

IRL game not dissimilar to Among Us *Updated 21/5/21*

Many of your young people (and many leaders!) will be Among Us fans. Here's a similar game to play socially distanced.

Abby Poole, Youth Worker at Guildford Baptist Church, praises her youth team for making it happen, and writes:

Set up:

We used an Among Us playlist on Spotify to set the mood! And we just used a load of lights to make the rooms look good - it's amazing what effect they gave!

The microphone was super helpful too! Our system means that we can have the sound come through speakers in all the rooms, so we used it to have some banter over the mikes and to give time warnings, etc.

This is the link to the whistles we used:

<https://www.amazon.co.uk/gp/product/B08RYN9VJF>.

Play

It was so fun! We did it in groups of about 15 with two Impostors per game. We had a time limit of 15 minutes per game.

We had printed off Impostor and Crewmate cards which got given out in the briefing by a leader, and they kept them secret in a pocket or wherever they could keep them. These were used when voted off (to show what you were) and Impostors used their cards too, when 'killing' to prove that they weren't just a random person killing people. To kill a player, the Impostor subtly (!) tapped the Crewmate on their shoulder [Ed's note: we used rolls of paper which everyone had or felt tips to keep distanced] and showed them the Impostor card.

We set up a rotation of around 15-minute-to-win-it style games, and they had to be done by each player SEPARATELY. We did things that resembled tasks from the game (doing the rubbish - putting a load of balls of paper in a bin bag, and then other random ones like kids puzzles [Ed's note: See the video to see the tasks we used] - hand san was provided). Each game, we had five tasks they had to complete. There was a pen by each task and a leader at each task signed their card when they had completed a task.

If five Crewmates came to the leader and showed all five tasks completed, the game was over and the Crewmates had won. Or if they voted off the two Impostors. The Impostors won if they killed everyone. They had to be honest and count 10 seconds between each kill.

The impostor could fake doing the tasks or do them and not worry about the signatures.

Everyone had a whistle [Ed's note: we used people ringing the church doorbell, which made for some hilarious (walking quickly) chases of a Crewmate to the doorbell by the Impostor]. When someone got killed they had to lie on the floor and wait to be 'reported'. To report someone, the player who found them blew loudly on their whistle [or rang the bell] and everyone came to the designated Emergency Meeting Space (for us was our entrance foyer/café area) to do the vote. The Impostor who killed them could report the body they had just killed and pretend they found it.

If you got voted off, you revealed your card and waited in the EM area until the end of the game. And give a maximum of one minute for voting to keep the game flowing - the timer still ran through the votes!

The briefing PowerPoint has all the 'how to play' and the rules. You'll also see the map GBC made - the green were rooms you could enter and tasks were rotated around [Editor's note: fairly obviously, make your own map]. GBC had a security room, too, which was simply a Zoom set up on a laptop and webcam in the main playing area and the Zoom screen showing in another room. [Ed's note: we set up three cameras on a Zoom call and played them in the Security area and on a big screen in the church where non-players waited between games]

Dave's note:

If you have a room with two entrances, you could add Vents to your game. These are routes that only Impostors can take and should be marked as such. They may allow Impostors to flee the killing quickly, but if they're seen, someone will know they're an Impostor.

GBC didn't use Emergency Meetings, but you could add these in. If someone sees an Impostor using a vent for example, they can go to the EM area and blow the whistle to call an Emergency Meeting, but will people believe them?

Neither Abby nor I are in any way affiliated to Innersloth or Among Us, nor have they given permission for us to use their name. If you want to find out more about the online game, check it out at <https://innersloth.com/gameAmongUs.php>.