AMONG US

REAL LIFE PARTY GAME RULES

This game can be played with 5-10 players. (You can play with fewer people, but the imposter will probably win pretty quickly.)

SET UP

- PRE GAME DAY:
  - First you must print the game's pdf file. You can print it at home, but I would recommend using a printing service (I used Staples).
  - Then you need to cut out all the pieces. If you are going to be reusing the game for multiple rounds (which I recommend), you will need to laminate all the pieces.
- GAME DAY:
  - To play, you will scatter the 44 task cards around the playing area and place the *Task Tracker* and *Emergency Button* in a central location.
  - You will also need dry erase markers and tape (flashlights and an airhorn are optional).

GAMEPLAY

Ready to play? Here is all the info you need to know!

- CHOOSING CHARACTERS
  - Give each player a dry erase marker and flashlight (if using).
  - Each player must choose a color character card (there are fourteen to choose from) and write down their nickname in the space provided.
  - They will then tape their card to their shirt.

- DECIDING ROLES
  - Crewmate and Imposter cards need to be handed out. You can choose to play with one or two imposters, depending on your numbers.
  - If there is a gamemaster who is not playing, they may hand out the cards to players. If everyone is participating,

simply shuffle the cards and hand them out at random. (Make sure you have at least one imposter!)
    - Remember that these cards must bee kept secret.

- COMPLETING TASKS:
    - Your crewmate/imposter card has a list of tasks on it.
    - The crewmates must locate the correct task card and follow the instructions on the card to complete that task. Once a task is completed, they can check it off their list.
    - Once they are finished all their tasks, a crewmate needs to check off their name on the *Task Tracker* sheet.
    - When all crewmates complete their tasks, the crewmates win!
    - The imposter cards also have tasks, but these are decoy tasks. The imposter can pretend to complete them to avoid suspicion but does not have to.

- HOW TO KILL:
    - This depends on how you are playing. If in a house in the dark, you can simply grab someone's shoulder and whisper, "You're dead."
    - If in a more open space with lights on, such as a gymnasium, have the imposter wink at people to tell them they are dead.
    - You can choose an alternative method it you wish.

- GETTING KILLED:
    - What happens when you get killed? Well, you need to fall down and pretend to be dead. You must remain that way until someone locates your body.
    - Once you are found, you can get up and continue playing as a ghost. To indicate you are a ghost, turn your color character card upside down.
    - You still must complete tasks as a ghost, but you cannot speak to anyone who is still alive or participate in meetings. You may speak to other ghosts.

- EMERGENCY BUTTON:
    - Your group needs to decide how you will alert others that you found a dead body or want an emergency meeting. There are some options.
    - You can simply yell loudly, "Emergency Meeting!"
    - You can use an air horn placed by the button.
    - You can create a group text chat and call it out there.
    - As long as everyone knows what signifies a meeting, you can do it however you like.
    - Once you call a meeting, you can vote on someone to jettison into space. That person will become a ghost.

- SET BOUNDARIES:
    - What are the boundaries?
    - If playing in a house, are there any rooms you cannot enter?
    - Can cards be hidden outside the house, such as in the backyard or in a garage?
    - If in a school or church type building, what is off limits?

- LIGHTS:
    - Will this game be played with lights on or with the lights off?
    - If you are playing with the lights off, make sure everyone has a flashlight (or their phone) and remind everyone that they cannot turn on the lights.

HOW TO WIN

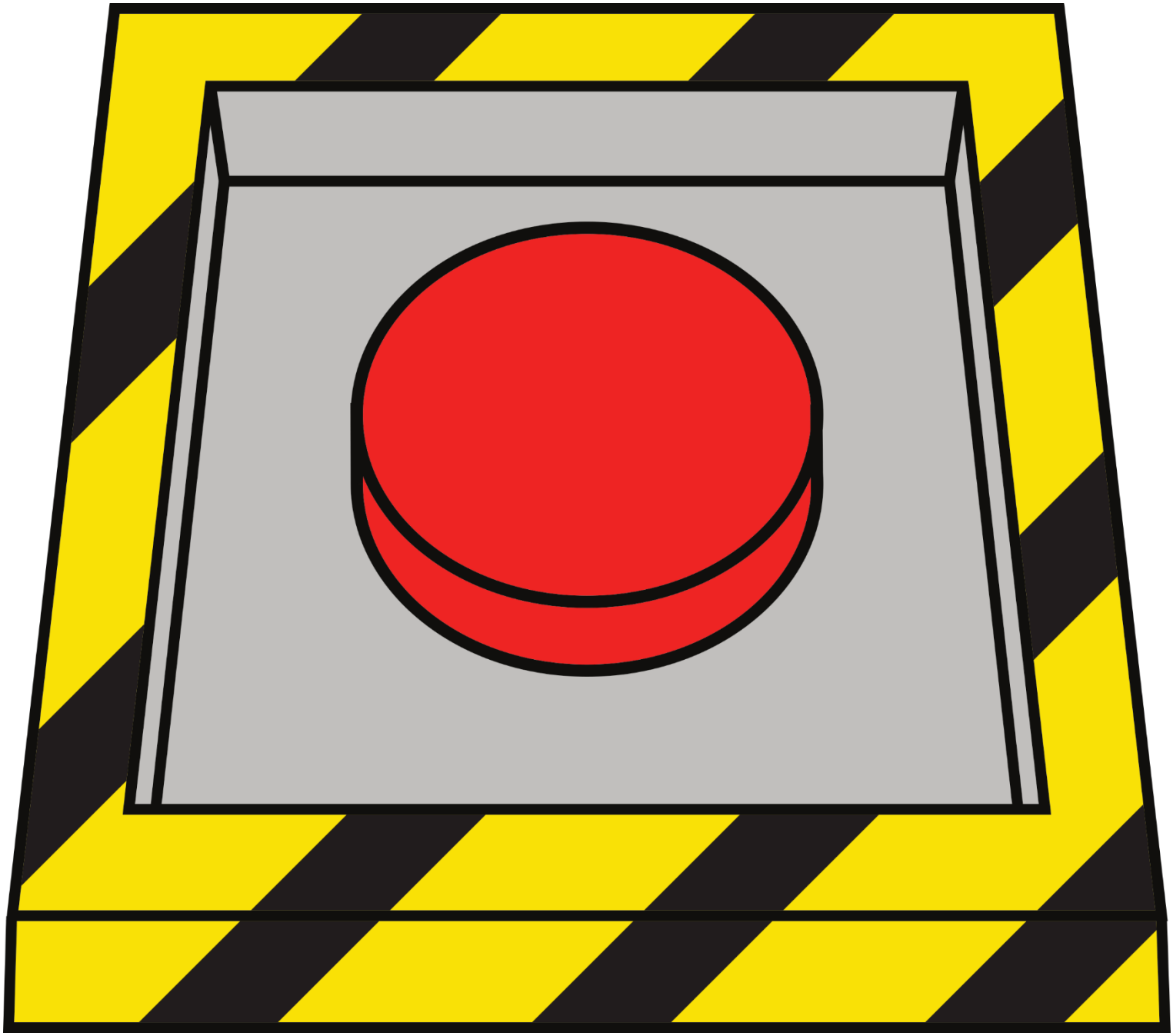
Winning is straightforward.

Crewmates can win two ways:

- By getting rid of the imposter(s).
- By completing all their tasks.

Imposters win by getting rid of all of the crewmates.

Now, just like that, it's time to play! Have fun!



TASK TRACKER

Colour in a checkbox when you are finished your tasks. If all tasks are completed, the Crewmates win! Remember that you still must complete tasks as a ghost.

CREWMATE 1: ☐

CREWMATE 2: ☐

CREWMATE 3: ☐

CREWMATE 4: ☐

CREWMATE 5: ☐

CREWMATE 6: ☐

CREWMATE 7: ☐

CREWMATE 8: ☐

Crewmate A1

--------- TASKS ---------

- [ ] Submit Scan
- [ ] Swipe Card
- [ ] Clear Asteroids
- [ ] Water All Plants
  - [ ] Get Watering Can
  - [ ] Water Plants
- [ ] Empty Garbage

------- ABILITIES -------

Crewmate A2

--------- TASKS ---------

- [ ] Insert Keys
- [ ] Replace Water Jug
- [ ] Sort Samples
- [ ] Reboot Wifi
  - [ ] Reboot Wifi (S1)
  - [ ] Reboot Wifi (S2)
- [ ] Swipe Card

------- ABILITIES -------

Crewmate A3

--------- TASKS ---------

- [ ] Fix Wiring
- [ ] Swipe Card
- [ ] Open Waterways
- [ ] Fuel Engines
  - [ ] Fuel Engines (S1)
  - [ ] Fuel Engines (S2)
- [ ] Buy Beverage

------- ABILITIES -------

Crewmate A4

--------- TASKS ---------

- [ ] Swipe Card
- [ ] Start reactor
- [ ] Enter ID Code
- [ ] Divert Power
  - [ ] Divert Power (S1)
  - [ ] Divert Power (S2)
- [ ] Unlock Manifolds

------- ABILITIES -------

Crewmate A5

--------- TASKS ---------

- [ ] Prime Shields
- [ ] Repair Drill
- [ ] Align Engine Output
- [ ] Fix Weather Node
  - [ ] Fix Weather Node (S1)
  - [ ] Fix Weather Node (S2)
- [ ] Store Artifacts

------- ABILITIES -------

Crewmate A6

--------- TASKS ---------

- [ ] Measure Weather
- [ ] Stabilize Steering
- [ ] Swipe Card
- [ ] Inspect Sample
  - [ ] Inspect Sample (S1)
  - [ ] Inspect Sample (S2)
- [ ] Fill Canisters

------- ABILITIES -------

Crewmate A7

--------- TASKS ---------

- [ ] Chart Course
- [ ] Clean O2 Filter
- [ ] Calibrate Distributor
- [ ] Upload Data
  - [ ] Download Data
  - [ ] Upload Data
- [ ] Assemble Artifact

------- ABILITIES -------

Crewmate A8

--------- TASKS ---------

- [ ] Scan Boarding Pass
- [ ] Swipe Card
- [ ] Record Temperature
- [ ] Align Telescope
- [ ] Monitor Tree
- [ ] Process Data
- [ ] Sort Samples

------- ABILITIES -------

Imposter A9

------ FAKE TASKS ------

- [ ] Submit Scan
- [ ] Swipe Card
- [ ] Insert Keys
- [ ] Fuel Engines
  - [ ] Fuel Engines (S1)
  - [ ] Fuel Engines (S2)
- [ ] Prime Shields

------- ABILITIES -------

Red

-------- NICKNAME --------

---------- STATS ----------

ID: REDP0 *ID Code: 12107*

Height: 3'6 ft *Weight:* 92lbs

Color: Red *Blood Type:* AB+

Blue

-------- NICKNAME --------

---------- STATS ----------

ID: BLUP1 *ID Code: 27519*

Height: 3'6 ft *Weight:* 92lbs

Color: Blue *Blood Type:*

Green

-------- NICKNAME --------

---------- STATS ----------

ID: GREP2 *ID Code: 65821*

Height: 3'6 ft *Weight:* 92lbs

Color: Green *Blood Type: O-*

Pink

-------- NICKNAME --------

---------- STATS ----------

ID: PINP3 *ID Code: 35296*

Height: 3'6 ft *Weight:* 92lbs

Color: Pink *Blood Type:* A+

Orange

-------- NICKNAME --------

---------- STATS ----------

ID: ORAP4 *ID Code: 44286*

Height: 3'6 ft *Weight:* 92lbs

Color: Orange *Blood Type:* B+

Yellow

-------- NICKNAME --------

---------- STATS ----------

ID: YELP5 *ID Code: 05712*

Height: 3'6 ft *Weight:* 92lbs

Color: Yellow *Blood Type:* A-

Black

-------- NICKNAME --------

---------- STATS ----------

ID: BLAP6 *ID Code: 93154*

Height: 3'6 ft *Weight:* 92lbs

Color: Black *Blood Type:* AB+

White

-------- NICKNAME --------

---------- STATS ----------

ID: WHIP7 *ID Code: 66013*

Height: 3'6 ft *Weight:* 92lbs

Color: White *Blood Type:* B-

Purple

-------- NICKNAME --------

---------- STATS ----------

ID: PURP8 *ID Code: 12107*

Height: 3'6 ft *Weight:* 92lbs

Color: Purple *Blood Type:*AB-

Brown

-------- NICKNAME --------

---------- STATS ----------

ID: BROP9 *ID Code: 70038*

Height: 3'6 ft *Weight:* 92lbs

Color: Brown *Blood Type:* A-

Lime

-------- NICKNAME --------

---------- STATS ----------

ID: LIMP0 *ID Code: 10798*

Height: 3'6 ft *Weight:* 92lbs

Color: Lime *Blood Type:* B+

Fortegreen

-------- NICKNAME --------

---------- STATS ----------

ID: BLUP0 *ID Code: 77281*

Height: 3'6 ft *Weight:* 132lbs

Color: Blue *Blood Type:* A+

Cyan

-------- NICKNAME --------

---------- STATS ----------

ID: CYAP1 *ID Code: 09071*

Height: 3'6 ft *Weight:* 92lbs

Color: Cyan *Blood Type:* O+

Tan

-------- NICKNAME --------

---------- STATS ----------

ID: TANP2 *ID Code: 83310*

Height: 3'6 ft *Weight:* 92lbs

Color: Tan *Blood Type:* AB-

Imposter A10

------ FAKE TASKS ------

- [ ] Process Data
- [ ] Assemble Artifact
- [ ] Clear Asteroids
- [ ] Fix Weather Node
  - [ ] Fix Weather Node (S1)
  - [ ] Fix Weather Node (S2)
- [ ] Stabilize Steering

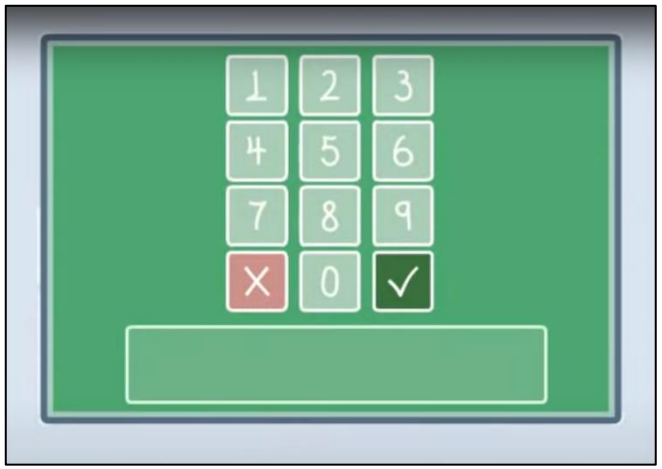
------- ABILITIES -------

AMONG US

IN REAL LIFE

ADMIN - Enter ID Code

Enter your ID Code. Your ID Code can be found on the bottom of your color character card.



MED BAY - Submit Scan

Enter your player stats to complete the scan below. Your stats can be found on the bottom of your color character card.

ADMIN - Upload Data

Copy the left sequence over to the right.

9HteCY8lwD8URlQubkxo → _____

Download Data

Copy the left sequence of numbers over to the right.

9HteCY8lwD8URlQubkxo → _____

STORAGE - Fuel Engines (Stage 1)

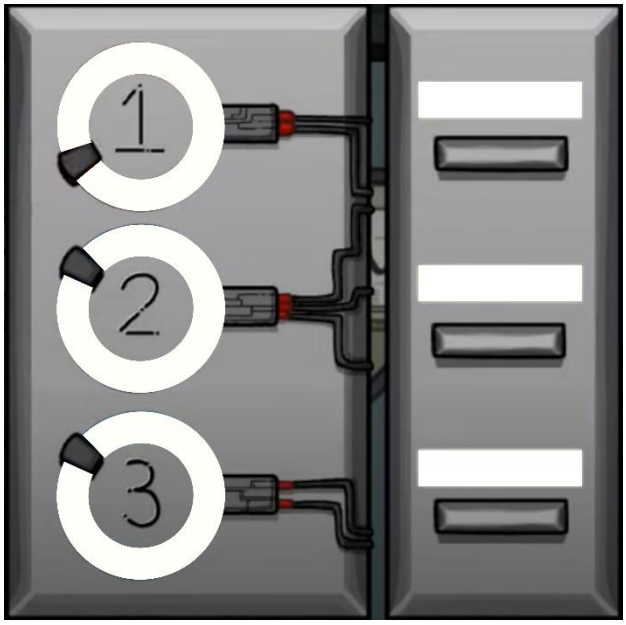
Colour in the gas can with yellow to fill it.

ADMIN - Swipe Card

To ensure a good read when you swipe your card, you must roll doubles on the dice.

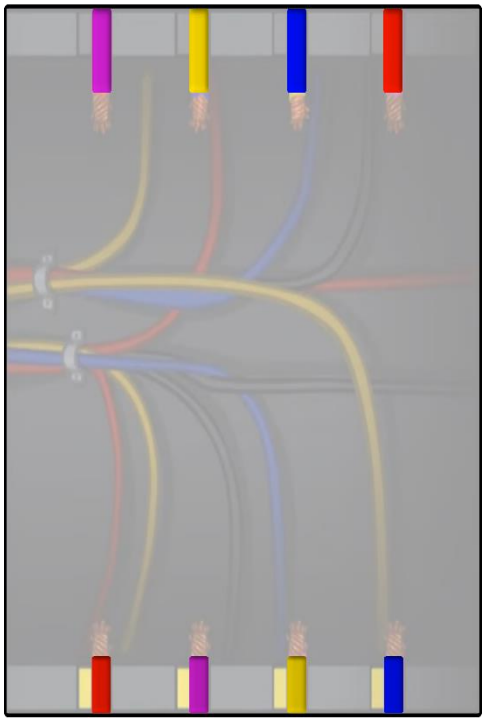
ELECTRICAL - Calibrate Distributor

Colour in the white circles and bars - 1 is yellow, 2 is blue, and 3 is cyan.



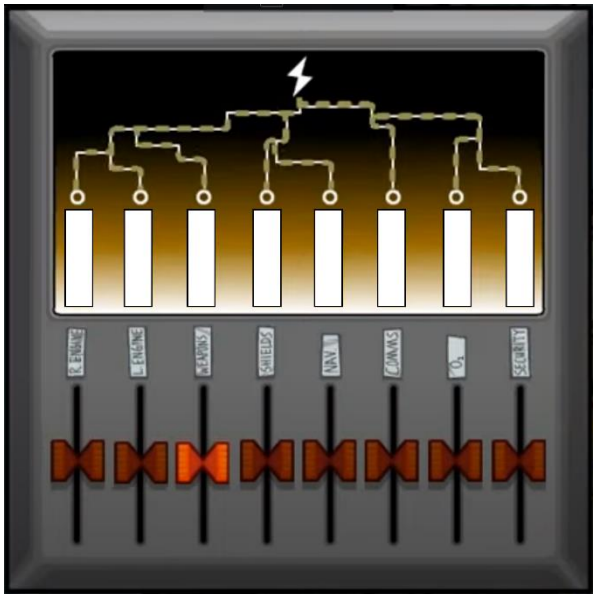
Fix Wiring

Connect the same-colored wires.



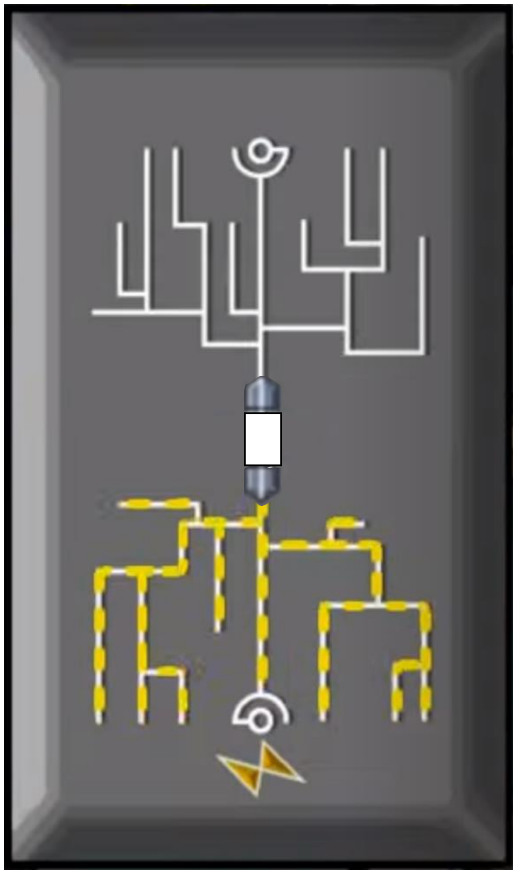
ELECTRICAL – Divert Power (S1)

Colour in the correct power bar yellow (the one with the lit up switch).



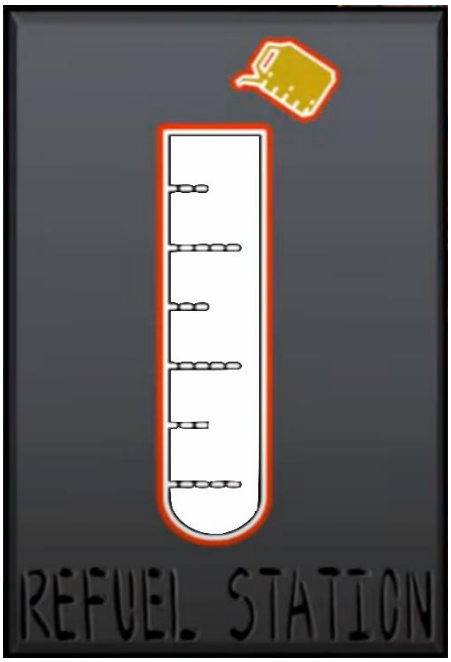
Divert Power (S2)

Color the fuse yellow.



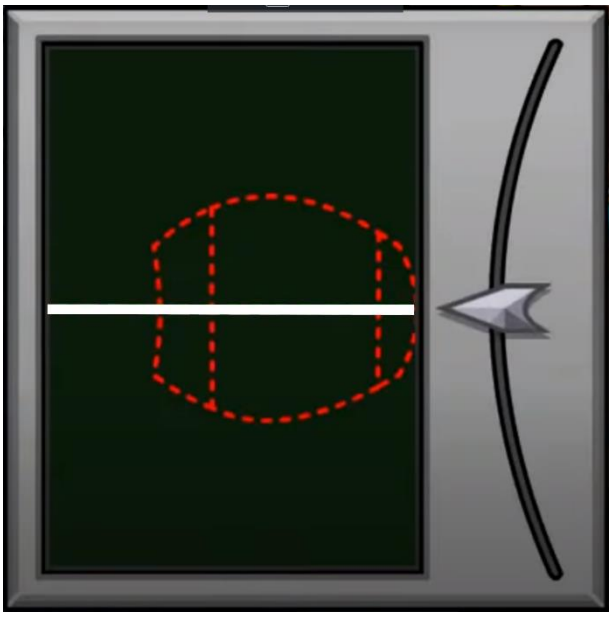
Fuel Engines (Stage 2)

Colour in the fuel tank with yellow to fill it.



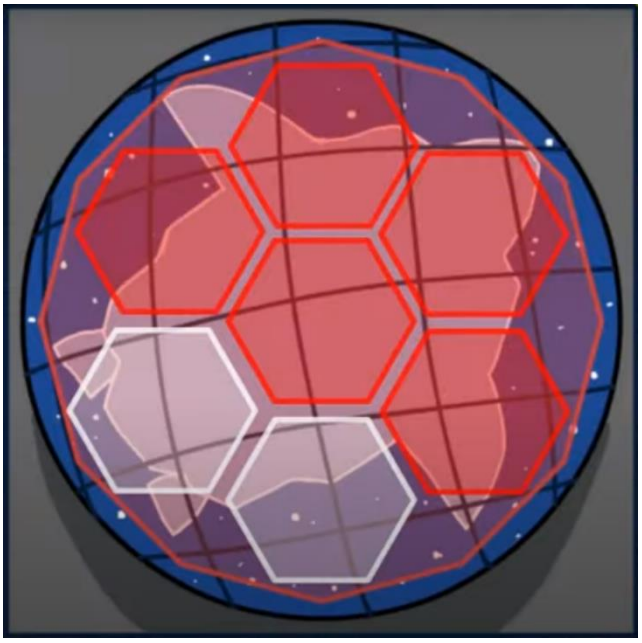
ENGINE – Align Engine Output

Draw a straight line through the center to align the engine.



SHIELDS - Prime Shields

Draw an X inside each red hexagon.



NAVIGATION - Chart Course

Draw a line from the ship through each point and to the target.

NAVIGATION - Stabilize Steering

Trace over the crosshairs below.

O2 - Clean O2 Filter

Draw an X over each leaf.

WEAPONS - Clear Asteroids

Draw an X over every asteroid.

CAFETERIA - Buy Beverage

Color in the correct letter and number to buy the beverage shown in the picture.

O2 - Empty Garbage

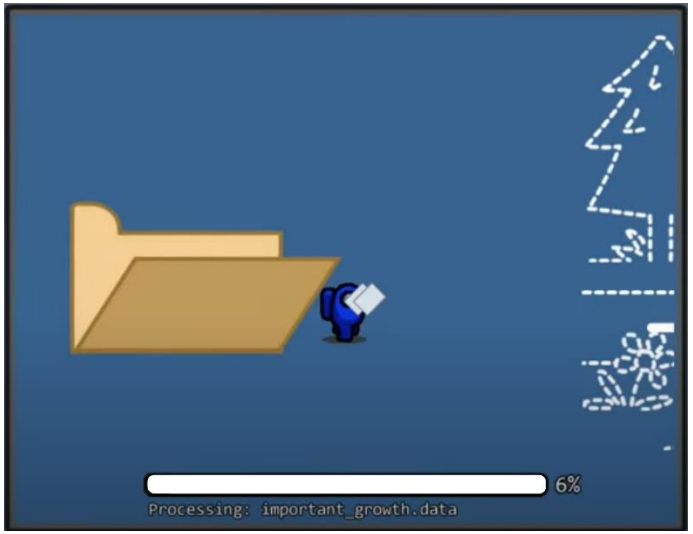
Colour in the chute to empty it.

STORAGE - Get Watering Can

Circle the watering can to collect it.

OFFICE – Process Data

Colour in the loading bar to process the data.

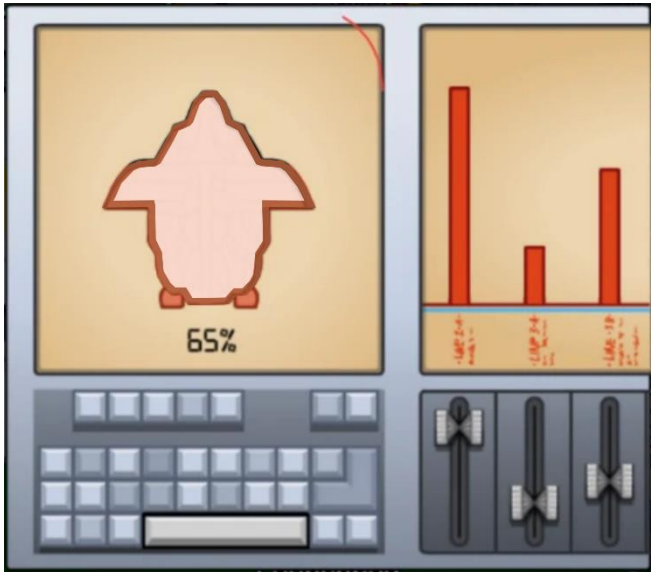


GREENHOUSE – Water Plants

Colour in the pots to water the plants.

LAUNCHPAD – Run Diagnostics

Colour in the ship on the left to complete diagnostics.



BALCONY – Measure Weather

Colour in the white bars to download weather data.

LABORATORY – Sort Samples

Write the number for each sample into the correct box.

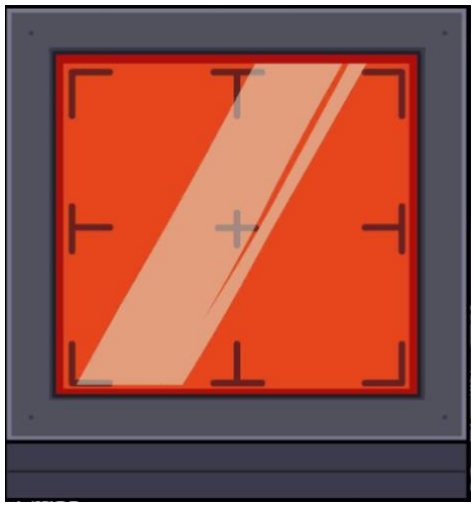
REACTOR – Start Reactor

Answer the following questions to start the reactor:

2+7 = __ 5+6 = __ 9-3 = __ 4-4 = __ 1+10 = __

OFFICE – Scan Boarding Pass

Write your username in the box on the boarding pass.



REACTOR – Unlock Manifolds

Cross off the numbers below with an X. Start at 1 and go up to 10.

EXTERIOR - Record Temperature

Solve this equation: 318 - 292 =

EXTERIOR - Fix Weather Node (S1)

Complete the maze, starting at the top left and finishing at the bottom right.

DROPSHIP - Insert Keys

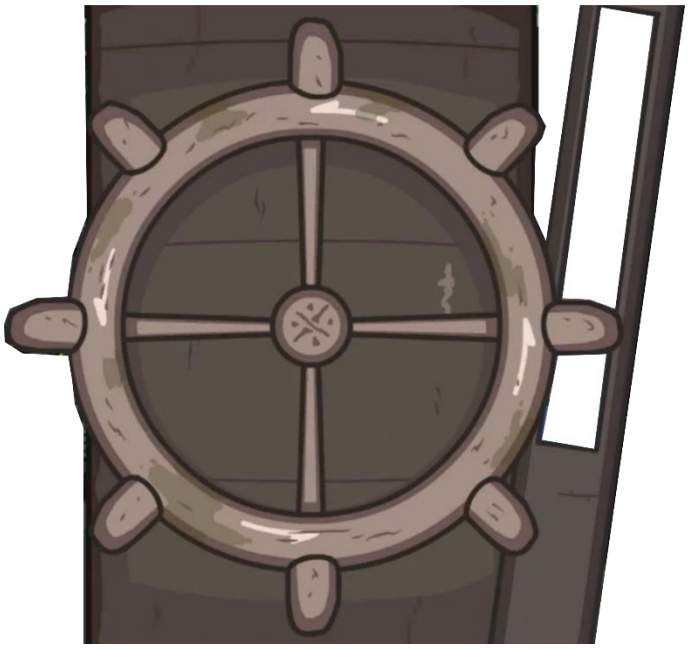
Colour in ONE of the circles to insert your keys.

LABORATORY - Assemble Artifact

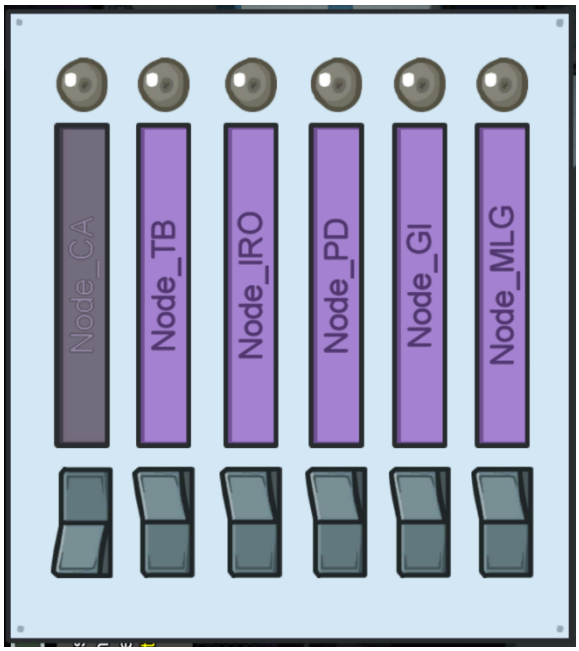
Complete the puzzle of the artifact.

BOILER ROOM - Open Waterways

Color in the white bar to open waterways.

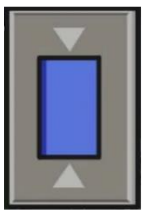


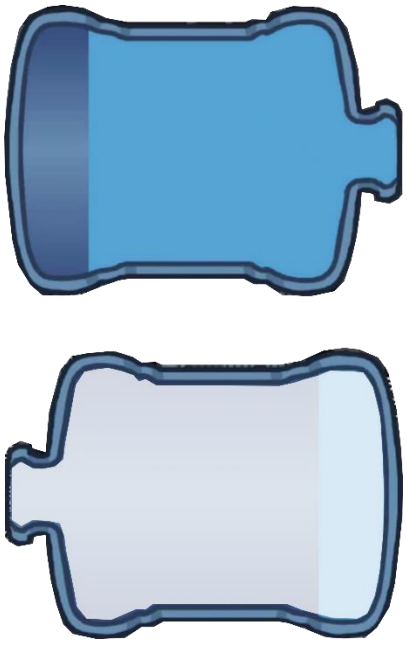
LABORATORY - Fix Weather Node (S2)



Colour in the node bar to reset.

BOILER ROOM - Replace Water Jug

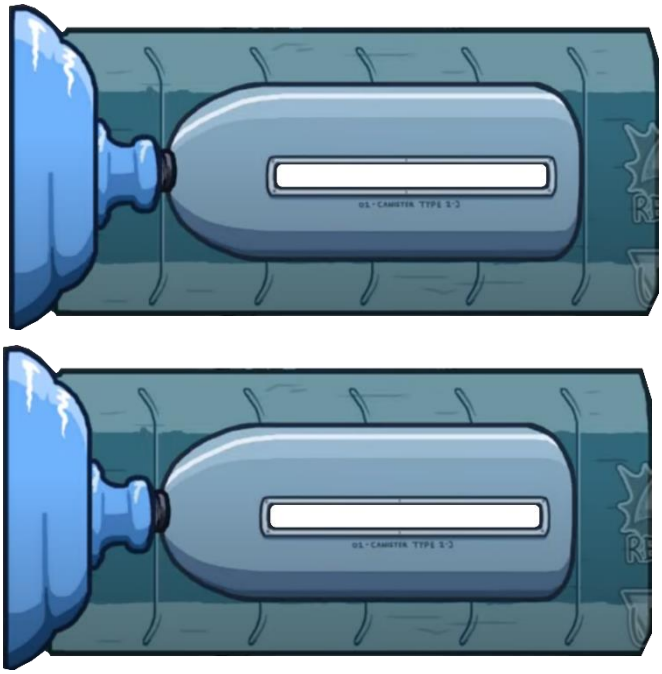




Colour in the left jug to replace.

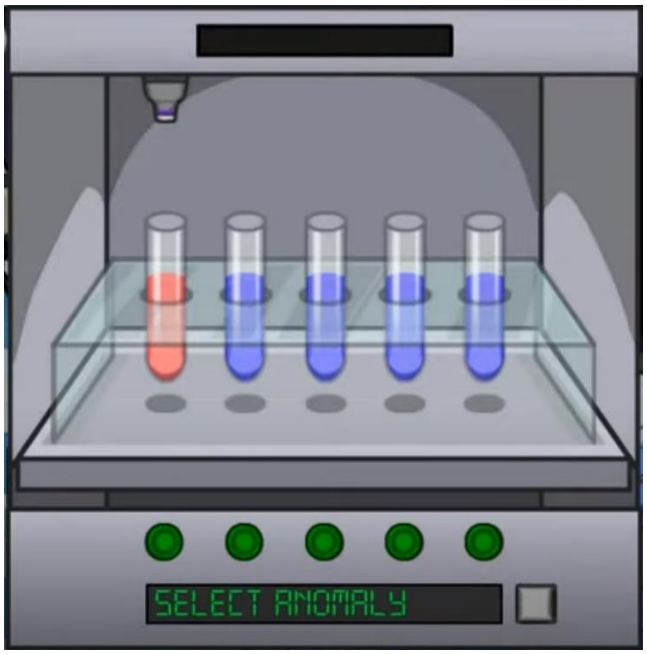
02 - Fill Canisters

Color in the bars to fill the canisters.



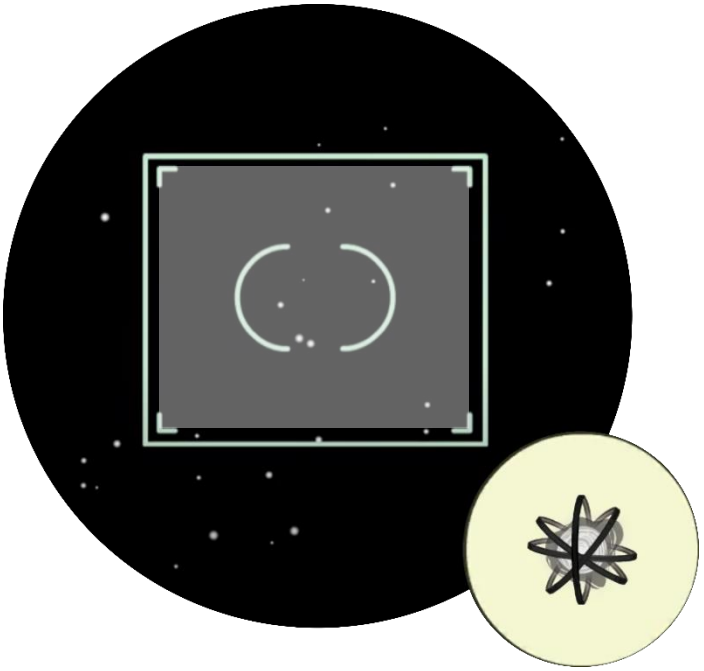
MED BAY - INSPECT SAMPLE (Stage 2)

Circle the test tube that is different to find the anomaly.



LABORATORY - Align Telescope

Copy the picture in the circle into the center square.

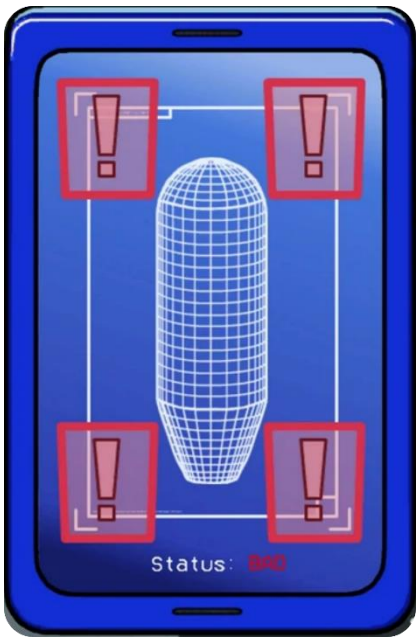


MED BAY - INSPECT SAMPLE (Stage 1)

Colour in the test tubes to add reagent.

LABORATORY - Repair Drill

Cross out the red boxes to repair the problems.



O2 - Monitor Tree

Colour in the bars to the correct levels to monitor the tree.

LABORATORY - Sort Samples

Write the artifact numbers in the correct spaces.

COMMUNICATIONS - Reboot Wifi (Stage 1)

Colour in the bar to shut down the Wifi.

COMMUNICATIONS - Reboot Wifi (Stage 2)

Colour in the bar to power up the Wifi.