AMONG SUS

The Print-and-Play Social Deduction LARP

You're trapped on a spaceship along with your fellow Crewmates, but with an Impostor among you! Finish your tasks or eject the suspects before the Impostor takes you all out!

SETUP
Print out the PDFs included in this package. Black & white is fine. Cut them out.

Find a board game ringer OR an electric buzzer OR a hand bell OR a metal triangle OR anything similar for calling Emergency Meetings.

Get a few white sheets. These are ghost costumes.

Designate a door with a window in it or nearby as the air hatch.

Designate a table close by the door as the Emergency Meeting area.

Mix together the one Impostor role card with Crewmates so each player will have one card. Draw, read, and hide yours in your pocket (you'll need it when you get ejected).

Everyone takes a task list. They're all different. None is better than the others.

Place the task stations around the house (sabotage stations are optional). In small rooms like a bedroom or bathroom, 1 station works best. Larger rooms like a living room can take 2 or even 3 stations. Place them away from the door, and turned so the player's back is toward the door when doing a task.

Set the mood by turning down any light switch dimmers. Or turn on just one light bulb in a room to make it a little bit spooky.

Now go do your tasks before the Imposter takes you out!

TASKS
Only 1 person can actually use a task station at a time. Other Crewmates can hang around watching suspiciously if they like, though.

When you use a task station, just do the action written on it. It's usually play-acting while waiting 15 seconds.

When you're done with your list, put it on the meeting table. Then brag about it at the next Emergency Meeting.

KILLS
To kill, the Impostor taps their victim on the shoulder then makes a cutting gesture across their own throat. They can alternatively make a knife-stabbing gesture with their fist at the victim's stomach or back for a more subtle closeup attack. They must be within touch distance.

Both killer and victim must be SILENT. No shouting "You're dead now!" or gurgling loudly in horrible death pangs. That kind of thing wrecks the game fast.

When killed, the victim immediately drops to the floor right where they are, and STAYS THERE until found by a Crewmate. This could take a while, but don't move.

In their death throes, the victim CANNOT travel. It's cheating to "fall" toward a populated hallway when you were killed in a quiet sideroom.

The Imposter has a 10-second cooldown after a kill, during which they can't kill again. So no double kills.

DEAD BODY REPORTS
When a player finds a dead Crewmate, they can make a Dead Body Report by yelling "DEAD BODY REPORT!" and running to the meeting table for a free Emergency Meeting. Or not. It's up to them.

GHOSTS
Dead Crewmates whose bodies have been found become ghosts. Ghosts don a ghost costume, and keep doing their tasks. Their tasks count for winning.

Ghosts can only say "Wooo!" quietly and wiggle their fingers spookily at players, who should ignore them. They can also whisper to each other. At meetings they can whisper HELPFUL ideas to crewmates, like suggestions for

RULE #1:
NO TALKING EXCEPT DURING EMERGENCY MEETINGS!

things a player could say in their own defense.

Ghosts CANNOT talk out loud, accuse anyone even when whispering, or even hint at who their killer was. That means they can't "haunt" their killer in an obvious way like following them and staring intently at them. That's called a SPOILER, and the Imposter wins if a ghost outs them.

EMERGENCY MEETINGS

To call an Emergency Meeting, ring the ringer/buzzer/bell at the meeting table. Crewmates get 3 Emergency Meetings in total, where they vote on who to eject out the air hatch. Dead Body Reports don't count toward this limit, but work the same way.

It's usually a good idea to take turns speaking at the meeting. Start with the person who called it or found the body, who becomes the meeting leader. Raising hands works well for this, with the leader calling on people.

When you're ready to vote, point at the person you want to eject. Otherwise, put both hands flat on the table as a vote to skip. No one is ejected on a skip. A tie also counts as a skip.

If you're ejected, go out the air hatch door, shut it behind you, and hold up your role card to the window so your former Crewmates can see it. Then come back as a ghost and do your tasks.

THE END

The Impostor wins when there's only 1 living Crewmate left, or if a Crewmate purposefully cheats. Crewmates win when they eject the Impostor, or when they and any ghosts finish all their tasks.

To make this harder, mix up the task stations between games, using the same locations but swapping cards among them. This makes the crew slower to finish their tasks, and the whole game more fun. It's like a scavenger hunt! Only kind of dangerous.

CREDITS

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OPTIONAL: SABOTAGE

Place the sabotage task stations next to their matching task stations. Disable the screen saver lock on your cell phone, turn the volume to maximum, and place it on top of a sabotage task station. In its web browser, go to amongsus.atlas-games.com and choose the audio file that matches that task.

RULE #2: IF A CREWMATE CHEATS, THEN THE IMPOSTOR WINS!

The Impostor can hit PLAY to cause trouble for the Crewmates, or even win the game. Each audio file describes what happens. There's a 5-second delay at the beginning of each, to allow the impostor to walk away all innocent-like after pressing PLAY.

Crewmates must press PAUSE/STOP to disable a sabotage attempt. It's also nice of them to rewind to the beginning of the file.

OPTIONAL: MORE PROPS

Use props to make the task stations more fun. A Battleship board is excellent for Navigation, a library card works for Card Swipe, a video game controller for Weapons, the Operation game for Fix Wiring, etc.

OPTIONAL: ORDERED LISTS

To make things harder on the Crewmates, make them do their task lists in order from top to bottom.

OPTIONAL: MASKS

If players are having trouble keeping quiet, try wearing face masks outside of meetings. This is often enough reminder to solve the problem.

OPTIONAL: DOUBLE IMPOSTORS

If you have more than 8 players, print a second sheet of role cards and use the second Impostor card along with however many extra Crewmate cards you need.

Impostors need to know who their buddy is, so after drawing roles everyone puts their head down on the meeting table. The two Impostors then look up so they can see each other. Then they put down their heads and everyone looks up together, no Crewmates the wiser. There's an audio file at amongsus.atlas-games.com to facilitate this. If a Crewmate peeks during the reveal, the Impostors win.

Double Impostors win when there are only 2 Crewmates left. Crewmates have to eject BOTH Impostors to win in this variant.