

The background of the slide is a stylized, cartoonish representation of the game Among Us. It features several astronauts in various colors (green, blue, orange, purple, cyan) floating in a grey space with white stars. A large red spaceship is in the center, and a yellow spaceship is partially visible on the left. The text "AMONG US" is written in a simple, black, hand-drawn font at the top center.

AMONG US

“EMERGENCY MEETING”

Argumentative Speeches

What is Among Us?

Available for free on the App Store or \$5 on Steam

Among Us is a social deduction game. Up to 10 players work together to complete tasks located around the map. The catch? Some of the crew are not who they claim to be. Imposters lurk in the shadows, with the sole purpose of killing everyone. When a body is found or an emergency meeting is called, the players all must vote for who they think the Imposter might be.

Sounds easy, right? It's not as easy as you think!



How To Be The Best Crewmate

There's a lot more to being the best Crewmate than just completing tasks!

Be an active participant — No one likes a player who is AFK or remains silent the whole game. Make sure you're being seen running around the map and working on tasks. If other players see you working, they are much less likely to suspect you're the imposter. In discussions, make sure you know where you are, what you're doing, and if possible, make sure you have a task you can use to prove your innocence.

Buddy up — If you trust another member of the crew enough, offer to buddy up with them. This can be extremely helpful if you're completing a task in an area of the map that is prone to murders, like the Electrical Room on The Skeld.

Get your tasks done — Even if you're unfortunate enough to get killed by an Imposter, you can still help your team achieve victory by completing your tasks as a ghost. You won't be able to stop any sabotages, though.

How To Be The Best Imposter

If you're lucky (or unlucky) enough to be the Imposter, here are some ways to stay one step ahead of any amateur sleuths.

Blend in — The key to staying alive and avoiding detection as an Imposter is to blend in. Try not to walk around aimlessly, but confidently as you move from task to task. You'll be faking them, so take your position into account. Being seen by other players helps you build an alibi.

Make a quick escape — Successfully getting a kill is one thing, but you don't want to be caught alone with the body. Utilize the vents to make a quick escape and avoid being caught by other members of the crew.

Sabotage accordingly — Imposters can sabotage certain areas of the ship, like the O2 room or the Reactor, and can instantly wipe out the whole crew if the crew doesn't fix the problem fast enough. The Imposter can also lock doors, which can prove useful in stopping a straggler from getting away. Imposters can also continue to sabotage doors, even if they've been caught and ejected by the crew.

Discussion Time

Discussions happen when a body is found or when an emergency meeting is called. Players have a chance to hurl accusations and defend themselves against other members of the crew. While it is tempting to vote off the first person you suspect, you should try to gather evidence on everyone's whereabouts.

If you're a Crewmate, figure out where the body was discovered and who discovered it. What were they doing in the area? Can they prove their innocence? Imposters should take note and participate as well.



Discussion Time Structure (90 secs)

Your mic **MUST** be unmuted during Discussion Time

First 30 Seconds - Everyone makes a claim. This is your opportunity to say where you were, what you saw, who you believe is imposter and why.

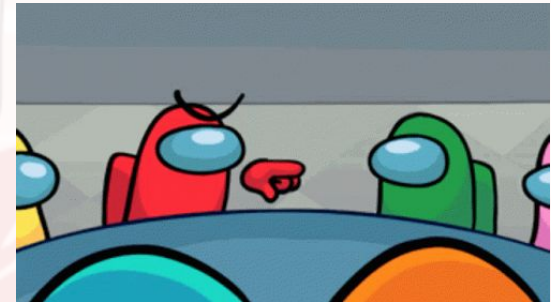
Ex: Ms. Gianas is the imposter because I saw her walking away from the body in the cafeteria.

Second 30 Seconds - open to counterclaims against other's claims, vouch for others.

Ex: I don't think Ms. Gianas is the imposter because I saw her do Medbay.

Last 30 Seconds - Each person states the person's claim they agree or disagree with and why. Everyone must contribute here!

Ex: I agree with Mr. Harter's claim that Ms. Gianas is the imposter because I saw her vent to electrical.



Voting Time (30 secs)

You will have an additional 30 seconds after Discussion Time to enter your vote. The crewmate with the most votes will be voted off, regardless of if they are the imposter or not.

Keep in mind that you have the option to skip vote if you are unsure who the imposter is. When there the same amount of imposters as there are crewmates, the imposters automatically win.



Ruleset, Map & Naming

Custom Settings
Map: The Skeld
Impostors: 2 (Limit: 0)
• Confirm Ejects: On
Emergency Meetings: 1
Emergency Cooldown: 20s
Discussion Time: 90s
Voting Time: 30s
Player Speed: 1.25x
Crewmate Vision: 0.75x
Impostor Vision: 1.5x
Kill Cooldown: 30s
Kill Distance: Normal
Visual Tasks: Off
Common Tasks: 1
Long Tasks: 2
Short Tasks: 2

Map: The Skeld

Your in-game name **MUST**
BE YOUR REAL NAME.

When you are dead, you
must stay muted for the
remainder of the game.

Time To Play!

We will play the first game together! The first students to enter when I share the code will get a spot. I will be sharing my screen and I trust you won't look at it while we're in-game. During discussion time, please remember the 30/30/30 format for responses.

Don't forget to MUTE when the game starts and UNMUTE during a meeting!

Game Leaders in Breakout Rooms

We will now be splitting into breakout rooms evenly. One person per breakout room needs to volunteer as the Game Leader.

Game Leader responsibilities are:

- **Creating the game with the correct custom settings**
- **Posting the game code in chat**
- **Managing structured Discussion Time (30/30/30)**
- **Making sure everyone speaks!**



Add a level of difficulty by having your webcams ON during the game!

The background of the image is a stylized space scene with a greyish-blue gradient and scattered white stars. Several colorful astronaut characters are visible: a green one in the top left, a blue one in the top right, a red one in the center, an orange one on the right, a purple one in the bottom right, and a cyan one in the bottom left. The title 'AMONG US' is written in a simple, black, hand-drawn font at the top center.

AMONG US

OTHER GAME MODES

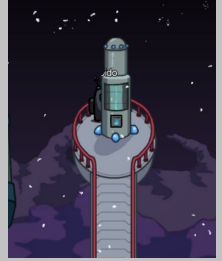
**If you're looking for a challenge or just
to switch it up :)**

The background features a central red impostor crewmate. Surrounding it are several other crewmates in different colors: a green one in the top left, a blue one in the top right, an orange one on the right, a cyan one in the bottom left, and a purple one in the bottom right. A yellow crewmate is partially visible behind the red one. The scene is set in space with a grey background and white stars.

AMONG US

Hide & Seek 🙄

Among Us: Hide & Seek



Map: Any

- **# Imposters: 1**
- **Emergency meeting: 1**
- **Player Speed: 1.5x - 3x**
- **Crewmate Visions: 2x - 5x**
- **Imposter Vision: 0.25x**
- **Kill Cooldown: 15 seconds**
- **Kill Distance: Short**
- **Tasks: 6 - 9 in total**

Objective: Crewmates must finish all tasks before imposter eliminates majority and wins

How to play: At the beginning of the game, the Imposter must announce who they are and their color, and then count to ten before leaving the starting point. Crewmates will rush to finish their tasks ASAP and avoid the imposter. In this game mode, there are NO emergency meetings or body reports. Mics are unmuted during gameplay.