



## AMONG US TIPS & TRICKS

### HOW TO WIN AS A CREWMATE

The aim of crewmates in the game is to maintain and fix the spaceship and find all impostors. It can be very challenging to win but there are some tools that can help crewmates to succeed. The tools are the following: Deduction, Induction, and Abduction. Let's dive deeper into what each of them means and how they can help.

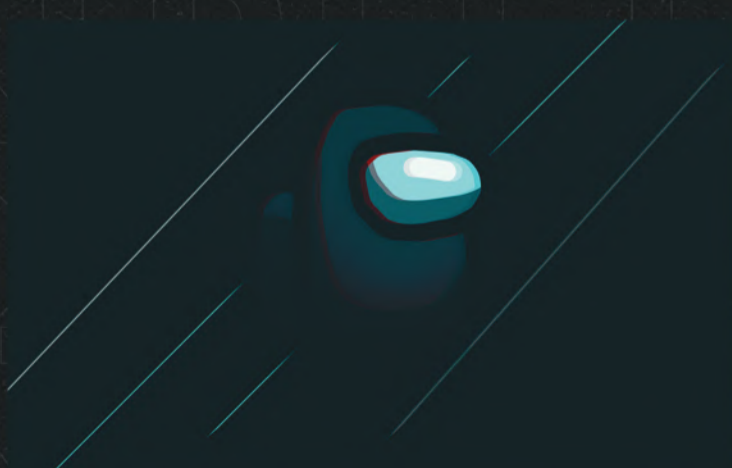


### DEDUCTION

The players have to start using deduction from the very beginning of the game to help themselves to find out who is the suspect. Crewmates have to carefully pay attention to what everyone says and remember everyone's alibi. For example, after the first kill there will be around 3 suspects and everyone will say they have their alibis. Impostors will usually say they were with someone else at that time, probably with another impostor, however, not always. So as a crewmate you should keep track of all the alibis, who was with whom and what each player saw.

### INDUCTION

Players have to notice and keep in mind suspicious behaviour and/or safe behaviour of other players. This approach can take some time, as a few rounds should pass to notice these behaviours and you might have confirmation biases if you look purposely for suspicious behaviour from another player. So be as objective as possible and induction will help you. Judgements should be made carefully and only consistent patterns should be observed. So, for example, if you notice someone is doing a task and the taskbar is moving but someone else is missing, you should observe the patterns of behaviour of that player who is missing. A suspicious behaviour can also be a situation when two players counter-accuse each other because most likely one is impostor. If you eject both you will lose a crewmate but it can help you to find an impostor. Also, observe those who ask irrelevant questions or talk too much.



### ABDUCTION

This approach means a use of both unconfirmed and confirmed information when accusing someone. For example, two players were found next to a body and both are saying that another is an impostor. Probably one of them is indeed an impostor. Therefore, if one of them dies later on, it can be assumed that the other one is an impostor. However, keep in mind that impostors can have good skills in framing others. So a real impostor can just be framing the one who stayed alive and crewmates might eject an innocent crewmate.

### HOW TO WIN AS AN IMPOSTER

The aim of an impostor is to sabotage the whole mission and kill the crewmates. Impostors have to be not suspicious to increase their chances to win. The first thing that will make you a suspect is being caught after you killed a crewmate, as everyone probably will think you are an impostor. One thing you can do is to counter-accuse your accuser, so the rest have doubts. However, this one is not the best option, as everyone will know that someone is lying and is definitely an impostor. The crewmates might eject both of you just to make sure that the impostor is kicked out. It is better to think of a story why you were there when someone found you next to a body. In other words, think of a good alibi and be good at lying. For example, you might say you were going to do a certain task when you found a dead crewmate. However, don't be overly defensive, as instead everyone will just make sure you are actually guilty. Also, find those crewmates who ramble or talk a lot. This behaviour is usually seen as a suspicious one, so you can blame and accuse them. Try and throw the suspicions but don't be too obvious.

