

AMONG US



REAL LIFE GAME



Among Us in Real Life Rules

How many players: 4 - 10 players (8 crewmates and 2 imposters)

Rules:

- Each person selects a character card (free printable available below).
- Each person selects a task until all the tasks are handed out.
- No talking during the game, unless you call an emergency meeting.
- To call an emergency meeting, just yell out "Emergency Meeting."
- The Emergency Meeting is where everyone will vote on the Imposter. A crewmate/Imposter can choose to skip the vote at the Emergency Meeting.
- The imposter can kill by using 2 fingers as a weapon and poking a crewmate in the side or back.
- The imposter cannot do tasks, but can pretend like they are doing tasks.
- Choose a location to hold the Emergency Meeting and keep a map of the "ship" there.
- When a task is done the crewmate should place the "Task Done" sign on top of the task.

How to Win:

- Imposter wins if he/she kills everyone before all the crewmates finish their tasks.
- Crewmates win if they finish all their tasks before the Imposter kills everyone.
- Crewmates win if they figure out who the Imposter is before he/she kills everyone.

Extra Materials

We used extra materials from around our house to make the tasks more interactive. Use what you have!

- Nerf Guns
- Brads (craft, gold brads)
- Different colored string/yarn
- containers for water (fuel)
- Page protectors
- Dry Erase Markers
- Clear Contact Paper (to laminate game pieces to reuse again)




Among Us Printable Tasks Explained

- Submit Scan - When a crewmate receives the SUBMIT SCAN task card. They will stand on the Med Bay button for 20 seconds. (or time to be determined by you) My kids say you have to show your Character card when you have the submit scan task card.
- Garbage Disposal - fill up a grocery bag with scrap paper to complete this task
- Clear Asteroids - use Nerf guns to shoot down asteroids. I taped asteroids to red solo cups and kids shot them down with the nerf guns. If you don't have nerf guns, Dollar Tree sells similar guns that work great!
- Clean the O2 Filter - blow through a straw to clear cotton balls off the O2 filter
- Start the Reactor - play the memory matching game
- Enter ID Code - use a phone, tablet, or computer have kids input a code they are given. I left the code blank so that you can write a new code each time you play.
- Fix Wiring - wrap wire (yarn) criss crossing between columns 1 & 2 and columns 3 &4 on the electrical box. I attached the wire (yarn) with brads. You can use tape or whatever is easy!
- Fuel Engines - put water in a container, kids have to fill the "fuel tank" (another container) This could take place in a bathtub or kitchen sink to keep things from getting messy.
- Chart Course - complete the maze. Laminate or stick in a page protector sheet so you can use it over again!
- Unlock Manifolds - match the keys to the locks and then unlock (We purchased 5 locks from the Dollar Store.)
- Align Engine Output - align the string with the dotted line and loop around the brad at the end of the dotted line
- Divert Power to Security - move wires (yarn) from shields to security
- Stabilize Steering - complete the puzzle with the tiles (We used pattern blocks to complete this task. If you don't have pattern blocks a set of blocks along with the puzzle is available in the printable Among Us game!)
- Calibrate the Distributor - Kids use the picture of the scale and have to put objects on both sides to make it equal. Use any small objects from around the house like blocks, dominoes, etc.
- Upload Data - (Communications) use the secret decoder to find the missing word on the computer. Use a page protector and create a code using the secret decoder so you can use this over and over again.
- Upload Data - (Weapons) use the secret decoder to find the missing word on the computer. Use a page protector and create a code using the secret decoder so you can use this over and over again.
- Upload Data - (Electrical) use the secret decoder to find the missing word on the computer. Use a page protector and create a code using the secret decoder so you can use this over and over again.

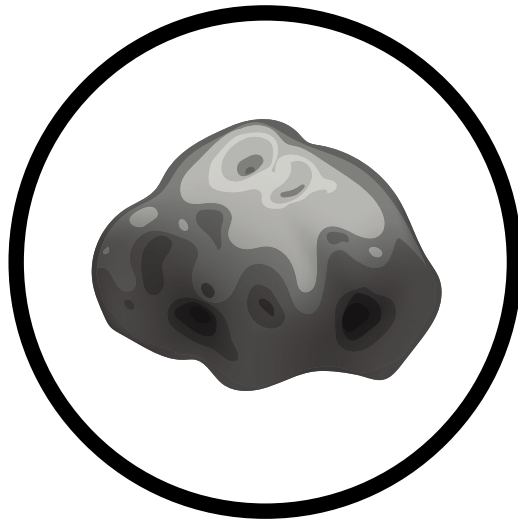
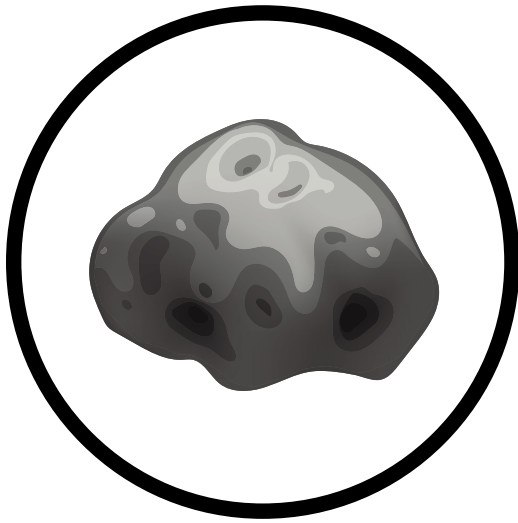
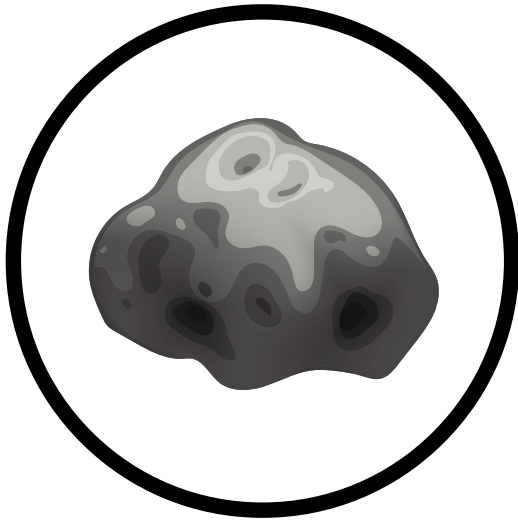
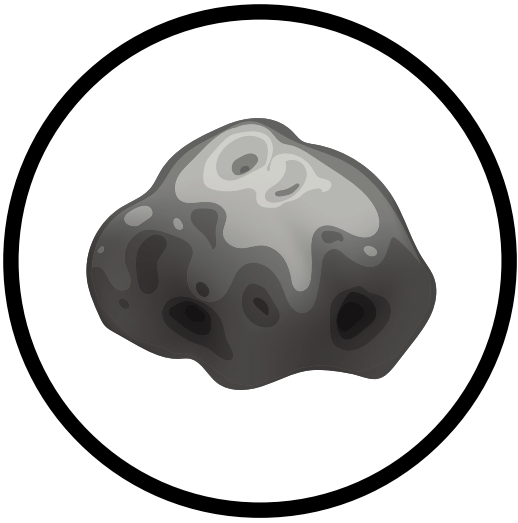
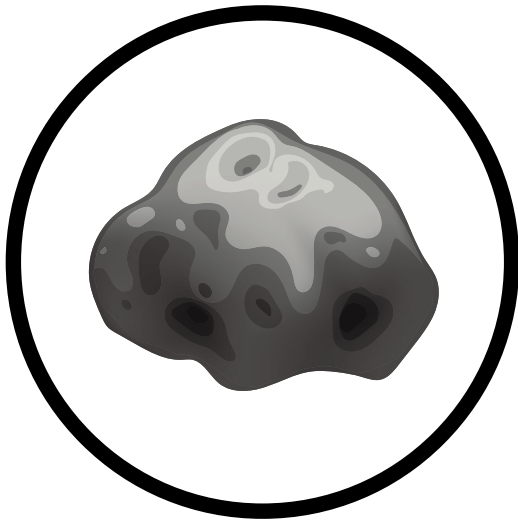
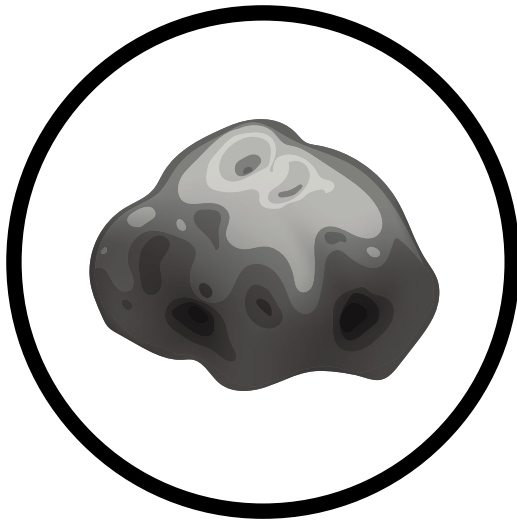
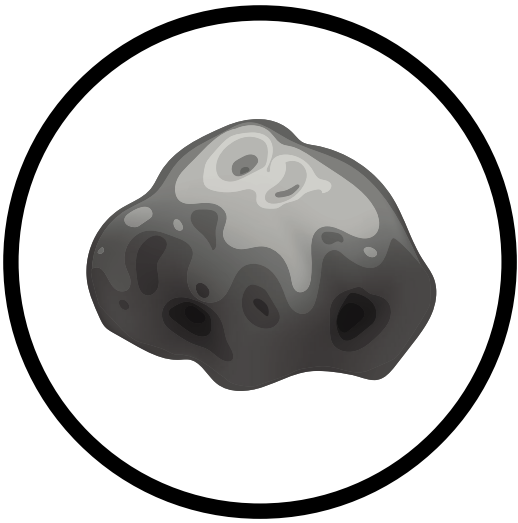


Tips

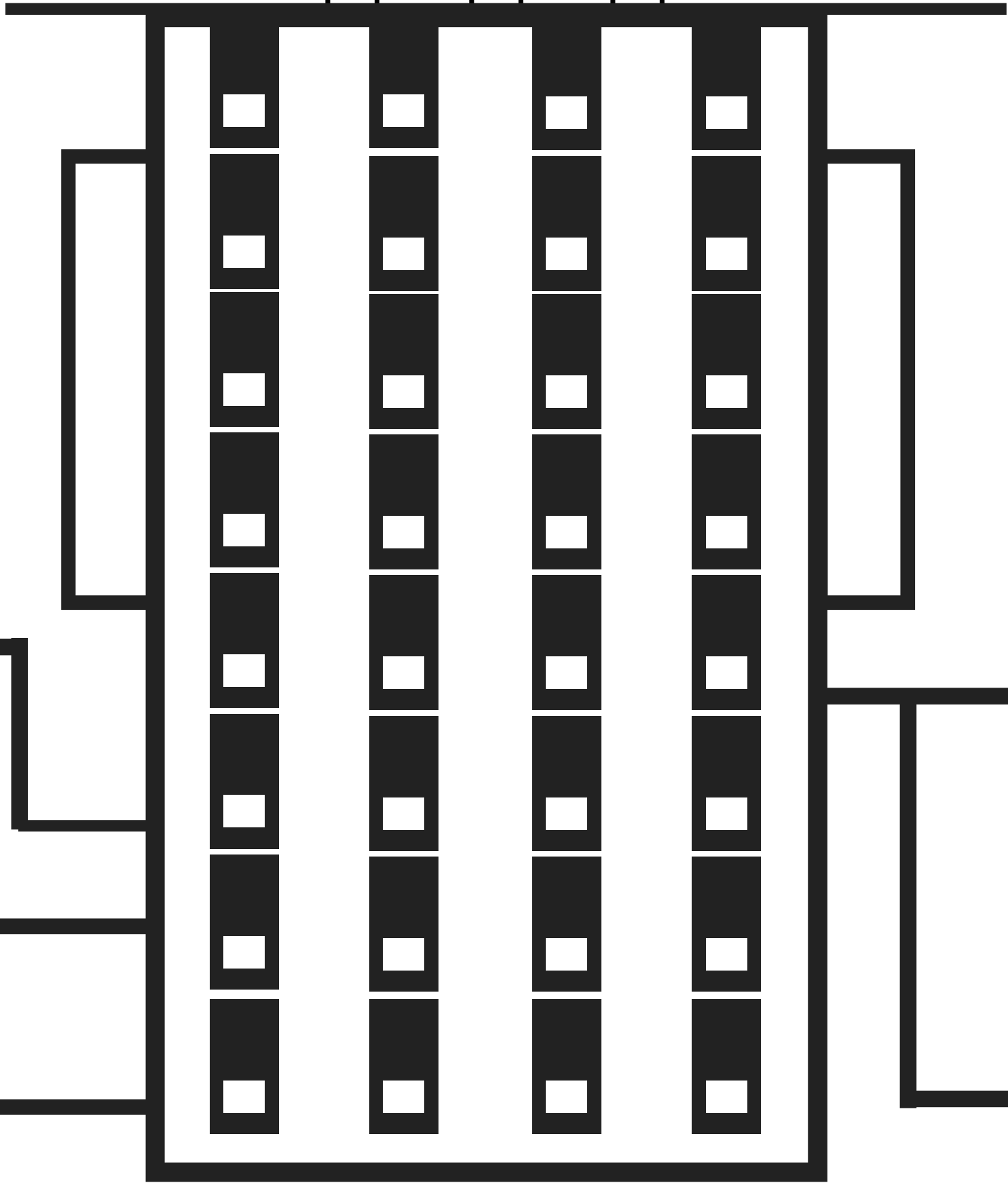
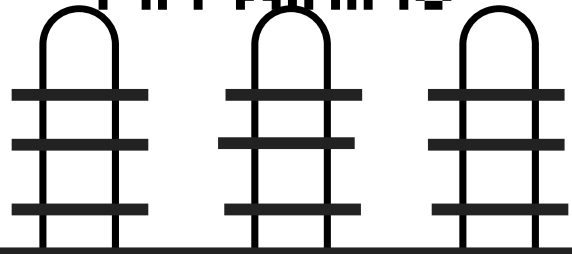
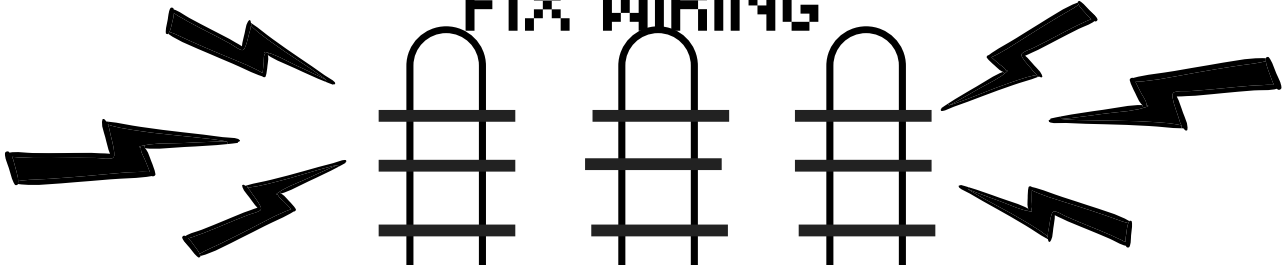
- If hosting a birthday party, try a run through first to make sure you have everything you need before the party!
- Laminate any pieces you may want to use again. You can buy clear contact paper to do this.
- Use page protectors and dry erase markers on full sheets.
- Print from FedEx Kinko's! There is a lot to print and you can print the entire game for about \$10. It's cheaper than using up all your ink at home.
- Print your character cards on cardstock so that kids can't easily see through the paper to find out who the Imposter is!
- Make the task in the area clear by putting the task on a tray or setting it out in the open. It should be fairly easy to find the task when they get to the right location.
- Create a map of where you plan on playing using the dotted paper at the end of the printable packet. This can stay at the location you choose as the Emergency Meeting location.
- Have fun!

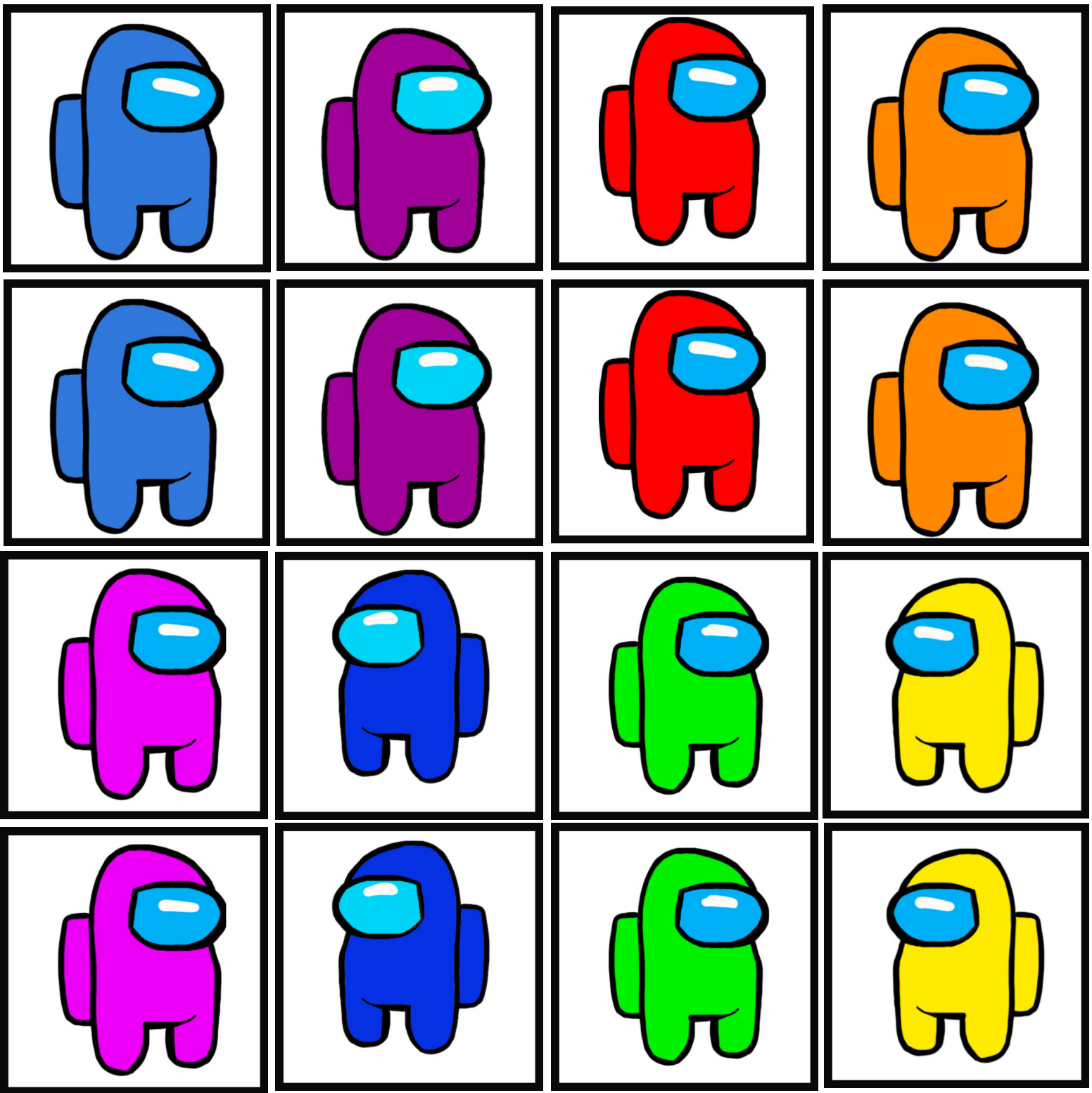


MED BAY SCAN

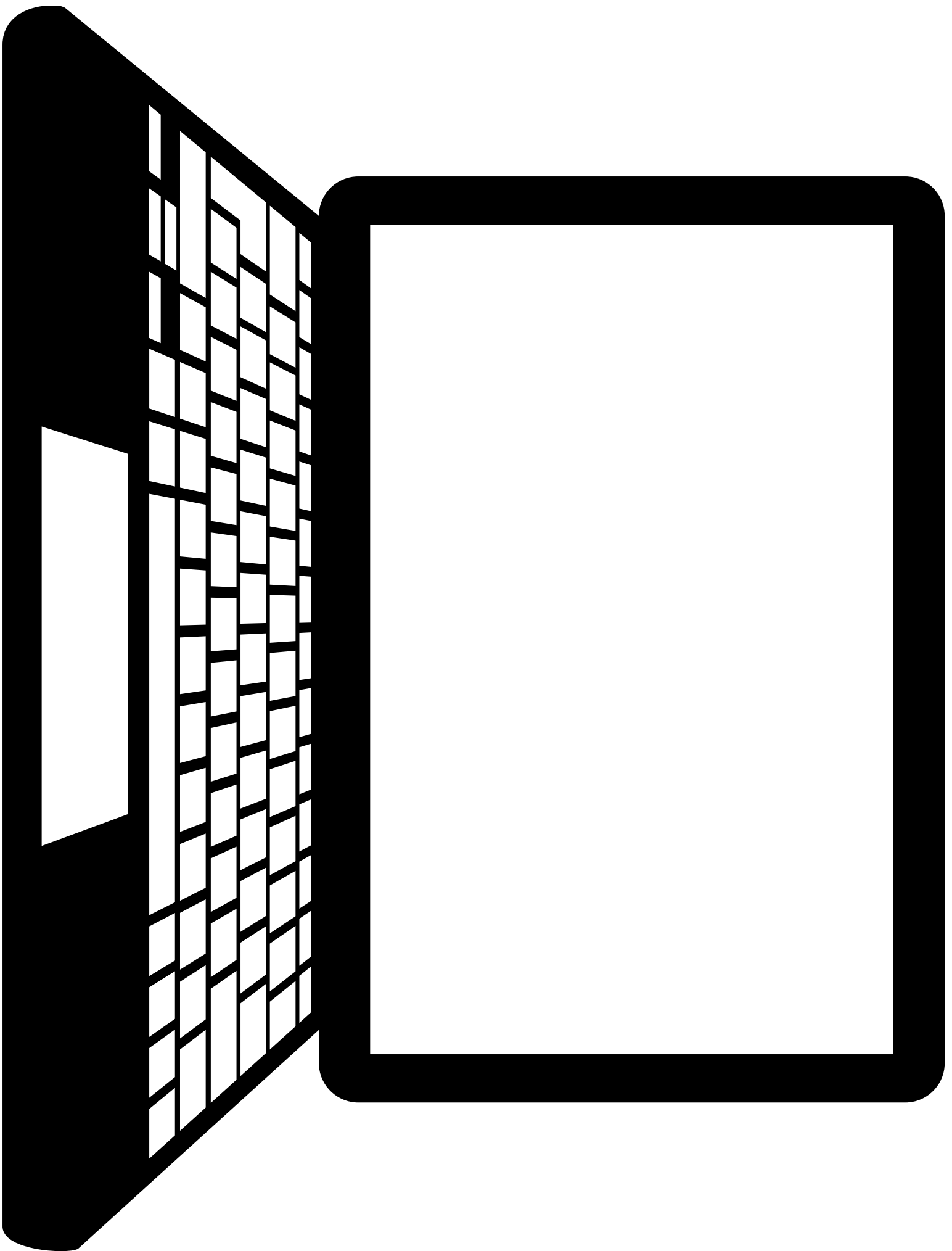


FIX WIRING





START REACTOR



Simple Decoder Wheel

This is a simple decoder wheel the kids will use to solve the upload task.

Cut each circle/wheel out.

Secret Decoder Wheel:

Make sure to cut the opening on the dotted lines.

Attach the wheels together with a brad in the following order:

Letters Wheel

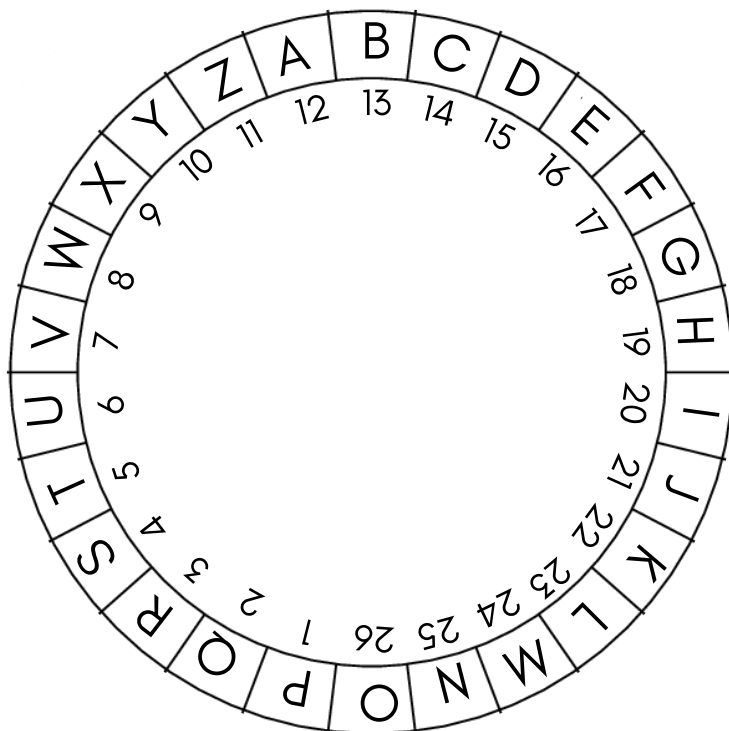
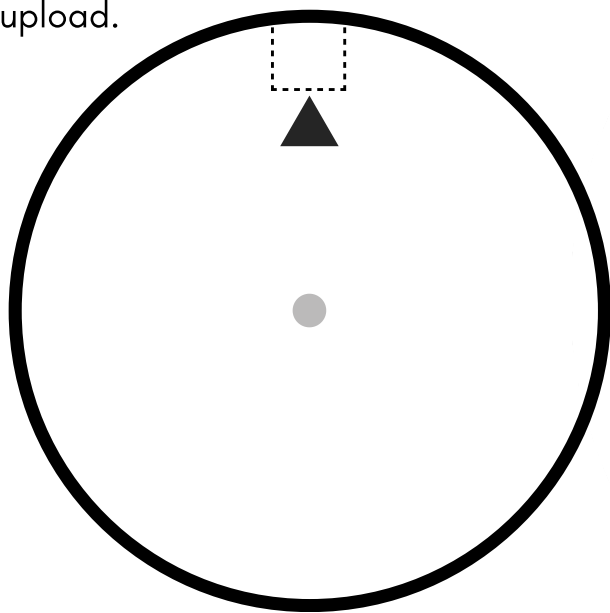
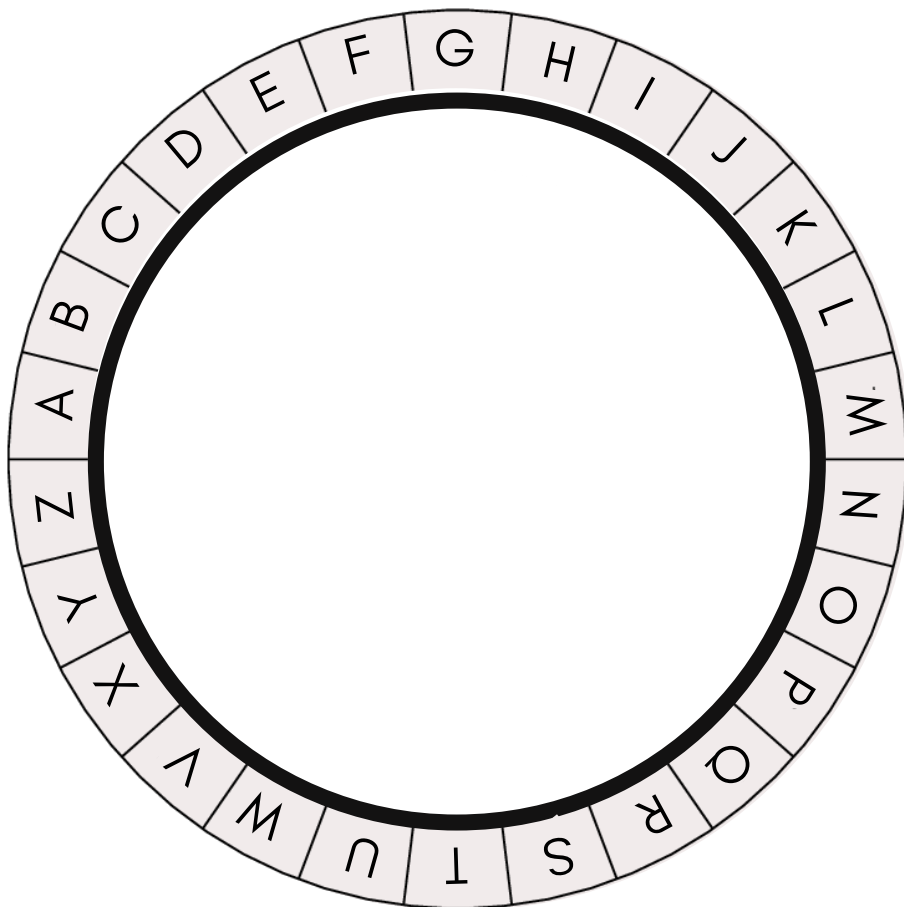
Letters/Number Wheel

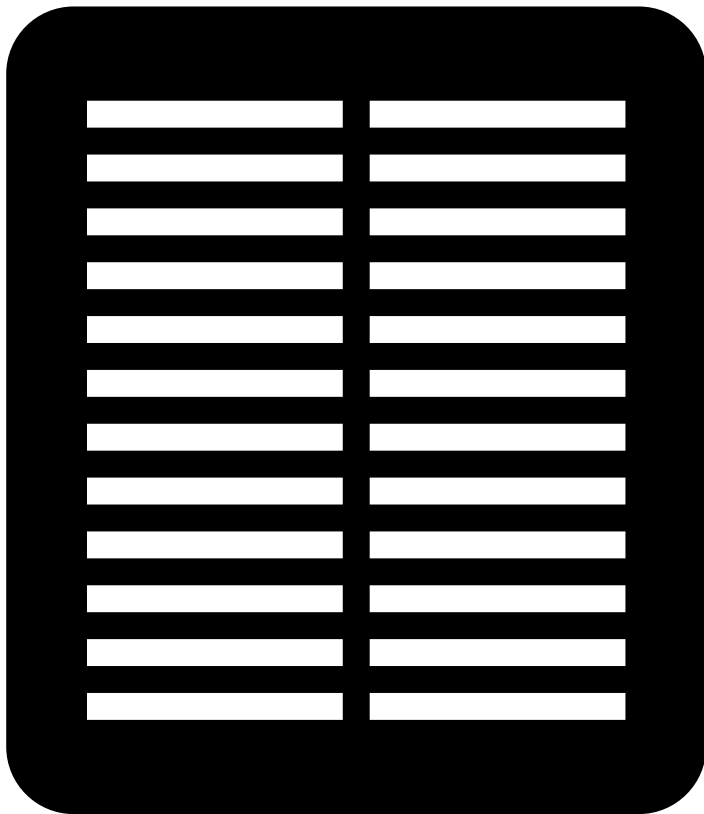
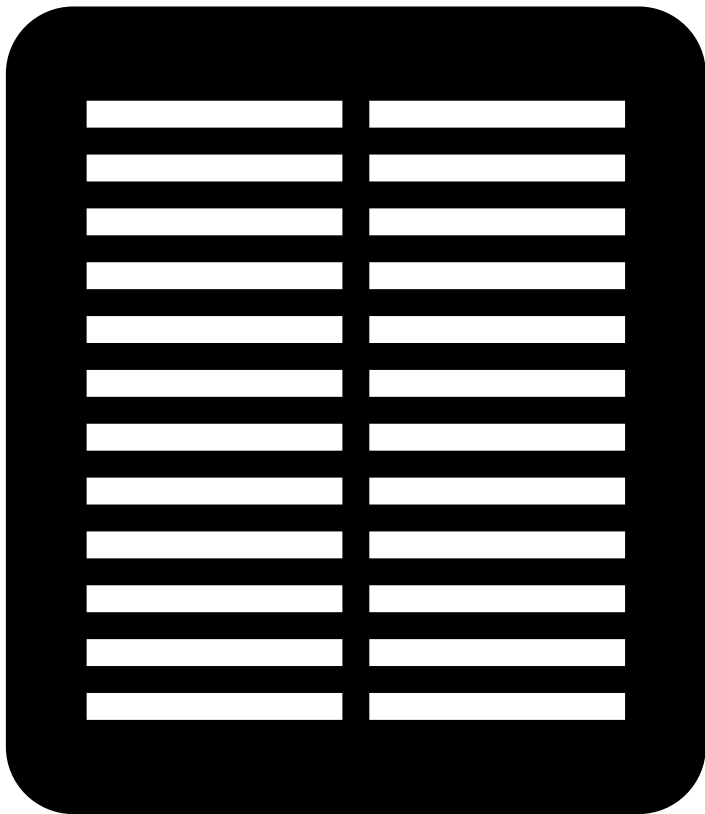
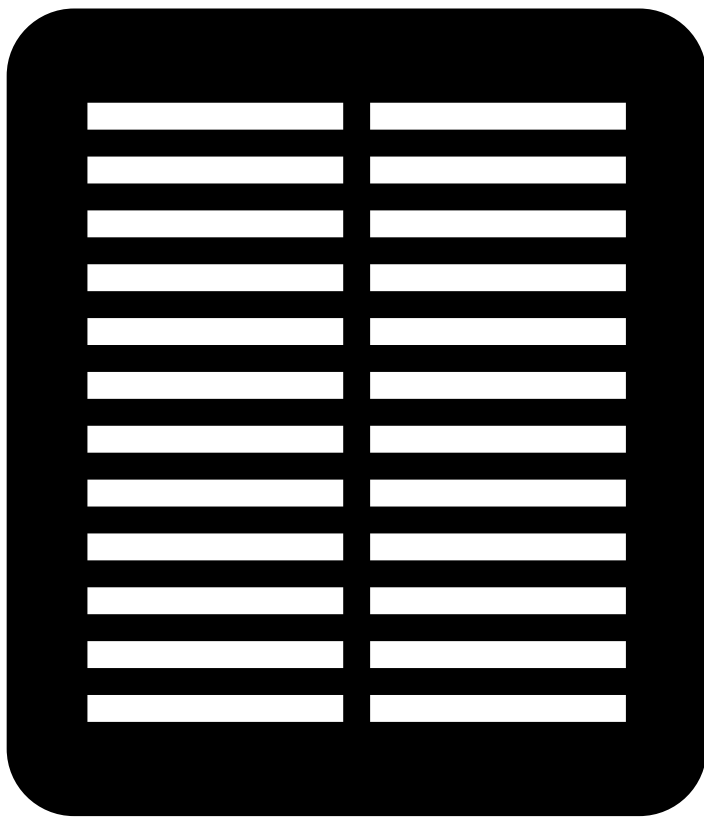
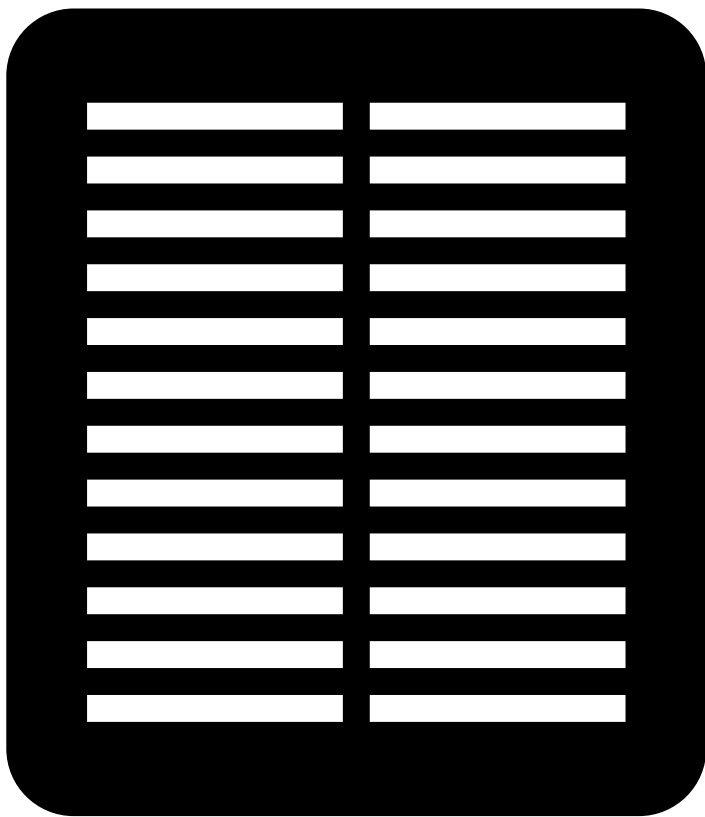
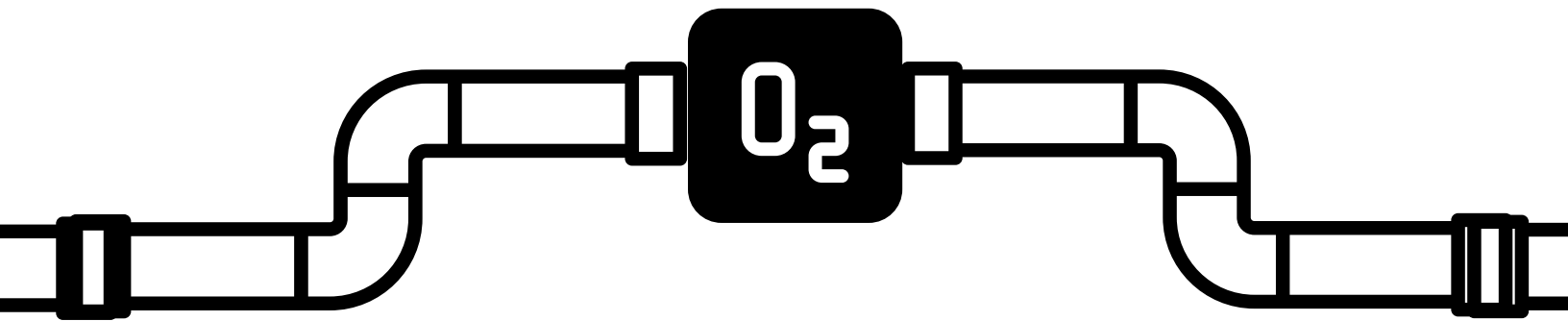
Secret Decoder Wheel

Decode the message by lining up the letter in gray and the number.

Ex: S12 = A

Create a message for kids to upload.





ALIGN ENGINE OUTPUT

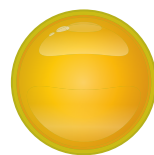
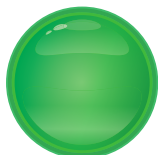
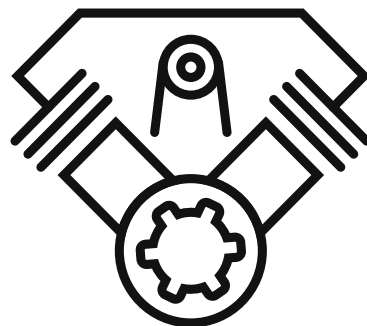
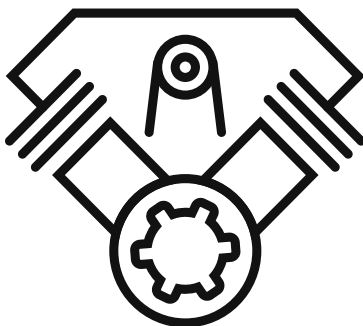
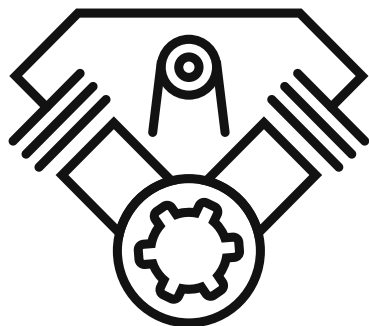
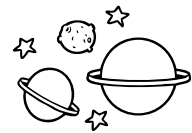
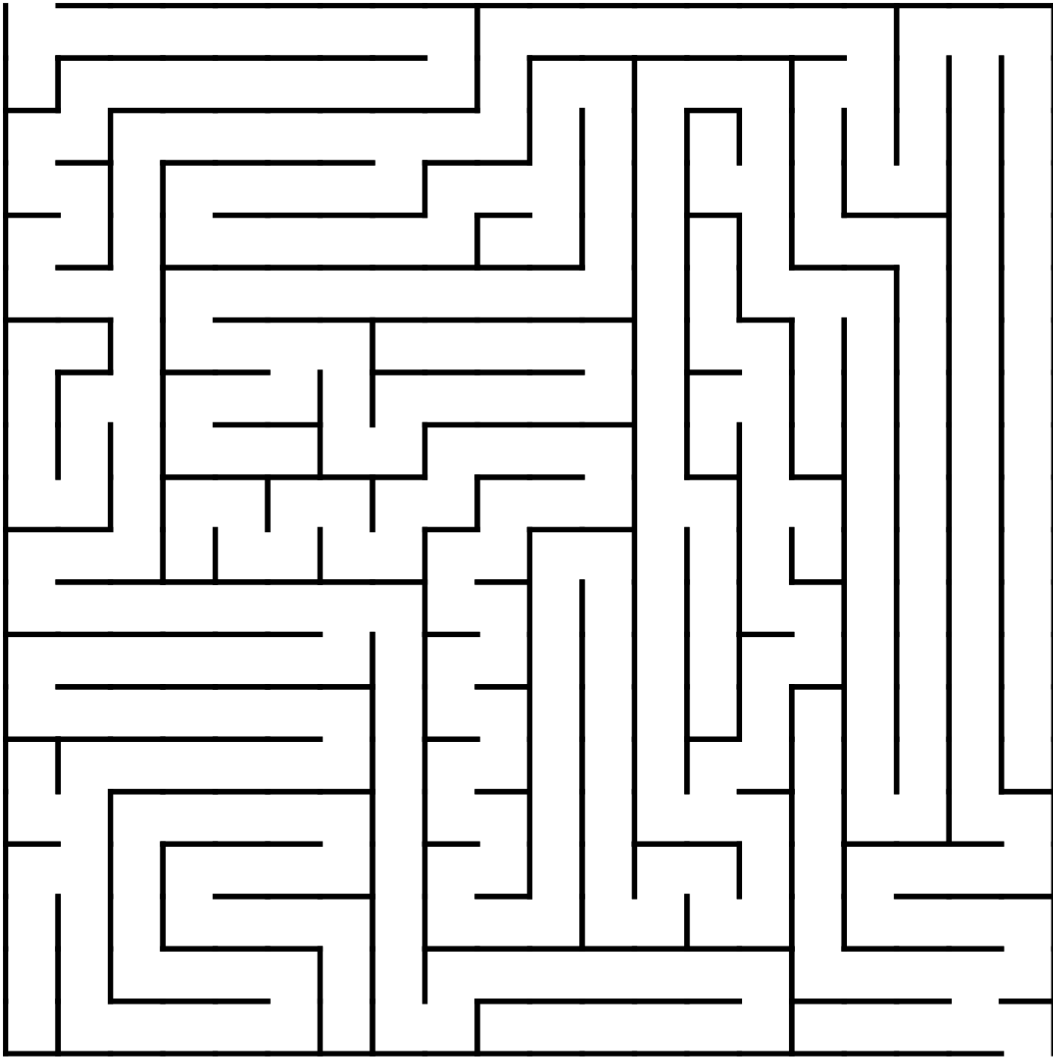
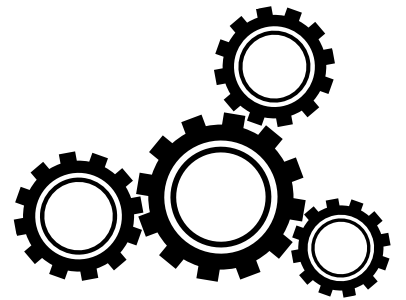
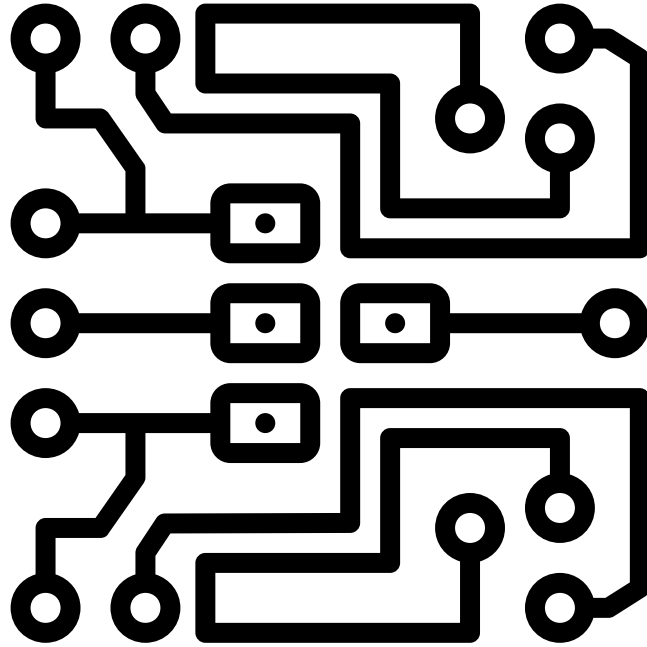
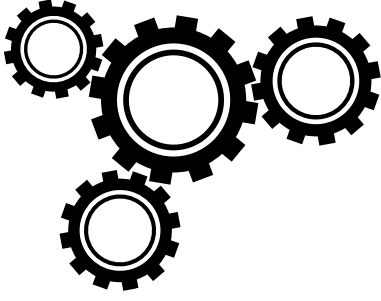




CHART COURSE

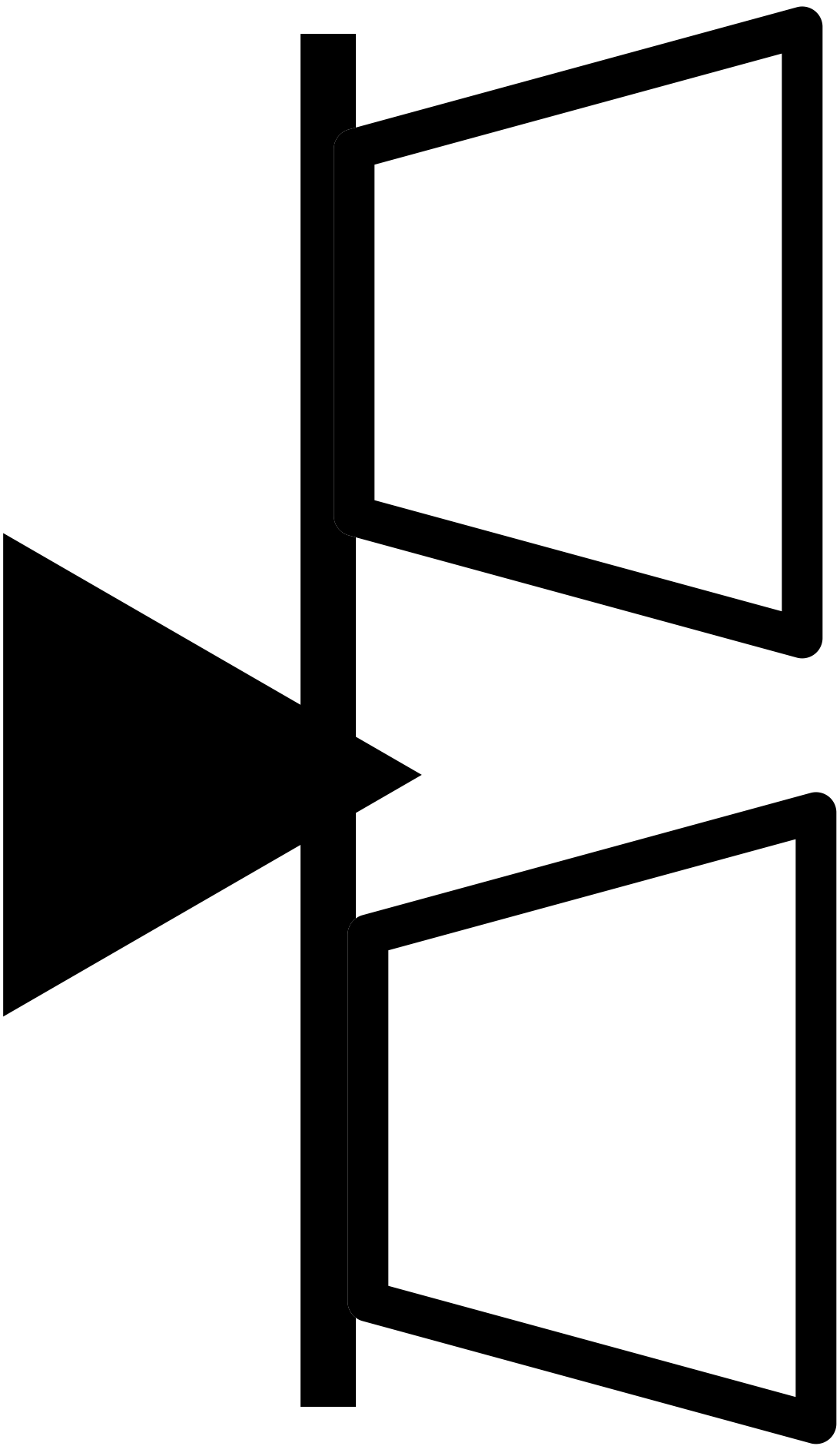


SHIELD POWER

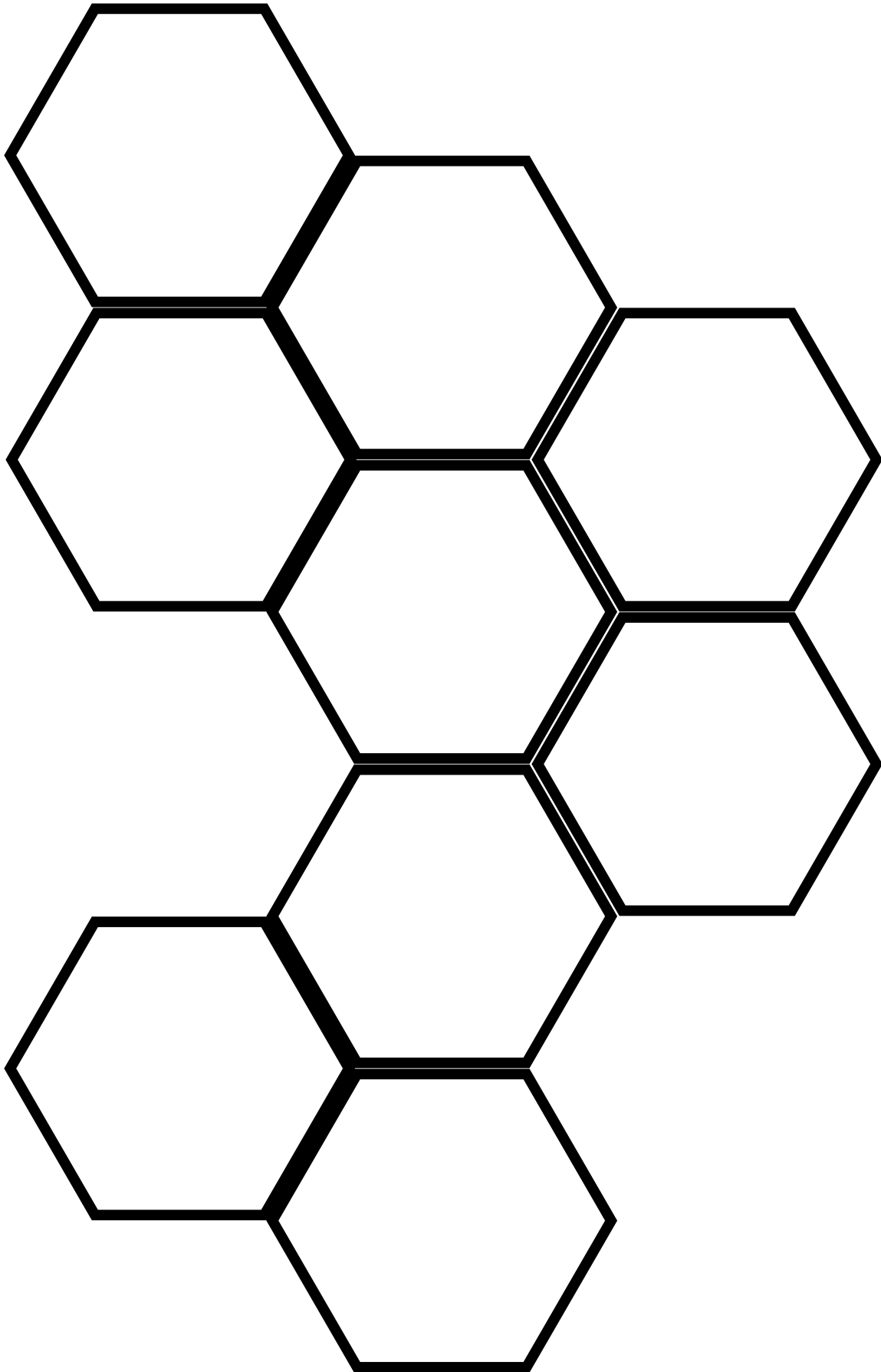


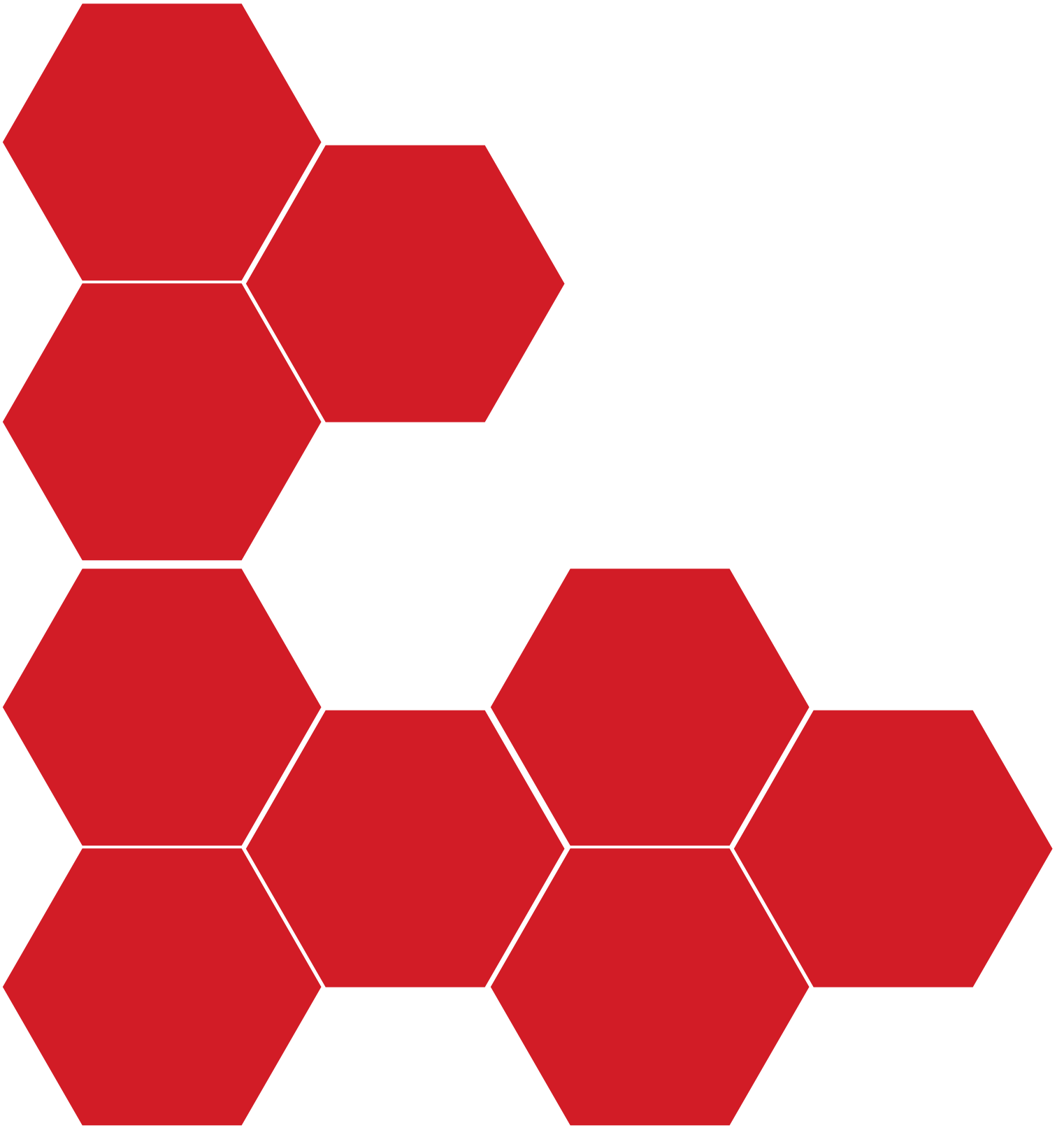
SECURITY POWER

CALIBRATE THE DISTRIBUTOR



STABILIZE STEERING





NAVIGATION

MED BAY

ELECTRICAL

SECURITY

REACTOR

STORAGE

ADMIN

WEAPONS

COMMUNICATIONS

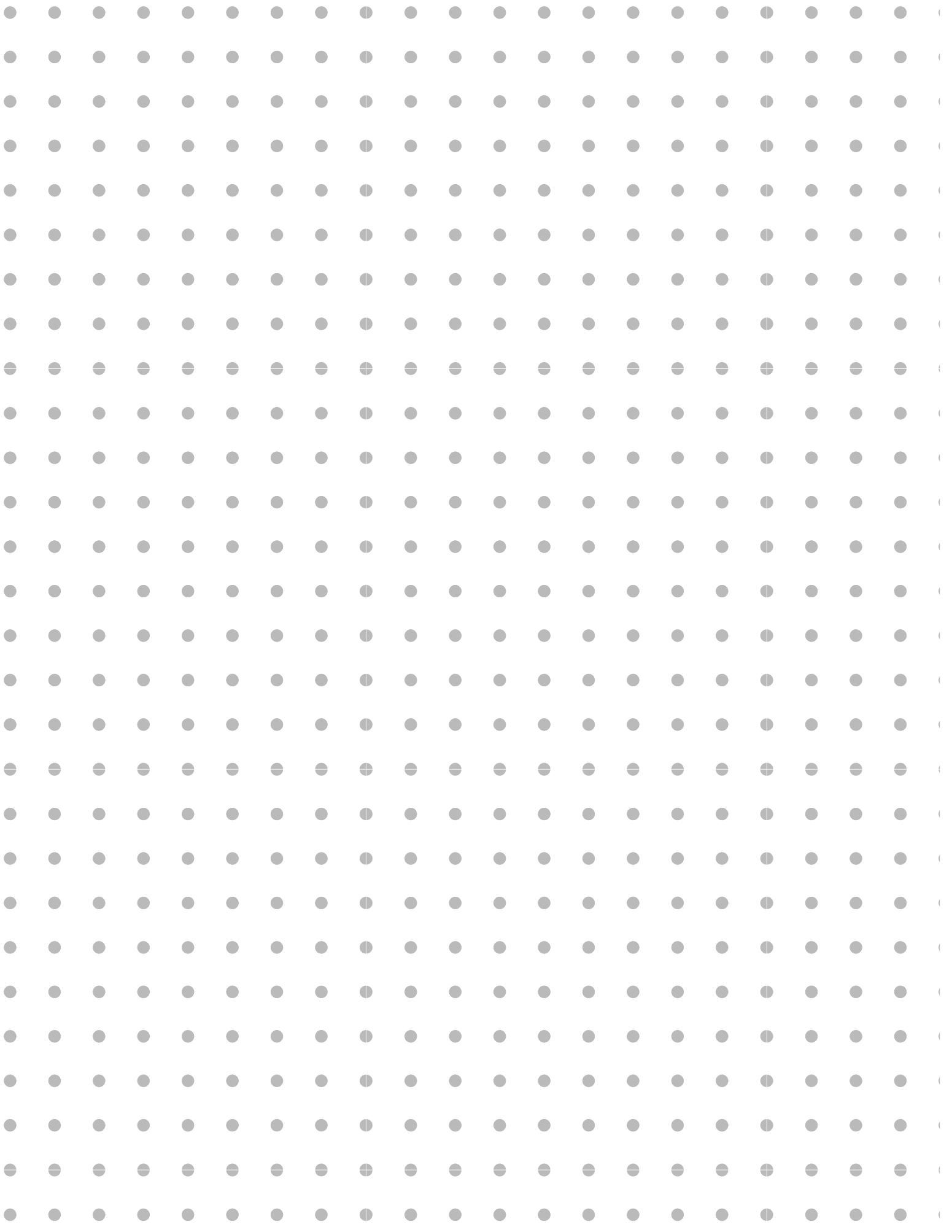
REACTOR

CAFETERIA

02

Dotted Page

On the next page you will find the dotted page that can be used to draw a map of your "ship" layout (where you plan on having the game). This can be located at the location you choose for the Emergency Meeting.



TASK DONE

TASK DONE

TASK DONE

TASK DONE

TASK DONE

TASK DONE

TASK DONE

TASK DONE

TASK DONE

TASK DONE