

Tips for moving In maps MIRA HQ, Tips for beginners Among Us

The MIRA HQ is a difficult map to master, as the limited space leaves little room for Impostor to isolate the target. As a result, you'll need to master the map's Vent system to cycle around the location until you find someone wandering alone.

One of the keys to surviving in the game is understanding a core of Among Us's three maps. Crewmate has to tackle its own challenges. Impostor needs to grasp the map to avoid being captured by the camera, calculating SABOTAGE. So follow me through the article guide map MIRA HQ. You will do the task more smoothly.

Overview of the Mira HQ map

Unlike The Skeld, the MIRA HQ is a smaller map and this will make it harder for the Impostors to kill individually.

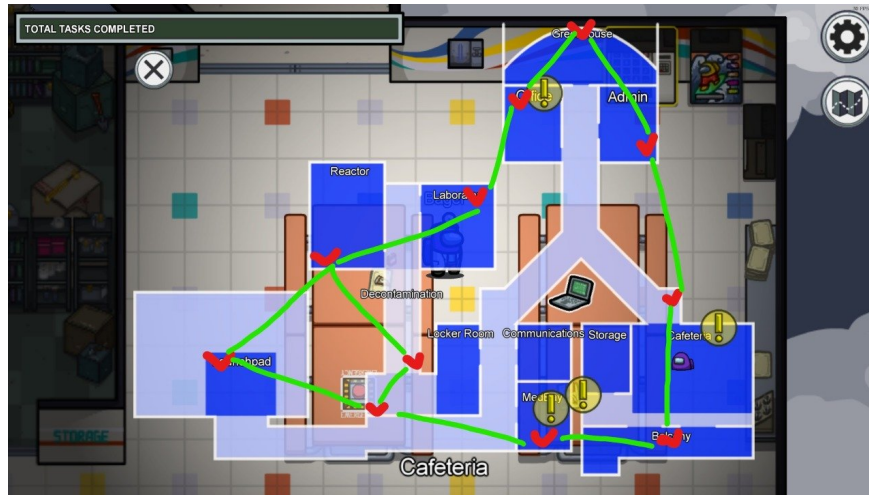
So in this map will cause the most difficulty for Impostor of the three maps of the game. When the round starts, players will appear either at Launchpad or in Cafeteria.

Leading 4 corridors means you won't have as much space to run around as you normally would. In addition, the Communication room acts as the Admin room of the MIRA HQ map, allowing players to continuously update with each player's location.

For Vent, the MIRA HQ is quite unique since the entire network is connected. There are 11 air vents in total on this map and you can use them to get anywhere on the map. This makes it easier to get out, just be careful as you can easily be detected from one of these holes.

Finally, the last major turning point is the Decontamination Corridor near the center of the map. When entering you will be locked out and must stay for a short period of time. This door lock makes you take advantage to trap Crewmate in it.

The Imposter faction use this as your advantage to split the team or trap the target! You can see all the Ventures of the MIRA HQ below marked in red along with the routes they are connected to in green.



Tips for new players In Map MIRA HQ

The MIRA HQ is a difficult map to master, as the limited space leaves little room for Impostor to isolate the target. As a result, you'll need to master the map's Vent system to cycle around the location until you find someone wandering alone.

Because of the narrowness, often people will ask for alibi or Crewmate will often go together. This makes finding alibi even more important on other maps.

So be aggressive and show up at the right time to make sure others can see you wandering around and "complete" the task. Otherwise you will be quickly discarded.

The Decontamination Corridor is the perfect place for murderers because there is a short period of time when someone is trapped inside. If you know someone walking in alone, use the vent to show up, kill them, then quickly escape to another room. This is the only real place where you will not run the risk of being caught up in your nefarious practices.

By contrast, Crewmates should go in pairs or large groups whenever possible. This makes it harder for Impostors to kill players. Just like The Skeld, MedBay's medical scan mission will show everyone you're a Crewmate.

Use this to your advantage and only complete this quest when someone is around. Doing so will remove any doubts about you and allow you to have more power in debates. Try to take Decontamination with a minimum of three people (or someone you know Crewmate) to reduce the risk of an impostor murder.

It will take practice, but in the end, you should be able to easily navigate this claustrophobic place with confidence.

Wish you happy gaming

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