronauts complete their mission.
6. Also, the game features only astronauts and a hunter timer that finds people.
7. One of the highlights of this mode is that imposters need to have the worst vision compared to others.

#### Recommended settings for Hide and Seek mode

1. Imposters: 1
2. Emergency meeting: 1
3. Player Speed: 1.5x - 3x
4. Crewmate Visions: 2x - 5x
5. Imposter Vision: 0.25x
6. Kill Cooldown: 15 seconds
7. Kill Distance: Short
8. Tasks: Total from 6 - 9

### 4. Frantic Mode



One of the most interesting game modes Among Us is Frantic Mode. It is almost completely different from the other teams because impostors don't need to declare themselves. Here are general rules and settings for Among Us's Frantic Mode.

#### General rules

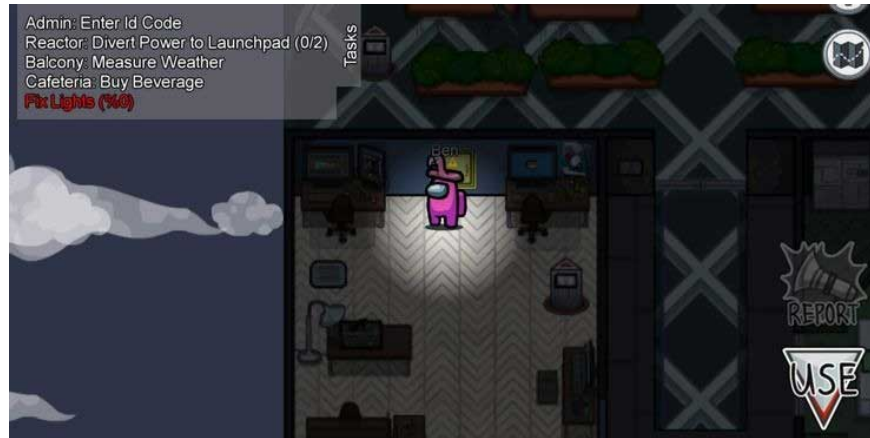
1. Wait 30 seconds at the start of the lap before killing any astronauts to give the astronaut team time to do their job.
2. Only sabotage communication systems and lights.
3. Failure to report the status is an impostor.
4. The impostor can also use the Vent kill skill in this mode.
5. Avoid fixing lights or communication systems.
6. Do not report corpses.
7. Do not call the emergency room.
8. If you are in a chat group, when you are killed and played as a ghost, do not call out the fake name.
9. Do not vote for anyone.
10. Basically, the crew of astronauts could only run and complete missions to counter the impostor team's plans. All team members should come up with a good battle plan before starting the game.

#### Set recommended for Frantic Mode

1. Impostors: 1-2 (8+ players in lobby)
2. Confirm ejects: Off
3. Emergency Meetings: 0
4. Anonymous votes: Off
5. Discussion time: 15s
6. Voting time: 15s
7. Player Speed: 1.0x
8. Crewmate Vision: 0.25x
9. Impostor Vision: 0.5x
10. Kill Cooldown: 20 seconds
11. Kill Distance: Short
12. Visual Tasks: Off
13. Common Tasks: 1
14. Long Tasks: 2
15. Short Tasks: 3

This setting can of course change according to the needs of the group. One of the highlights of the Frantic mode is its fast timer & speed and mystery. That makes the game more interesting to reunite with everyone in one room.

## 5. Dead By Daylight Mode



If you play Among Us often, you may sometimes want to change your gameplay. At this point, immediately try Dead By Daylight Mode. In this mode, the impostor plunges into a death with almost no vision, no report, and the crew of only the speed and skill to survive. Interestingly, right?

### General rules

1. Team astronauts need to be careful with the fake team in the game.
2. Before the game starts, the rogue team needs to stand still and wait for a countdown to reach a certain time at the starting point in the lobby and the crew must use a few seconds to start completing the task as quickly as possible. can.
3. The impostor team was only allowed to sabotage the media room at the beginning and on and off the lights.
4. The crew was unable to fix the lights or the communication room due to the tamper's destruction.
5. Can't report corpses in game.
6. No Emergency Meetings room can be called.
7. The astronaut team needs to complete all missions in order to win the game against the impostor killing the entire team.
8. You'll need people willing to follow these rules, making sure to only get started when they'll play the way you want.

### Recommended settings for Dead By Daylight Mode

1. Player Speed ??- 2x
2. Crewmate Vision - 5x
3. Impostor Vision - 0.25x
4. Kill Cooldown - 10 seconds
5. Kill Distance - Short
6. Visual Tasks - Off
7. Common tasks - 2
8. Long tasks - 2

What makes this mode so special is the slaughter and trembling of trying to win before all the crew of astronauts are eliminated. Set the kill timer to the lowest possible level, increase speed and lose sight of the impostor. Call your friends, play horror music and win fastest.

You finished reading the article "**Among Us: The interesting game modes in the game**" 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.