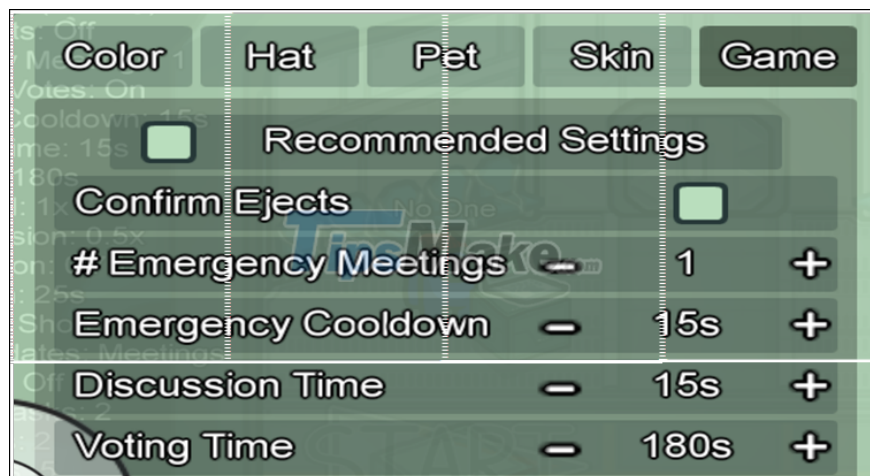


Instructions for setting up room parameters in Among Us

And to get the new game Among Us, you need to know how to adjust the parameters for the game. Check out how to adjust parameters and some interesting settings below.

Among Us has become a popular game, which is the fun of many groups of friends every evening. And to get new games, you need to know how to adjust game parameters. Check out how to adjust parameters and some interesting settings below.

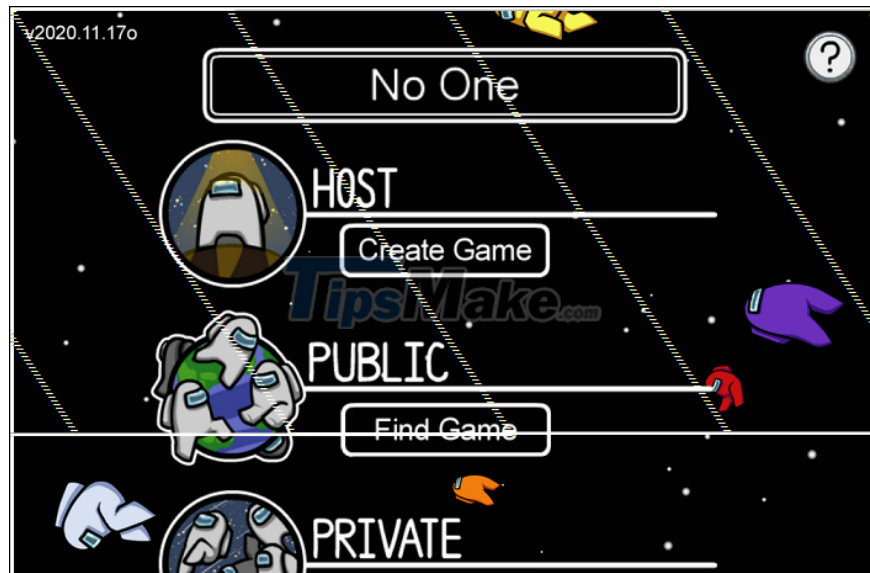


How to change the settings in Among Us

There are a lot of settings to customize Among Us. From avatar customization, killing distance, polling time, Impostor vision range - you can create your own difficulty level.

1. Create a playroom

The first thing you need to do in order to access the game settings is to become the master of the room. Click on **Create Game** .



2. Choose the number of players

Next step you will be taken to a preliminary menu with the following settings:

1. Map: select the toy map
2. Impostor: number of imposters
3. Chat: choose the language of communication
4. Max player: total number of players

Then press **Confirm** to be taken to the playing hall.



3. Use Laptop to adjust the playroom

Once taken into the ship's lounge, you will see a laptop.



All you need to do is go there and click **Customize** , go to the **Game** section .



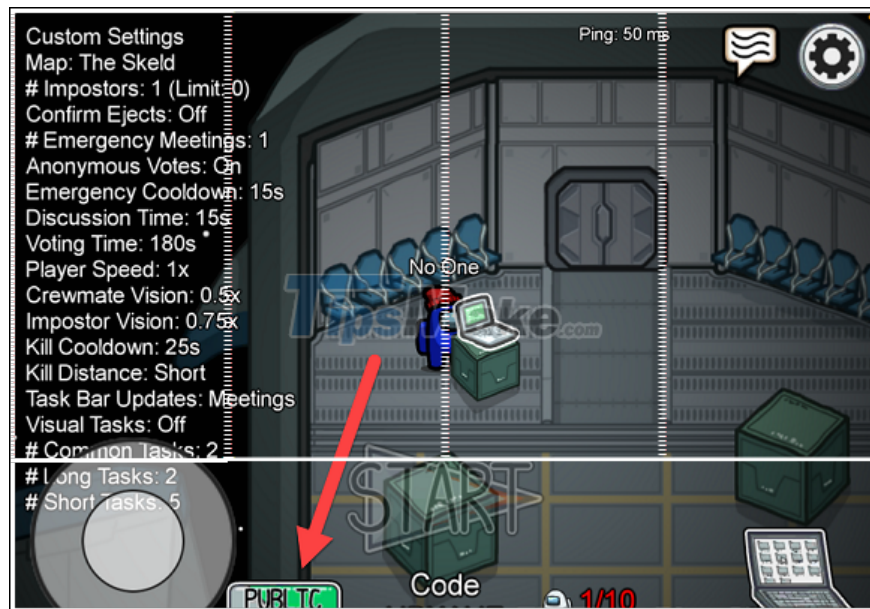
You will be presented with a long menu with custom settings. If you want to go back to your first post settings, click on the **Recommend Settings** box on the top line.

Now let's find out how we can set these parameters:

1. **Confirm Ejects:** Reveals the role after being ejected.
2. **# Emergency Meetings:** Limit the number of emergency meetings each person can request.
3. **Emergency Cooldown:** Time to return to an emergency meeting after the hit pattern.
4. **Discussion Time:** Set how long Crewmates can discuss before voting (Voting Begins).
5. **Voting Time:** The time during voting
6. **Anonymous Votes:** Do not show character colors when voting
7. **Player Speed:** Adjust the level of the player.
8. **Crewmate Vision:** The range that the Crewmate can see
9. **Impostor Vision:** The range that the Impostor can see.

10. **Kill Cooldown:** Kill button **cooldown** for Impostor.
11. **Kill Distance:** Set the distance at which the Impostor can kill the Crewmate.
12. **Task Bar Updates:** The taskbar is always up to date or only updated during the meeting.
13. **Visual Tasks:** Turn on / off the visible tasks. These are quests where other players can see you performing them. If turned off, the animations no longer appear to others.
14. **# Common Tasks:** Number of common tasks in the game, appear in the list of every Crewmate. If you don't have this quest then the other members won't.
15. **# Long Tasks:** Number of long quests and multiple steps, multiple locations on the map.
16. **# Short Tasks:** Set the number of short tasks.

Once installed, please share the game room code to your friends for them to join, or open Public to play with strangers.



Some of the best room samples

If you do not have any idea about your game room, here are some installation suggestions for you to choose from:

1: Run now!

This is a nightmare for crewmates but a privilege for the impostor. Basically, you have to complete all your missions and keep moving otherwise the impostor will take action because they have a huge advantage in this game. On the other hand, you will only need to do a few quests to ensure fairness. Let's take a look at the recommended settings for creating this game.

1. #Emergency Meetings: 1
2. Discussion Time: 30s
3. Voting Time: 15s
4. Player Speed: 3.0x
5. Crewmate Vision: 1.5x

6. Imposter Vision: 1.5x
7. Kill Cooldown Time: 15s
8. Kill Distance: Long
9. #Common Tasks: 1
10. #Long Tasks: 0
11. #Short Tasks: 3

#2. Slow but sure

This is a game that is recommended for groups of close friends. Such a game can be a bit annoying if you're playing against random players on the internet. These rules give people plenty of time to do their part, whether it's an impostor or a crewmate. It's slow-paced, giving you enough time to chat, discuss and even gossip a bit.

1. #Emergency Meetings: 5
2. Discussion Time: 45s
3. Voting Time: 60s
4. Player Speed: 1.0x
5. Crewmate Vision: 1.0x
6. Imposter Vision: 1.0x
7. Kill Cooldown Time: 30s
8. Kill Distance: Medium
9. #Common Tasks: 1
10. #Long Tasks: 2
11. #Short Tasks: 1

3. Voting is key

This game rule is all about voting. It forces the player to focus on the discussion in order to identify the impostors rather than randomly picking or suspecting someone. If you are an impostor then you will have to strengthen your acting skills in this game to hide yourself.

1. #Emergency Meetings: 10
2. Discussion Time: 60s
3. Voting Time: 10s
4. Player Speed: 1.5x
5. Crewmate Vision: 1.5x
6. Imposter Vision: 1.5x
7. Kill Cooldown Time: 30s
8. Kill Distance: Short
9. #Common Tasks: 0
10. #Long Tasks: 3
11. #Short Tasks: 1

4. Darkness covers

This game focuses on your judgment skills. There is no room for mistakes or misjudgments. 'Shroud of darkness' will not tell you if the player being pushed out is an impostor. Also, you won't be able to see individual player's votes, which will essentially leave you unaware of everyone's intentions.

1. Confirm Ejects: No
2. #Emergency Meetings: 1
3. Discussion Time: 30s
4. Voting Time: 30s
5. Anonymous Votes: Yes
6. Player Speed: 1.75x
7. Crewmate Vision: 1.5x
8. Imposter Vision: 1.5x
9. Kill Cooldown Time: 40s
10. Kill Distance: Long
11. #Common Tasks: 0
12. #Long Tasks: 1
13. #Short Tasks: 0

5. Fastest possible game

If you are looking to play the game faster so that people reduce the wait time when they get killed then this is the perfect choice for you. Also, if you feel Among Us is monotonous then you should definitely try this game rule.

1. #Emergency Meetings: 2
2. Discussion Time: 10s
3. Voting Time: 10s
4. Player Speed: 3.0x
5. Crewmate Vision: 4.0x
6. Imposter Vision: 3.5x
7. Kill Cooldown Time: 10s
8. Kill Distance: Short
9. #Common Tasks: 0
10. #Long Tasks: 0
11. #Short Tasks: 1

6. Long game

Well, many will ask why would anyone want such a game? Why not? If you are playing with your friends and family who are just starting to play the game, then you may want things to slow down so they can get used to the map, get a chance to make mistakes and explore everything. Among Us.

1. #Emergency Meetings: 10
2. Discussion Time: 60s
3. Voting Time: 20s
4. Player Speed: 1.0x
5. Crewmate Vision: 1.0x
6. Imposter Vision: 1.0x
7. Kill Cooldown Time: 45s
8. Kill Distance: Short
9. #Common Tasks: 0
10. #Long Tasks: 3
11. #Short Tasks: 0

7. I see you!

Among Us's biggest advantage about gameplay is the range of vision. Outside of a certain line of sight for a match, neither the impostor nor the crewmate can see the other players. But what if everyone saw each other? How would the impostor perform their magic then?

1. #Emergency Meetings: 8
2. Discussion Time: 30s
3. Voting Time: 30s
4. Player Speed: 1.75x
5. Crewmate Vision: 5.0x
6. Imposter Vision: 5.0x
7. Kill Cooldown Time: 20s
8. Kill Distance: Short
9. #Common Tasks: 0
10. #Long Tasks: 0
11. #Short Tasks: 1

Hopefully these above rules will help spice up Among Us. Wish you happy gaming.

You finished reading the article "**Instructions for setting up room parameters in Among Us**" 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.