



### **DIRECTIONS:**

6 Players or less = 1 Imposter  
7-12 Players = 2 Imposters  
13-20+ Players = 3 Imposters

Set up tasks in different rooms (if playing inside) or in different areas (if playing outside). It is best to play when it's darker and only having a little light. For example, turning off all the lights and only having night lights on in all the rooms and in the hallways if it's too dark. Set up the Emergency Meeting table with the "Emergency Meeting" button.

Give each player a character card, a task card and a headband. Refer to # of players above to determine how many Imposters there will be. Tell players to keep their cards hidden so nobody knows who the Imposters are. Everyone closes their eyes, then Imposters open their eyes to see who is who. Everyone opens their eyes and begin the round. Play as many rounds as your heart desires.

### **RULES:**

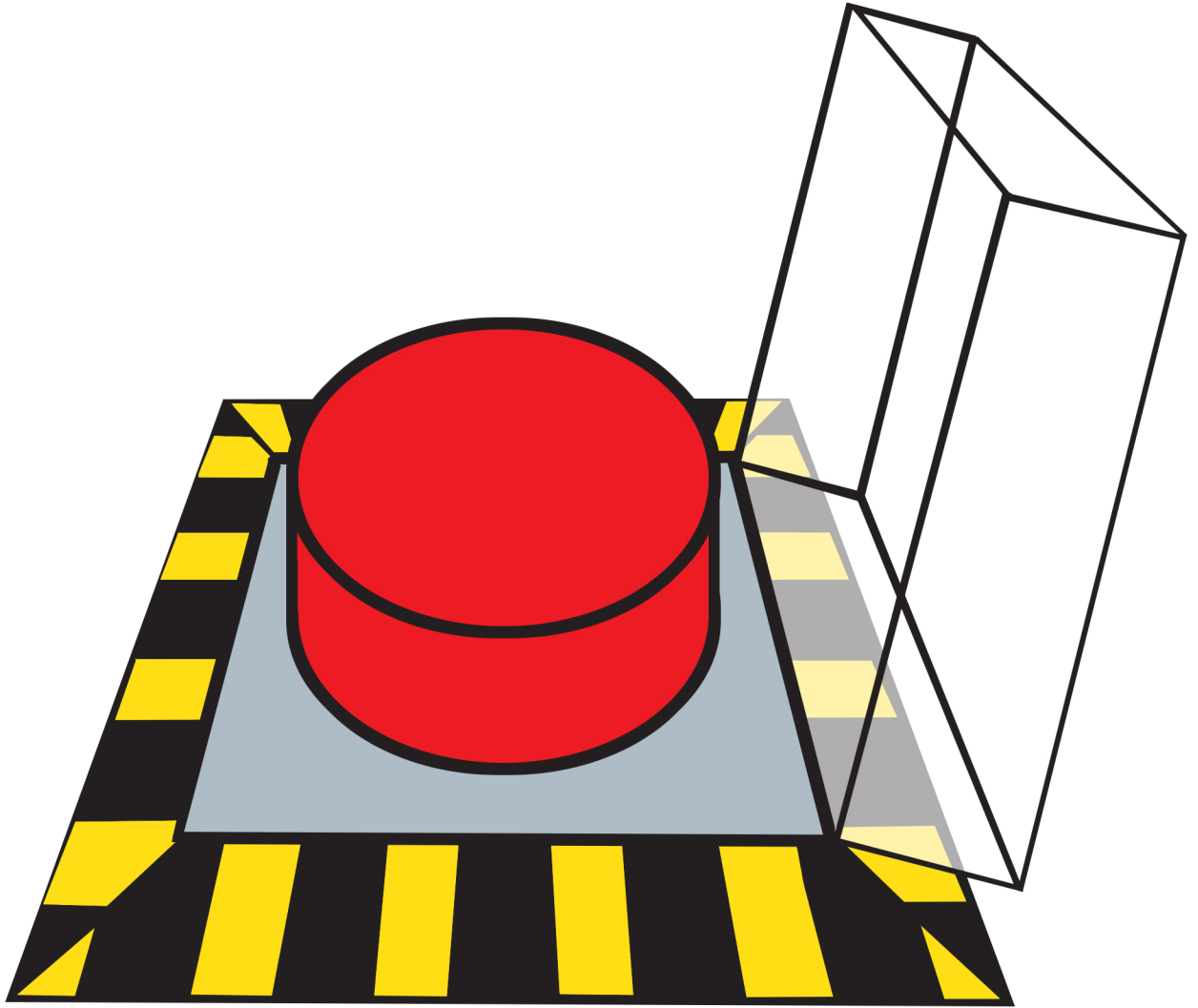
Players go around completing tasks in order. No talking among players during this time but they need to be quick and always watching their back just in case an Imposter is trying to kill them. If a dead body is found then an Emergency Meeting can be called by pressing the button and yelling "Emergency Meeting!" If a player wants to call an emergency meeting because they saw something SUS (suspicious) they may do so but each player is allowed to call those only once per round. Imposters pretend to do tasks as well and can also call Emergency Meetings to help them look less SUS.

Imposters kill Crewmates by poking the Crewmates back. Crewmate must immediately drop to the floor and stay there until an Emergency Meeting is called. All players return to the Emergency Meeting table and discuss what they've seen (this is the only time players may talk). Player that called the meeting will start with, "Dead body reported in the..." or "{name of player} was acting SUS because..." then everyone will discuss what they saw and vote on who they think is the Imposter. Player with the most votes reveals if they were a Crewmate or Imposter. If they're a Crewmate, they're now dead and flip their character over to Ghost. The Ghosts can go about doing tasks or watching other players but still no talking aloud. If the one voted was an Imposter and was the only one or the last one, game is over and the Crewmates won.

If Imposters kill all Crewmates, the Imposters win. If Crewmates finish all tasks before the Imposters kill everyone, the Crewmates win.

## AMONG US REAL LIFE GAME - EMERGENCY MEETING BUTTON:

Print and laminate (optional if you want it to be more durable and long lasting).



# EMERGENCY MEETING

# AMONG US REAL LIFE GAME - HEADBAND:

Print on cardstock. Cut out and measure player's head before stapling together. Cut a slit along the dotted line to insert Character Card.

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SUS



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## AMONG US REAL LIFE GAME - TASK CARDS:

Write up to 7 tasks on each card. Write tasks in different order each time. Cut and laminate (optional but will make them more durable and last longer).

**Crewmate**

Tasks:

1)

2)



3)

4)

5)

6)

7)

**Crewmate**

Tasks:

1)

2)

3)

4)



5)

6)

7)

## AMONG US REAL LIFE GAME - TASK CARDS:

Write up to 7 tasks on each card. Write tasks in different order each time. Cut and laminate (optional but will make them more durable and last longer).

**Imposter**

Tasks:

1)

2)



3)

4)

5)

6)

7)

**Imposter**

Tasks:

1)

2)

3)

4)

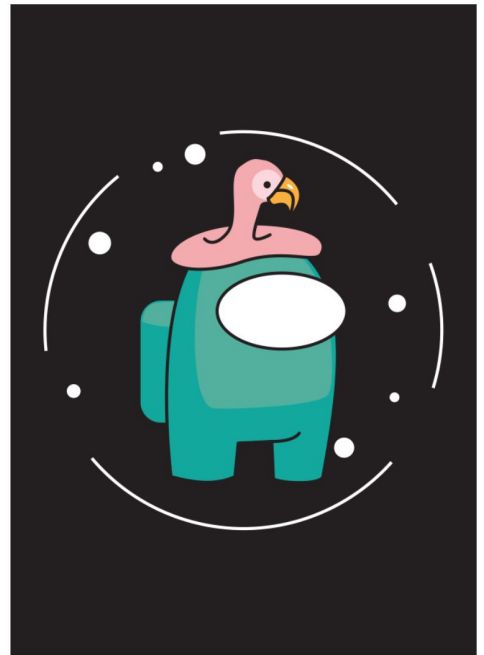
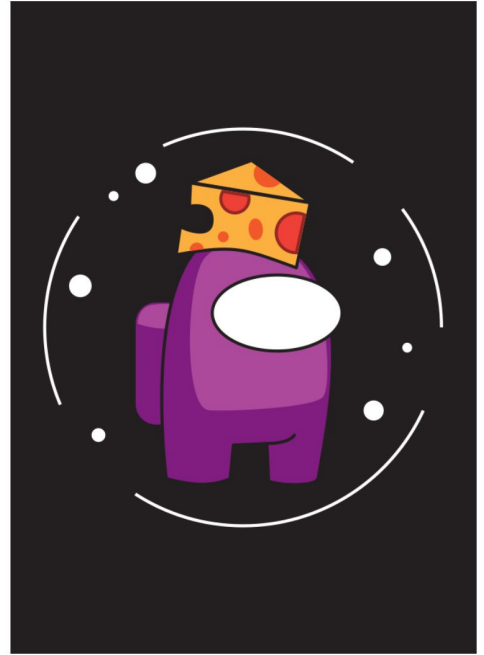
5)

6)

7)

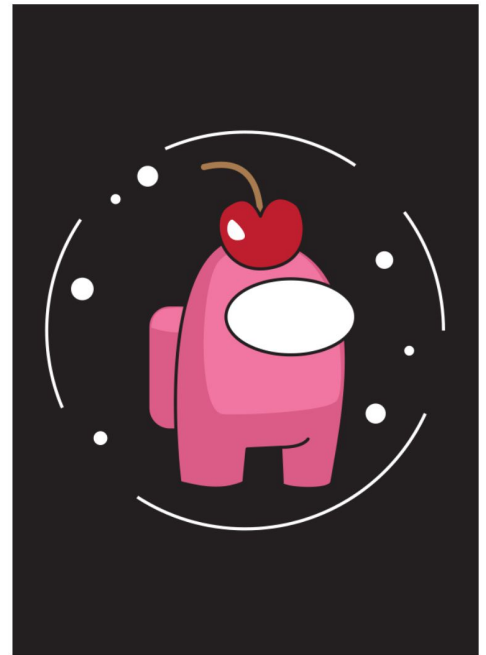
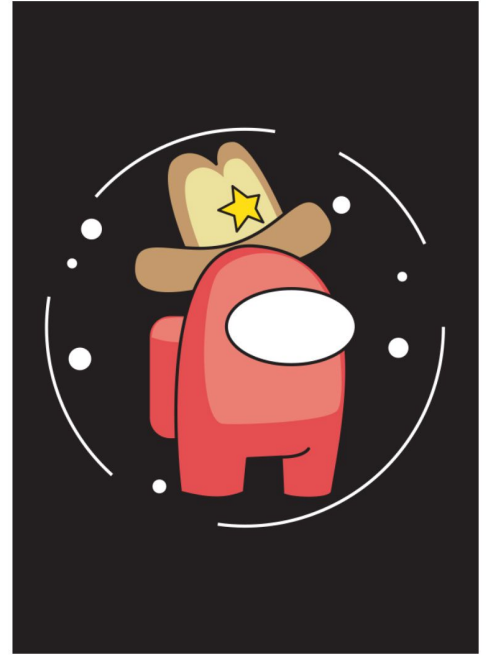
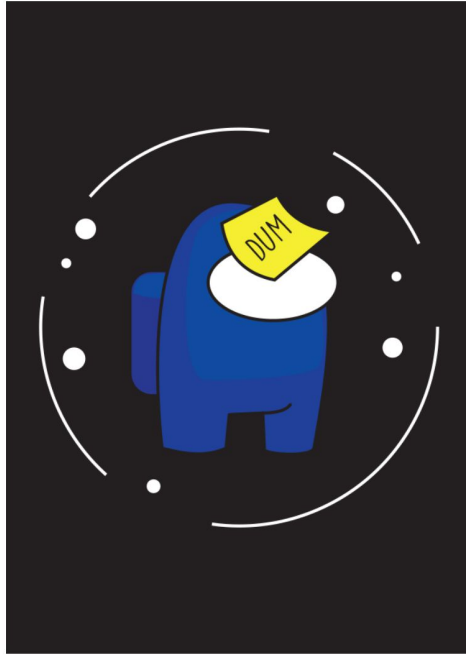
## AMONG US REAL LIFE GAME - CHARACTER CARDS:

Cut and laminate (optional but will make them more durable and last longer). This is the front side. Print the Ghost on the other side, or on another sheet of paper and glue to the back.



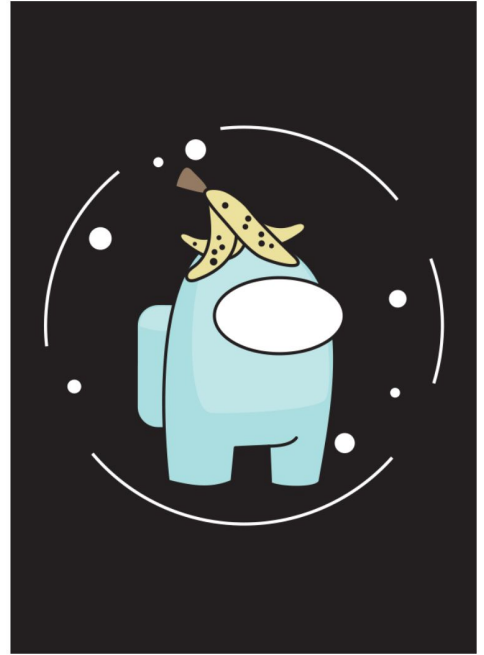
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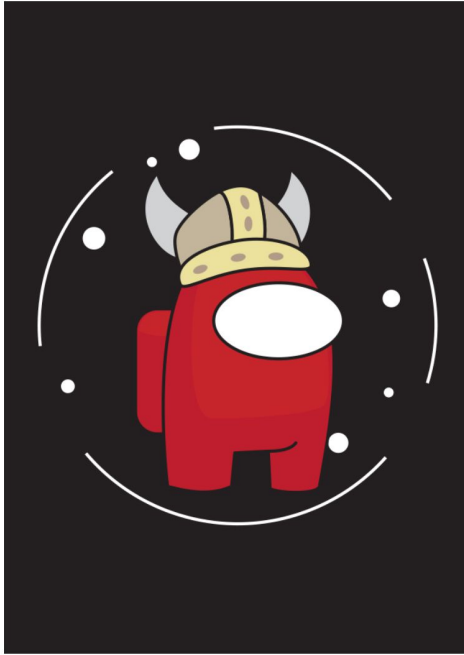
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## AMONG US REAL LIFE GAME - CHARACTER CARDS:

Cut and laminate (optional but will make them more durable and last longer). This is the front side. Print the Ghost on the other side, or on another sheet of paper and glue to the back.



## AMONG US REAL LIFE GAME - GHOST CARDS:

Cut and laminate (optional but will make them more durable and last longer). This is the back side. Print on the other side of the character cards, or print on another sheet of paper and glue to the back. (When a player dies, they will flip their card to show they're a "Ghost.")

