

Tips to play the map Skeld in Among Us for newbies

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Among Us is one of the famous games and creates a surprise hit. This game is full of the fun things you want when you play with your friends: conspiracy, betrayal, calculation and inference. Usually when entering the game, you will be familiar with the map The Skeld, and here, TipsMake will give some tips for you to master this map.

Tips for Crewmate

1. Go in groups

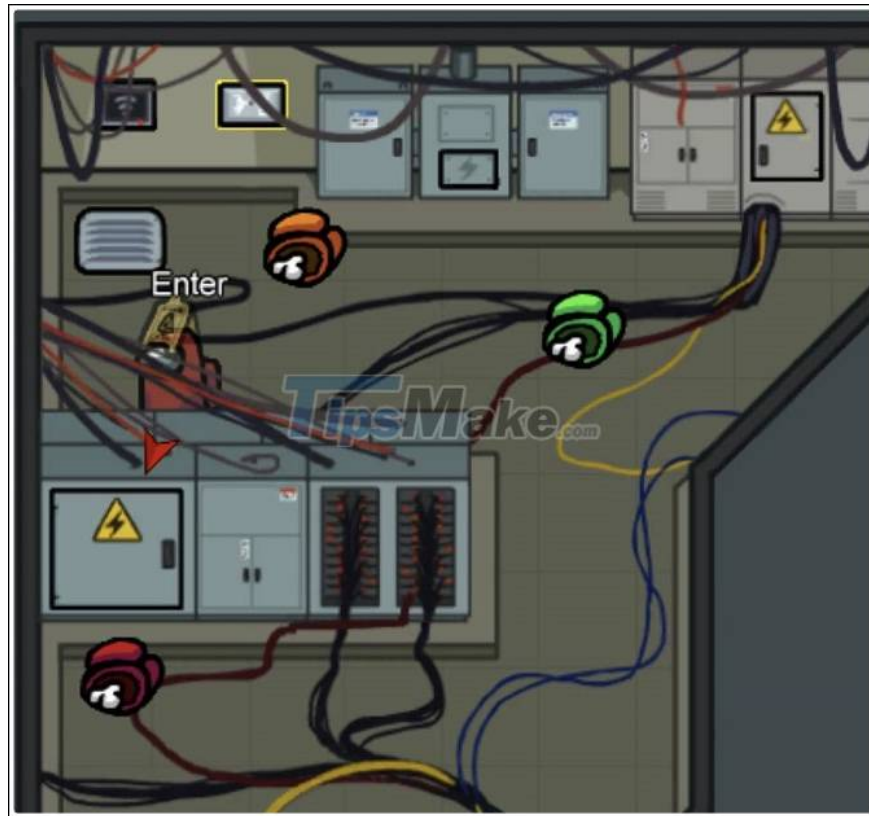
This trick works pretty well and applies to all maps, but it works best for Skeld due to the layout of corridors and small rooms. Traveling with other crew members during your mission (or at least someone you trust) can help you survive.



Impostors tend to choose people who are alone, as there won't be any witnesses seeing them kill. Sticking with others and doing tasks together can benefit the group.

2. Keep away from electrical rooms (Electrical)

Many players are afraid of going into the electric room. This is because this is usually the room where Impostor plays the most. The electric room was designed deep inside, had some vision barriers, and as such made Impostor a great spot to kill.



The crewmates walking in the hallway will find it difficult to detect what's going on in the electric room unless they step inside. In addition, there is a vent for the impostor to proceed with the plan quietly without leaving any evidence.

When you are a crew member, it is best to avoid the Electric Room, if you need to perform a mission, go with others.

3. The mission is visible



If you don't already know, there are a number of quests that other players can see you are doing, like the 'body scan' mission in Medbay. This is a clear proof that you are Crewmate. Only do these missions when there are other players around to let them recognize that you are 'clean'. On the Skeld map, visible missions include: 'Body Sweep' (Medbay), 'Activate Shields' (Shields), 'Shoot Meteors' (Weapons), and 'Dump' (Storage).).

4. Use the map in the Admin room

Map in Admin room is a very useful feature. With it you can see where people are on the spaceship. It's easy to see each player's movements and keep track of what's going on.



A very effective tip is that when you see 2 people in one room, and blink one, chances are that one has killed the other.

5. Complete your missions as soon as possible



Here's something you will sometimes ignore: go on a mission! A quest victory doesn't always happen, but it's not impossible. If you don't do your job, you are just giving the impostors a better chance of winning.

Tips for Impostor

1. Find out where the camera is

As an Impostor, you have to deal with a lot of things to win, and the most basic task is to kill without being seen by anyone.

In the map Skeld, the player can use the camera screen in the Security room to track some locations on the map. If you do something shady in this vision, they'll immediately find out. Please note the following locations that the camera can see to avoid mistakes: in front of Reactor and Security, in front of Medbay, in front of Admin

and in front of Navigator.



However, there will still be times when you are safe, pay attention to the small camera mounted on the wall when passing through these locations, if it flashes red, it means someone is watching. If not, feel free to act!

2. Protect Crewmate



Skelders has a few 'visible quests', if you witness a player doing this, don't hesitate to acknowledge them. That helps you become more charismatic and seem innocent.

3. Use vents with care



The vent can be your best friend, or become proof against you. They help you navigate faster on the map and disappear from the crime scene before anyone finds out. But if you are too hasty to "vent jump" in front of other players, they will immediately know who you are. So use the vents carefully, avoiding those with overly exposed locations such as in Cafeteria or in the hallway above the Shield.

4. Beat the people who are trusted



Recall the visible quests. If someone has been trusted by everyone because they did this, that person should be your next target. The more innocent people you have, the less likely you will win.

5. Vandalism, Vandalism, Vandalism



Sabotage: feature indispensable when you are Impostor, give it a try and you will find that they are extremely useful and interesting. Breaking O2 can be a great way to win. If the crewmate members don't fix it by going to 2 different rooms, they will lose. Electrical vandalism is also good, because people won't see anything and you can operate in the dark. You can also lock someone in a room and kill someone who is not seen.

Above are some tips to help you easily master the map Skeld and achieve victory.

Wish you happy gaming.

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