

Moving tips In the Polus map, Tips for beginners Among Us

Polus As the largest of the three maps Among Us, Polus allows players to explore both inside and outside of the Arctic base. This means there's plenty of space to cover between rooms.

One of the keys to surviving in the game is understanding a core map of [Polus Among Us](#). Crewmate has to tackle its own challenges. Impostor needs to grasp the Polus map to avoid being captured by the camera, calculating SABOTAGE. So please follow me through the tutorial to play Among Us on the Polus map.

Picture 1 of Moving tips In the Polus map, Tips for beginners Among Us

Polus map overview

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The Polus map will be dangerous for the Crewmate faction trying to complete their mission. Polus has 15 rooms, not counting any Decontamination rooms that require passing if you go back and forth between different rooms. Similar to the [MIRA HQ](#), these Decontamination chambers lock you up for a few seconds, and have to wait until the doors open.

In addition, there are twelve Vents in Polus. These Vent are not all interconnected, so you need to plan carefully if you are Impostor. There are several rooms in both the bottom right and bottom left parts of the map that don't have a Vent to navigate.

You can see all the vents on the map are marked in red with the same connecting lines in green. If you are a beginner, please use this map to get acquainted.

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Tips for new players in the Polus map

Specifically, because the map is wide, I recommend playing Polus if there are about 8-10 people. This map almost helps the Impostor faction and is quite difficult for the [Crewmate](#) due to its large size. Of course the Crewmate go with two people or a group because it is easy to be isolated and destroyed.

Particularly careful in the Decontamination rooms. Note the Vent locations, the lesser distribution of Vent to the south makes the bottom of the map safer than the north. One tip that you should use is to wait until your task is

completed until your first meeting and then persuade people to come as a group for safety reasons.

For the [Impostors](#), you will want to take advantage of the large space to separate the wanderers. Use Vent to view the map only, but note because the Admin room has security cameras. Usually, at least one person tries to get someone to act on camera.

Take advantage of Vent and kill anyone in sight and disappear before the body is discovered. Decontamination rooms are also good places, use them for a quick escape or keep track of where everyone is.

Just try to always have alibi so don't be a lonely wanderer throughout the whole game, otherwise you might get kicked out of Potus station by the team.

Good luck.

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